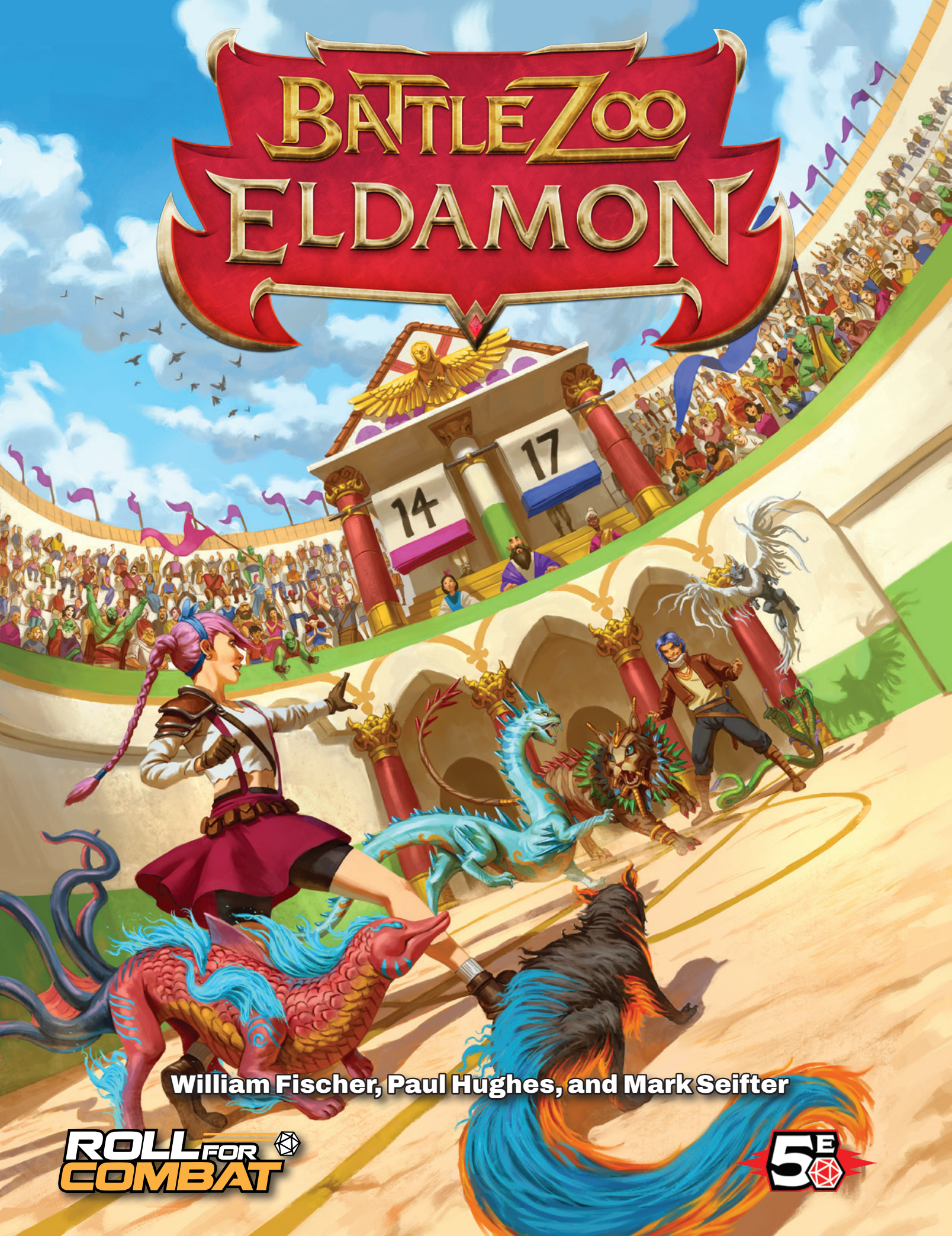
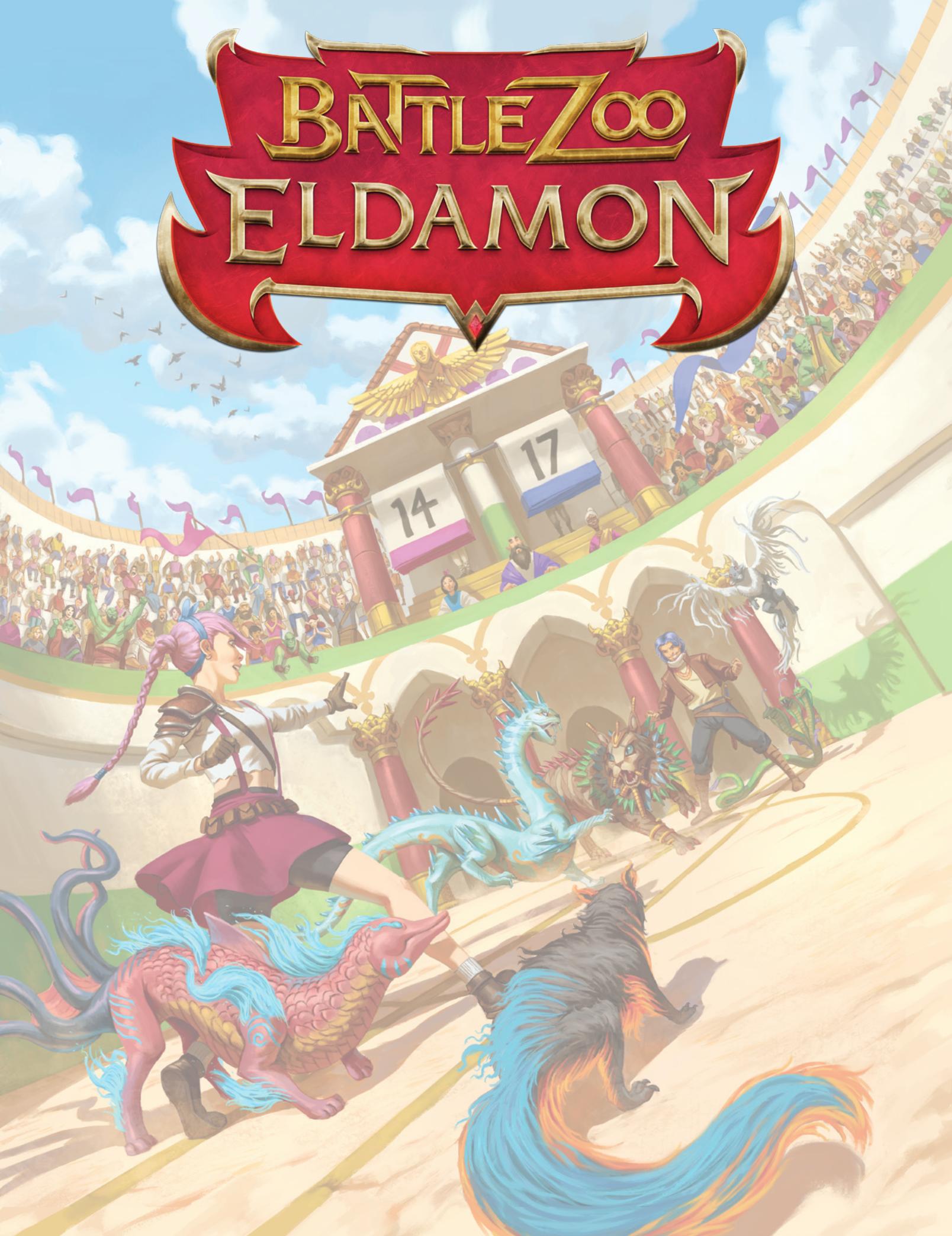

BATTLEZOO
ELDAMON
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William Fischer, Paul Hughes, and Mark Seifter
ROLL FOR COMBAT
5E






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ELDAMON
14
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Introduction

"Ooh! Ooh! That one!" Cinder chirped, the little fiery squirrelash hunched up excitedly on Fraxi's shoulder, eager to choose some fresh produce from the stand.

Breeze flapped up to whisper something in airy sussurations in Fraxi's ear, the air bat shy as ever, while Morty the morpup leaped up for a better view.

"Breeze is right," Fraxi pointed out to Cinder, "You can't keep these in your collection. They'd rot."

"I know! I know!" Cinder squeaked, "But it looks tasty! Phase me in so I can eat it."

While an elven passerby stared in surprise to see so many eldamon in the marketplace, the bespectacled dwarven merchant was completely unfazed by the sight. "Finest in the land," he assured Fraxi and Cinder, "Fit for royalty or spirits alike!"

"I'm not a spirit. I'm Cinder!" the little squirrelash quibbled.

"Of course," the merchant pivoted quickly, clearly experienced with eldamon's flights of fancy, "And it is fit for you, O Cinder, incarnation of fire."

"OK, OK," Cinder giggled, "I'm not a kitopaz or something. You don't have to convince me. I want it anyway! Get it for me Fraxi?"

"Fine then, but don't come asking later if you find something for your collection," Fraxi bargained, wisely realizing that she should take the chance to rein in Cinder's spending habit, "And we'll get some fruit for Breeze too."

At this, the shy little tairopoof's tiny red eyes lit up with delight, as Morty, having lost interest in the produce, glanced over at an orc traveler smoking his pipe.

"You have a problem with me?" the orc narrowed his eyes and turned to address the death dog eldamon, as well as Fraxi by association.

"Don't mind Morty," Fraxi assured him, "Although... he has something of a sense for endings and new beginnings. If he's taken an interest in you, be careful on your journey."

"I shall have to remember that, then. My thanks," the orc replied politely, as he turned his back and strode out of the marketplace.

Welcome to *Battlezoo Eldamon*! I'm excited to share this enormous and ambitious project with you. It's been a dream of mine, among many others, to create a workable system for monster training like in our favorite monster training games, one that works alongside the rest of the game without causing disruptions or forcing the entire plot to center around the monster trainer, and with this book, I've realized that dream. But this book is more than that: it also contains 13 elements (out of an eventual 20 if all goes to plan) and over 300 elemental powers that present unique playstyles and another way of looking at magic. With the elemental avatar class, you can tap into those powers directly without needing to be an eldamon trainer, and there's potential for more classes down the line that use the powers in different ways (how cool would a class that taps into natural energies and randomly gains powers from a variety of elements be?).

There's a lot to take in here, which means it will take a little while to learn the new powers. They're simpler than learning how to manage spells and spellcasters, but chances are, unless you're a brand-new player, you've already learned how to use and manage spells. These two new classes play similarly to spellcasters in some ways, but both introduce new concepts and playstyles unique to TTRPGs.

In play, the elemental avatar class is easy to use to great effect, and there are ways to make it even smoother. As a gameplay aid that's especially useful for younger players, I suggest putting the names of your available powers on cards. You can use them to keep track of your powers' availability, "discarding" them when used and taking them back after you refresh them.

The world of Eldamon and their powers are yours to do with as you decide! The best part of a TTRPG is the flexibility to use rules components the way that's best for you and your group. For this reason, I made sure to offer alternatives to the "default setting" presented in the book, and there are several sidebars throughout discussing some of the design implications of various components to help you decide exactly how you'd like to use this book and its contents.

One thing you'll notice is that eldamon and elemental avatars are focused blasters (or damage mitigators in the case of the life element) who trade away the powerful utility options that spellcasters have available for straightforward damage and combat effects. As a result, their damage can be quite good, especially if they spend some time setting up a combo with their element (planting seeds with wood, building charge with electricity, and so on). They're not going to leave other damage-focused classes in the dust at those classes' peak, but these classes are sustainable and won't run out of daily resources. I worked with Paul Hughes and William Fischer to refine that design into a sweet spot for 5e play, and so I'm confident that they'll be fun without skewing too high. In order to do that, we needed to make some calls due to the inconsistent power level of certain subclasses compared to others. Would we use the baseline class as a benchmark when comparing to a martial's all-day performance, or would we instead look at the most powerful subclass possible (which could sometimes double the baseline). In the end, we chose to use the baseline. Still, every group is different, and whenever you add something new that isn't a middle-of-the-road jack-of-all-trades, it's likely to be especially good at *something*. If your group finds some power or combination overpowered for any reason in your specific situation or playstyle, contact us, and we'll try to give you advice on how to adjust it to make it fit better. That goes for players or GMs.

Let's explore these elements and eldamon together and tell new stories the likes of which we've never seen!

—Mark Seifter, Roll for Combat
Director of Game Design



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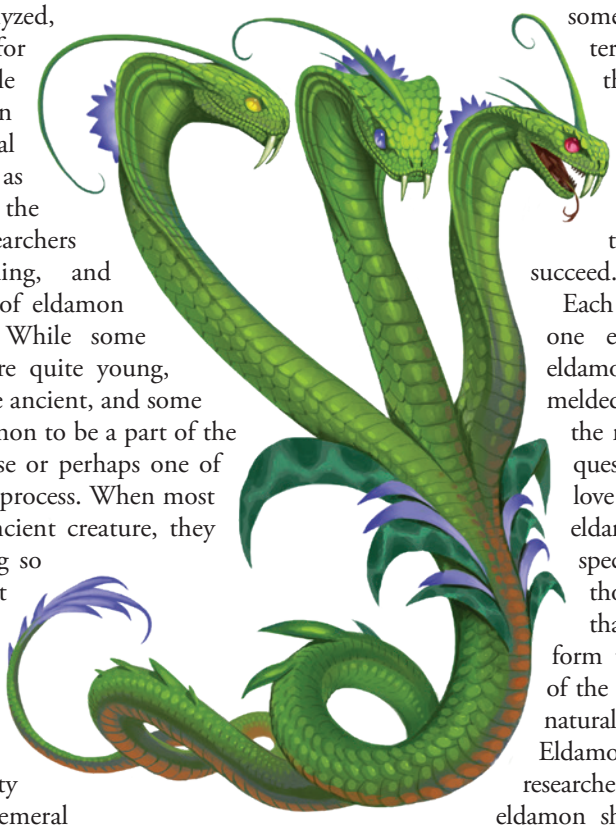

A World of Eldamon

A World of Eldamon

What are eldamon? That's a good question! It depends on who you ask, but I prefer the explanation given in the popular essay "Eldamon: Elements of Creation," which I've enclosed below. The author doesn't manage to settle on a single definition, but I feel they do the best job at describing the facts and letting you, the reader, come to your own conclusion. If you want to know more about some of the topics mentioned in the essay, I've enclosed some additional sources for your perusal. Good luck, and welcome to the world of eldamon!

Eldamon are strange elemental creatures that live hidden in the world's untamed places, waiting for daring explorers to find and befriend them. They exist across the world and can inhabit nearly any sort of space or location, but they're frequently in hiding. The majority of eldamon are content to simply coexist with their surroundings, but a select few emerge to engage with the outside world, and those eldamon are just waiting for daring adventurers searching for friends.

But what exactly *are* eldamon, and where do they come from? This is a question that scholars and theologians have discussed, analyzed, and theorized upon for ages, with no single consensus. Eldamon are seemingly immortal elemental beings as diverse and varied as the world itself, with researchers uncovering, befriending, and cataloging new types of eldamon on a regular basis. While some individual eldamon are quite young, eldamon as a whole are ancient, and some theories consider eldamon to be a part of the creation of the universe or perhaps one of the aftereffects of that process. When most people think of an ancient creature, they might imagine a being so distant and aloof that they don't deign to interact with mortal beings, but eldamon defy that assumption. Scholars believe that an eldamon's ability to connect with ephemeral mortals is tied to their unique perspective on the world and the passing of time. After years of discussion, research, and analysis, the consensus opinion is that most eldamon live in the moment without focusing much on history. This leads many eldamon to possess an almost childlike nature and view of the world, even though ancient eldamon might be thousands, millions, or even billions of years old.



One aspect that all eldamon share in common is that each is tied to one of twenty specific **elements** found within the world, the twenty elements revered by the elemental religion known as **the Eld**. These elements range from the concrete and physical, such as air, earth, fire, water, and wood, to others that might seem a bit abstract or esoteric, such as life, death, space, time, or music. Elementalists who don't follow the Eld sometimes disagree with the use of the term "element" to describe some of these twenty sources of power for eldamon, but the term has been used this way since ancient times, so attempts by these scholars and theorists to change the terminology are unlikely to succeed.

Each eldamon is always tied to exactly one element, and specific types of eldamon can often be found around or melded into examples of that element in the natural world. A pair of unsolved questions that researchers would dearly love to answer is why certain types of eldamon came to exist and embody specific elements, and why some of those eldamon are more common than others. Why is a squirrel-like form the most common manifestation of the element of fire? Few things in the natural world connect fire and squirrels. Eldamon forms occasionally match a researcher's "common sense," such as water eldamon shaped like aquatic creatures and air eldamon shaped like flying creatures, but they also sometimes defy such expectations, such as sun lions, fire elephants, and snow otters, just to name a few. While there are dozens of theories, there are three main categories that researchers use to divide the theories.

Essentialists believe that there is something essential about these forms that led to their adoption by eldamon—to an essentialist, the form is the original, and if it resembles an animal, then the animal might have come to exist *because* of the eldamon and not vice versa. The trouble with the essentialist perspective is that it's difficult to prove, but it remains popular with those who view eldamon and their forms as unlikely to be influenced by the mortal world rather than vice versa.



Impressionists believe that ancient eldamon were impressionable and malleable in form and that they came to resemble creatures and objects that left a strong impression until, over time, they locked in a form. Meanwhile, impressionists believe that newborn eldamon derive their forms from impressions of older eldamon—in essence, the most populous eldamon continue to be the most common since it's more likely for newborn eldamon to come across a common eldamon than a rare one.

Lastly, narrativists believe that the shared stories and culture of mortalkind shaped eldamon. By telling stories of a possum seeking to cast the world in eternal darkness, mortalkind encourages darkness eldamon to take the form of a possum. People who believe in narrativist theories say that their view can explain eldamon forms and commonality the most elegantly of the three main branches, since they don't need to fall back on an unknown "essence" or the circular definition that being popular leads to being more popular. Detractors feel that narrativists are too focused on a mortal-centric viewpoint of the universe, giving their own roles outsized importance by promoting the power of mortal imagination and storytelling.

Whatever the reason for taking the forms they do, another aspect that all eldamon have in common is their ability to transform their form and appearance into a few variations to fit their circumstances. Typically, most eldamon found in the wild appear as a tiny and unassuming form that most eldamon scholars call an eldamon's "**pet form**." This nickname for their default form comes from their cute and endearing appearance; it doesn't mean that an eldamon discovered in this form is literally someone's pet. Like many aspects of eldamon, this naming convention has been used for so long that the origin has been lost to time and has simply become the default name for an eldamon in this form.

While their default form is typically innocent in appearance, eldamon are powerful and relatively intelligent elemental beings. Most eldamon are peaceful and playful beings, especially when in their pet forms, but like any creature, they can become agitated. When this occurs or when an eldamon wishes to tussle with other eldamon, they can transform their bodies into larger, stronger, and combat-ready **battle forms**. While in battle form, eldamon often fight other eldamon; however, these sorts of "fights" occur simply for play or to settle a bet, and the result of such battles is that the loser is de-energized for a time but never permanently harmed. Although mostly harmless to creatures of the mortal world, these fights can be truly spectacular to witness, as eldamon in these forms unleash their **elemental powers**, ancient magical abilities imbued into their very being. Although these battles can seem intense when viewed from a mortal perspective, eldamon seem to enjoy them as a type of play, similar to how puppies wrestle and play-fight as a form of socialization. Neither eldamon is harmed in the end, and the battles themselves are quite a sight to behold.

But these two forms aren't the only ones an eldamon can take. Occasionally, when an eldamon learns to become deeply in tune with their element, they can enter into their rarely-seen evolved form, a more powerful version of their battle form. Only particularly special eldamon, or those who have formed a strong bond with their inner elemental powers, can evolve from their battle form into this impressive evolved form. These forms are usually larger and more powerful than a normal battle form, and they possess a special ability unique to the evolved eldamon. Your first time seeing an evolved eldamon is something you'll never forget. Will it stir wonder and excitement in your heart, or sheer awe?

Although these forms sound dangerous, eldamon, by nature, are playful creatures of elemental energy that exist out of **phase** with our sense of reality throughout the natural world, especially in places with concentrations of their associated type of elemental energy. Being

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out of phase means they can only directly affect or be affected by other out-of-phase beings (usually other eldamon). However, they are still visible and capable of causing indirect effects over time, either due to their ambient energy or by melding into creatures, objects, or locations that interest them. That is the most likely explanation for why eldamon sometimes act in ways that seem alien to us; they literally exist in a world of their own!

Another interesting aspect of eldamon is that, due to their playful nature, nearly anyone can befriend an eldamon and travel alongside them. When they're active, rather than melded into their environment, eldamon love companionship, and most possess a natural affinity to bond with sapient beings. It's not unheard of for people to form bonds with dozens, if not hundreds, of eldamon at a time. While most people are happy to befriend a single eldamon, or none at all.

However, only those who dedicate their lives to bonding with eldamon and understanding their mysterious ways can help unlock the depths of an eldamon's potential. These **eldamon trainers** devote their entire being to their connection to their eldamon friends—to a supernatural degree. Eldamon trainers can help train their eldamon allies to reach greater heights than either could alone (hence the name "trainer"), but their metaphysical connection is even more profound. Through this connection and training with their eldamon, trainers can exchange their phase with their bonded eldamon, allowing the eldamon to enter our world while the trainer phases out. This exchange allows the eldamon to affect our world directly with their elemental powers for a limited time and coordinate with the trainer. Trainers also help their eldamon tap into their inner elemental powers in order to evolve into their most powerful form.

Finally, the last commonly-known aspect of eldamon is that they are beings of pure elemental energy, and when they aren't traveling around, they often meld into creatures, objects, or locations that suit them. And if an eldamon stays melded into an object for a long enough time, this process can grant elemental powers to that creature, object, or location. The most extreme examples of this phenomenon are **elemental avatars**, who deeply bond with the eldamon within, thereby gaining access to all the eldamon's elemental powers.

By understanding the ways eldamon interact with their environment and affect our everyday lives, we can begin to appreciate just how important they are to us as well as to the world around us. And with so many mysteries still unsolved, there's only one option—go forth into the world and explore, seeking out new eldamon and new answers, so that you can write your own name in the history books!

Quickstart Guide for Players

As a player, the meat of the content you're looking for is likely Chapter 2: the eldamon trainer (page 38) and elemental avatar (page 46) classes; Chapter 3: the elemental powers for each of the elements (page 54); and Chapter 4: the eldamon entries for your current eldamon (page 128). But you won't need to read all of that to get started.

The classes, especially the elemental avatar, are much simpler to play and understand once you have your character sorted. There are hundreds of elemental powers, but you only need to look at around four to build and play your first elemental avatar character. A 1st-level elemental avatar has their powers more or less locked in once you choose an element, so pick an element that inspires you, or that matches your personality or playstyle (see the radar charts on page 55 for ratings).

Air, death, fire, and mind are all good starting point elements for an easier learning curve—especially air and fire. So if you'd like a little less complexity, you might choose one of those elements as an elemental avatar or choose eldamon from those elements to start as an eldamon trainer. For an eldamon trainer, you can find all the powers you will require in the eldamon entries, so you won't need to learn all the powers and choose from them.

Even if you're not a trainer, you might want to collect and befriend eldamon as part of your character's story. Either way, ask your GM how they'd prefer to handle finding and befriending eldamon, as there are ways to manage this. If your GM asks you to control your eldamon progression so they don't have to add another component to their prep work, you should read the section on befriending eldamon (page 28) and familiarize yourself with the eldamon entries in Chapter 4.

Character Creation: Step-by-Step

The following guide allows you to quickly and easily build a 1st-level character of either of the classes from this book without needing to read more than a few pages first before you can get started and play, learning the rest as you go.

Step 1: Choose Your Class

First, decide if you want to play an eldamon trainer, finding and befriending as many eldamon as you can and sending them in to fight in your place, or an elemental avatar, embodying and mastering your chosen element.

Step 2 for Elemental Avatar: Choose Your Element

Based on either the radar charts on page 55, your personal preferences, or both, choose one of the 13 elements. If you can't decide, consider fire as your first element.

Step 2 for Eldamon Trainer: Choose Your Eldamon

Choose your three starting eldamon from among the common eldamon. The eldamon trainer class has some suggested starting line-ups, but if you can't decide, consider squirrelash, kitopaz, and morpup.

Step 3: Find Your Powers

If you're an elemental avatar, you have all the 1st-level powers of your element (active, reactive, and refresh). If you're an eldamon trainer, your eldamon have the powers listed in their eldamon entries in Chapter 4. You don't have to look at any of the other powers. It might be helpful to write your powers' names, and potentially some reminder text, on notecards so you can lay them out as you use them and pick them up when you refresh them. You can also use Eldamon Battles cards for this purpose.

Step 4: Finalize Your Character

Head to your class's write-up (page 38 for eldamon trainer, page 46 for elemental avatar) and read the statistics for a starting character, then apply them. As an eldamon trainer, you won't need to choose your calling until level 2, whereas for an elemental avatar, you've already chosen your element in step 2.

Quickstart Guide for GMs

As the GM, you have a lot of options when adding eldamon to your game. If you want to go deep with eldamon lore, you should pay close attention to this chapter. Read the various suggestions and variants, make decisions for your game, and then use the method for befriending eldamon (page 28) that works best for you, with you in the driver's seat.

On the far opposite side of the spectrum, if you're reading this book because your player is a huge eldamon fan who handed it to you and you're wondering, "Am I going to have to redo the whole campaign for this character or now have to add eldamon throughout my game?" the answer is no! You only have to look at the assumptions of eldamon (see below) and decide how eldamon best fit into your world. Then, briefly glance at the options for befriending eldamon (page 28) and choose one method to run yourself or assign it to the player who loves eldamon.

Even if you don't choose the simplest option for befriending eldamon—where the player just picks a few eldamon when leveling up their character—the system has tables that your player can use to independently generate eldamon without requiring prep or responses from you. Of course, you might be somewhere in between, so you can delegate as much or as little to the players as you wish!

Eldamon Assumptions

There's no need for your group's game to follow all the default assumptions regarding eldamon. Depending on your group's preferred setting, some or all of them might not apply. Thus, before we dig deeper into the specifics of the default world of eldamon, let's examine the two major eldamon assumptions. First, eldamon are ever-present but elusive and phased out, and second, eldamon are known and visible.

Assumption 1: Eldamon are Present Everywhere but Elusive and Phased Out

In the default setting of *Battlezoo Eldamon*, you can find eldamon just about anywhere interesting (especially if there's a lot of elemental energy, but even if not). Still, they tend to be elusive, hiding throughout the world. Other than some ancient eldamon that might be able to phase in at will, most eldamon are phased out and often melded into creatures, objects, or locations, all but making them invisible while they are melded into other items.



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But what does that mean? By default, being phased out doesn't imply an eldamon travels to another plane; instead, an eldamon is coterminous with the mortal world, able to see the world and be seen, but usually unable to physically interact (except in very specific ways). Eldamon trainers can also become phased out, but mortal creatures weren't built to live their lives that way. Eldamon exist nearly their entire lives phased out as it's their natural state, while mortal creatures normally can't become phased out at all. As a result, trainers are extremely limited in their actions when phased out, and they usually can't act at all. Meanwhile, eldamon still have access to all of their powers and abilities in either state, though they much prefer being phased out whenever possible.

A phased-out eldamon tends to meld into creatures, objects, and environments that interest them, essentially merging with them and possibly granting their host an elemental ability or power. Most eldamon are melded at any given time, and since there's not an easy way to detect a melded eldamon unless they choose to end the meld and make themself known, this makes eldamon all the more elusive to those who search for them. While melded, an eldamon might hibernate for extended periods, or they might stay active and watch what's going on from their snug and comfy spot. Because the GM (or player) might not determine what eldamon are present until after an encounter is over, it's not mandatory to add a special effect when an eldamon is melded into a creature, object, or environment; often, it takes time for such synergies to happen, and the object and the eldamon have to be compatible with each other before such powers can appear. However, a GM who rolls for eldamon in advance can use them as an inspiration for fun additional elemental effects on creatures, magic items, or environments (for environments, they could represent a notable effect on the battlefield or even an environmental hazard).



For example, a pre-planned creature might have melded with a fire eldamon, allowing it to gain a fire elemental power that it can use once during a battle. Incidentally, what's good for the opposition is also good for the PCs: this same metaphysical concept is the in-setting explanation for the elemental avatar class!

Assumption 2: People Know About Eldamon and Can See Them

In the default setting, almost everyone knows that eldamon exist, and anyone can see them when they aren't melded into something. The existence of eldamon throughout the world creates ripple effects throughout society. The Eld religion worships the twenty eldamon elements and venerates eldamon as a manifestation of these elements. People on the streets of a city, town, or village won't usually look askance at someone being followed by a cadre of eldamon friends. In fact, the villagers might have eldamon friends of their own!

In addition to companionship, other folk befriend eldamon and train them to participate in competitive battles while out of phase, sometimes even in public tournaments. Since most eldamon enjoy these competitions as a way to play with other eldamon, and since they aren't genuinely harmed in battle (they aren't flesh and blood creatures, so at worst, they lose some elemental energy and need to rest after a battle), fans of eldamon battles can enjoy the spectacle of amazing explosions, lightning bolts, and falling meteors without the guilt of most arena combat. And since a phased-out eldamon can't affect the mortal world, spectators aren't at risk of harm during these battles.

Though only eldamon trainers can phase an eldamon into the material world to fight against their shared foes, any character, not just an eldamon trainer, can befriend an eldamon and have their eldamon friends battle each other while phased out (assuming the eldamon are willing).

But your world isn't necessarily the default Battlezoo world of Alacar, so you might tweak these assumptions to fit the story of your setting. Whatever you choose, eldamon provides a wealth of lore and mechanics to back you up. To get you started, consider these three variations:

Eldamon as Invisible Spirits: Eldamon are still present in the world, but they're mysterious and worshiped individually as local spirits. Only spirit seers can see them when they're phased out. It's usually best to allow all PCs who want to befriend eldamon to be spirit seers for free. If you want to be stricter, being a spirit seer could be a special background that grants the ability to see eldamon and other similar spirits as its special benefit; you could also add a feat that grants the ability to see eldamon and other similar spirits, but most characters can't gain a feat until higher level. If you choose the stricter option, eldamon trainers will need to be spirit seers, so you should probably give them the ability for free so that they don't need to spend their background on it. Because eldamon can have metaphysical effects or promote the energies of their element, spirit seers who can see them, communicate with them, and resolve issues involving them are in high demand.

Eldamon as Extraplanar Beings: In a setting with this assumption, eldamon live on some other plane of existence (an appropriate Elemental Plane or other similar place, such as the Astral Plane for mind eldamon and the Dimension of Time for time eldamon). Eldamon trainers call them from their home into a liminal twilight realm between spaces, with the same mechanical effects of an out-of-phase eldamon. Otherwise, characters rarely, if ever, come across eldamon in the world around them. This setting requires the fewest adjustments by the GM and works well with an automatic variant of befriending eldamon, with the idea that the trainer conjures the automatic eldamon from their home plane into the realm between spaces rather than finding them during their adventure.

Eldamon as Physical Creatures: A setting where eldamon are physical creatures in the natural world is great for those who wish to embrace the world of eldamon throughout their world entirely. In such a place, whole societies might use eldamon elemental energies to perform daily tasks and derive power, like a squirrelash-powered oven or a chillot-powered freezer. Meanwhile, the world's ecology might be dominated by eldamon and their elemental powers. Given how vital the phase mechanic is to the eldamon trainer class, you might need to develop a new explanation of how the class works. Perhaps they bond with their eldamon in an unusual way, and that method is the only way to have eldamon join a character on their adventure and fight for them.

If you retain the idea that anyone can have eldamon join them on an adventure, and they aren't phased out, you'll wind up with numerous mechanical questions related to hazards, area effects, and so on, so take that into account (or decide to handwave it in advance). In addition, if you treat eldamon as living creatures, they might be hurt and die in battle, which could lead to some mechanical differences as well as ethical questions if you still have eldamon battles in the setting. This variation is potentially exciting when it comes to worldbuilding but will probably require the most work by the GM to make this option work well within your setting.

Eldamon Ecology

Eldamon might appear cute in their pet form, but they're elemental beings, and their concept of reality is far different from that of other creatures. Thus, they act in ways most wouldn't expect, especially when comparing them to the creatures they most resemble in the natural world. While eldamon have an intellect roughly on par with mortal beings, their thought process and perspective are so distinctive that it's hard to use them as a source of scouting or hard facts, especially while they're phased out and even more detached from the physical workings of the mortal world. Even so, eldamon can be excellent conversationalists with mortals, assuming they share a language, and discuss topics that interest them; they're just often filled with unusual details that feel important or salient to the eldamon but aren't necessarily as interesting or immediately applicable to their mortal conversation partner.

Similarly, while exploring the world, eldamon friends follow along with their mortal friends, safely phased out. The difference between an eldamon trainer and



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other mortals is that the trainer can phase out and have their eldamon friends phase in to help out during combat, and a trainer can help an eldamon evolve to their highest form. Either way, these phased-out eldamon generally follow along with their friends, paying attention to their own whims and interests, without providing commentary useful to scouting the area. For instance, a phased-out squirrelash might find something it wants to collect, but that should be unlikely to be a plot-important hidden item that the rest of the party failed to find. Think of the phased-out eldamon following around (possibly dozens of them) as a potential for the occasional fun roleplay hook as opposed to a way to exploit dozens and dozens of relevant checks during exploration. That said, eldamon aren't guaranteed to always keep their noses out of anything plot-relevant. The GM might decide to have the object of a squirrelash's fascination trigger the start of a new adventure or even use a phased-out eldamon to help prod the group if they get stuck. But the default assumption is that they don't contribute much directly during exploration unless the player is an eldamon trainer with the training to phase their eldamon in to use their elemental assistance ability, a skill action, a standard exploration activity, or some other eldamon ability to assist the party.

While eldamon following around their mortal friends don't have a significant effect on the world around them during an adventure as they head to so many new locations, lone eldamon can create elemental effects in an area over time (especially if they meld into the environment), affecting the location in subtle or overt ways. In the same way that even a phased-out eldamon can come in for a cuddle with their trainer, a lone eldamon can eventually interact with certain parts of the mortal world that heavily connect to their preferences despite their lack of phase. For instance, a lone squirrelash can manage to touch, grab, and gather tiny objects in our world for their collection.



Phase

By default, an eldamon's phase is a state of existence coterminous with the mortal world, allowing eldamon to see, hear, and speak to beings and objects in the mortal world but not to directly touch, harm, or affect them (and vice versa). In some ways, this is similar to creatures looking onto the Material Plane from the Ethereal Plane, but no planar travel is involved, and unlike ethereal creatures, phased-out creatures are visible from the Material Plane. Another key difference is that there are some effects that cross the veil and affect ethereal creatures, but effects from the mortal world *never* affect a phased-out creature, and vice versa. For example, a phased-out creature can see a medusa in the mortal world, but wouldn't be affected by the medusa's gaze.

An eldamon's natural state is being phased out, but mortal creatures usually can't phase out in the same way. Eldamon trainers have the unique capacity to phase out but must do so in exchange for phasing in their eldamon, and their physical and metaphysical bodies react to the experience in an unusual way. A phased-out eldamon trainer can't act, except in limited ways, as they're forced into an unphased state not meant for a physical creature. However, since they've phased out of their physical body, they don't need to eat, drink, or even breathe while phased out. They don't physically require sleep (and are rarely ever phased out long enough that this becomes an issue in the first place, especially since eldamon don't appreciate being phased in for that long), but an eldamon trainer who was somehow stuck phased out for an extended period of time needs to enter a quiescent state similar to sleep due to mental fatigue. Some eldamon scholars believe that eldamon trainers don't even *age* while phased out, but thus far, no trainer has been phased out long enough to prove it. And no eldamon trainer capable of forming a bond with their eldamon friends would willingly advance this research by intentionally having their eldamon friend phase in and then petrifying them for years or decades (not to mention, this would leave the trainer languishing in phased-out limbo for all that time).

Melding Effects

When an eldamon melds into a creature, object, or environment, there often isn't any effect, especially not at first. However, depending on their compatibility and how long the eldamon remains melded, they can produce a synergistic effect, even to the extent of transforming an extremely compatible creature into an elemental avatar!

While none of these effects is mandatory, and they usually wouldn't be possible for a group that determined the presence of eldamon on the fly, they can add a lot of flavor to campaigns where the GM rolls for eldamon in advance during session prep, or from the flip side, they provide a valuable means to adjust creatures, treasures, or environments to add elemental effects.

Creatures

While few creatures are compatible enough with an eldamon to become elemental avatars, they still might exhibit the ability to use a single limited elemental power. Either replace one of the creature's special abilities with a single elemental power of the appropriate element with a level of half the creature's CR (rounded up) or lower, usable with a frequency of once per minute, or use the following simple adjustment for a creature with a larger connection. The adjustment also serves as a great way to give a creature elemental features.

Eldamon Infused Creature Adjustments

When a creature is infused more deeply by an eldamon, they gain abilities associated with the eldamon's element. First, choose an eldamon to infuse the creature, and note that eldamon's element (alternatively, you can choose an element without choosing an eldamon). Next, apply the following adjustments to the creature's statistics.

- Increase the creature's CR by 1.
- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 1.
- Increase the damage of its attacks and other offensive abilities by 1. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 2 instead.
- Add one elemental power of the appropriate element, with a level of half the creature's CR (rounded up) or lower, usable with a frequency of once per minute (this is often one of the powers the eldamon knows). Additionally, add the appropriate elemental locomotion, elemental manipulation, elemental resistance, and elemental senses benefit. If the creature is at least CR 6 after applying this adjustment, it also gains the enhanced locomotion ability.
- Increase the creature's Hit Points and grant based on its starting CR (see the table below).

ELDAMON INFUSED CREATURE ADJUSTMENTS

Starting CR	HP Increase
1 or lower	5
2-4	8
5-19	10
20+	15

Items

Items with high compatibility with a melded eldamon can eventually develop magical properties related to the eldamon's element, which might (or might not) remain after the eldamon leaves. While a minor connection might lead to an item gaining the eldamon's resistances and weaknesses or some unusual magic item quirks related to the eldamon or its personality, more major effects are possible. For instance, an item might become a magic item, with abilities corresponding to the eldamon's element, or if it's a weapon, the item might become imbued with an imbued property corresponding to the eldamon's element (you can find the imbued properties corresponding to the thirteen elements in this book in either *Battlezoo Bestiary* or *Battlezoo Bestiary: Strange & Unusual*, and the remaining seven elements in *Battlezoo Bestiary: Elemental Storm*). In either case, the eldamon's level determines the maximum possible level for the imbued property or the maximum rarity of the magic item, though in many cases, an eldamon doesn't provide a benefit corresponding to its full level unless it's resided within the item for a long time.

Environments

Eldamon who meld into a compatible environment sometimes begin to produce effects after long enough. This can be as simple as difficult or hazardous terrain, but the presence of a powerful eldamon can also affect ley lines and produce ley line effects, or create an area of pervasive magic where the effects of their element are enhanced. Lastly, an eldamon's presence might inadvertently lead to an environmental hazard related to their element, making the location dangerous for others to explore!

Phased In Eldamon as Creatures or NPCs

In the default setting, certain ancient eldamon can phase themselves in, potentially allowing you to use them as creatures during an encounter, but depending on what setting assumptions you choose, eldamon might be physically present all the time.

Eldamon have fewer Hit Points than expected for a creature of their level, and they don't offer as much customization as a PC, so players would likely be better off playing an elemental avatar. Still, there's nothing that would cause any problems with a permanently

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phased in eldamon as a PC if a player doesn't want to have to choose character progression options; you could increase an eldamon's hp per level by two die sizes if so.

While they're a little straightforward for most players to use as a PC, that same property makes eldamon amazing tools for a GM who wants a quick, memorable NPC or creature, either for an encounter or to work together with the PCs as allies, that can use a fun set of elemental abilities. Because eldamon have a full progression of statistics and powers for all levels, you can quickly use any of the eldamon in this book, from level 1 to 20, without having to make any decisions right out of the box (possibly increasing their hp per level by two die sizes if they'll be a full creature on their own), essentially giving you 1,080 statblocks you can use however you like!

Creating a Custom Eldamon

Sometimes, you might want to create a unique eldamon for your campaign world or as a part of your story. Perhaps you want to port over one or more of your favorite elemental creatures from other media as an eldamon. Depending on how much time you have, you can create a new custom eldamon either quickly and easily or more thoroughly using the methods below. Using the quick method, you can make a brand new eldamon in just a few minutes! While the full method could take an hour (or longer if you draw three pictures of the eldamon, one for each stage), a significant portion of that time is spent choosing a default power progression. However, if you're making a special eldamon to use once in your game, it might not be necessary to include a default power progression, especially if you know your players are the type to customize their power progression anyway.



Quick Method: For a fast and easy new eldamon, come up with an appearance, common name, and preference linked to the eldamon's evolution, then find another eldamon of the same element that's most similar and start by copying its statblock. You'll likely determine that the form ability and evolution ability still don't fit, so try to choose a form and evolution ability you can use from other existing eldamon. You can write brand new abilities for one or both if necessary.

Full Method: Using the existing eldamon of the same element as references, go through step by step and choose each mechanical and narrative aspect of your new eldamon. Try to have the eldamon's abilities work together in interesting ways, and select a default power progression that makes the most of those abilities (for instance, if your new eldamon has an elemental ability that works on area effects, be sure to take plenty of area powers). Consider drawing your eldamon's forms or commissioning some art of your eldamon (if it's based on an elemental creature from other media, you might have pictures already) and using the pictures as a basis for the form ability and the evolution ability. Pictures can add a lot to your eldamon, so they are often worth the time and effort, and your players will surely appreciate it! If you're inspired to do so, you can even write up your own eldadex entries for the new eldamon!

Eldamon Battles

Eldamon are especially popular in the default setting partly because of the entertainment value of eldamon battles: they are colorful and flashy, with twists and turns and various visually appealing techniques. Plus, many eldamon enjoy battles as a type of play and aren't hurt; they're just de-energized and need to rest. This makes eldamon battles more interesting and humane than other arena combat. Due to the popularity of eldamon battles, hundreds of different rulesets exist for eldamon battles, whether they're fought on the road between two adventuring eldamon trainers, among friends and their eldamon companions in a nearby field, or even in a public exhibition match at a huge arena among professionals.

Battles for Fun and Profit

Throughout the world of Alacar, most cities and towns have rudimentary arenas for eldamon battles, where locals can battle their eldamons against friends, visitors, or even family. These arenas can be as simple as a patch

of grass with marks and chalk or more complex with stands for spectators. Most battles are fought in these home-grown arenas, but even a small patch of dirt or grass will do for friendly matches.

However, there are also professional eldamon leagues and competitions throughout Alacar, where one can find some of the most impressive arenas in the world. These arenas are designed to hold thousands of spectators and have elemental fields built into them that allow for environmental effects that can change the rules on the fly. These professional bouts often draw massive crowds and allow for longer and more varied tournaments. Any rules that require an elemental field list "arena only" in parentheses.

No matter your ruleset, eldamon battles adhere to the format outlined below. There are virtually no exceptions, and such a strange ruleset would be hard to recognize as an eldamon battle at all.



Step 1: Choose Venue, Stakes, and Ruleset

Before beginning an eldamon battle, you must agree on when, where, and how it will happen. There's a big difference between a friendly eldamon battle in your backyard just for practice and an epic showdown in a massive coliseum with the championship on the line.

Some rulesets don't work well outside the elemental fields found in professional eldamon arenas, so deciding on the venue first is most important. While many possible battlefields exist, for officially ranked eldamon battles, the standard arena is shaped like a circle with a 150-foot radius, and eldamon typically start either 30 or 60 feet apart, depending on either the consent of both contestants or a coin toss if they disagree. See Menu A: Starting Position (page 18) for additional considerations on the location's setup.

Most eldamon battles are just for fun, but when stakes are involved, tension is higher, so it's essential to settle the venue, stakes, and ruleset in advance.

The ruleset choice will determine how every other step proceeds, so choosing a ruleset is necessary once you know the venue and stakes before continuing. By selecting a ruleset, you decide which rules to use from the Ruleset Menus (page 18), and if you're in an eldamon arena, you can choose whether to employ the optional arena rules (page 19).

Step 2: Choose Eldamon

Once you've determined how the battle will proceed, it's time to choose your eldamon. The ruleset determines how many eldamon are battling at once (Menu B on page 18) and how many total eldamon you can bring over the course of the battle (Menu C on page 19). Officially ranked eldamon battles include four brackets: solo, pair, 1v1 team, and 2v2 team. In the solo format, you choose one eldamon for your team; in the pair format, you select two (who both battle at once); for the 1v1 team format, you choose six eldamon, battling one at a time; and in the 2v2 team format, you select six eldamon, each battling two at a time. In officially ranked matches, teams are chosen in secret and only revealed once each team is ready, but some formats have teams alternately choosing eldamon so that they can respond to what they know about the other team. For these types of matches, one common implementation is that the first team chooses one eldamon, then the second team chooses two eldamon, then the first team chooses two eldamon, and so on. This way the second team isn't always just responding to the first team's selections, and with an even number of eldamon, the team forced to choose first (a disadvantage, as they have no information about the other team) also gets to choose last (an advantage, as they can slip in one eldamon at the end without the other team having any way to respond).

Step 3: Battle!

Eldamon battles proceed for the most part using the game's standard combat rules, with every eldamon using their statistics for their level from their eldamon entry (Page 128). The fight continues until an eldamon is defeated, an eldamon forfeits, or one of the teams chooses to substitute for another eldamon (assuming a format where a team has more eldamon than the number fielded at once). A defeated eldamon doesn't necessarily mean a match is over, especially when multiple eldamon are involved in the battle. If a team has more eldamon ready to fight, their next eldamon enters the arena (see substitution below).

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Step 4: Substitution

A defeated eldamon (an eldamon reduced to 0 hit points, or who is defeated in a different way if you're using a variant from Menu D on page 19) or an eldamon who forfeits the match can substitute in for another eldamon if their team has more eldamon available than are currently on the field. In most formats, including officially ranked eldamon battles, a mandatory substitution due to a defeat or forfeit pauses the fight until the new eldamon can enter; this serves as a catch-up mechanic for the team that lost their eldamon; otherwise, the team that was ahead would get further ahead. In game terms, this is the same encounter, and the new eldamon acts when the old eldamon's turn would have occurred (initiative doesn't change for the new eldamon, they simply take the place of the original eldamon). However, some formats don't mind the death spiral and refuse to pause for a new eldamon after a defeat or forfeit and continue the fight, even during substitution. In game terms, this more lethal version means that the new eldamon essentially loses a turn coming onto the field, and the victorious eldamon is able to attack first.

In addition to mandatory substitutions, in most formats with additional eldamon, the team captain (usually the eldamon's mortal friend) can also call for a voluntary substitution. Usually, a voluntary substitution forces the substituting team to skip their turn as one eldamon leaves the field and another enters, granting tempo to the other team in exchange for a more favorable match-up. Nearly every eldamon battle rule that allows voluntary substitutions also limits their frequency to avoid a situation where two battlers infinitely substitute in order to gain an elemental advantage against each other. The most typical limitation is that after someone voluntarily substitutes their eldamon, they can't do so again on the next turn. Still, some rulesets are even stricter, limiting the total number of voluntary substitutions for the entire match or requiring the passage of multiple turns before an additional voluntary eldamon substitution.



Step 5: Victory Conditions

In officially ranked eldamon battles, one team wins when the other team's eldamon are all either defeated or forfeited, and there are none left to battle in the area. However, some rulesets use different rules to determine the victor, and defeating all of an opponent's eldamon is only one of many ways to win an eldamon battle (see Menu E on page 19).

Ruleset Menus and Optional Arena Rules

While the steps of an eldamon battle are almost always the same, these menus list variables that change from ruleset to ruleset, and the optional arena rules allow combatants in an eldamon arena to make significant adjustments to recovery time and elemental affinity.

Menu A: Starting Position

Many rulesets have different starting positions, which can heavily influence the course of a battle. Some elements, or even specific trainers and their eldamon, prefer a long starting distance, while others want to get up close and personal. Some of the most common starting positions are 30 feet away and 60 feet away, though they vary widely by ruleset. There might also be a maximum range, after which an eldamon has moved out of bounds and is eliminated if they moved there on purpose (force and water eldamon prefer an out-of-bounds rule that also allows them to push the other eldamon out of bounds and eliminate them, but few rulesets use this feature). Some arenas have special terrain sets to make the battlefield more exciting or even cycle between different types of terrain over time during the battle to keep combatants on their toes.

Menu B: Eldamon Fielded

Because eldamon battles usually occur with the eldamon phased out, even characters who aren't eldamon trainers can have their eldamon friends participate in battles. This also means there isn't

necessarily a metaphysical limit to how many eldamon could be fielded. However, the most popular rulesets call for 1v1 or 2v2 matchups. These are the most varied and allow for a wide range of tactics and variety throughout the battle. Even so, there is no limit to the number of eldamon fielded during a battle, such as the always-exciting battle royale, where dozens of eldamon compete in a massive free-for-all.

Menu C: Team Size

Teams often include more eldamon than the limit of eldamon battling at once. For instance, in the officially ranked 1v1 team format, a team consists of six eldamon, and each team can field only a single eldamon in the arena at a time. Multiple mortal friends can participate in a battle, each contributing a portion of their eldamon to the team's total number (for example, one friend might have three of their eldamon in the team, one friend might have two, and another one, thereby making up the team of six eldamon and three friends). This can help ensure that both teams have the same number of eldamon, so that the match is as even as possible.

Menu D: Defeating Eldamon

Typically, an eldamon fights until they reach 0 hit points, which is when they must rest and recharge their energy. However, some rulesets have different criteria to determine when an eldamon is eliminated from battle. Eldamon are capable of dealing enough damage in a single power that rulesets depending on eldamon being eliminated at half hit points or some other lesser threshold are relatively unpopular. Since eldamon can't continue fighting beyond 0 hit points, the rule of elimination at 0 hit points is as close to universal across rule sets as possible.

Menu E: Determining Victory

Final victory criteria can vary, though most battles use something similar to the officially ranked rules that declare victory by defeating all of the other team's eldamon. In some formats, you might only need to eliminate a certain percentage of the other team's eldamon or defeat their "Commander Eldamon," which is often saved for last. In all formats, a team that refuses to field any eldamon forfeits the match, so the losing team's commander has to come out sooner or later.

Menu F: Evolution

Most rulesets for eldamon battles allow an eldamon to take its evolved form if it can, but some rulesets ban evolved forms to level the playing field. Eldamon can always adopt their original battle form if they choose, even if they have the ability to enter their evolved form. They usually have few reasons to do so since their battle form lacks their powerful evolution ability. Another way some rulesets level the playing field is by limiting the number of evolved eldamon a particular team can field. For instance, one ruleset enthusiasts call "Evolved Commander" allows each team to field exactly one evolved eldamon, who serves as their commander, meaning that the team loses if the evolved eldamon is defeated. Fans of the format feel that it makes the match more exciting since the losing team will always save their best for last and put up one last desperate fight for survival. And maybe even snatch victory from the jaws of defeat if they can take down the opposing team's remaining eldamon, evolved commander included.

Optional Arena Rule: Faster Recovery

Eldamon arenas with elemental fields can allow eldamon to recover from a defeat much faster, using the elemental field to re-energize defeated eldamon in mere seconds. This makes it possible for eldamon to recover from a defeat almost instantly or in just a few minutes if a death eldamon defeated them (which would typically delay their recovery). Because of its convenience and ability to allow back-to-back tournament battles, arenas almost always use this service. From their perspective, why wouldn't you?

With this option, larger tournaments, either round-robin or elimination style, almost always occur in an arena where they don't have to wait between rounds. In areas with no arenas nearby, they might need to hold tournaments over a longer timeframe or ban death eldamon, who delay eldamon recovery, from the tournament to ensure they don't have to wait a long time between rounds.

In some "hardcore" tournaments, they intentionally hold rounds back to back without allowing faster recovery, and any time an eldamon isn't ready to compete, it means their team is down an eldamon for that round.

As expected, hardcore tournaments aren't for the faint of heart. In such tournaments, some contestants will even collude with each other by bringing death eldamon to weaken an opponent's lineup before their next match with a confederate.

Optional Arena Rule: Negate Resistances and Weaknesses

Some battlers lament that resistances and weaknesses can take much of the strategy out of a battle, as the eldamon with the elemental advantage wins by the brute force of their resistance and the other eldamon's weakness. It's possible to temporarily remove the eldamon resistances and weaknesses using the elemental fields at an arena to combat that. This allows for a match that tacticians feel is determined more purely by skill and training rather than elemental balance.

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The Eld

Before the Balance came, when the world was new, the Eld was already there. What is an element? Some magical scholars limit their imaginations to earth, fire, air, and water, but to the Eld, everything could be an element. Even music, which has patterns that you can find hidden in mathematical equations all throughout nature. When we follow the teachings of the Eld, we can see these artificial divisions for what they are: purely constructs to help our small minds understand the enormity of the world around us. Magical theorists say that the elements are matter, and that things like our minds and our spirits are different, rooted in different magical traditions, but to the Eld, all of these, still, are more distant elements, cousins that, when reunited, allow us to piece together the larger whole. Few these days choose to unearth the mysteries of the Eld, for the Eld is impassive, many and unknowable. Unlike the gods of the Balance, the Eld never plays favorites, so even if you learn, even if you pray, you will be able to understand and use the power, but you won't receive divine intervention on your behalf. You'll have to learn to do it yourself. Still here, huh? Impressive. In that case, I'll let you in on some secrets, all in due time…

The Fundamental Elements

The Eld is one of Alacar's oldest religions, significantly predating the coming of the Father, the Mother, and their Children of the Balance. The Eld teaches adherents to worship twenty different elemental energies, as well as the vitae, spirits, thoughtforms, and other beings that are associated with those elemental energies. Followers of the Eld don't consider these various entities to be "gods" so much as paragons of the fundamental elements.

Many believers feel that the Eld has been there long before the Balance and will be there long after the Balance is gone, and so they tend to view the deities of the Balance as more like powerful guests or children compared to the Eld.

Adherents of the Eld often engage in spiritual practices and self-reflection quietly on their own, only intended to help them find their own individual path to enlightenment. They almost never practice anything resembling an evangelical large-scale organized religion with churches that proselytize and cajole others to worship using claims that the gods will favor those who donate or act a certain way and punish those who defy them. Instead, followers of the Eld believe that, much like nature itself, the Eld never plays favorites. For their part, few of the primal divinities who act as objects of worship to adherents of the Eld bother to convert others to their following either.

As a result of this relative lack of interest in spreading the faith, The Balance had a much easier time growing and has easily overtaken the Eld in popularity, despite being a newer faith. Nevertheless, the Eld persists, growing sturdily and quietly like an oak. It remains an ancient and influential faith throughout the world of Alacar and still maintains a fair number of adherents worldwide.

What is an Element?

Some magical scholars limit their imaginations to earth, fire, air, and water, but to the Eld, everything could be an element. Even music has patterns that you can find hidden in mathematical equations all throughout nature.

When we follow the teachings of the Eld, we can see these artificial divisions for what they are: purely constructed to help our small minds understand the enormity of the world around us. Magical theorists say that the elements are matter and that things like our minds and our spirits are different, rooted in different magical traditions, but to the Eld, all of these are still more distant elements, cousins that, when reunited, allow us to piece together the larger whole. The truth of reality.

Few these days choose to unearth the mysteries of the Eld, for the Eld is impassive, many, and unknowable. Unlike the gods of the Balance, the Eld never plays favorites. Even if you learn, even if you strive, and even if you pray, you will be able to understand and use the power of the elements, but you won't receive divine intervention on your behalf. You'll have to become able to do it yourself.

Organization & Hierarchy (or Lack Thereof)

Because they aren't organized in the same way as other religions, followers of the Eld don't have anything resembling a hierarchy of ranks. Those of the Eld believe that each of their fellows is to be respected for the path they have taken on their own journey, and no one's hard-earned wisdom should be ignored simply because of who they are.

Typically, the only way to gain a substantial amount

The Eld

The Fundamental Elements

Alignment: N
Temples: ley line nexuses, monasteries, wilderness shrines
Worshippers: druids, elementalists
Sacred Animal: all
Sacred Colors: the twenty elemental colors, or "icosachrome"
Suggested Domains: Life, Light, Nature, Tempest
Favored Weapon: fist
Divine Ability: Constitution or Wisdom
Divine Skill: Nature
Key Edicts: find your own path, respect the elements and their manifestations, treat others as equal under the Eld
Key Anathema: force others to follow your beliefs, corrupt or defile the elements or their manifestations, beseech the Eld for favoritism

of influence and acclaim among followers of the Eld is to be possessed of great wisdom and keep to one's own path to enlightenment, as well as (paradoxically) to avoid seeking such influence and acclaim in the first place. This contradiction leads to many situations where the person respected as a de facto leader among a group of Eld adherents is a humble, quiet soul who serves to aid others rather than self-aggrandize or rule over them. And frankly, Eld followers wouldn't have it any other way.

Then again, there's no expectation among followers of the Eld that one must lead simply because your peers desire you to do so. More than a few of the most respected clergy of the Eld flatly refuse all leadership roles and decision-making, going so far as to partake in a lengthy journey to distant lands in order to avoid further requests in cases where their fellows' persistence becomes too incessant.

Places of Worship

When you come across a place where elemental ley lines meet together, forming a nexus, or where a sort of quiet air of power and reverence thrums somewhere deep within your soul, chances are you might have found one of the hidden places of the Eld scattered throughout the world, and there might even be a shrine or waymarker left by another follower of the Eld who discovered the spot long before you. The religion is so ancient that sometimes these places go unnoticed for so long that the signs from the previous visitor might be centuries old.

When a mystical location tied to elemental energy becomes well-known, followers of the Eld occasionally establish a monastery or other collective presence there. These edifices tend to be humble buildings that remain close to nature, rather than gaudy churches or cathedrals.



Elemental Manifestations

The Eld manifests itself in places, creatures, and things all over the world. Areas of deep elemental saturation occasionally have powerful magical effects arising from the swirling magic and energy, which enterprising adherents and adventurers can channel for their own benefit or to deepen their understanding of the elements. These saturations, in turn, attract Eldamon, living manifestations of the elements, who frolic and meld into the environment, items, or creatures.

Relationship With The Balance

The Eld and Eld adherents generally get along well with the more elementally inclined deities of the Balance, Baoyan, Kuu, Mului, Than Dat, and Thongfa, and those deities' adherents. There haven't been any major conflicts between them since the Calamity of Elements, when Lilin riled her Children up. In fact, there have been many situations where they've worked together toward common goals in the past. However, individual faithful of the Balance can wind up rubbing followers of the Eld the wrong way.

The biggest point of friction with the Eld comes from those in the clergy of the Balance who attempt to claim that the Twins, Aoz and Zoa, were the ones who created the cycle of life and death for Alacar. This claim is clearly a lie, even according to the commonly held beliefs about the origin of the Balance, which tell that Tovah and Lilin, the Father and Mother, came to a world full of living people who were dying to kaiju before they birthed Aoz or Zoa. This means the cycle of life and death must have existed well in advance of the advent of the Twins, even if the Twins later began to help steer the process after they were born. Nonetheless, some worshippers of Aoz or Zoa promulgate the belief that their deities were the ones to originate all of the world's life and death. However, this claim ruffles the feathers of Eld followers, particularly

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those focused on the elements of life and death. Even if they're annoyed, these Eld adherents rarely do anything about it other than vocally disagree with the stance, but unfortunately, particularly hardline churches like Aoz or Zoa might use that point of disagreement as an excuse to persecute followers of the Eld. For their part, the impassive Aoz and Zoa get along well with the elemental beings of life and death and seem to have no quarrel with the Eld or its faithful.

There are sometimes other conflicts between the two religions, particularly with those Children of the Balance who have quarrelsome or controlling personalities. For instance, Mului makes heavy demands on all those who travel his waters, which can occasionally bring his worshippers into conflict with aquatic followers of the Eld who don't want to follow a particular rule or don't see any useful purpose in paying a toll to the Balance's sea deity.

The Eld and the Elements

According to the adherents of the Eld, each element has its own inner personality and tendencies, and it's best to understand them all in order to approach them in a way likely to be productive to both you and the world around you. Some adherents choose to specialize or focus on a specific element or elements, especially as they find the element synergizes with their own nature or temperament.

Some subgroups within the Eld's worshippers divide the elements into various categories, though there's none that come even close to being universally acknowledged. While pairings like light and darkness, life and death, and space and time are relatively uncontentious, and quartets like body, life, mind, and spirit have some support, those who attempt to create universal classifications are doomed to quarrel forever with other sects and branches. For instance, kragraks classify elements as dynamic (air, fire, force, light, and lightning), esoteric (mind, music, space, spirit, and time), static (darkness, death, ice, and metal), and vital (body, life, poison, wood, and water), believing that earth transcends all four classifications. Even other faithful who appreciate the kragrak classifications overall usually want to include earth as a static element, dividing into four groups of five elements, but that alteration in particular infuriates kragraks, who are themselves made of earth but highly changeable throughout their lives.

While there are few characterizations of elements on which every adherent can agree, the following are as close to consensus as a religion like the Eld can come on each element.

Air

The air blows freely across the lands, peregrinating without boundaries and as capricious and formless as laughter. Eld adherents see the element of air as symbolic of mobility and personal freedom. Those who seek to associate themselves with or emulate the element of air wander from place to place, rarely staying in the same bed for more than a single night. Being as free as air and always remaining in motion requires more discipline from adherents than it might seem. After all, being like air doesn't mean they can just do whatever they want; instead, to be as formless and free as air, they need to be willing to surrender their attachments in a way that some can find difficult. When entire groups or societies devote themselves to the way of air, they are always nomadic, traveling where the winds take them.

Body

There's something deeper hidden within the flesh and matter that makes up a body, something that empowers a living creature to exceed its own limits. Followers of the Eld see the element of body as symbolic of mastery of form and being, in a way that can transform oneself into a powerful weapon. Those who seek to learn the deeper teachings of the body element often meditate to get in touch with their body and to access the strength within themselves. While those who don't understand the Eld might assume that

these body adherents would be hedonists or overly focused on muscles and exercise, but in truth, they are often mindful and contemplative in their own way. They don't necessarily read up on countless esoteric topics, but they study themselves and develop extreme proprioception and understanding of their body and its movements. When entire groups or societies devote themselves to the way of body, they tend to develop marvelous martial arts and be notable for their peak physical condition.

Darkness

Mortals fear the unknown, and so those without darkvision fear the dark, which occludes all that might be lurking within. But despite this primal fear, Eld worshippers know that darkness isn't evil. Sometimes ignorance is bliss, and sometimes the gentlest, most merciful thing we can do is to shroud someone in a gentle cloak of darkness to escape the merciless searing of the light or the harsh unvarnished truth that can shatter a life. On the other hand, darkness is the perfect element to support skullduggery, as the element of secrecy and the hidden draws those who wish their clandestine actions to remain unknown even more often than those who seek to provide succor from harsh realities. Darkness favors neither one nor the other, but rather envelops all in that shroud of privacy. When entire groups or societies devote themselves to the way of darkness, they value secrecy and privacy above all else, and so they respect each other's boundaries. This can lead outsiders to see their consideration for others' secrets as lacking curiosity, and at times, living under a veil of secrecy can lead to miscommunications that transparency would solve.

Death

In the Eld, with its cycle of elements, death isn't the end, and nothing is final. But it does represent a state of transition, not *the* ending, but *an* ending, one which commences a new beginning. And the way to dusty death is paved with the decline of life force, of sickness and infirmity. Like the waxing and waning of the moon, so too does fractious life lead to quiet death. Death can be cruel, but it's a cruelty necessary to the cycle of the elements; a universe full of only immortals is one that can swiftly become stagnant and resistant to new ideas. Those who delve into death's mysteries find these hidden depths to its grim embrace. It's extremely rare for whole societies to devote themselves to the way of death, but groups with such a dedication exist, and they often deliver mercy to those in need of release, repose to the undead, and solace to those left behind in death's wake. Even so, they are sometimes feared as killers or bringers of death by others who don't understand their ways.

Earth

Come what may, the earth endures. But that's not as simple as it sounds. The earth endures not merely by staying firm as a boulder, but by taking many forms, from unyielding mountains to shifting sands. Those who associate themselves with earth tend to be stubborn, though that doesn't mean they refuse to change their mind when presented with a new viewpoint. Instead, they hold their ground when necessary and shift it strategically. By always keeping one foot on metaphorical solid ground, they can ensure that they remain stable while forging a path ahead. None can deny the might and staying power of earth, but one of its limitations is a tendency to focus on either the extreme long term or short term, less so than the middle ground. This is only natural: when necessary, earth concentrates power close at hand and takes action right away, and otherwise, it can endure for eons. When entire groups or societies devote themselves to the way of earth, they value that tenacity and explore the deeper nuances of earth's teachings, as seen among members of the kragrak ancestry.



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Electricity

Electricity builds up charge and potential, releasing a powerful discharge of crackling lightning when the potential difference becomes great enough. Like the lightning, adherents who emulate the element of electricity understand that their energy and effort have different effects in a constant flowing current than they do if stored up and discharged strategically at the right time and place. Oftentimes, the resistance of opposing forces means that a steady, repetitive stream of effort in life can lead to a grind and burnout, while charging oneself up to capacity and then releasing a burst of creativity can allow an electricity enthusiast to accomplish challenges that seemed impossible. When entire groups or societies devote themselves to the way of electricity, they often experience punctuated equilibria, where they plan and lay the groundwork, "building up charge," to prepare for explosive growth or innovation.

Fire

Fire's tendency to burn and grow, possibly ramping up out of control to devour everything around it, leads many in the world to see fire as mainly a destructive force. But to followers of the Eld, fire represents a change of state that can be either a bane or a boon. After all, periodic smaller wildfires can prevent a larger and more catastrophic blaze, and fire is necessary for many of civilization's innovations, from light sources to metallurgy to cooking and beyond. Nonetheless, fire is hungry and ever-spreading, until it chokes itself out by consuming all of the fuel available. To some Eld philosophers, this makes fire similar to a colony of industrious but infinitely voracious ants. Those who follow in fire's footsteps are equally unrestrained and equally ready to become or create something new, even if doing so forever changes them or the world around them in irreversible ways. When entire groups or societies devote themselves to the way of fire, they can produce great works marvelous enough to be admired for millennia to come… but often these aren't without a sacrifice, as these groups or societies are inclined to seek artistic expression or scientific progress no matter the cost.



Force

The element of force weaves a web filled with strands of aether, congealed force, moving others around as it pleases like a puppet master. When those who don't understand the Eld hear the word "force," however, they often think of phrases like "brute force" and expect the force element to be unsubtle and fierce, causing great collateral damage. It's true that force is capable of great exertions and powerful assaults, but because of its flexible nature, force is often much subtler in the way it affects the world around it. Those Eld adherents who seek to emulate force are thus often more careful and deliberate about the way they interact with others, occasionally acting more detached, like chess masters moving pieces on a board. When entire groups or societies devote themselves to the way of force, they pay attention to the connections and threads between them, learning how each member of the community exercises a push and pull of force on each other through their daily routine. This can lead force followers to act as an organic whole in a way that seems mystifying or almost psychic to outsiders, as one community member acts in advance almost as if to anticipate another member's needs. But the truth is that this is a bond forged not of telepathic communication but purely through a deep understanding of the forces within the community and their equal but opposite reactions.

Ice

Ice is the creeping cold that chills and saps away mobility until eventually all is quiet and still. The peace and stasis that ice brings can assist with quiet contemplation when wild burning ideas and excesses of kinetic energy would simply serve as a distraction. Nonetheless, for most creatures, too much cold is equally deadly to a fire's blaze. Those who seek to emulate the ice element always pause before making a decision and act slowly and decisively, rather than rashly.

They appreciate a more deliberate approach, rather than rushing in spells and powers blazing. When entire groups or societies devote themselves to the way of ice, they are often communities that remain the same in the face of tumultuous change, advancing slowly until they feel almost out of time with the world around them. These communities tend to be isolated, in order to keep themselves frozen despite the frenetic flow of history. Despite the use of "cold-blooded" and "ice-hearted" to mean emotionless or cruel, communities venerating ice often have deep emotional bonds because of their love of taking things slowly. That said, few have the kind of sense of humor that would appreciate the inevitable puns others make about their communities being isolated.



Life

Life is creation, a surge of vital energy, and the birth of new ideas, creatures, and things. Many see life as an inherently good thing, but it is neither good nor evil. What is born anew could be wonderful, but it could just as easily be awful. Deadly parasites and plagues are living things, and the life element nurtures their birth just as easily as it does a mortal infant. There is no bias in the cycle of life. When a cancerous growth or foul virus is just as deserving of life as any other living creature, it becomes clear that life is impassive and impartial, not a benefactor or force of good. Those who seek to follow in life's footsteps seek to create and nurture rather than end or destroy. Normally that makes them excellent friends or neighbors, but it can lead to problems when they insist on extending something past its normal limits or creating something that should have never been. Similarly, when entire groups or societies devote themselves to the way of life, they often give birth to a new age or movement (or a renaissance of nascent or dormant ideas), but depending on *what* they birth, this isn't always a good thing for the societies and world around them.

Light

Light reveals that which is hidden, allowing creatures to glimpse the truth it illuminates… but light is made up of various colors, each of which tints that truth in various ways. To followers of the Eld, there is no single objective truth, and so it's inevitable that the light element's revelations contain within them a factor of curation: whosoever discloses a given truth is the one who can decide the shape and details of the truth. Even when people can agree on a shared belief or truth, sometimes the harsh light of truth can be painful, meaning light isn't always a benevolent force. Those who seek to emulate light understand the inherent power that control of the truth gives a person, and few who follow the Eld seek to abuse that power to manipulate others. Even so, the ability to shape attention and spin narratives grants light-wielding demagogues great power. When entire groups or societies devote themselves to the way of light, they are committing themselves to a radical honesty that can be painful, sometimes excruciatingly so. But they believe that this complete transparency will lead to better communication and a shared understanding and purpose.

Metal

Metal is an element of change and metamorphosis, but one with a purpose, not simply for change's sake. Shaping and reshaping. This concept follows the transition of metal, which is smelted from ore into a refined metal product and then forged into countless metal tools. Metal contains an endless potential to *become*, and as an element, its flexibility and utility are paramount. Eld adherents who revere the metal element in particular seek to shape the world around them, as well as to reforge themselves into something better. When entire groups or societies devote themselves to the way of metal, they adapt and change on a regular basis, typically in an orderly fashion, in order to adapt to the world around them. This often means they have a form of government that rotates every certain number of years and in response to external stimuli, such as a representative democracy.

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Mind

Mind is an element of infinite possibilities, since anything that can possibly be conceived or imagined can become a mental thoughtform or idea. Knowledge and logic derive from mind, and an assault using the mind element can sap a creature's cognitive processes and will. Mind embodies its own inner world of concept and thought. Those who follow the Eld and focus themselves on the mind element tend to be cerebral, meditating on deep fundamental questions and learning everything they can on a variety of topics. When entire groups or societies devote themselves to the way of mind, they sometimes attempt to elevate thoughtfulness and mindfulness above irrational actions born out of gut responses and feelings. Even so, they ultimately learn that all of these things are tied to mind in their own way, and that a balance between the different forms of thought leads to a healthy mindscape and better mental health.

Music

Music is one of the most elusive of the twenty elements to define, and perhaps the most surprising element to those who don't follow or understand the Eld. Some who are ignorant wonder if music isn't simply a product of civilization. And yet, birds, bats, and many other animals sing, and even inanimate processes in the natural world can produce music in the right circumstances. In truth, music is a powerful element hidden within the harmonics of sound, one that a person can solve by mathematics, but also one that a force of nature can stumble upon by chance. The power of music to affect creatures on a deeper level than the sonic vibrations would produce on their own is a power in combination, a gestalt where the whole is far greater than the sum of its parts. A single note has meaning, but far less meaning and effect than when they're combined together. In this way, scholars believe that the music element was the first language and progenitor of all languages, the key that allows for effects like truespeech allowing beings to communicate universally. When entire groups or societies devote themselves to the way of music, they seek to work together harmoniously, just as the notes and chords build together into a melody, and the instruments combine into a symphony. If everyone does their own different part, they can achieve far more than if they tried to do everything alone.



Poison

Whether or not a substance is toxic is subjective to an individual kind of creature, sometimes even among different creatures of the same species. But the *element* of poison is a universal incarnation of the concept of toxicity and its effects. Poison is an intractable element that disrupts the natural order of creatures' bodies until they no longer function. The poison element damages and weakens, and for nonliving things, it decays and dissolves them like acid. In this way, it acts as a universal poison; one that's toxic to the entire universe. Those who seek to emulate poison are disruptors and saboteurs who make their mark over time by undermining a more powerful opposition until it inevitably falls. When entire groups or societies devote themselves to the way of poison, they often act as secret societies, infiltrating a larger settlement and eroding its norms and functions until it collapses, or changes in a different way.

Space

Space is the empty vastness beyond all that is. All that exists, exists within space. It's no mistake that the word space can mean both an emptiness and a physical location. Gaps provide distance, and in turn define a location. And thus, control over space allows someone to bend those rules, twisting space to bring two distant places together. Someone strongly attuned to the philosophy of the space element understands that emptying oneself of all that is unneeded can allow a person to center themselves and learn their place in the greater cosmos. When entire groups or societies devote themselves to the way of space, other cultures tend to have trouble understanding that society's concept of place. Rather than lay claim to a nation or

settlement with set boundaries, they see their polity as existing in whatever space holds it. However, that doesn't mean they ignore the world around them either. At the same time, they have an extremely fine-tuned sense of direction and distance, and they often create detailed maps of their surroundings.



Spirit

Spirit is the metaphysical building block of the soul, as well as the spiritual planes of existence that make up the afterlife for many mortal beings. Creatures who lose their physical body and continue to exist as disembodied souls are made of this element, and even celestials and fiends are built out of embodied spirit, also called quintessence, rather than the matter of the Material Plane. Spirit represents a deeper metaphysical layer of reality, which can lead to powerful attachments, in the same way that ghosts haunt a particular person, object, or place. A physical hunger is part of the life element, an intellectual appreciation is mind, but a deeper spiritual love is connected to the element of spirit, and so too can a hatred or grudge be so deep-rooted that it inscribes itself on a creature's very soul. When entire groups or societies devote themselves to the way of spirit, they learn how to look past the surface level of the body in order to understand the spirit within, engaging deeply in spiritual practices and considering a person's health to be a measure of not only their physical wellbeing but also their spiritual wellness.



Time

Time is a dimension orthogonal to space, a perception of the jumbled chaos of reality as existing on a line that flows from past to future through the present, where events occur in order, causing other events and ever-rippling outward. Some in the world take time for granted, but philosophers of the Eld see these deeper truths. Time is a fundamental element of reality, but it's also a construct that mortals use to understand the entirety of existence and to wrest it all into a narrative or story they can more easily comprehend. Those who study how to manipulate the element of time learn how to adjust the way that they and others interact with time, dilating it, bending it, stuttering through it, and changing their reality via magical means, while those more interested in its teachings instead focus on centering themselves within the narrative flow, as well as understanding their timeline and the cause and effects of their actions. When entire groups or societies devote themselves to the way of time, they begin to view the present as but one tiny infinitesimal point on the greater timeline, causing them to focus deeply on remembering and learning from the past while planning for and forging the future they wish to make.





Water

Water is in constant motion, with the shifting tides and ebb and flow of the ocean and the roaring rush of the river. Even seemingly still water is part of the water cycle of evaporation, condensation, and precipitation. You can never step in the same river or ocean twice, as the water is ever-changing. Those Eld adherents who seek to emulate water learn to go with the flow, taking advantage of the unique opportunities of the changing situation rather than trying to keep things constantly the same. To submit to the flow is to lose control and normalcy, but it brings with it power and flexibility. A true master of water rides the tide both high and low, rather than try to control the tide and push it ever higher, leading to disaster. When entire groups or societies devote themselves to the way of water, they prove flexible and opportunistic, able to handle the demands of a changing world, even during times of great upheaval, riding the tides of history to a brighter future. But as a result, they don't always have a single focused belief of their own and can be carried along by the enthusiasm or impetus of others.



Wood

Wood is the element of wild growth and rampant verdure, representing the cycle of plant life from seed to towering oak. Wood encourages growth, but its nature isn't purely additive. Those who follow the teachings of the wood element know that too much unchecked growth can lead to problems where none of the plants can survive, and so sometimes the right thing to do is to harvest prudently in pursuit of greater expansion. So too do some plants lure other creatures to eat from them, in order to spread their seeds or pollen far afield. When entire groups or societies devote themselves to the way of wood, they tend to be farming communities with a strong eye toward sustainability and living in tune with nature. They sow different kinds of seeds and harvest them carefully, replenishing the soil and working *with* nature rather than against it.

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Befriending Eldamon

If you want to include eldamon in your game world, story, or character, one of your most important decisions will be how to handle the aspect of finding and befriending them. There's an entire genre of RPGs fully devoted to stories about recruiting teams of monsters, but unless you're going all-in on an eldamon campaign, chances are that your group's game has many other themes, as well as at least some players who aren't interested in spending lots of session time on eldamon. Fortunately, eldamon are designed to work well with whichever amount of focus you choose! Talk to your group and figure out which of the following methods works best for you.

Befriend Them All!

Any character, not just an eldamon trainer, can befriend an eldamon and convince the eldamon to follow them around. However, in order to gain an opportunity to do so, they have to find the eldamon first. There are several ways of handling this.

The simplest method is **Method 1: Automatic**, but groups who aren't worried about adding a little complexity and who want a full monster befriending and collecting experience might prefer **Method 2: GM Decides** or **Method 3: Roll on the Discovery Tables**. Even if your group normally uses Method 1 or Method 2 to decide when to include new eldamon, the GM can always decide to have you roll one or more of the tables from Method 3 to add some random variance to the discovery process.



In either Method 2 or Method 3, once the group has determined that they found an eldamon that was curious enough to approach them, it's time to see if that eldamon is interested in traveling with one of the characters. Typically, the fact that the eldamon approached the PCs means that the eldamon was predisposed to want to interact with them. As such, it normally only requires a Persuasion check with a DC determined by the GM and based on the circumstances (DC 15 can be a good starting point, or possibly higher or lower depending on the eldamon's mood and surroundings). Alternatively, a PC who recognizes the eldamon and knows their preferences can attempt an appropriate skill check to demonstrate a connection with the eldamon's predilections with an easier DC (consider using a baseline of DC 10 in this case instead of DC 15).

In the case that multiple PCs in the same group all want to befriend eldamon using Method 2 or 3, in order to avoid conflicts, we recommend having a group of the same kind of eldamon large enough for everyone who wants to befriend one to make an attempt and get their eldamon.

Otherwise, if an extremely rare eldamon everyone wants to befriend appears and only one character can become its best friend, there could be conflicts or hurt feelings. This is especially possible if more than one player is using the eldamon mechanically, such as if the group has multiple eldamon trainers. On the other hand, a group with only one character who needs to fight alongside the eldamon mechanically could just share the same eldamon for roleplaying purposes.

Method 1: Automatic

This method is the simplest way to handle eldamon, requiring essentially no adjudication during play, but it

is also often the least satisfying for fans of the monster collection subgenre since it removes the element of thrill from encountering an unexpected eldamon during a journey, getting to know them, and potentially recruiting them. In this method, a character seeking to gain an eldamon simply chooses a new eldamon when they level up. While leveling up, the character should choose between one eldamon (for a simpler character to build and play) and three eldamon (for a complex character with a lot of choices necessary to build and play) from the common eldamon and any other eldamon to which the GM gives them access. Instead of having them appear out of nowhere, the player might decide that the eldamon they chose emerged during their adventure at a time and place of their choosing. This method is easy to handle and track, and it removes the possibility of variance (bad rolls leading to no new eldamon) or elemental mismatch in a pre-published adventure where the GM doesn't want to improvise to include encounters that might match a specific element.

Method 2: GM Decides

This method is suitable for groups where the GM is deeply invested in eldamon and pre-plans their inclusion to emphasize particular themes and stories. This method also requires the most work from the GM, but it can be extremely rewarding. Essentially, when using this method, the GM adds whatever eldamon makes the most sense to the adventure in any given situation. When employing this method, the GM must remember to add and include eldamon at a steady rate. This method puts a lot of onus on the GM, so when using this method, your group might consider allowing the players to take part in the process to back up the GM.

For instance, if the GM is having trouble remembering to add eldamon with this method, the players might suggest good places to include them. For instance, if the group is in a volcano or finds a *flametongue*, they might also recommend adding a fire eldamon. When using this method, the GM might want to roll on some of the customization tables included in method 3, after choosing the eldamon themselves, or they might select results that feel appropriate for the eldamon in the narrative without rolling.

Method 3: Roll on the Discovery Table

This method allows either the player interested in eldamon or the GM to roll on a table and determine when they find eldamon, and which ones.

When using this method, the GM must first decide roughly how many eldamon, on average, they'd like the group to encounter. "Low" works out to approximately one eldamon per level, "Standard" works out to roughly two, and "High" works out to about three. In reality, most groups will find more eldamon than the listed number using this method, potentially significantly more if they come across a large number of elemental treasure caches that trigger more rolls for eldamon or engage in trivial encounters. If the group has multiple players who want to befriend eldamon, you can either roll once and have multiple of the same kind of eldamon appear (recommended) or roll multiple times, once for each player (not recommended, as it can lead to awkward group dynamics).

Whenever the PCs enter a significant location, complete an encounter (which might or might not involve finding treasure), or discover a treasure cache unrelated to an encounter, roll on Table 1a, 1b, or 1c if the location, encounter, or treasure cache doesn't contain a creature, hazard, item, or other component or factor related to one of the eldamon elements, or on Table 2a, 2b, or 2c if it does include such a component or factor. When in doubt, roll on Table 1 (1a, 1b, or 1c as appropriate for the eldamon rate your group is using), and if determining an elemental connection proves too challenging, you can always roll on Table 1 if you wish. If more than one element applies at the same time, use Table 2, but randomly determine which element is the "related element." Even when you are in an area with a related element, there is a small chance you might find an eldamon of a different element. In that case, the eldamon might have gotten lost or be a bit unusual in their interests and might want to join you to get out or explore other areas.

Variant: Skipping the Request

In any game with monster collection, one of the worst feelings is when you finally find an ultra-rare monster, and then you don't manage to collect it. If your group feels that sting especially painfully, you might want to remove the skill check from the equation when using Method 2 or Method 3 and just have the eldamon they find automatically befriend the PCs. Assuming the group was often using eldamon preferences to target the easier DC, this won't change the overall number of eldamon they find very much, but even with advantage, you can always roll two 1s and miss out on the rare eldamon. While it might feel a bit odd to have all eldamon automatically accompany the party without any check, you can just consider that there were also other eldamon who didn't choose to accompany them, and your group only spent time interacting with and discussing the ones who were already successfully recruited. The GM could even narrate with comments like, "You also find several other eldamon who are far too shy to approach you and scurry away back into the foliage," to help paint a picture of a rich world full of eldamon that don't all decide to join the party.

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Related Encounters, Items, and Locations by Element

The following are some basic examples of where to find an eldamon of a specific element based on the types of creatures, hazards, items, and locations within the presence of a predominant element. Use these as guidelines on when you should roll on Table 2: Finding an Eldamon in the Presence of an Eldamon instead of Table 1: Finding an Eldamon in a Neutral Context when rolling for your group to discover eldamon after an encounter or discovery.

Air: Creatures, hazards, items or magic with a connection to air. Area or environment with extremely high winds or at extremely high altitude.

Body: Creatures, hazards, or items focused on enhancing the body or martial arts. Ambient magic associated with enhancing the body or martial arts. An area of martial training or practice, such as an arena, gymnasium, or dojo.

Darkness: Creatures, hazards, items or magic with a connection to darkness or shadow. An area that's unnaturally dark (not just in a shadow or out of the light).

Death: Creatures, hazards, items or magic with a connection to death. Psychopomps and other bringers of death (though usually not undead, unless the death eldamon is there to oppose them). A desert, badland, or other region with very little life. A place that's unnaturally dead.

Earth: Creatures, hazards, items or magic with a connection to earth. Significant earthen, rock, or crystalline features such as a huge mountain or a cavern full of crystals.

Electricity: Creatures, hazards, items or magic with a connection to electricity. An area with electric storms, electric currents, or the like.

Fire: Creatures, hazards, items or magic with a connection to fire. Volcanoes, wildfires, or other fiery environmental conditions.

Force: Creatures, hazards, items or magic with a connection to force. An area with strange forces at work.

Ice: Creatures, hazards, items or magic with a connection to cold. A frigid environment, such as a tundra.

Life: Creatures, hazards, items or magic with a connection to life or healing. An area with intense life force.

Light: Creatures, hazards, items or magic with a connection to light or radiant damage. An area with intense natural lighting conditions.

Metal: Creatures, hazards, items or magic with a mystical or supernatural connection to metal (not just any item made out of metal). An area with significant metal ore deposits or that is naturally composed of metal.

Mind: Creatures, hazards, items or magic with a connection to the Astral Plane or the mind. An area with strong connections to the mind, such as an academy or a puzzle room in a dungeon.

Music: Creatures, hazards, items or magic with a connection to sonic effects or thunder damage, or that rely on music. An area closely related to music, such as a concert hall, theater, or auditorium.

Poison: Creatures, hazards, items or magic with a connection to poison. An area with intense natural poison, like the Violet Woodlands in the Indigo Isles.

Space: Creatures, hazards, items or magic with a connection to teleportation or space. An area with robust spatial anomalies or extradimensional qualities.

Spirit: Creatures, hazards, items or magic with a connection to spirits and souls. An area with strong spiritual presence.

Time: Creatures, hazards, items or magic with a connection to time. An area with unusual temporal conditions or that is outside of its natural time.

Water: Creatures, hazards, items or magic with a connection to water. A large body of water, such as a lake, river, ocean, or sea.

Wood: Creatures, hazards, items, or magic with a connection to plants or wood (not just any item made out of wood). Creatures of the plant type. The presence of significant non-creature plant life, such as in an ancient forest or a lush jungle.

Eldamon Tables

The following tables assist you and your group in randomizing and customizing your eldamon experience. Here's how to use each table.

Tables 1a and 2a: Roll on one of these two tables to determine whether you find an eldamon when using low eldamon frequency.

Tables 1b and 2b: Roll on one of these two tables to determine whether you find an eldamon when using standard eldamon frequency.

Tables 1c and 2c: Roll on one of these two tables to determine whether you find an eldamon when using high eldamon frequency.

Tables 3a and 3b: Roll on Table 3a when you need to generate a random element among the 13 elements presented in this book, and Table 3b when you are required to generate a random element among all 20 eldamon elements.

Table 4: Roll on Table 4 to determine the eldamon's rarity. Depending on the result and what eldamon sources you are using, once you've rolled on Tables 1, 2, 3, and 4, there might be only one possible eldamon at that point (for instance, squirrelash is the only common fire eldamon in this book). If there's more than one

possibility, randomly determine which eldamon appears. When using only this book, you'll be deciding between two options, so you can flip a coin or roll any die, assigning odds to one eldamon and evens to the other.

Table 5: Roll on Table 5 to determine the eldamon's background and experience. Is the eldamon young and new to the world, ancient and inscrutable, or something in between? This table also determines what languages the eldamon speaks.

Table 6: Roll on Table 6 to determine if the eldamon has a special feature that sets it apart mechanically from other eldamon of their type.

Table 7: Roll on Table 7 to determine if the eldamon's appearance is especially unusual for an eldamon of their type.

Table 8: Roll on Table 8 to determine how the eldamon's personality varies from other eldamon of their type.

Table 9a and 9b: Roll on Tables 9a and 9b to determine if the eldamon has an especially interesting secret they're hiding (or perhaps a secret the eldamon doesn't know, or can no longer remember). Even if the GM has the player roll on all the other tables, the GM should likely roll on Tables 9a and 9b themself so they can think about how to integrate the secret with the ongoing campaign (and consider rerolling a secret that they know wouldn't work). If the GM doesn't want to have to adjudicate eldamon secrets, your group might decide to ignore these tables entirely.

TABLE 1A: FINDING AN ELDAMON IN A NEUTRAL CONTEXT (LOW)

d% Roll	Eldamon
01–90	No eldamon
91–100	Random eldamon element (Roll on Table 3)

TABLE 1B: FINDING AN ELDAMON IN A NEUTRAL CONTEXT (STANDARD)

d% Roll	Eldamon
01–80	No eldamon
81–100	Random eldamon element (Roll on Table 3)

TABLE 1C: FINDING AN ELDAMON IN A NEUTRAL CONTEXT (HIGH)

d% Roll	Eldamon
01–70	No eldamon
71–100	Random eldamon element (Roll on Table 3)

TABLE 2A: FINDING AN ELDAMON IN THE PRESENCE OF AN ELEMENT (LOW)

d% Roll	Eldamon
01–85	No eldamon
86–90	Random eldamon element (Roll on Table 3)
91–100	Eldamon related to the element

TABLE 2B: FINDING AN ELDAMON IN THE PRESENCE OF AN ELEMENT (STANDARD)

d% Roll	Eldamon
01–70	No eldamon
71–80	Random eldamon element (Roll on Table 3)
81–100	Eldamon related to the element

TABLE 2C: FINDING AN ELDAMON IN THE PRESENCE OF AN ELEMENT (HIGH)

d% Roll	Eldamon
01–55	No eldamon
56–70	Random eldamon element (Roll on Table 3)
71–100	Eldamon related to the element

TABLE 3A: RANDOM ELEMENT (CORE 13)

d% Roll	Element
01–07	Air
08–14	Darkness
15–21	Death
22–28	Earth
29–35	Electricity
36–42	Fire
43–49	Force
50–56	Ice
57–63	Life
64–70	Light
71–77	Mind
78–84	Water
85–91	Wood
92–100	Roll again

TABLE 3B: RANDOM ELEMENT (ALL 20)

d% Roll	Element
01–05	Air
06–10	Body
11–15	Darkness
16–20	Death
21–25	Earth
26–30	Electricity
31–35	Fire
36–40	Force
41–45	Ice
46–50	Life
51–55	Light
56–60	Metal
61–65	Mind
66–70	Music
71–75	Poison
76–80	Space
81–85	Spirit
86–90	Time
91–95	Water
96–100	Wood

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TABLE 4: ELDAMON RARITY

d% Roll	Rarity
01–60	Common
61–90	Uncommon
91–100	Rare

TABLE 5: ELDAMON AGE AND BACKGROUND

d% Roll	Age and Background
01–10	**Newborn** The eldamon has only recently been born. They can't speak or understand any language and know little of the world around them.
11–30	**Young** The eldamon is relatively young with little experience beyond their own element. They speak and understand only the language listed in their entry.
31–80	**Typical** The eldamon has lived in an area long enough to understand mortals and pick up the prevailing language (usually Common) in addition to their listed language.
81–90	**Elemental Envoy** The eldamon has lived among eldamon of another element and gets along with them well. Roll on Table 3 to determine which element (rerolling results of the eldamon's own element). They speak and understand the language listed for eldamon of that element, in addition to their own element.
91–100	**Ancient Slumberer** The eldamon hasn't been active since ancient times, and their understanding of the world is based on outdated information. They speak and understand one ancient, dead, or esoteric language, in addition to their listed language. If your world doesn't have any such languages, use a language spoken by particularly long-lived ancestries, such as Draconic.

TABLE 6: ELDAMON ABILITY VARIATION

d% Roll	Ability Variation
01–50	**No Variation**
51–55	**Alternate Starting Power** The eldamon starts with one power that's different than normal for an eldamon of their kind and level.
56–60	**Alternate Power Set** The eldamon starts with the power set from another random eldamon of their element.
61–65	**Alternate Saving Throw** The eldamon switches its proficiency in Constitution, Dexterity, or Wisdom saving throws for a different random saving throw.
66–70	**Alternate Skill** The eldamon replaces one of its eldamon skills with a different random skill from this list: Acrobatics, Athletics, Intimidation, Performance, Sleight of Hand, Stealth, Survival. An eldamon never replaces a skill they need for one of their abilities.
71–75	**Alternate Elemental Ability** The eldamon has the elemental ability normally associated with another random eldamon of their element. This doesn't change their form or evolution abilities.
76–80	**Glowing** The eldamon glows with elemental energy like a torch (or doesn't glow if they are a fire or light eldamon that normally glows).
81–85	**Unusual Affinities** Choose two random elements to which the eldamon isn't normally weak or resistant using Table 3. The eldamon is resistant to the traits associated with one of those elements and weak to the traits associated with the other element. This can't make the eldamon resistant or weak to physical damage.
86–90	**Unusual Attacks** One of the eldamon's unarmed attacks that would normally deal bludgeoning, piercing, or slashing damage deals a different damage type from among those three options. If the eldamon has no unarmed attacks that deal any of these damage types, reroll on Table 6.
90–95	**Tough or Nimble** The eldamon switches their Dexterity and Constitution, affecting the base and their progression.
96–100	**Strong, Smart, or Charming** The eldamon switches any two of their Strength, Intelligence, and Charisma, affecting the base and their progression.



TABLE 7: ELDAMON APPEARANCE FEATURE

d% Roll	Appearance Feature
01–50	**Standard Appearance** The eldamon looks more or less like others of their kind.
51–52	**Bigger** The eldamon is noticeably bigger than others of their kind, though still the same size category.
53–54	**Smaller** The eldamon is noticeably smaller than others of their kind, though still the same size category.
55–56	**Different Eye Color** The eldamon's eyes are a different color than other eldamon of their kind.
57–58	**Heterochromia** The eldamon's eyes are different colors (or the same color if eldamon of their kind normally have different colors).
59–60	**Different Body or Hair Color** The eldamon's body, hair, or both are a different color than other eldamon of their kind.
61–62	**Half and Half Body Color** The eldamon's body, hair, or both are a different color than other eldamon of their kind on just one side, either their left side or right side.
63–64	**Vibrant Coloration** The eldamon's coloration is more vibrant than other eldamon of their kind.
65–66	**Soft Coloration** The eldamon's coloration is softer and more delicate than other eldamon of their kind.
67–68	**Grayscale** The eldamon's coloration is all in grayscale, or if the eldamon's kind normally are all in grayscale, the eldamon includes colors.
69–70	**Shifting Colors** The eldamon's colors shifting and change over time.
71–72	**Sparkly** The eldamon sparkles in the light and looks especially shiny.
73–74	**Cousin** The eldamon looks like a related but different animal or object than others of their kind, such as a fox instead of a wolf or a silver dish instead of a hand mirror.
75–76	**Elemental Gems** Either the eldamon's body has gems of congealed elemental energy in their body, or the elemental gems in their body are a different color or shape if others of their kind normally have elemental gems.
77–78	**Elemental Lines** Either the eldamon's body has lines that circulate elemental energy across their body, or the elemental lines in their body are a different color or pattern if others of their kind normally have elemental lines.
79–80	**Elemental Aura** Either the eldamon exudes a visible aura of elemental energy, or the elemental aura around them is a different color or shape if others of their kind normally have an elemental aura.
81–82	**Horns and Spines** The eldamon has small horns, spines, or both on their body, though not large enough to cause damage.
83–84	**Fearsome** The eldamon's pet form looks more like a smaller version of their battle form, rather than a cuter form.
85–86	**Cute** The eldamon's battle and evolved form look more like bigger version of the eldamon's pet form, with any adjustments needed to grant them their form and evolution abilities.
87–88	**Shifting Form** The eldamon's form slightly shifts and transforms over time.
89–90	**Translucent Body** The eldamon's body allows light to pass through, giving it a translucent appearance.
91–92	**Wispy Body** The eldamon's body trails off into wisps at the bottom.
93–94	**Fastidious** The eldamon's form looks tidy and meticulously well kept.
95–96	**Wild** The eldamon's form looks disheveled and untamed.
97–98	**Wholesome** The eldamon's form looks saintly and wholesome.
99–100	**Baleful** The eldamon's form looks diabolical and baleful.



TABLE 8: ELDAMON PERSONALITY QUIRK

d% Roll	Personality Quirk
01–20	No Quirk
21	Apologetic
22	Anxious
23	Archaic
24	Arrogant
25	Bizarre
26	Capricious
27	Childish
28	Contrary
29	Courageous
30	Cowardly
31	Creative
32	Curious
33	Cynical
34	Deceptive
35	Delicate
36	Dependable
37	Determined
38	Disrespectful
39	Distractible
40	Domineering
41	Edgy
42	Emotive
43	Energetic
44	Enigmatic
45	Flashy
46	Focused
47	Forgetful
48	Friendly
49	Gossipy
50	Greedy
51	Honest
52	Idealistic
53	Impatient
54	Impassive
55	Indecisive
56	Irascible
57	Jealous
58	Jocular
59	Lazy
60	Logical
61	Loving
62	Manipulative
63	Meddlesome
64	Moody
65	Motivated
66	Naive
67	Old-Fashioned
68	Outgoing
69	Passive Aggressive
70	Patient
71	Pedantic
72	Playful
73	Pretentious
74	Prim
75	Quarrelsome
76	Rambling
77	Respectful
78	Responsible
79	Sagacious
80	Sanctimonious
81	Secretive
82	Selfless
83	Serious
84	Shy
85	Sloppy
86	Slumbering
87	Sly
88	Spooky
89	Standoffish
90	Stubborn
91	Subservient
92	Sulky
93	Superficial
94	Suspicious
95	Taciturn
96	Treacherous
97	Trendy
98	Trusting
99	Vulnerable
100	Wishful

TABLE 9A: CHECK FOR ELDAMON SECRET

d% Roll	Secret
01–90	The eldamon doesn't have a special secret.
91–99	The eldamon has a special secret. Roll on Table 9b to see what it is.
100	The eldamon has two secrets. Roll twice on Table 9b to determine them.

TABLE 9B: ELDAMON SECRETS

d% Roll	Secret
01–03	The eldamon was once friends with another hero or adventurer, whether famous or not.
04–06	The eldamon was once friends with a villain, whether famous or not.
07–09	The eldamon once melded into a powerful artifact or other major magic item.
10–12	The eldamon once melded into an incredibly dangerous creature that matches their element.
13–15	The eldamon once melded into an elemental calamity, such as a tsunami or volcanic eruption.
16–18	The eldamon made a promise to their last friend to perform one last task, and they still have yet to complete it.

d% Roll	Secret
19–21	The eldamon has sworn to watch over the descendants of their old friend from long ago. Perhaps they need help keeping track of those descendants, or maybe their new friend is one of them.
22–24	The eldamon is searching for a lost item of great importance to them.
25–27	The eldamon is searching for an old friend, though with their sense of time, the friend might be long dead by now.
28–30	The eldamon is or was one of the elemental pillars for a powerful seal. What does the seal contain or hold back, and will the eldamon's journey with their new friend help strengthen the seal or risk breaking it?
31–33	The eldamon once knew the location of a lost treasure or ruin. With the way their understanding of the mortal world works, can they still find it? Will they bring their new friend there?
34–36	The eldamon is famous among other eldamon for something they once did or a talent they possess.
37–39	The eldamon was once venerated as a god or protector by a community.
40–42	The eldamon was once an eldamon of another element but somehow shifted to their current element and form over time.
43–45	The eldamon lost all memory of an essential event in their life.
46–48	The eldamon somehow always seems to attract the attention and influence of an element different than their own.
49–51	The eldamon once lived in a far-off land
52–54	The eldamon has a particular snack or other guilty pleasure from the mortal world, and they'd love to have an eldamon trainer phase them in so they can indulge it.
55–57	On rare occasions and circumstances that can't be intentionally triggered, the eldamon opens a miniature temporary portal to an associated plane.
58–60	The eldamon knows the deepest secret of an important figure, though given the way interact with the world and their memories, they likely have no idea the information is important.
61–63	The eldamon sneezes uncontrollably when it encounters one of the elements to which it's weak, almost as if it was allergic.
64–66	The eldamon was once a creature other than an eldamon that was reborn or transformed into an eldamon by an extremely unusual circumstance.
67–69	The eldamon is secretly a spy, gathering information for another original mortal friend. The spy might come to care more deeply for their new mortal friend and refuse to report, and even if they don't, due to an eldamon's thought patterns and memory, the original mortal friend doesn't expect much to come from their spy.
70–72	The eldamon is targeted by an evil organization trying to capture them for an unknown reason.
73–75	The eldamon is obsessed with a specific form of obscure lore and wants to engage with their obsession whenever possible.
76–78	The eldamon claims some worldly title in the mortal world with no real evidence, such as claiming to be the mayor of a far-off town whose name no one recognizes.
79–81	The eldamon is often tired, and when it enters a restful state, it usually accidently melds into a nearby object until it awakens. This can be a boon or bane depending on the eldamon and the object.
82–84	The eldamon hoards tokens related to their element, and hides them among their mortal friend's belongings.
85–87	This eldamon came from the elemental energies of a different world or reality—not the same world as other eldamon and their mortal friend.
88–90	The eldamon secretly watched over their mortal friend when the friend was younger.
91–93	The eldamon is trying to win the affection of another eldamon, and they might bring their mortal friend in on the secret to ask for help.
94–96	The eldamon goes by a nickname and keeps their true name secret.
97–100	The eldamon has a secret personality quirk (roll again on Table 8) that they choose to hide. Your original roll on Table 8 is the facade the eldamon presents.



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Eldamon Trainer

While many folk across the land might befriend an eldamon or two, you've always had a deeper connection to these mystical elemental beings, allowing you to bond with them on a deeper level. You can train them to phase into the material world by trading your own phase with theirs, and through growing your bond and understanding together, you can help them evolve a more powerful form. Whether fighting for your life or engaging in the mock battles eldamon enjoy, with your eldamon friends at your side, you're going to become the best you can and prove yourself to the world!

Class Features

As an eldamon trainer, you gain the following class features.

Hit Points

Hit Dice: 1d8 per eldamon trainer level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per eldamon trainer level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons
Tools: None

Saving Throws: Wisdom, Charisma
Skills: Choose two skills from Animal Handling, Deception, Insight, Intimidation, and Persuasion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) an explorer's pack or (b) a scholar's pack
- Leather armor, an additional simple weapon of your choice

Trained Eldamon

You have a deeper metaphysical link to eldamon than all the other people around you, allowing you to connect with them in a more profound way than anyone but a trainer can. This allows you to train eldamon and even to swap your personal phase with them, phasing out of the material world so your eldamon can phase in. At 1st level, you have three trained eldamon, which can be either common eldamon of your choice or other eldamon available to you, determined by the GM. You can befriend additional eldamon as normal (see page 28 for more details on befriending eldamon), and you can train them provided their level isn't higher than your eldamon trainer level.

Eldamon Levels

Your trained eldamon gain levels alongside you as you train them, increasing to match your level whenever you level up. It's unlikely to befriend an eldamon of higher level than you, and even if you do, you can't share your phase with them.

Eldamon Hit Points

Eldamon aren't the same as mortal creatures, and they don't die, even when it seems like they would be killed. An eldamon that takes any amount of damage recovers all its hit points after being phased out, unless it was reduced to 0 hit points. If they were reduced to 0 hit points by taking damage, they recover all their hit points after 1 minute. If they would be killed by a non-damage effect (such as the *power word kill* spell), an eldamon still doesn't die, but it does take longer for them to collect their energy. In that case, they remain unresponsive and out of phase until you finish a short or long rest.

Preparing Eldamon

Whenever you finish a long rest, choose a number of your trained eldamon equal to your proficiency bonus + 1, or your Charisma modifier + 1, whichever is lower. You spend extra time with these eldamon, preparing to swap your phase with them throughout the day.

Phasing Eldamon

At the start of your turn, before moving or taking any actions, you can switch your phase on the Material Plane (or your current plane if you're not on the Material Plane), with that of one of your eldamon. Doing so doesn't require an action the first time you use it in an encounter, and it requires an action any subsequent times in the same encounter; when you spend an action to phase in an eldamon, the eldamon can't use their action that turn. Choose one of the eldamon you have prepared, which must be within 5 feet of you, and phase it fully onto your current plane in its battle form (or its evolved battle form if it's capable

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ELDAMON TRAINER

Level	Proficiency Bonus	Features	Power Level
1st	+2	Trained Eldamon, Eldamon Powers (2 active powers, 1 reactive power, 1 refresh power)	1
2nd	+2	Calling, Elemental Effusion	1
3rd	+2		2
4th	+2	Ability Score Improvement, Elemental Assistance	2
5th	+3	Eldamon Powers (third active power)	3
6th	+3	Calling feature	3
7th	+3		4
8th	+3	Ability Score Improvement	4
9th	+4		5
10th	+4	Calling feature	5
11th	+4	Eldamon Evolution	6
12th	+4	Ability Score Improvement	6
13th	+5		7
14th	+5	Calling feature	7
15th	+5	Eldamon Powers (fourth active power)	8
16th	+5	Ability Score Improvement	8
17th	+6		9
18th	+6	Melded Phase	9
19th	+6	Ability Score Improvement, Ultimate Power	9
20th	+6	Eldamon Master	9

of taking that form). In exchange, you become phased out. While out of phase, you can't act (unless you have an ability that specifically allows you to act while phased out), although you can still think and remain aware of your surroundings. In addition, you are immune to any new effects while phased out, though you still suffer from any current effects, such as persistent damage. You remain visible, but objects, creatures, and magical effects (such as spells) pass right through you.

While phased in, your eldamon uses your initiative and moves and takes actions rather than you. Your eldamon must remain within 160 feet of you, which severely restricts its movement (because you can't move). If an effect would move your eldamon beyond this distance (such as if a magic spell teleports the eldamon against its will), it immediately phases out. Furthermore, it feels unpleasant for a phased-in eldamon to stay outside your sight for long; as such, they refuse to leave your line of sight, except during a battle or similar life or death situation.

At the start of its turn, your eldamon can phase out in order to switch phases with you. Doing so doesn't require an action. Your eldamon can also use an action to briefly switch phases with you and then over to another eldamon you have prepared. When they do, the new eldamon appears in an unoccupied space within 5 feet of either you or the previous eldamon, whichever the previous eldamon chooses; because the previous eldamon used their action to phase in the new eldamon, the new eldamon can't use their action that turn.

The phase shift lasts until your eldamon shifts phases with you again or until your eldamon is reduced to 0 hit points, whichever comes first. When your eldamon returns the phase back to you (even if it does so only briefly when shifting to a different eldamon), you lose hit points equal to the eldamon's missing hit points, and you take all other negative conditions and effects the eldamon was suffering, including persistent damage. If losing the eldamon's missing hit points reduces you to 0 hit points or you fall to 0 hit points for any other reason while phased out, you phase back in, the eldamon phases out, and you fall unconscious and are dying as normal.

Whenever your eldamon phases out, that eldamon refreshes.

Tug Conduit

While phased in, your eldamon can use a bonus action to tug on the conduit they share with you, dragging you toward them. You partially phase in, and you can move up to your speed directly toward your eldamon. During this movement, you can take damage and trigger opportunity attacks as normal. If something would prevent you from moving, the movement immediately ends and you phase back out. Once one of your eldamon has used Tug Conduit, none of your eldamon can use Tug Conduit again for 1 minute (this frequency applies across all your eldamon).

Lost and Altered Actions

Normally, you can't act while you've shifted phases with your eldamon, but if you have a way to do so, you share your actions with your eldamon. If your eldamon is stunned, for example, you become stunned as well and can't take actions. The GM resolves any situation that's unclear.

You, as the player, control both your eldamon trainer and your eldamon; you and your eldamon generally cooperate unless you decide that they don't. Once you've shifted phases with an eldamon, however, that eldamon is in control until it phases out. If there's ever a conflict of who should act, your eldamon wins out over you. This means that if the eldamon comes under an effect that would take their actions out of your control (such as if it becomes charmed or frightened), you eldamon uses all of your shared actions, preventing you from acting, and they prevent you from forcibly phasing them out.

Eldamon Powers

Your eldamon are capable of incredible powers based on their element. Powers, also known as elemental powers, are a special type of magical ability, different from spells. When phased into reality, eldamon can use their powers to battle your foes. Once an eldamon uses a power, they normally can't use that power again until they refresh (see page 54) to replenish their powers (though that limit doesn't apply to refresh powers) or until they phase back out, whichever comes first.

Power Level

A power has different effects depending on your eldamon's power level. The power level of your eldamon is listed on the Eldamon Trainer table.

Powers Known

When you first befriend an eldamon, they typically know the powers listed for that eldamon at their level, though you might sometimes find an eldamon with different powers.

A 1st-level, each of your eldamon knows one 1st-level reactive power, one 1st-level refresh power, and two 1st-level active powers. All elemental powers your eldamon learn must be powers from their element, or universal powers.

At 3rd, 5th, 7th, 9th, 11th, 13th, 15th, and 17th level, each of your eldamon can replace one of their elemental powers with a new elemental power, which must be of their power level or lower. If they do, they replace one of their current powers of the same kind (active, reactive, or refresh).

At 5th level and again at 15th level, each of your eldamon learns one additional active power, for a total of three active powers at 5th level and four active powers at 15th level. When your eldamon learn new powers in this way, they don't need to replace one of their current powers. At 19th level, each of your eldamon instead learns an ultimate power (see the Ultimate Power class feature for more details).

If you befriend numerous eldamon, it's simplest to use the suggested power progression listed for that eldamon, but since you're training them, you can work together to teach them whichever powers you wish, so long as they are powers from their element (or universal powers) and of their power level or lower.

Power Ability

Your eldamon's power ability for their elemental powers is their Wisdom, so you use their Wisdom whenever a power refers to their power ability. In addition, you use your eldamon's Wisdom modifier when setting the saving throw DC for an elemental power they use and when making an attack roll with one.

Eldamon Trainer Key Terms

You'll see the following terms in many eldamon trainer class features.

Phase: Eldamon exist slightly out of phase with reality, and for an eldamon trainer, nothing is more fundamental than learning how to share their own phase with their eldamon. In order for an eldamon to use their elemental powers against anything but another out of phase eldamon, they need to shift into the physical world's reality, which shifts the eldamon trainer out of reality in an equal but opposite reaction. Various abilities depend on the phase of the eldamon and trainer.

Power: Powers, also known as elemental powers, are a special type of magical ability, different from spells. Eldamon and elemental avatars use powers to battle their foes. Once an eldamon or elemental avatar uses a power, they normally can't use that power again until they use a refresh power, though that limit doesn't apply to refresh powers themselves. The power ability for elemental powers is Wisdom, so your eldamon uses their Wisdom whenever a power refers to power ability. In addition, your eldamon uses their Wisdom modifier when setting the saving throw DC for an elemental power and when making an attack roll with one.

Refresh: A power with the refresh trait realigns the local elemental energies, allowing an eldamon or elemental avatar to use their powers again. Eldamon and elemental avatars can use refresh powers any number of times without needing to refresh. They can also take the Refresh action.

Ultimate: An ultimate power is extremely powerful and doesn't work like other powers. Ultimate powers significantly alter the elemental energies around them and take significant energy from the elemental avatar who uses them, or the eldamon trainer of the eldamon who uses them. As such, after using an ultimate power, that elemental avatar or eldamon trainer can't use an ultimate power again until they finish a short or long rest, as the energies take time to coalesce and reshape.

Power save DC = 8 + your eldamon's proficiency bonus + your eldamon's Wisdom modifier

Power attack modifier = your eldamon's proficiency bonus + your eldamon's Wisdom modifier

Calling

At 2nd level, you develop a calling that influences how you interact with your eldamon. The calling you choose grants you features at 2nd level and again at 6th, 10th, and 14th level.

Elemental Effusion

At 2nd level, elemental energy tends to pool around you over time as it remains unused, waiting to spill out when first released. If you haven't phased in an eldamon yet during an encounter, just before you phase in an eldamon, you can manifest elemental energy that

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What Is Phase?

Phase is a state of being, rather than another plane of existence. A being that is phased out is still visible to beings that are phased in, and they can perceive the mortal world, albeit through a filter. The metaphysical underpinnings of the world still bind phased-out creatures. They don't fall through the ground, they move along with a planet's frame of reference (or a particularly large vehicle such as a ship) rather than being pinned to a particular point in space, they can't move through walls and cross other boundaries, and so on. Beings who aren't used to being out of phase with the mortal world, such as mortal species, have severe difficulty acting when they aren't in phase. For more information on eldamon and phase, see page 14.

matches that of the eldamon you intend to phase in. One creature you can see within 60 feet of you must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Wisdom modifier. On a failed save, the target takes 1d6 damage of your eldamon's type. This damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). You then learn whether the target is vulnerable, resistant, or immune to that damage type, and you can use a bonus action to switch to a different eldamon.

Eldamon Assistance

Starting at 4th level, you can briefly phase in one of your eldamon to help you or your allies with a particular task. While you have no eldamon phased in, you can use a bonus action to briefly phase in one of your prepared eldamon. The eldamon appears in a space you can see within 120 feet of you. The eldamon immediately uses the Help action (which doesn't use your action for the turn) and then immediately phases out. As usual, the GM determines whether the eldamon can help with a particular task. In order to Help with an ability check using a particular skill, the eldamon must be proficient in that skill.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Eldamon Evolution

At 11th level, you hit a major breakthrough in training your eldamon, allowing you to help them evolve. Each eldamon has evolution conditions, and if you meet them, that eldamon gains a new evolved battle form. While in their evolved battle form, your eldamon gains a new special ability listed in that eldamon's description.

Melded Phase

Starting at 18th level, you gain the ability to move along with your eldamon while they are phased in. When you phase in an eldamon, instead of becoming rooted in place, you can choose to meld your phased-out form with your eldamon. This takes a visual form of your choice: you can disappear inside the eldamon's form, appear as if mounted on the eldamon, or take a different form. However you appear, you move with your phased-in eldamon, and when you phase back in, you do so in the same space where your eldamon phased out. While in your melded phase, you remain immune to all new effects from phased-in entities, as normal.

Ultimate Power

At 19th level, your eldamon have achieved the pinnacle of elemental power, granting them the ability to use an ultimate power. Each of your eldamon learns one ultimate power of their element. Ultimate powers significantly alter the elemental energies around them and disrupt your phase whenever an eldamon uses them. As such, after any of your eldamon uses an ultimate power, none of your eldamon can use an ultimate power again until you finish a short or long rest, as the elemental energies take time to coalesce and reshape.

Eldamon Master

At 20th level, you have become a master eldamon trainer. You can prepare twice as many eldamon as normal, and you can switch out your prepared eldamon during a short rest, in addition to a long rest.

Eldamon Trainer Callings

Every eldamon trainer develops a calling. A calling corresponds to the reason the trainer travels the land befriending eldamon, but it's more than just a reason. Those without the incredible will and absolute certainty to see their calling through rarely manifest a connection to eldamon strong enough to allow them to share their own personal phase with an eldamon. The following are the eldamon trainer callings presented in this book.

Eldamon Battler

Victory in battle is the most important thing to you, and to that end, you want to recruit the strongest possible team of eldamon who are willing to help you fight your way to the top. Everything else is a means to that end for you, but that doesn't mean you don't care just as deeply for your eldamon as trainers of other callings. You train with them every day, working to help them actualize their goals and reach their hidden potential. You can't be the very best if you try to do everything on your own—you can only achieve victory together!

Durable Eldamon

While phased-in eldamon can be ephemeral in our reality, you train your eldamon friends to be especially tough, even compared to other eldamon battlers. Starting at 2nd level when you choose this calling, all your trained eldamon increase their hit point maximum by an amount equal to your level. Whenever you gain a level thereafter, all your eldamon increase their hit point maximum by an additional 1 hit point.

Elemental Shield

Also at 2nd level, your eldamon can call forth an *elemental shield* to protect themselves from harm. All your eldamon learn the *elemental shield* universal power. When your eldamon uses *elemental shield*, it becomes a power of their associated element. Like all active powers, *elemental shield* requires an action to use.

Elemental Shield

1st-level active

You shape your associated element into a shield, which either floats above you or appears in your hand for increased protection. While the shield remains, you gain a +1 bonus to AC, or a +2 bonus if you choose to hold the shield in a free hand; this isn't cumulative with the AC bonus from a physical shield. You also gain the Elemental Shield benefit based on your associated element. The shield lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). If you use this power again while your shield is still active, the previous shield ends and a new one appears.

Hang In There Eldamon!

At 6th level, you care too deeply for your eldamon to allow them to fall. When your phased-in eldamon takes damage that would reduce it to 0 hit points, as long as your current hit points are higher than the phased-in eldamon's maximum hit points, you can use your reaction to lose a number of hit points equal to the triggering damage, provided the damage wouldn't reduce you to 0 hit points. You can use this feature even though you're out of phase. You take this damage even though you're phased out, and you can't reduce or negate the damage in any way. In return, your eldamon doesn't take any of the triggering damage (and so remains phased in), though it still takes any other conditions associated with the triggering damage, such as becoming poisoned or being knocked prone.

Rejuvenating Refresh

Starting at 10th level, when your eldamon refresh their elemental powers, their wounds heal and they feel invigorated. When one of your eldamon uses a refresh power, they also regain hit points equal to your eldamon trainer level; that eldamon can't regain hit points from Rejuvenating Refresh again until the next time they phase out.

Too Many Eldamon!

There are a huge number of eldamon, elements, and elemental powers. Fortunately, the rules have you covered in case you want to keep it simple. For a simpler experience, don't give access to other eldamon, limiting the starting eldamon to 13 options, and stick with the default powers gained when leveling up. To simplify even further and avoid needing to read 13 elements' worth of powers to decide which common eldamon to choose, use one of these sets of three starting eldamon. Sets that include ankhrub, a life eldamon, tend to be more flexible to the needs of combat, as they allow for a very different playstyle from other elements.

Balanced: Ankhrub, Squirrelash, Tairopoof
Classic: Squirrelash, Boteau, Lotusnek
Energetic: Chillot, Tawhirtle, Potfox
Esoteric: Ankhrub, Morpup, Meese
Simple: Squirrelash, Kitopaz, Morpup

Phase Amalgam Eldamon

Starting at 14th level, you've discovered a secret technique, considered forbidden by some eldamon trainers, to fuse two eldamon of the same element together when phasing them in. When you or your eldamon phase in an eldamon, you can phase two of your prepared eldamon together into an amalgam, provided the eldamon share the same associated element. If you do, the amalgam eldamon has both eldamons' elemental traits, form traits, evolution traits, melee attacks, saving throw and skill proficiencies, senses, resistances, and weaknesses. The amalgam uses the higher of the two eldamons' speeds, hit points, and ability modifiers (determined for each ability modifier separately), and your choice of one of the eldamons' power sets. After 1 minute, if the amalgam is still phased in, it becomes unstable and automatically phases out. Once the amalgam phases out for any reason, you can't use this feature again until you finish a long rest. If damage reduces the amalgam to 0 hit points, you must wait 1 minute before you can phase in either eldamon. If the amalgam would be killed by a non-damage effect (such as the *power word kill* spell), both eldamon remain unresponsive and out of phase until you finish a short or long rest.

Eldamon Researcher

Eldamon are endlessly fascinating creatures, distinct from mortals, constructs, undead, and even other extraplanar creatures. They embody a cross-section of reality that mortal species can rarely see or access, at least under normal conditions, and thus they represent a unique opportunity to understand the metaphysical underpinnings of the cosmos! For this and many other reasons, countless researchers have become obsessed with studying every aspect of eldamon, and you are among their esteemed number.

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Eldamon Expertise

At 2nd level when you choose this calling, you learn two languages typically spoken by eldamon: Aetherean, Auran, Aquan, Astral, Chronan, Cryan, Ignan, Jyoti, Kheotan, Luxan, Melodian, Muan, Necril, Shadowtongue, Soman, Spiritual, Talican, Terran, Venenan, or Voltan. In addition, you become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion. When you make an ability check using either of those two skills to understand or recall knowledge about eldamon, your proficiency bonus is doubled. Additionally, you can use your Intelligence modifier, instead of your Charisma modifier, to determine how many eldamon you can prepare each day.

Incarnate Eldamon

Also at 2nd level, you can briefly incarnate an eldamon in order to use their powers without swapping phase, though doing so requires a lot of energy for both you and your eldamon. While you are phased in, you can use an action to choose an eldamon you have prepared and briefly whisk them into phase to use one of their powers. Once you use this feature, you can't phase in that eldamon until you finish a short or long rest. In addition, you can't use this feature again (with the same eldamon or a different one) until you finish a short or long rest.

I Know This!

At 6th level, whenever one of your phased-in eldamon starts its turn, you can make an Intelligence (Arcana, History, Nature, or Religion) check to study a creature you've encountered, learning its strengths and weaknesses. The DC of the check is typically 10 + the creature's proficiency bonus. On a success, you learn the creature's challenge rating, vulnerabilities, resistances, and immunities. At the GM's discretion, you might learn other useful information about the creature as well. Making this check doesn't require an action, and you can do so even though you're phased out. If you choose, you can share the information you learn with your eldamon and any creature you choose within 60 feet of you. Once you use this feature to study a specific creature, you can't study that creature again until you finish a long rest.

Throw Phase

Starting at 10th level, when you share your phase with your eldamon friends, you can do so from an increased distance. When you phase in an eldamon, or when one of your eldamon uses its action to phase in a different eldamon, the new eldamon can appear in a space up to 30 feet away from either you or the previous eldamon, allowing you to position your eldamon strategically as you phase them in and out.

Retract Tether

Starting at 14th level, you train yourself and your eldamon to take advantage of the tether between the two of you while they're phased in, turning a restriction into an advantage. Your phased-in eldamon can use a bonus action to teleport to a space within 5 feet of you. In addition, whenever one of your phased-in eldamon phases out, you can teleport to a space within 5 feet of them before they disappear.

Eldamon Whisperer

You feel a deeper connection to eldamon than anyone else you've met. Whether you find them adorable, majestic, or mysterious, they've always made a huge impression on you, and something inside you told you that your destiny was entwined with eldamon. For their part, eldamon have always reacted well to you, even compared to other eldamon trainers.

Focused Training

At 2nd level, you train your eldamon friends to broaden their capacity for various skills. Each of your trained eldamon gains proficiency in one skill related to any ability score other than Intelligence.

Eldamon Familiar

Also at 2nd level, in addition to your trained eldamon, you manage to connect with a minor eldamon and bring it into phase permanently. You can cast the *find familiar* spell as a ritual. Your spellcasting ability for it is Charisma. When you cast *find familiar* in this way, your familiar uses the statistics of the pet form of a specific type of eldamon, except that it can't use elemental powers or take on a battle form or evolved form. Whenever you phase in an eldamon, the eldamon can appear within 5 feet of your familiar (instead of within 5 feet of you), provided your familiar is in your line of sight and within 160 feet of you.

You Can Do It!

At 6th level, whenever one of your phased-in eldamon would make an attack roll, ability check, or saving throw with disadvantage, you can call out encouraging messages to them, allowing them to make the roll without disadvantage. Doing so doesn't require an action, and you can do so even while you're phased out. You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Double Team

Starting at 10th level, you've mastered a difficult technique, allowing you to briefly phase in a second eldamon to use a single power. At the start of your turn, if you are phased out and one of your eldamon is phased in, you can use this feature to phase in a second eldamon within 5 feet of your currently phased-in eldamon. The second eldamon must be one you have prepared. The second eldamon immediately uses one of its elemental powers, then phases out. Phasing in a second eldamon using this feature doesn't require an action (so you can use it even while you're phased out), but using its power takes your action. Afterwards, your currently phased-in eldamon can take the rest of their turn as normal, having already spent their action. Once you use this feature, you must finish a short or long rest before you can do so again.

Eldwalker

Starting at 14th level, your extensive phasing in and out of reality, as well as your connection with your eldamon friends, allow you to become one with the elements, melding into other states of reality. You gain the following benefits:

- Eldamon and elemental creatures innately sense your connection to eldamon and the elements, which affords you a great deal of respect. You have advantage on Charisma (Intimidation or Persuasion) checks made to influence eldamon and elementals.
- You can cast the *commune with nature* spell. Your spellcasting ability for it is Charisma. Once you use this feature to cast *commune with nature*, you must finish a short or long rest before you can do so again.
- You can cast the *plane shift* spell. Your spellcasting ability for it is Charisma. When you cast *plane shift* in this way, the spell requires no material components, but you can travel only to the Elemental Planes or other planes associated with eldamon. At any time in the next 24 hours after you cast the spell, you can use an action to travel back to the location you left. Once you use this feature to cast *plane shift*, you must finish a long rest before you can do so again.

Single Element Trainers

It's possible that a player might be interested in playing an eldamon trainer who focuses on only a single eldamon element, to the exclusion of being able to befriend anything else. If they do, consider granting them the Siphoning Element feature from the elemental avatar to help deal with resistances and immunities. Given the loss in versatility from only having one element, a character with only one element of eldamon and this optional benefit will still be less effective in most campaigns than a normal eldamon trainer, but it should be enough to make an otherwise-difficult character concept more viable..

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Elemental Avatar

Whether you understand how it happened or not, you've come to embody a mystical elemental being known as an eldamon, granting you mysterious elemental powers. By opening up your mind and soul and attuning to the dormant being within yourself, you are able to manifest more and more of its elemental power. You're far more than just a receptacle for the eldamon's powers, however. By combining your own unique properties with your new elemental powers, you can transcend the element's limits and use abilities that even the eldamon itself never could. You are a living embodiment of the twenty elements, an elemental avatar!

Class Features

As an elemental avatar, you gain the following class features.

Hit Points

Hit Dice: 1d8 per elemental avatar level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per elemental avatar level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons
Tools: None

Saving Throws: Intelligence, Wisdom
Skills: Choose two skills from Arcana, Insight, Intimidation, Nature, Perception, Stealth, and Survival

Equipment

You start with the following equipment, in addition to any and all equipment that was granted to you by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a dungeoneer's pack or (b) a scholar's pack
- Leather armor, any simple weapon, and two daggers

Elemental Path

At 1st level, you gain the power of an element depending on the eldamon you embody as an elemental avatar. Choose one of the available elements (see page 54) and a common, uncommon, or rare eldamon (see page 128) of your chosen element to embody. You likely gain one or more minor, cosmetic physical features related to your element, the eldamon within you, or both. Additionally, you gain the Elemental Ability trait of your chosen eldamon.

As you travel deeper down the path of your chosen element, you learn the secrets of its ways, allowing you to manifest, control, and shape the element you embody. By following its path, the element you chose grants you features at 3rd level and again at 6th, 10th, and 14th level.

Elemental Manipulation

Also at 1st level, you gain the power to manipulate the element you embody in small but remarkable ways. You gain the Elemental Manipulation benefit of your associated element.

Elemental Powers

The eldamon within you grants you incredible powers based on your element. Powers, also known as elemental powers, are a special type of magical ability, different from spells. As an elemental avatar, you use powers to battle your foes. Once you use a power, you normally can't use that power again until you refresh (see page 54) to replenish your powers, though that limit doesn't apply to refresh powers.

Power Level

A power has different effects depending on your power level. Your power level is listed on the Elemental Avatar table.

Powers Known

As a newly awakened elemental avatar, you begin by learning one 1st-level reactive power, one 1st-level refresh power, and two other 1st-level powers. All elemental powers you learn, from this feature or elsewhere, must be powers from your associated element, or universal powers.

At 3rd level, 5th level, 7th level, 9th level, 11th level, 13th level, 15th level, and 17th level, you learn one additional elemental power, which must be of your power level or lower. At 19th level, you instead learn an ultimate power (see the Ultimate Power class feature for more details).

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ELEMENTAL AVATAR

Level	Proficiency Bonus	Features	Power Level	Powers Known
1st	+2	Elemental Manipulation, Elemental Path, Elemental Powers, Siphoning Element	1	4
2nd	+2	Elemental Shield	1	4
3rd	+2	Elemental Path feature, Metapower	2	5
4th	+2	Ability Score Improvement	2	5
5th	+3	Attuned Avatar (fifth prepared power)	3	6
6th	+3	Elemental Path feature	3	6
7th	+3	Metapower	4	7
8th	+3	Ability Score Improvement	4	7
9th	+4	Metapower	5	8
10th	+4	Elemental Path feature	5	8
11th	+4	Attuned Avatar (sixth prepared power)	6	9
12th	+4	Ability Score Improvement, Elemental Duality	6	9
13th	+5	Metapower	7	10
14th	+5	Elemental Path feature	7	10
15th	+5	Transcend Element	8	11
16th	+5	Ability Score Improvement	8	11
17th	+6		9	12
18th	+6	Metapower	9	12
19th	+6	Ability Score Improvement, Ultimate Power	9	12
20th	+6	Eldamon Master	9	12

Preparing Powers

Whenever you finish a long rest, you can choose four powers to prepare; one must be a reactive power, one must be a refresh power, and the other two can be any type of power (active, reactive, or refresh), though most elemental avatars choose active powers so that they can go longer without refreshing. When you're just starting out, you only know four powers, so you'll pick those same powers each day, but you learn more powers as you increase in level.

Power Ability

Your power ability for your elemental powers is Wisdom, so you use your Wisdom whenever a power refers to your power ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an elemental power you use and when making an attack roll with one.

Power save DC = 8 + your proficiency bonus + your Wisdom modifier

Power attack modifier = your proficiency bonus + your Wisdom modifier

Siphoning Element

Because of the interaction between your mortal body and the eldamon within it, you relate to your element in a multifaceted way, allowing you to siphon or nullify energy rather than manifest it. At 1st level, you can use a bonus action to alter the next elemental power you use before the end of your turn. If you do, the power deals half damage and loses all additional effects other than damage (such as persistent damage, forced movement, difficult terrain, and temporary hit points). In exchange, the damage dealt by the power has no type and thus ignores resistances or immunities to damage of that type. You can't use this feature to alter a power that requires an additional effect in order to deal damage, such as a power that deals damage or has an area based on distance moved.

Elemental Shield

At 2nd level, you can call forth your element to protect you from harm. You learn the *elemental shield* universal power. When you use *elemental shield*, it becomes a power of your associated element. Like all active powers, *elemental shield* requires an action to use.

Elemental Shield

1st-level active

You shape your associated element into a shield, which either floats above you or appears in your hand for increased protection. While the shield remains, you gain a +1 bonus to AC, or a +2 bonus if you choose to hold the shield in a free hand; this isn't cumulative with the AC bonus from a physical shield. You also gain the Elemental Shield benefit based on your associated element. The shield lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). If you use this power again while your shield is still active, the previous shield ends and a new one appears.

Metapower

Also at 3rd level, you learn special abilities called metapowers. Metapowers alter the way a power functions. Immediately before you use a power, you can use a metapower as a bonus action to alter the power. You can only use one Metapower option on a power when you use it.

At 3rd level, choose two metapowers for which you meet the prerequisites. Choose another metapower for which you meet the prerequisites at 7th level, 9th level, 13th level, and 18th level.

Clinging Element

You alter an elemental power, causing the flashy elemental energies from the visual manifestations to cling to your foes. When you damage a creature with your power, that creature is also limned by clinging elemental energies until the end of your next turn. While the effect lasts, the creature can't benefit from being invisible.



Delayed Element

Prerequisite: *7th level*

You delay an elemental power for later. Choose a number of rounds, up to 1 minute. Instead of happening instantly, your power takes effect at the start of your turn after the chosen number of rounds or when you refresh, whichever comes first. You choose the power's area and make other decisions when you use the power, not when it comes into effect. Depending on the situation, this could cause the power to have no effect (such as if the target is out of range when the power occurs).

Distracting Element

You alter an elemental power in order to dazzle foes who are otherwise immune. If your power subjects a creature to a damage type to which the creature is immune, the creature is briefly distracted. The next attack roll made against the creature before the end of your next turn has advantage.

Echoing Element

Prerequisite: *13th level*

By using patterns of elemental energy you stored up in advance, you alter an elemental power in perfect alignment with the local elemental energies. Choose a power you have prepared but already used, other than an ultimate power. You can use that power again, even without refreshing.

Effusive Element

Prerequisite: *13th level*

You surround yourself with flashy and eye-catching elemental energies and effects, distracting your foes. When you hit a creature with your power, or when a creature fails a saving throw against your power, you can choose to distract that creature. If you do, the creature has disadvantage on attack rolls and ability checks until the end of its next turn.

Nonlethal Element

You modulate your elemental output to hold off from finishing your foe. If your power reduces a creature to 0 hit points, that creature becomes unconscious and is stabilized.

Overwhelming Element

Your overwhelming elemental power flows within you, allowing you to overcome a creature's resistances. Damage dealt by your power ignores damage resistance.

Elemental Avatar Key Terms

You'll see the following terms in many elemental avatar class features.

Metapower: Metapowers alter the way a power functions. When you use a power, as part of that power you can use a metapower as a bonus action. You can only use one Metapower option on a power when you use it.

Power: Powers, also known as elemental powers, are a special type of magical ability, different from spells. Eldamon and elemental avatars use powers to battle their foes. Once an eldamon or elemental avatar uses a power, they normally can't use that power again until they use a refresh power, though that limit doesn't apply to refresh powers themselves. The power ability for elemental powers is Wisdom, so you use Wisdom whenever a power refers to power ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an elemental power and when making an attack roll with one.

Refresh: A power with the refresh trait realigns the local elemental energies, allowing an eldamon or elemental avatar to use their powers again. Eldamon and elemental avatars can use refresh powers any number of times without needing to refresh. They can also take the Refresh action.

Ultimate: An ultimate power is extremely powerful and doesn't work like other powers. Ultimate powers significantly alter the elemental energies around them and take significant energy from the elemental avatar who uses them, or the eldamon trainer of the eldamon who uses them. As such, after using an ultimate power, that elemental avatar or eldamon trainer can't use an ultimate power again until the finish a short or long rest, as the energies take time to coalesce and reshape.

Twisting Element

You twist your elemental power like a contorting serpent, avoiding a few of your allies or innocent victims in the area. If your power affects an area, you can designate up to two creatures in the area that are unaffected by the power.

Widen Element

You manipulate the energy of your power, causing it to spread out and affect a wider area. If the power affects an area and doesn't have a duration, increase the area of that power. Increase the area's radius, length, or width by 5 feet.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Attuned Avatar

You've attuned deeply with the eldamon within you, granting you the ability to process more elemental power at once. At 5th level and again at 11th level, you can prepare an extra elemental power when you finish a long rest. This power can be an active, reactive, or refresh power.

Elemental Duality

Starting at 12th level, you etch multiple paths of elemental power into your life force, mind, body, and soul, allowing you to choose between two sets of powers. Whenever you prepare your elemental powers, prepare two sets of powers instead of one. Only one set of powers is available to you at a time. Whenever you roll initiative, and whenever you refresh, choose which of the two sets of powers are available to you. You can only use powers from the set you chose.

Transcend Element

Starting at 15th level, your unique capacities intertwined with your eldamon's elemental energies have allowed you to transcend the normal boundaries of your element, delving into powers that would ordinarily only be available to one other element of your choice. Choose an element other than your own; you gain one 1st-level power from that element's list, one power of 4th level or lower from that element's list, and one power of 6th level or lower from that element's list. When you gain new powers, you can choose a power from that element's list instead of your own, as long as the power is at least 2 levels lower than your power level. The powers you choose become powers of your element, though otherwise the power has its normal effects, even if that means it produces a damage type or condition that would be highly unusual for your element (such as fire damage for an ice elemental avatar). Think of an explanation as to how you can manifest these powers using your element. For instance, if your element is cold, you might choose electricity and describe your transcendence as cold temperatures producing superconductivity.

Instead of choosing an element other than your own, you can choose to transcend into your own element. In that case, you gain any three powers from your element, or universal powers, of any power level.

Ultimate Power

At 19th level, you have achieved the pinnacle of elemental power, granting you the ability to use an ultimate power. You learn one of the ultimate powers from your element. You automatically prepare that ultimate power each day, in addition to your other prepared elemental powers. An ultimate power is extremely powerful and doesn't work like other powers. Ultimate powers significantly alter the elemental energies around them and take significant energy from you each time you use them. As such, after using an ultimate power, you can't use an ultimate power again until you finish a short or long rest, as the energies take time to coalesce and reshape.



Elemental Master

At 20th level, you have become a master of elemental power. You can use any power you know, even if you don't have it prepared. Once you use this feature to use a power you don't have prepared, you can't do so again until you finish a short or long rest.

Elemental Path Features

As an elemental avatar, your spirit and the eldamon inside you are as one. While the paths of all elemental avatars follow roughly the same route, the powers and abilities your path grants you as you adventure is determined by the element you chose at 1st level. As you travel down the path of the element you chose, this deep connection shapes various aspects of your soul and allows you to control nearby manifestations of your associated element.

Elemental Resistance

Starting at 3rd level, your connection to your element grants you distinctive resistances and defensive abilities, as your body, mind, and soul reconfigure to withstand your element better. You gain the Elemental Resistance benefit of your associated element.

Elemental Senses

Also at 3rd level, your connection to your element enhances your senses, either imbuing new features to your existing senses or granting you new senses altogether. You gain the Elemental Senses benefit of your associated element.

Elemental Locomotion

Starting at 6th level, you've developed new ways to move yourself around via your element's energies. You gain the Elemental Locomotion benefit of your associated element.

Enhanced Resistance

Also at 6th level, your elemental resistance becomes especially strong, as you become even closer to the eldamon within you. You gain the Enhanced Resistance benefit of your associated element.

Elemental Sculptor

Starting at 10th level, your deeper connection to your element allows you to sculpt it to your will. You gain the Elemental Sculptor benefit of your associated element.

Enhanced Locomotion

Starting at 14th level, you've continued to develop your locomotive abilities using your element, granting you even more impressive abilities. You gain the Enhanced Locomotion benefit of your associated element.





Elemental Powers

Elemental Powers

Eldamon and elemental avatars use a special type of magical ability called elemental powers. While magical, these powers aren't spells, weapons, or unarmed attacks but instead their own category of special ability unique to eldamon and elemental avatars and found throughout the world.

A New Kind of Magic

Effects that prevent all magic (such as an *antimagic field*) and those that prevent you from spellcasting prevent you from using powers. Additionally, items that provide a bonus to spell attack rolls (such as *wand of the war mage*) also apply to powers, and an eldamon gains the bonus if their eldamon trainer friend is wielding such an item. Otherwise, most effects that apply solely to spells or spellcasting don't apply to powers, though the GM should determine which other restrictions similar to the examples above still apply. As raw embodiments of the elements, elemental powers are flagrant and obvious, with noticeable visual and auditory manifestations.

Elemental powers are split into various elements (except for universal powers, which are available to eldamon and elemental avatars of any element). Additionally, each elemental power belongs to one of three different categories: active powers, reactive powers, and refresh powers. Active powers and refresh powers typically require an action to use, while reactive powers are reactions. Ultimate powers are a special kind of active power, but like all active powers, they require an action to use.

Using and Refreshing Powers

Each active and reactive elemental power requires the arrangement of a unique configuration of elemental energy, making it impossible to use the same power again right away. Once an eldamon or elemental avatar uses an active or reactive power, they can't use that power again until they refresh their powers and rearrange the elemental energies around them. All eldamon and elemental avatars can use the Refresh action.

Refresh

When you take the Refresh action, you rearrange the elemental energies around you, refreshing your elemental powers. You refresh all your active and reactive powers, allowing you to use them again.

While it's possible to refresh using the Refresh action, eldamon and elemental avatars typically refresh by using a refresh power. Refresh powers are usable any number of times, even without refreshing. In environments where the elemental energies aren't in a constant state of turmoil, eldamon and elemental avatars refresh almost continually. This means, among other things, that a power that ends when you refresh (such as *elemental shield*) normally can't be used outside of combat or similar high-stakes situations.

Persistent Damage

Many elemental powers inflict a new condition called persistent damage. A creature suffering from persistent damage takes damage at the end of each of its turns. Persistent damage might be a flat value or a variable amount. For example, a creature taking 3 persistent fire damage takes 3 fire damage at the end of each of its turns, while a creature taking 1d4 persistent necrotic damage takes 1d4 necrotic damage at the end of each of its turns. A creature can take persistent damage from multiple sources, but unless otherwise noted, persistent damage of the same type doesn't stack; if multiple instances of the same type of persistent damage would apply, the creature suffers only the worst instance of persistent damage.

Each time a creature takes persistent damage, roll a d20. On a 10 or higher, the persistent damage ends.

I'm In My Element

While elements vary, most power users excel at dealing sustainable damage, particularly in areas. Powers can be used all day long, but the damaging elements also do a very respectable amount of damage, able to compete at many levels with the mid-to-high spell slots of a sorcerer without having a daily limit. In exchange, power users have more difficulty with repeatability—you have to find a way to use every power once, instead of repeating the perfect spell, or be forced to refresh sooner, and the turns refreshing also slow down your tempo compared to other magical damaging classes. This combined with a heavy focus on your element's theme means that your elemental avatar or eldamon is specialized; you can confidently play a strong blaster with fire and do high damage without needing to manage spell slots or read through dozens of spells and switch to buffs, debuffs, and utility effects against bosses. In exchange, you won't have the kind of flexibility those other classes offer: elemental avatars use only a single element, and while an eldamon trainer can choose between several eldamon, eldamon don't have access to as many options as a character would have. Keep these factors in mind when deciding how to channel your elemental powers and build an adventuring party alongside your fellow players.

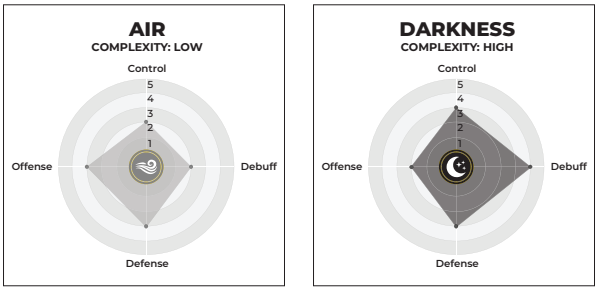
Elemental Charts

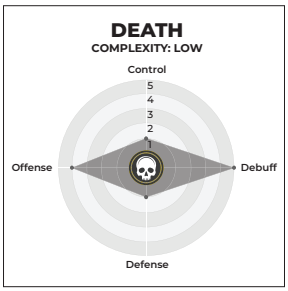
The thirteen star charts featured below depict the various strengths and weaknesses of each of the thirteen elements in this book. Complexity refers to how simple an element is to learn and play. Offense is the element's damage-dealing capacity. Defense is the element's ability to increase your or an ally's defense, including hit points. Control is the element's ability to use up or control an opponent's actions. Lastly, debuff is the element's ability to weaken a foe in a way other than damage dealing (which would be offense) or action denial and control.

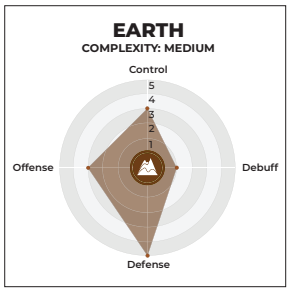
The element matchup chart in the right column depicts the strengths and weaknesses of various elements. While these are included in each individual eldamon's statistics, the chart gives all the information in one place. Choose the row based on the attacking eldamon and the column based on the defending eldamon. A green plus means that the attack is against the defender's vulnerability, a red minus means the attack is against the defender's resistance, and a blank space means neither is true.

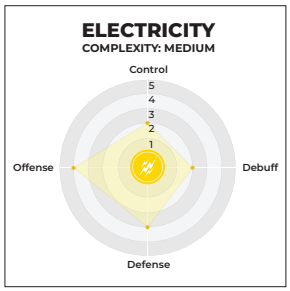
Attacker \ Defender	Air	Body	Darkness	Death	Earth	Electricity	Fire	Force	Ice	Life	Light	Metal	Mind	Music	Poison	Space	Spirit	Time	Water	Wood
Air	−	+			+	−						−				−				+
Body	−	−	+						+											
Darkness		−	−							+	+		+	−			+	+		
Death				−			+			+	−				+					
Earth	−				−	+	+		+					−		+				−
Electricity	+	−			−	−						+	−			−			+	
Fire					−		−		+			+							−	+
Force								−			−						+			
Ice	+	−							−			−			+					+
Life										−										
Light			+	+				+		−	−		−	−		+				
Metal	+					−	−		+			−			+		+			
Mind		+	−			+					+			−	−	+	−	−		
Music			+		+				−		+	+	+	−		−		−		
Poison		+		−											+	−				+
Space	+				−	+							−	−	+		−	+	+	
Spirit		−	−	+				−					+			−	−			
Time		+											+	+		+			−	−
Water					+		+												−	−
Wood					+		−		−						−			+	+	−

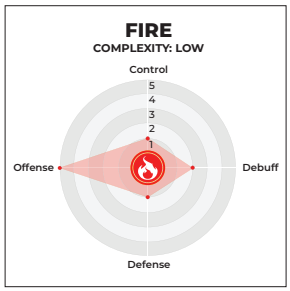
Note: Spirit also resists physical damage.

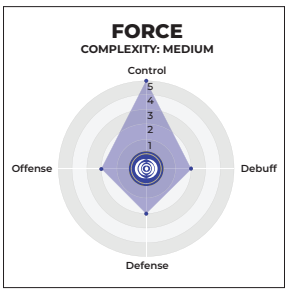


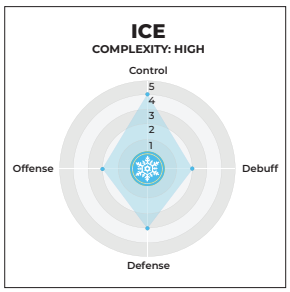


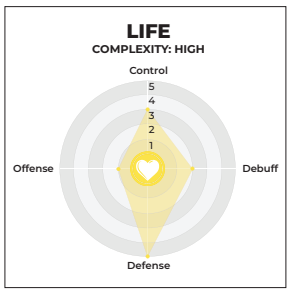


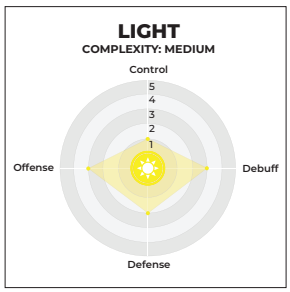


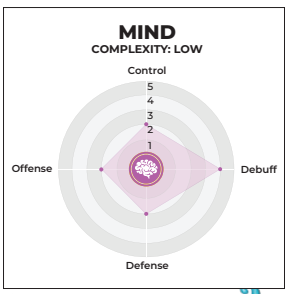


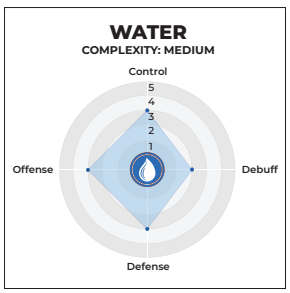


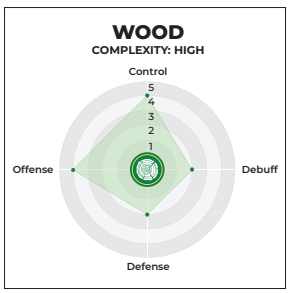














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Air

The element of air represents the breezy, capricious, constantly moving nature of air. Thus, air powers often move the user around the battlefield or attack from a great distance.

Special Rules

Air elemental powers have the following special rules.

Magical Damage

The winds created by air powers swirl with elemental magic. Bludgeoning, piercing, and slashing damage dealt by air powers counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Element Benefits

If your associated element is air, you gain the following benefits from features that vary depending on your element.

Elemental Locomotion

When you use your air powers, you can fly for a short time, even if you can't fly normally. When you use an air power that allows you to move, you can fly during that movement. At the end of this movement, you fall if nothing is holding you aloft.

Enhanced Locomotion. You can fly freely with the wind at your back. You gain a fly speed equal to your walking speed.



Elemental Manipulation

As an action, you can control air and wind in minor ways, allowing you to create or calm light breezes within 5 feet of you. This can help cool you in hot temperatures, make you harder to detect via scent, and the like. At the GM's discretion, you can make other minor adjustments to air and wind.

Elemental Resistance

The wind is your ally, never your adversary. You ignore difficult terrain as a result of strong wind. In addition, you gain a +1 bonus to AC against ranged weapon attacks.

Enhanced Resistance. Your bonus to AC against ranged weapon attacks increases to +2.

Elemental Sculptor

You can use an area action to fill a 10-foot-cube area you can see within 20 feet of you with swirling winds. For the next minute or until you use this ability again, the area is difficult terrain, and ranged weapon attacks have disadvantage if they pass in or out of the wind. At the GM's discretion, you can make other similar adjustments to air or wind.

Elemental Senses

The wind carries all sorts of scents your way, granting you an extremely keen sense of smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Elemental Shield

The bonus granted by your *elemental shield* also applies to Dexterity saving throws.

ACTIVE POWERS

Backlash Gust

1st-level active air

You launch a gust of wind blades forward, riding the backlash to safety. Each creature in a 20-foot-long, 5-foot-wide line must make a Dexterity saving throw, taking 1d8 slashing damage plus 1d8 slashing damage per power level on a failed save, or half as much damage on a successful one. You can then move up to 20 feet directly backward in the opposite direction.

At power level 3 and every 2 power levels thereafter, you can choose to increase the length of the line and the distance you move by 10 feet, to a maximum of 60 feet at power level 9.

Wind Rush

1st-level active air

You carry yourself through the air on a rush of wind and use the momentum to unleash a powerful slash on a foe. You move up to twice your speed and make a melee power attack against a target within your reach. On a hit, you deal 1d10 slashing damage plus 1d10 slashing damage per power level.

Disrupting Gust

2nd-level active air

You disrupt nearby foes with a widespread gust, knocking them off-balance enough to move past them safely. Each creature you choose in a 30-foot cone must make a Constitution saving throw, taking 1d6 slashing damage plus 1d6 slashing damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target can't take reactions until the start of your next turn, and creatures have advantage on attack rolls against the target until the start of your next turn.

At power level 4 and every 2 power levels thereafter, you can choose to increase the size of the cone by 5 feet, to a maximum of 45-foot cone at power level 8.

Wind Sniper

2nd-level active air

You fire a cutting blade of air across the wind from an extreme distance. Make a ranged power attack against a target you can see within 240 feet of you. On a hit, you deal 1d8 slashing damage plus 1d8 slashing damage per power level.

At power level 4 and every 2 power levels thereafter, the power's range increases by 120 feet, to a maximum of 600 feet at power level 8.

Drifting Slash

3rd-level active air

You drift forward on the wind, slashing through a foe as you go. You move up to your speed without provoking opportunity attacks. Once during this movement, you can make a melee power attack against one target within your reach. On a hit, you deal 1d10 slashing damage plus 1d10 slashing damage per power level.

Whirlwind

3rd-level active air

You surge forward and then spin winds around you, slicing into your foes. You move up to your speed. At the end of this movement, each creature you choose within 20 feet of you must make a Dexterity saving throw, taking 1d8 slashing damage plus 1d8 slashing damage per power level on a failed save, or half as much damage on a successful one.

Aerial Trail

4th-level active air

You rush through your foes with wind, leaving behind wind blades to slash through anyone who dares to cross your path. You move up to twice your speed. During this movement, you can move through spaces occupied by creatures, and you leave behind a trail of wind blades in each space you leave. The trail lasts until the start of your next turn. While the trail lasts, a creature that enters the area for the first time on a turn or that starts its turn there must make a Dexterity saving throw, taking 1d8 slashing damage plus 1d8 slashing damage per power level on a failed save, or half as much damage on a success.

Wind Cutter

4th-level active air

You launch a blade of wind that grows larger and larger as it moves, cutting through all creatures in the way. Choose a space you can see within 60 feet of you. Each creature in a 30-foot cone starting from that space must make a Dexterity saving throw, taking 1d8 slashing damage plus 1d8 slashing damage per power level on a failed save, or half as much damage on a successful one.

Flensing Leaps

5th-level active air

You create rapidly spinning torrents of air beneath your feet and leap onto your enemies, slicing them as you bounce from foe to foe. You jump up to 30 feet. If you land in a space occupied by a creature, make a melee power attack against that creature. On a hit, you deal 1d10 slashing damage plus 1d10 slashing damage per power level, and you can jump up to 30 feet. As long as you continue to land in the space of a creature you haven't already attacked in this way, you can continue making attacks and leaping again. On a miss, you land in an unoccupied space within 5 feet of the target and don't jump again. Once you land without entering a creature's space, the power ends.



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Rushing Embrace

5th-level active air

You surround yourself in blades of wind in order to slash all those who dare attack you. The blades last until you refresh, are incapacitated, or until you dismiss them on your turn (which doesn't require an action). While the blades last, when a creature touches you or hits you with a melee attack while within 5 feet of you, that creature takes slashing damage equal to twice your power level. If you moved at least 40 feet on your last turn, you surge up the winds, increasing this slashing damage by 3; a creature only takes this damage at most once per turn, even if they touch you or hit you multiple times

Gusting Curtain

6th-level active air

You trace a curtain of wind across the battlefield, slashing those who cross it and either accelerating or pushing back ranged attacks. You create a 5-foot thick curtain of wind up to 10 feet high and up to 60 feet long in a straight line, starting in a space you can see within 120 feet of you. A creature that enters the area for the first time on a turn or that starts its turn there takes slashing damage equal to 1d4 per power level. In addition, each time a ranged weapon attack passes into or out of the wind, you can choose to impose advantage or disadvantage to the attack roll. The curtain lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action).

Zephyr Slash

6th-level active air

You rush in a straight line through your foes, slicing them to pieces and impairing their ability to react. You move up to 120 feet in a straight line. During this movement, you can move through spaces occupied by other creatures. Each creature whose space you move through must make a Dexterity saving throw, taking 1d10 slashing damage plus 1d10 slashing damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target can't take reactions until the start of its next turn.

Galeforce Launch

7th-level active air

You launch yourself into the wind and then plummet to the ground in the midst of a slashing explosion. You fly up to your walking speed directly upwards, then soar down to an unoccupied space you can see within 200 feet of you, landing safely. When you land, each creature within 30 feet of you must make a Dexterity saving throw, taking 1d10 slashing damage plus 1d10 slashing damage per power level on a failed save, or half as much damage on a successful one.

Peregrine Gust

7th-level active air

You send forth a fierce cutting gust, which travels a great distance through your foes. The gust takes the form of a 500-foot-long, 5-foot-wide line, except you can cause the line to turn up to 90 degrees once at any point along its length. Creatures you choose in the line must make a Dexterity saving throw, taking 1d10 slashing damage plus 1d10 slashing damage per power level on a failed save, or half as much damage on a successful one.

Centripetal Barrage

8th-level active air

You circle around your foes in an irregular circuit, firing off thousands of wind blades into the center to destroy all creatures in an area defined by your movements. You move up to six times your speed, ending your movement in the space where you began. Each creature in the area surrounded by your path must make a Dexterity saving throw, taking 1d10 slashing damage plus 1d10 slashing damage per power level on a failed save, or half as much damage on a successful one. If you don't end your movement in the space where you began (typically because your movement was interrupted, since you can't end elsewhere voluntarily), the wind blades turn loose and the power doesn't deal damage.

Tornado

8th-level active air

You call up a brief but powerful tornado, spinning around and rending your foes while safely maneuvering yourself and your allies. The tornado fills a 40-foot-radius sphere centered on a point you can see within 120 feet of you. Each creature you choose in the area must make a Strength saving throw, taking 1d8 slashing damage plus 1d8 slashing damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, you can move the target to an unoccupied space within the area, which must be the same distance from the center of the area as the target's original

space. (For example, if the target was 30 feet south of the center of the area, you could move it to a space 30 feet northwest of the center of the area instead.) You can then move each other willing creature in the area (including yourself, if you're in the area) to an unoccupied space, which also must be the same distance from the center of the area as its original space.

Hurricane Downdraft

9th-level active air

You bring down hurricane-force winds that slice through your foes and knock down those who dare challenge you in the sky. The downdraft is a cylinder with a radius between 5 feet and 15 feet (your choice) and between 40 feet and 200 feet high (your choice). The downdraft is centered on a point you can see within 200 feet of you. Each creature in the area must make a Dexterity saving throw, taking 1d10 slashing damage plus 1d10 slashing damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target is pushed to the bottom of the cylinder or to the ground, whichever it reaches first, and is knocked prone. A target pushed by this power doesn't take falling damage, even if it reaches the ground.

Tempest

9th-level active air

You call forth a razor-sharp tempest of wind that blows across the area, cutting your enemies apart. The tempest fills a 20-foot-radius sphere centered on a point you can see within 500 feet of you. The tempest lasts until you refresh, are incapacitated, or until you dismiss it (which doesn't require an action). When you use this power, you can designate any number of creatures you can see to be unaffected by it. While the tempest lasts, affected creatures treat the area as difficult terrain and have disadvantage on ranged weapon attacks while within the area. In addition, an affected creature that enters the area for the first time on a turn or that starts its turn there takes 1d4 slashing damage per power level.

REACTIVE POWERS

Dispersing Retreat

1st-level reactive air

After being damaged, you disperse into semi-solid air and retreat. When you take damage, you can move up to your speed without provoking opportunity attacks. During this movement, you ignore difficult terrain, but because you remain semi-solid, you can't move through spaces occupied by creatures or pass through narrow openings. If you're grappled when you use this power, you can attempt to escape the grapple as a part of using this reaction. On a success, you can move as normal; otherwise, you remain grappled, don't move, and the power ends.

Reflect Projectiles

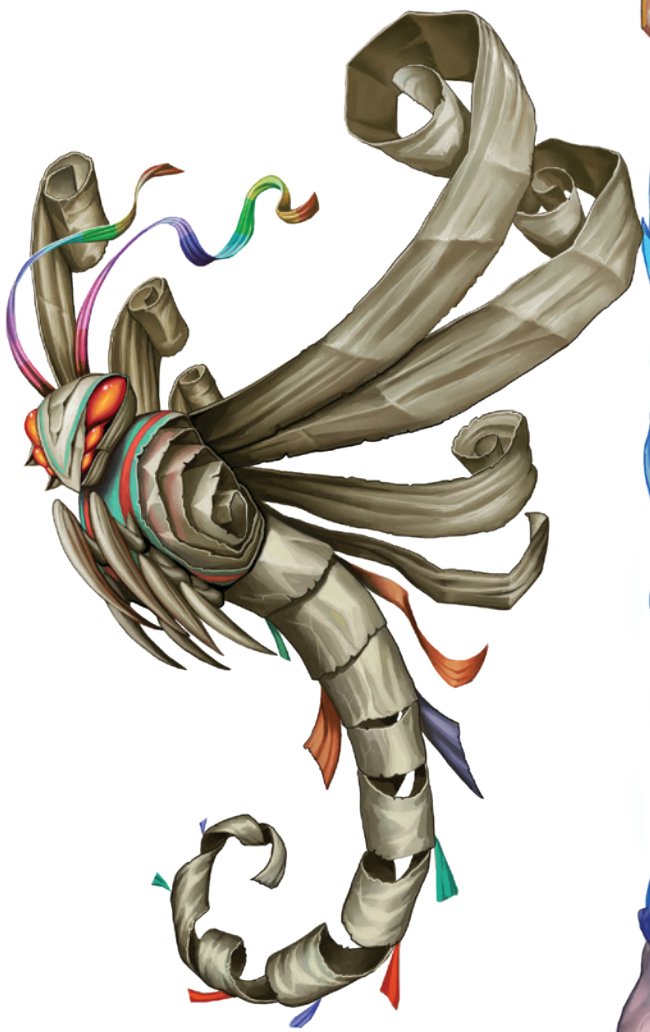
3rd-level reactive air

With a gust of wind, you reflect a projectile away, potentially into a foe. When a creature you can see attacks you with a ranged weapon attack, you can impose disadvantage on the triggering attack, as well any additional ranged weapon attacks made by the creature until the end of the creature's turn. While the effect lasts, if the creature rolls a 1 on an attack roll using a ranged weapon, you can redirect the attack to another target within range. Make a ranged power attack against the new target. On a hit, the target takes the attack's normal damage and effects.

Visualizing Powers

Powers, unlike spells, change in their availability constantly, as you use them and then later refresh them. While you could keep all your currently available powers written down on a character sheet with some kind of mark next to their name when you've used them, that would involve a substantial amount of erasing and rewriting, so it's not necessarily the best approach to use on a long term basis.

A way that might be easier to handle and more intuitive is to write your powers down on index cards or other small cards, hold your available powers in a pile (or fanned out for visibility), and put the ones you've already used in another pile. That way you can see what powers are available at a glance, and there's no need to keep erasing.



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Afraid of the Dark?

Darkness eldamon and elemental avatars have many tools to control their foes' vision and effective light level, allowing them to gain a significant advantage in combat, especially against enemies without darkvision. On the other hand, it's tougher for them to deal with foes with darkvision while in an area filled with light. Thus, if you're likely to face a darkness eldamon or elemental avatar, bring plenty of light and make sure you have a way to see through darkness. On the flip side, a darkness user knowing that they're up against foes with darkvision would do well to provide their allies a way to see through darkness so that they won't need to bring any light on their end. These various considerations make the darkness element difficult to master, but it can yield great results for those who make the effort.

Hindering Winds

6th-level reactive air

You send a wind to hinder a creature's progress toward you. When a creature you can see within 120 feet of you moves into a space closer to you, you can force that creature to make a Strength saving throw. On a failed save, the creature can't move closer to you until the end of its turn. If the save fails by 5 or more, you also knock the target prone.

REFRESH POWERS

Rushing Refresh

1st-level refresh air

You carry yourself around on gusts of air, collecting air energy as you move and shaping it to refresh your powers. You move up to three times your speed. You refresh your elemental powers.



Wind Barrier

4th-level refresh air

You create a dome of wind around you as you refresh your air powers, scattering ranged attacks while you recover. Until the start of your next turn, ranged weapon attacks against you and creatures you choose within 30 feet of you have disadvantage. You refresh your elemental powers.

Ineluctable Flight

7th-level refresh air

As you gather and arrange the ambient air energy, almost nothing can stop you from moving. You fly up to 120 feet without provoking opportunity attacks. During this movement, you ignore difficult terrain, can move through spaces occupied by other creatures, and can pass through narrow openings that aren't air-tight. You refresh your elemental powers.

ULTIMATE POWERS

Aeolus

Ultimate air

As an action, you call forth powerful winds from the wellspring of elemental air that carry forth your allies and slice your enemies to pieces. The winds blow in a 1,000-foot-long, 60-foot-wide line. You move yourself and each willing creature you choose up to any distance along the line's path. Each other creature you choose in the area must make a Dexterity saving throw, taking 1d10 slashing damage plus 1d10 slashing damage per power level on a failed save, or half as much damage on a successful one.

Kamaitachi

Ultimate air

You conjure a powerful flensing dust devil with the vicious tenacity of a legendary weasel. The dust devil appears in a 15-foot cube you can see within 1,000 feet of you. The dust devil lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the effect lasts, each time a creature ends its turn in the area, you can force that creature to make a Dexterity saving throw. On a failed save, the target takes 1d6 slashing damage per power level, or half as much damage on a successful one.

As a bonus action on each of your turns, you can move the dust devil up to 60 feet in any direction, though the dust devil dies out if it moves more than 1,000 feet away from you. If the dust devil moves into a space occupied by another creature, you can force that creature to make the saving throw against the dust devil's damage. A creature can't take this damage more than once per turn.

If the dust devil moves into a space occupied by yourself or another willing creature, you can lift that creature up, depositing it in one of the dust devil's spaces when the dust devil ends its movement. The dust devil can lift up to one Huge creature, two Large creatures, or four Medium or smaller creatures at a time.

Darkness

The element of darkness represents the mystery of the unknown and the ability to shroud, obscure, and hide. While some find the darkness and the unknown terrifying and cruel, it can also be comforting, protecting from the harshness of the light. The darkness element also manipulates the shadows that form on the edges between light and darkness. Darkness eldamon and elemental avatars shroud themselves in shadows and darkness and manipulate them to keep their movements and intentions hidden.

Special Rules

Darkness elemental powers have the following special rules.

Shrouded

Many darkness powers inflict a new condition called shrouded. The shrouded condition always has a value, from 1 to 3. The shrouded condition isn't cumulative; if a creature that is already shrouded would become shrouded again, only the highest shrouded value applies. The shrouded condition causes the shrouded creature's light level to be a number of steps lower for the shrouded creature equal to the condition's value (bright light to dim light, dim light to darkness, and darkness to a magical darkness akin to that created by the *darkness* spell). For example, a creature that is shrouded 1 in an area of bright light is treated as if it were shrouded by dim light, while that same creature would be treated as if shrouded by darkness while in an area of dim light. The shrouded condition affects the creature's ability to see, as well as other creatures' ability to see the shrouded creature. In addition, a shrouded creature gains a bonus to Dexterity (Stealth) checks made to Hide equal to its shrouded condition's value. It's possible to Hide while shrouded by sinking into the darkness, although in a bright area your general position might still be obvious due to the pall of darkness. A shrouded creature that would become limned (from a Light elemental power) instead loses its shrouded condition, and vice versa.

Element Benefits

If your associated element is darkness, you gain the following benefits from features that vary depending on your element.

Elemental Locomotion

The shadows and darkness surround you while you move, making it easy for you to sneak around. Thanks to the darkness, you can Hide even without cover or being obscured, though the unnatural darkness and shadows that hide you might give you away, so you have disadvantage on Dexterity (Stealth) checks to do so.

Enhanced Locomotion. You can transport yourself from shadow to shadow, from one patch of darkness to another. While you're in an area of dim light or darkness (the shrouded condition alone isn't sufficient), you can use an action to teleport to another area of dim light or darkness you can see within 30 feet of you.

Elemental Manipulation

As an action, you can give yourself or a willing creature you touch the shrouded 1 condition. At the GM's discretion, you can make other minor adjustments to darkness.

Elemental Resistance

You become protected against darkness and shadow, as well as the chill often associated with those elements. You gain resistance to cold damage.

Enhanced Resistance. You have advantage on saving throws against effects that would blind you, and you gain a +2 bonus to saving throws against effects that would blind you.



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Elemental Sculptor

You can twist and shape shadows like puppets. As an action, you can move an area of darkness filling up to a 10-foot cube within 20 feet of you up to 20 feet in any direction or sculpt the darkness's aesthetic appearance, such as making the shadows take the shape of a dragon. At the GM's discretion, you can make other similar adjustments to an area of darkness's shape or position.

Elemental Senses

You gain darkvision out to a range of 120 feet, and magical darkness doesn't impair your darkvision.

Elemental Shield

While you're in an area of dim light or darkness (the shrouded condition alone isn't sufficient), the bonus to AC granted by your Elemental Shield increases to +2 (or to +3 if you choose to hold the shield in a free hand).



ACTIVE POWERS

Gloaming Backstab

1st-level active darkness

You sink into the shadows and stab your foe in the back with a blade of pure darkness. Make a melee power attack against a creature you can see within your reach. On a hit, the target takes 1d8 cold damage plus 1d8 cold damage per power level. If you're shrouded and hidden from the target when you make the attack, on a hit the target takes an extra 1d6 cold damage plus 1d6 cold damage per power level, and you're no longer shrouded. If you're not shrouded when you make the attack, you become shrouded 1 until the end of your next turn (whether the attack hits or misses).

Tendrils of Shade

1st-level active darkness

You send forth tendrils of shade in a 15-foot cone to chill your foes and shroud yourself. If you're shrouded, you can extend the length of the cone up to an additional 10 feet. Each creature in the area must make a Dexterity saving throw, taking 1d6 cold damage plus 1d6 cold damage per power level on a failed save, or half as much damage on a successful one. You then become shrouded 1 until the end of your next turn.

At power level 3 and every 2 power levels thereafter, you can increase the length of the cone up to an additional 5 feet, to a maximum of length of 35 feet at power level 9 (or to 45 feet if you're shrouded).

Midnight Orb

2nd-level active darkness

You fire an orb of midnight at a foe. Make a ranged power attack against a creature you can see within 60 feet of you. If you're shrouded, you gain a +1 bonus to the attack roll. On a hit, the target takes 2d6 cold damage plus 1d6 cold damage per power level and is shrouded 1 until the end of your next turn. On a miss, the target takes no damage but is shrouded 1 until the start of your next turn.

At power level 4 and every 2 power levels thereafter, the power's range increases by 30 feet, to a maximum of 150 feet at power level 8.

Pall of Darkness

2nd-level active darkness

You cast a pall of darkness in a 20-foot-radius sphere centered on a point you can see within 120 feet of you, choking out the light. The darkness spreads around corners and lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any part of the area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Cloak of Darkness

3rd-level active darkness

You shroud yourself in a billowing cloak of darkness that extends out from you in a 20-foot radius. If you're shrouded, the cloak extends out from you in a 30-foot radius instead. Each creature in the area must make a Constitution saving throw, taking 1d6 cold damage plus 1d6 cold damage per power level on a failed save, or half as much damage on a successful one. You then become shrouded 1 until the end of your next turn.

Outstretched Shadow

3rd-level active darkness

You stretch your own shadow into a 5-foot-wide, 80-foot-long line, chilling and enshrouding everything in its path. If you're shrouded, you can extend the line up to 120 feet instead. Each creature in the area must make a Dexterity saving throw. Shrouded creatures make the saving throw with disadvantage. On a failed save, the target takes 1d6 cold damage plus 1d6 cold damage per power level and is shrouded 1 until the end of your next turn. On a success, the target takes half as much damage and isn't shrouded.

Fade Into Darkness

4th-level active darkness

You fade completely into darkness. You become shrouded 3 until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action).

Shadow Betrayal

4th-level active darkness

You take control of the shadow of a creature you can see within 60 feet of you, causing the shadow to betray the one who casts it. You control the creature's shadow until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). When you use this power, and again at the start of each of your turns while the effect lasts, you can cause the shadow to attack the target. If you do, the shadow makes a melee attack against the target, using your power attack bonus. On a hit, the target takes 1d8 cold damage per half your power level (rounded up). Also on a hit, the target's speed is reduced by 10 feet until the end of its next turn.

Eclipsing Embrace

5th-level active darkness

You shroud yourself with a slick layer of eclipsing darkness, which latches onto and enshrouds those who attack you. The darkness lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). While the effect lasts, whenever a creature touches you or hits you with a melee weapon attack while within 5 feet of you, that creature takes cold damage equal to your power level, or equal to 3 + your power level if you're shrouded. In addition, the target becomes shrouded 1 until the end of its turn.

Shrouding Foes

When you shroud a foe, it makes them difficult to see, in addition to making it harder for the foe to see. Think carefully about whether to choose powers that shroud foes based on whether your group has darkvision or the ability to see through magical darkness. At low levels, if your group doesn't have much of either, you might want to avoid the powers that shroud foes, while at higher levels, you can consider gaining darkvision options as a group (a good idea anyway) in order to take advantage of those powers.

Vanishing Silhouette

5th-level active darkness

You send forth a silhouette of darkness that resembles your own shadow, while shrouding yourself and immediately hiding as the silhouette distracts your target. Make a ranged power attack against a creature you can see within 120 feet of you. On a hit, the target takes 1d8 cold damage plus 1d8 cold damage per power level. You then become shrouded 1 until the end of your next turn, and you can immediately Hide without using an action to do so.

Gloom Burst

6th-level active darkness

You create an outpouring of gloom, damaging foes and shrouding your allies. The gloom fills a 20-foot-radius sphere centered on a point you can see within 120 feet of you. If you're shrouded, you can increase the gloom to fill a 40-foot-radius area instead. Creatures you choose in the area must make a Constitution saving throw. On a failed save, the target takes 1d8 cold damage plus 1d8 cold damage per power level and is shrouded 1 until the start of your next turn. On a success, the target takes half as much damage and isn't shrouded. Each other creature you choose in the area (including you) are shrouded 1 until the end of your next turn.



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Umbral Curtain

6th-level active darkness

You trace a curtain of darkness across the battlefield, enshrouding those who cross it. You create a 5-foot-thick curtain of darkness up to 10 feet high and up to 60 feet long in a straight line, starting in a space you can see within 120 feet of you. The curtain is dark and blocks light; only creatures with darkvision can see the area on the other side of the curtain. A creature that enters the area for the first time on a turn or that starts its turn there takes cold damage equal to 1d4 damage per power level and becomes shrouded 1 until the end of its next turn. The curtain lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action).

Darkness From Below

7th-level active darkness

You call forth creeping darkness from below, which ascends in a pillar of midnight, devouring your foes. The pillar is a cylinder with a radius between 5 feet and 15 feet (your choice) and 40 feet to 200 feet high (your choice). The pillar is centered on a point on the ground you can see within 200 feet of you. Each creature in the area must make a Dexterity saving throw. On a failed save, the target takes 1d8 cold damage plus 1d8 cold damage per power level and is shrouded 2 until the end of your next turn. On a success, the target takes half as much damage and is shrouded 1 until the start of your next turn. You then become shrouded 1 until the end of your next turn, as the darkness creeps over you as well.



Nyctophobia

7th-level active darkness

You overwhelm a foe with fear of the unknown that lies within the darkness. One creature you can see within 120 feet of you must make a Wisdom saving throw. Creatures that can see through magical darkness make the save with advantage, and creatures without darkvision make the save with disadvantage. On a failed save, the target takes persistent cold damage equal to your power level. While this persistent damage lasts, the target is also frightened and shrouded 2. On a success, the target takes half as much persistent cold damage, isn't frightened, and is shrouded 1 while the persistent damage lasts.

Dark Cocoon

8th-level active darkness

You encase a foe in a cocoon of congealed darkness. One creature you can see within 60 feet of you must make a Dexterity saving throw. If the creature is shrouded, it makes the save with disadvantage. On a failure, the target is encased in a cocoon of darkness for 1 minute. While encased by the cocoon, the target is shrouded 2, its speed becomes 0, and it can't benefit from any bonus to its speed. If the saving throw fails by 5 or more, the target is instead restrained and shrouded 3 while encased in the cocoon. The target can use its action to make a Strength saving throw against your power save DC. On a success, it frees itself.

Phantom Raid

8th-level active darkness

You split off countless shadow duplicates of yourself to attack all nearby foes. Make a melee power attack against each creature you choose within 120 feet of you. On a hit, the target takes 1d6 cold damage plus 1d6 cold damage per power level. If you're shrouded, you can choose to end the shrouded condition. If you do, each target you were hidden from when you used this power takes an extra 1d6 cold damage plus 1d6 cold damage per power level.

Heart of Darkness

9th-level active darkness

You call forth a pulsing heart of darkness that explodes in a massive burst. The darkness fills a 30-foot-radius sphere centered on a point you can see within 500 feet of you. Each creature in the area must make a Constitution saving throw, taking 1d8 cold damage plus 1d8 cold damage per power level on a failed save, or half as much damage on a successful one. If at least one creature fails its saving throw, your heart surges with the power of darkness, and you become shrouded 1 and make ability checks and saving throws with advantage until the end of your next turn.

Shadowstorm

9th-level active darkness

You call forth a storm of dancing shadows that damages creatures and covers the area with shadow. The storm fills a 20-foot-radius sphere centered on a point you choose within 120 feet of you. The storm lasts until you refresh, are incapacitated, or until you dismiss

it on your turn (which doesn't require an action). While the storm lasts, the area is filled with dim light. In addition, whenever a creature enters the area for the first time on a turn or starts its turn there, you can choose to deal that creature 1d4 cold damage per power level.

REACTIVE POWERS

Retributive Shroud

1st-level reactive darkness

When an enemy strikes you, you shroud them in darkness to avoid follow-up attacks. When a creature you can see within 5 feet of you hits you with a melee weapon attack, you can force that creature to make a Dexterity saving throw. On a successful save, the creature is shrouded 1 until the end of its turn. On a failure, the target is shrouded 2 until the end of its turn. If the saving throw fails by 5 or more, the target is shrouded 3 until the end of its turn.

Sink Into the Dark

3rd-level reactive darkness

Just when a creature is about to observe you, you sink into your shroud of darkness to shake off its notice. When a creature you're hidden from succeeds on a Wisdom (Perception) check to find or notice you, you can make a new Dexterity (Stealth) check with advantage. The DC of the check is equal to the result of the triggering creature's Wisdom (Perception) check. On a success, you remain hidden from that creature.

Defensive Shroud

6th-level reactive darkness

When a creature you can see hits you with an attack, you can deploy a powerful shroud of supernatural darkness to hinder any potential follow-up attacks. If you do, you become shrouded 3 until the start of your next turn.

REFRESH POWERS

Embrace the Dark

1st-level refresh darkness

You embrace the darkness that surrounds you in order to refresh your darkness powers and fade from view. You refresh your elemental powers and become shrouded 1 until the end of your next turn. You can then make a Dexterity (Stealth) check to Hide and move up to half your speed.

Umbral Call

4th-level refresh darkness

You call forth darkness you can use to refresh your darkness powers. You refresh your elemental powers. You then surround yourself with a 20-foot-radius aura of magical darkness. The aura lasts until the end of your next turn, centered on you and moving with you when you move. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any part of the area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Become the Shadow

7th-level refresh darkness

You become one with the darkness and shadows, rearranging them to refresh your darkness powers. You refresh your elemental powers and become shrouded 3 until the end of your next turn.

ULTIMATE POWERS

Rahu Ketu

Ultimate darkness

You call upon two mythical lunar nodes that work together to cause eclipses, bringing forth a sudden eclipse that ends the light. All light in a 200-foot-radius sphere centered on you ceases to shine for 1 minute, and even the sun is eclipsed in that area (though the sun shines normally across the rest of the planet). Each creature you choose in the area must make a Wisdom saving throw. Creatures that can see through magical darkness make the save with advantage. On a failure, the creature is frightened for 1 minute. If the saving throw fails by 5 or more, the creature is also paralyzed while frightened in this way. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

Tezcatlipoca

Ultimate darkness

You call forth a mythical jaguar made of darkness, which slashes through your foes with hundreds of obsidian claws and leaches away their light. Each creature you choose within 200 feet of you must make a Constitution saving throw. On a failed save, the target takes 1d10 cold damage plus 1d10 cold damage per power level and is shrouded 1 until the end of your next turn. On a success, the target takes half as much damage and isn't shrouded.



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Death

The element of death represents the end of life, part of the natural cycle. Death powers represent the end, so they weaken and kill living things and undead alike. As undying incarnations of natural elements, eldamon aren't killed by death powers, though they're still harmed and depleted as normal for other damaging effects. This is fortunate when it comes to eldamon battles, as otherwise death eldamon would be banned from competing.

Special Rules

Death elemental powers have the following special rules.

Drained

Many death powers inflict a new condition called drained. While drained, a creature has disadvantage on Constitution saving throws. When a death power imposes the drained condition on a creature that's already drained, that creature instead takes necrotic damage equal to the power's level (or an additional 10 necrotic damage, if the power is an ultimate power). If the power that caused the new drained condition also deals necrotic damage, add the extra damage before applying resistances and weaknesses.



Element Benefits

If your associated element is death, you gain the following benefits from features that vary depending on your element.

Elemental Locomotion

You can surround yourself with death energy as you move, forcing foes to get out of your way or suffer the consequences. Whenever you move on your turn, you can attempt to move through other creatures' spaces. The creature has a choice: they can either allow you to move through their space, or they can prevent your movement, taking necrotic damage equal to 1 plus twice your power level, or half as much damage with a successful Constitution saving throw. If a creature chooses to prevent your movement in this way, your movement immediately ends and you can't move any further on your turn, even if you still had more distance you could travel.

Enhanced Locomotion. Your connection to death allows you to appear by the side of recently or nearly dead creatures, almost like a psychopomp or harbinger of doom. As a bonus action, you can teleport to an unoccupied space within 5 feet of a creature that is dying or that has died in the past minute. To do so, you must be able to see the creature, and the creature must be within 60 feet of you.

Elemental Manipulation

As an action, you can control death in minor ways, allowing you to kill a Tiny, non-creature plant with just a touch. Alternatively, you can touch a dying creature; if the creature is making death saving throws, you can increase or decrease its number of death saving throw failures by 1. At the GM's discretion, you can make other minor adjustments involving death, though this is never sufficient to kill a creature that isn't already dying.

Elemental Resistance

Your body becomes resistant to death's call. You gain resistance to necrotic damage.

Enhanced Resistance. When you make a death saving throw, you treat a roll of 6 or higher as a success.

Elemental Sculptor

As an action, you can kill all Tiny, non-creature plants in a 10-foot cube up to 20 feet away from you. Alternatively, you can increase or decrease the death saving throw failures of a creature you can see within 20 feet of you by 1. At the GM's discretion, you can make other similar adjustments involving death, though this is never sufficient to kill a creature that isn't already dying.

Elemental Senses

You can sense how close a creature is to death. Just by looking at a creature, you can tell if it is healthy (above three-quarters its hit point maximum), hurt (between half and three-quarters its hit point maximum), injured (between one-fourth and half its hit point maximum), or at death's door (below one-fourth its hit point maximum). If a creature is actively attempting to disguise its life force or level of injury, you might need to win a Wisdom (Perception) contest opposed by the creature's Charisma (Deception) check.

Elemental Shield

The bonus granted by your *elemental shield* also applies to Constitution saving throws.

ACTIVE POWERS

Deathtouch

1st-level active death

You touch a creature, sending them to the harsh embrace of death. Make a melee power attack against a creature you can see within your reach. On a hit, the target takes 1d12 necrotic damage plus 1d12 necrotic damage per power level.

Steal Breath

1st-level active death

You breathe in deeply, drawing in the life force of nearby creatures. Each creature in a 15-foot cone must make a Constitution saving throw, taking 1d6 necrotic damage plus 1d6 necrotic damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target has disadvantage on its next attack roll using Strength before the end of its next turn.

At power level 5, you can increase the size of the power to a 20-foot cone. At power level 9, you can increase the size to a 25-foot cone.

Rigor Mortis

2nd-level active death

You unleash a line of death that partially necrotizes those within it, stiffening their bodies. Each creature in a 30-foot-long, 5-foot-wide line must make a Constitution saving throw, taking 1d6 necrotic damage plus 1d6 necrotic damage per power level on a failed save, or half as much damage on a success. Also on a failed save, all creatures have advantage on attack rolls against the target, and it has disadvantage on Dexterity saving throws, both until the end of your turn.

At power level 4 and every 2 power levels thereafter, you can increase the length of the line by an additional 10 feet, to a maximum of a 60-foot line at power level 8.

Sicken Unto Death

2nd-level active death

You infuse concentrated death energy into a creature, sickening it as necrotic energies flood its body. One creature you can see within 30 feet of you is poisoned for 1 minute unless they succeed at a Constitution saving throw. While poisoned in this way, the target must make a Constitution saving throw at the end of each of its turns. On a failed save (either the initial save or an ongoing save), the target takes 1d4 necrotic damage plus 1d4 necrotic damage per power level. On a success, the effect ends.

Death Pulse

3rd-level active death

You emit a sudden pulse of death energy, controlling the distance to limit harm to the environment. You fill a sphere centered on you with necrotic energy. The sphere has a radius between 10 feet and 30 feet (your choice). Each creature in the area must make a Constitution saving throw, taking 1d8 necrotic damage plus 1d8 necrotic damage per power level on a failed save, or half as much damage on a successful one. Small, non-creature plants such as flowers and grass within the area wither and die.



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Drain Life

3rd-level active death

You drain the life force from a nearby creature. One creature you can see within 60 feet of you must make a Constitution saving throw. On a failed save, the creature takes necrotic damage equal to three times your power level and is drained until it finishes a long rest. On a success, the creature takes necrotic damage equal to twice your power level.

Fatal Weakness

4th-level active death

You leach away a creature's strength along with their life. One creature you can see within 60 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d4 necrotic damage per power level and is enfeebled for 1 minute. On a success, the creature takes half as much damage and isn't enfeebled. While enfeebled, the target deals only half damage with weapon attacks that use Strength. At the end of each of its turns, an enfeebled target can repeat the saving throw, ending the effect on a success.

Inexorable Demise

4th-level active death

You call upon the inevitable demise of all living things, hanging a creature's mortality over them as a grim reminder. Three ominous, ghostly skulls appear above a creature you can see within 60 feet of you. At the end of each of the creature's turns, a mournful bell tolls as one of the skulls disappears. After the last skull disappears, a scythe of negative energy reaps the creature's life force. The target must make a Constitution saving throw, taking 2d8 necrotic damage plus 2d8 necrotic damage per power level on a failed save, or half as much damage on a successful one. At any time before the last skull disappears, you can use a bonus action to cancel the effect.

Fated Quietus

5th-level active death

You tap into the magical energy surrounding a creature's death, increasing the odds that they're slain by a given method. Choose a type of damage, which can be a kind of energy (such as cold or fire damage) or specific type of physical damage (such bludgeoning or slashing). Then choose a creature you can see within 60 feet of you. For the next minute, whenever the target takes damage of your chosen type, it takes additional damage of that type equal to your power level. At the end of each of its turns, the target can make a Wisdom saving throw, ending the effect on a success.

Killing Embrace

5th-level active death

You surround yourself with a pall of death, forcing those who attack you to pay with their life. The pall of death lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the effect lasts, the first time on each of their turns that a creature touches you or hits you with a melee weapon attack while within 5 feet of you, that creature takes necrotic damage equal to your power level plus 3 and is drained until the end of its next turn.

Explode Corpse

6th-level active death

You send death energy into a creature's body, bloating it from the inside and causing it to explode upon death. One creature you can see within 60 feet of you must make a Constitution saving throw, taking 1d10 necrotic damage plus 1d10 necrotic damage per power level on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, the target explodes. Each creature within 30 feet of the target when it explodes takes an equal amount of necrotic damage, or half as much damage on a successful Dexterity saving throw.

Lethal Curtain

6th-level active death

You trace a curtain of death across the battlefield, snuffing out the lives of those who cross it. You create a 5-foot thick curtain of necrotic energy up to 10 feet high and up to 60 feet long in a straight line, starting in a space you can see within 120 feet of you. A creature that enters the area for the first time on a turn or that starts its turn there takes necrotic damage equal to 1d6 per half your power level (rounded up) and is drained until the end of its next turn. The curtain lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action).

Death Blow

7th-level active death

You call upon the power of death to slaughter a nearby foe. One creature you can see within 60 feet of you must make a Constitution saving throw, taking 1d12 necrotic damage plus 1d12 necrotic damage per power level on a failed save, or half as much damage on a successful one.

Siphon Vitality

7th-level active death

You siphon away the vital essence from creatures in a 60-foot cone. Each creature in the area must make a Constitution saving throw. On a failed save, the creature takes 1d6 necrotic damage plus 1d6 necrotic damage per power level and is drained until it finishes a long rest. On a success, the creature takes half as much damage and is drained until the end of your next turn.

Deteriorating Stream

8th-level active death

You send forth a stream of deteriorating death energy, causing all before you to sicken and die. Each creature in a 120-foot-long, 5-foot-wide line must make a Constitution saving throw, taking 1d8 necrotic damage plus 1d8 necrotic damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target is poisoned for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

Exterminate

8th-level active death

You snuff out the life force of weaklings all around you. Each other creature you choose within 30 feet of you must make a Constitution saving throw, taking 1d8 necrotic damage plus 1d8 necrotic damage per power level on a failed save, or half as much damage on a successful one. If this damage reduces a target to 25 hits points or fewer, that target dies.

Danse Macabre

9th-level active death

You conjure a host of deathly dancers that sweep around you, stealing the life force from your foes. Each creature you choose within 40 feet of you must make a Constitution saving throw. On a failed save, the target takes 1d8 necrotic damage plus 1d8 necrotic damage per power level and is drained until it finishes a long rest. On a success, the creature takes half as much damage and is drained until the end of your next turn.

Deathstorm

9th-level active death

You call forth a storm of death, killing those within. The deathstorm fills a 20-foot-radius sphere centered on a point you can see within 120 feet of you. A creature that enters the area for the first time on a turn or that starts its turn there must make a Constitution saving throw, taking 1d4 necrotic damage plus 1d4 necrotic damage per power level on a failed save, or half as much damage on a successful one. If this damage reduces a creature to 0 hit points, the creature explodes in a violent burst of necrotic energy. Each creature within 20 feet of the creature when it explodes takes an equal amount of necrotic damage, or half as much damage on a successful Constitution saving throw. A creature that dies from the explosion damage also explodes in the same way, although a creature in the area of multiple explosions takes the damage only once. The deathstorm lasts until you refresh, are incapacitated, or until you dismiss it (which doesn't require an action).

REACTIVE POWERS

Retributive Weakening

1st-level reactive death

Those who fight against death do little more than weaken themselves in a futile effort. When a creature you can see hits you with a melee weapon attack, that creature must make a Constitution saving throw. On a failed save, the target is enfeebled for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success. While enfeebled, the target deals only half damage with weapon attacks that use Strength.



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Death Curse

3rd-level reactive death

Bringing you closer to death is dangerous for your foes. When a creature you can see within 120 feet of you deals damage that reduces you to 0 hit points, just before slipping into unconscious, phasing out, or dying, you utter a final death curse. The triggering creature makes a Constitution saving throw, taking 1d6 necrotic damage plus 1d6 necrotic damage per power level on a failed save, or half as much damage on a successful one.

Opportune Drain

6th-level reactive death

In the moment when your ally lands a telling blow, you take advantage of the opening to drain away your foe's life force. When a creature you can see scores a critical hit, you can force the target of that attack to make a Constitution saving throw. On a failed save, the target is drained until it finishes a long rest. On a success, the target is drained until the end of your next turn.



REFRESH POWERS

Reap Lives

1st-level refresh death

You snuff out lives on the brink of death as you refresh your death powers. Each creature you choose within 30 feet of you takes necrotic damage equal to your power level, and creatures reduced to 0 hit points by this power, or already at 0 hit points or below when you use this power, die. If this causes any creatures to die, you have advantage on ability checks and saving throws until the end of your next turn. You refresh your elemental powers.

Cancel Life

4th-level refresh death

You gather so much death energy around you to refresh your death powers that you stifle the power of life. You refresh your elemental powers. Until the end of your next turn, whenever a creature you can see within 60 feet of you regains hit points, reduce the number of hit points they regain by an amount equal to 1d10 plus your power level (to a minimum 0).

Weakening Field

7th-level refresh death

As you arrange death energy in a lattice around you, you recover your powers and create a weakening field to leach away your foes' strength. You refresh your elemental powers. Until the end of your next turn, whenever another creature starts its turn within 30 feet of you, you can force that creature to make a Constitution saving throw. On a failed save, the creature deals only half damage with weapon attacks that use Strength until the end of its turn.

ULTIMATE POWERS

Irkalla

Ultimate death

You call upon a portion of the underworld as the earth around you fades to a wispy and ominous white. The area on the ground in a 90-foot radius centered on you becomes an annex of the underworld for 1 minute. When you use this power, you can designate any number of creatures you can see to be unaffected by it. An affected creature that enters the area for the first time on a turn or that starts its turn there takes 10 necrotic damage and is drained until the end of its next turn, and a creature that moves within the area takes 1 necrotic damage for every 5 feet of movement.

Thanatos

Ultimate death

You call upon an embodiment of death, the reaper of all life, to slay all who oppose who. Everything fades into white as a skeletal figure descends upon your enemies. Each creature you choose within 200 feet of you must make a Constitution saving throw, taking 1d10 necrotic damage plus 1d10 necrotic damage per power level on a failed save, or half as much damage on a successful one. Also, if a target fails the save by 5 or more, the target must repeat the Constitution saving throw. If they fail this second save, the target dies.

Earth

The element of earth represents the strength and endurance of rock and stone. Thus, its powers tend to have a shorter range but focus on allowing their user to endure various attacks and come out on top.

Special Rules

Earth elemental powers have the following special rules.

Magical Damage

The stony weapons you create are imbued with elemental magic. Bludgeoning, piercing, and slashing damage dealt by earth elemental powers counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Element Benefits

If your associated element is earth, you gain the following benefits from features that vary depending on your element.

Elemental Locomotion

You can climb up rock, stone, and earthen surfaces. You gain a climb speed equal to your speed, which you can use only to climb rock, stone, and earthen surfaces.

Enhanced Locomotion. You can burrow into the earth. You gain a burrow speed equal to half your speed. You can use this burrow speed to burrow through soft earth but not solid stone.

Elemental Manipulation

As an action, you can move small stone objects, stir dust, or till soil within 5 feet of you. This might allow you to open a door made of stone without touching it, obscure your tracks as you walk, and the like. At the GM's discretion, you can make other minor adjustments to earth and stone.

Elemental Resistance

Your body's connection to the earth allows you to resist movement. While you're standing on solid ground, you have advantage on Strength and Dexterity saving throws to avoid being pushed or pulled, or knocked prone.

Enhanced Resistance. When you are subjected to a critical hit, roll a d20. On a 10 or higher, the critical hit becomes a normal hit instead.

Elemental Sculptor

You can use an area action to churn the ground in a 10-foot-square area, filling it with rubble. For the next minute or until you use this ability again, the ground in that area is difficult terrain. In addition, each creature standing on the ground when you use this power must make a Dexterity saving throw against your power DC. On a failed save, the target is knocked prone. At the GM's discretion, you can make other similar adjustments to earth and stone.

Elemental Senses

You can sense anything else in contact with the same surface as you via tremors. You gain tremorsense out to a range of 5 feet times your proficiency bonus.

Elemental Shield

While your *elemental shield* is active, you reduce nonmagical bludgeoning, piercing, and slashing damage you would take by your proficiency modifier.

ACTIVE POWERS

Boulder Smash

1st-level active death

You create a huge boulder attached to one of your arms, which you use to block attacks and smash foes. You gain a +2 bonus to AC until the start of your next turn. In addition, make a melee power attack against a creature you can see within your reach. On a hit, the target takes 1d10 bludgeoning damage plus 1d10 bludgeoning damage per power level.



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Tremor Stomp

1st-level active earth

You stomp and infuse earth energy into the ground, creating a localized tremor. Each creature on the ground within 5 feet of you must make a Strength saving throw, taking 1d8 bludgeoning damage plus 1d8 bludgeoning damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, you knock the target prone.

At power level 5, you can increase the power's radius to 10 feet. At power level 9, you can increase the radius to 15 feet.

Grasp of the Hungry Earth

2nd-level active earth

The ground at your feet rises up to clutch nearby foes and hinder their movements. Choose up to three creatures you can see on the ground within 5 feet of you. Each target must make a Strength saving throw. On a failed save, the target takes 1d8 bludgeoning damage plus 1d8 bludgeoning damage per power level and is restrained until the end of its next turn. On a success, the target takes half as much damage and isn't restrained.

Stone Shell

2nd-level active earth

You surround yourself in a protective shell of stone. You gain resistance against bludgeoning, piercing, and slashing damage until you refresh, or until you resist damage with Stone Shell five times, whichever comes first.



Entrench

3rd-level active earth

You merge your body with the ground, making it difficult for foes to move you or move past you. If you're standing on the ground, you become entrenched. You remain entrenched until you refresh, are incapacitated, or until you end the power (which doesn't require an action). While entrenched, your speed becomes 0, and you can't be moved or knocked prone, unless you choose to be (which ends the power). In addition, the ground within 5 feet of you becomes difficult terrain. Whenever a creature enters a space within 5 feet of you, that creature must make a Strength saving throw. On a failed save, the creature's movement immediately ends.

Piercing Spike

3rd-level active earth

You create a spike of stone and send it forth, piercing through several foes in a line. Make a ranged power attack against each creature in a 15-foot-long, 5-foot-wide line. On a hit, the target takes 1d8 piercing damage plus 1d8 piercing damage per power level. Also on a hit, the target has disadvantage on attack rolls until the end of its next turn, as splinters of stone bury into its flesh.

Earthen Maul

4th-level active earth

You swing an enormous maul of earth in a wide swipe, rebuffing several foes and deflecting their attacks against you and your allies. Make melee power attack rolls against each creature you choose in a 15-foot cone. On a hit, the target takes 1d8 bludgeoning damage plus 1d8 bludgeoning damage per power level. Also on a hit, the target has disadvantage on attack rolls until the end of its next turn.

Vengeful Backlash

4th-level active earth

You circulate earth energy within yourself, punishing your foes with shockwaves that reverberate through their weapons. Until the start of your next turn, each time a creature hits you with a melee weapon attack, that creature takes bludgeoning damage equal to the result of its damage roll. If no creatures hit you with a melee weapon attack before the start of your next turn, the next earth power you use that turn deals additional bludgeoning damage equal to your power level.

Rebounding Embrace

5th-level active earth

You harden your body, rebounding the attacks of those who harm you. The effect lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the effect lasts, when a creature touches you or hits you with a melee weapon attack while within 5 feet of you, that creature takes bludgeoning damage equal to twice your power level. If you had resistance to bludgeoning, piercing, or slashing damage before the attack hit you, the creature takes an additional 3 damage.

Rock and Roll

5th-level active earth

You transform into a giant boulder and roll in a straight line, bowling over enemies in your way, then transform back. You move up to your speed in a straight line. During this movement, you can move through the spaces of other creatures, and attack rolls against you have disadvantage. Each creature whose space you enter during this movement must make a Strength saving throw, taking 1d10 bludgeoning damage plus 1d10 bludgeoning damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target is knocked prone.

Earthen Curtain

6th-level active earth

You trace a curtain of dirt and soil across the battlefield, blocking off an area. You create a 5-foot thick curtain of earth up to 10 feet high and up to 60 feet long in a straight line, starting in a space you can see within 120 feet of you. The curtain is solid, preventing creatures from crossing it, though they can damage it. Each 5-foot section of the curtain has AC 10, hit points equal to five times your power level, and immunity to poison and psychic damage. A section of curtain reduced to 0 hit points is destroyed. The curtain lasts until you refresh, are incapacitated, or until you dismiss it (which doesn't require an action).

Exploding Bulwark

6th-level active earth

You surround yourself in a stony bulwark that explodes unless chipped away. You gain a +4 bonus to AC. Each time a creature attempts an attack roll against you, this bonus to AC decreases by 1, to a minimum of +1. At the start of your next turn, choose a number of creatures up to your remaining bonus to AC. You must be able to see each creature, and each creature must be within 60 feet of you. Each creature you choose must make a Dexterity saving throw, taking 1d10 bludgeoning damage plus 1d10 bludgeoning damage per power level on a failed save, or half as much damage on a successful one. Your bonus to AC then drops to 0, and the power ends.

Aegis of Immortal Stone

7th-level active earth

You surround yourself with a nigh-invulnerable aegis of earth and stone for a brief time. You gain resistance to bludgeoning, piercing, and slashing damage and immunity to nonmagical bludgeoning, piercing, and slashing damage until the beginning of your next turn. During that time, attacks against you have disadvantage and you have advantage on saving throws.

Rockfall

7th-level active earth

You make rocks fall from above, bringing death to everyone you dares to stand against you. Each creature you choose within 30 feet of you must make a Dexterity saving throw, taking 1d10 bludgeoning damage plus 1d10 bludgeoning damage per power level on a failed save, or half as much damage on a successful one. The ground within 30 feet of you then becomes difficult terrain until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action).

Fissure

8th-level active earth

You open up a chasm beneath your foes, attempting to trap them within. You create a 40-foot-deep fissure in a 30-foot-long, 5-foot-wide line. Each creature on the ground where the fissure appears must make a Dexterity saving throw. On a successful save, the target can move to an unoccupied space within 5 feet of the fissure. A target that doesn't move falls into the fissure, taking damage from falling as normal and landing prone, as well as taking an additional 1d6 bludgeoning damage plus 1d6 bludgeoning damage per power level from the violent seismic activity. Climbing out of the fissure requires a successful DC 15 Strength (Athletics) check. The fissure lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). When the fissure disappears, each creature inside the fissure appears in an unoccupied space within 5 feet of the fissure.



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Rampart

8th-level active earth

You cause an earthen rampart to grow from your sides. The ramparts are two 30-foot-long, 5-foot-wide lines that extend from you along the ground in opposite directions. (If you're a Small or Medium creature, this creates a single 65-foot line with yourself at the center.) Each creature in the area where the rampart appears must make a Dexterity saving throw, taking 1d10 bludgeoning damage plus 1d10 bludgeoning damage per power level on a failed save, or half as much damage on a successful one. The rampart remains until you move or until the end of your next turn, whichever comes first. While the rampart lasts, creatures you choose have half cover against effects from the opposite side of the rampart. When a creature attempts to move through the rampart, you can choose to clear a temporary path for it; otherwise, the creature must spend 15 feet of movement to clamber over the rampart.

Avalanche

9th-level active earth

You conjure an unending avalanche that buries the area, clobbering foes while providing your allies a bit of cover. The avalanche appears in a 20-foot-radius sphere centered on a point you can see within 30 feet of you. The avalanche lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). When you use this power, you can designate any number of creatures you can see to be unaffected by it. The designated creatures are unharmed by the avalanche and instead, attacks against them have disadvantage while they're in the area. An affected creature that enters the area for the first time on a turn or that starts its turn there takes 1d6 bludgeoning damage per power level.



Petrifying Dust

9th-level active earth

You exhale a cone of dust that turns your foes to stone. Each creature you chose in a 30-foot cone must make a Constitution saving throw, taking 1d4 bludgeoning damage plus 1d4 bludgeoning damage per power level on a failed save, or half as much damage on a successful one. In addition, a creature that fails its save finds it harder to defend itself as its flesh begins to harden; other creatures have advantage on attack rolls against it. A creature affected by this power must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this power three times, the power ends. If it fails its saves three times, it's turned to stone and subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

A creature remains petrified until you are incapacitated or until you refresh, at which point you can choose to restore it to flesh. Any creature you don't restore is turned to stone until the effect is removed by a *greater restoration* spell or similar magic.

REACTIVE POWERS

Harden

1st-level reactive earth

You harden yourself with earth to resist an attack against you. When you take bludgeoning, piercing, or slashing damage, you reduce that damage by an amount equal to 1d6 plus your power level (to a minimum of 0).

Rock Shield

3rd-level reactive earth

You call forth a shield of earth to block an incoming attack. When a creature you can see attempts to attack you, you gain a +5 bonus to AC against that attack; this isn't cumulative with bonuses from shields.

Disrupting Tremor

6th-level reactive earth

When a creature you can see attempts to leave a space on the ground within 5 feet of you, you create a tremor to disrupt its movement. Until the end of the creature's turn, the ground within 10 feet of you becomes difficult terrain. In addition, the triggering creature must make a successful Strength saving throw or be knocked prone.

REFRESH POWERS

Rock Cover

1st-level refresh earth

You draw rock around yourself, refreshing your earth energy while providing yourself and your allies a bit of cover. You refresh your elemental powers. Until the start of your next turn, you gain half cover (a +2 bonus to AC and Dexterity saves), and creatures you choose gain half that benefit (a +1 bonus to AC and Dexterity saves) while within 5 feet of you.

Shifting Ground

4th-level refresh earth

You shift the ground beneath you, rearranging it to refresh your earth powers and throw your foes off balance. You refresh your elemental powers. Choose any number of creatures you can see on the ground within 5 feet of you. Each creature you choose must make a Dexterity saving throw. On a failed save, you knock the creature prone.

Auto-Petrification

7th-level refresh earth

You transform yourself into a stone statue of the utmost hardness, attuning yourself to earth and refreshing your earth powers. You are petrified until the start of your next turn. While petrified in this way, you are immune to bludgeoning, piercing, and slashing damage. You refresh your elemental powers.

ULTIMATE POWERS

Kunlun

Ultimate earth

You call forth an enormous, magnificent pillar with a gemlike facade adorned with symbols of mysticism and elemental energy. The 15-foot-radius pillar rises from the ground in a space you can see within 200 feet of you. Creatures in the area when the pillar appears are lifted rapidly as the pillar grows, up to a maximum of 90 feet. If the pillar strikes a solid surface (such as a ceiling), each creature atop the pillar must make a Strength saving throw, taking 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. The pillar lasts for 1 minute, after which, it descends to the ground.

Yamazu

Ultimate earth

You evoke earthquakes and other seismic activity reminiscent of the thrashing of an enormous subterranean catfish. The earthquake affects a 60-foot-radius sphere centered on a point you can see within 200 feet of you. Creatures on the ground in the area (other than you) must make a Dexterity saving throw, taking 1d10 bludgeoning damage plus 1d10 bludgeoning damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target is knocked prone.

The area of the earthquake is beset with aftershocks that last until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). While the aftershocks last, the area is difficult terrain, and creatures on the ground in the area (other than you) have disadvantage on attack rolls and ability checks.

Earthbound

With both solid defense and offense, many consider earth eldamon and elemental avatars to be difficult opponents. Indeed, on paper, they have an edge in those areas, giving them the impression of a powerful, perhaps unbeatable foe. But in reality, they have their own weaknesses and restrictions to consider. To wit, their attacks have a much shorter range than most other eldamon, and a number of them only work against foes on the ground. This potentially allows air users to run circles around earth users (sometimes literally with Centripetal Barrage), while the earth user must find a clever way to adapt and overcome this strategy. Sometimes, it's best for them to retreat around a corner or into an enclosed space where the air user doesn't have enough room to take advantage of their superior mobile to exploit the earth user's shorter range. Woe to those who must fight an earth user underground in a cramped tunnel or at a choke point. In that case, it's best to use overwhelming firepower to break through.



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Electricity

The element of electricity represents the charging flow and overwhelming shocks of lightning and other electricity. Electric eldamon and elemental avatars build up charge in order to launch extremely powerful attacks.

Special Rules

Electricity elemental powers have the following special rules.

Charged

Electricity eldamon and electricity elemental avatars can gain a new condition called charged. The charged condition always has a value, from 1 to 3. If a charged creature is already charged and would become charged again, it instead increases the value of its charged condition by 1, to a maximum of charged 3. A charged creature is also shocked (see below) for as long as it's charged. Any effect that would remove the shocked condition instead reduces the charged condition value by 1. The charged condition ends immediately outside of a combat encounter (or similar high-stakes situation). Most electricity powers offer options to discharge, reducing the charged condition by 1, in order to gain additional effects. An electricity eldamon or elemental avatar can't use a power (or an optional benefit within a power) that requires them to discharge if they aren't charged.

Shocked

The shocked condition normally doesn't have a value. A shocked creature is electrically charged, making it easy for electricity to harm it. Attacks that deal lightning damage have advantage against a shocked creature, and a shocked creature has disadvantage on saving throws against effects that deal lightning damage. The shocked condition normally lasts for a listed duration, but it ends early if the creature takes any amount of lightning damage from a source other than persistent damage. A shocked creature can also use an action to discharge the electricity harmlessly, ending the shocked condition on itself.

Element Benefits

If your associated element is electricity, you gain the following benefits from features that vary depending on your element.

Elemental Locomotion

You can jolt off like a bolt of lightning almost instantly. While you are standing on a solid surface, you can use a bonus action to move or jump up to half your speed in a straight line. If your destination is within 5 feet of a significant amount of metal (such as a creature wearing metal armor), you can move or jump up to your speed in a straight line instead. During this movement, you don't provoke opportunity attacks. At the end of this movement, you fall if nothing is holding you aloft.

Enhanced Locomotion. You can chain the lightning jolts from your Elemental Locomotion, zigzagging through conductive materials like chain lightning. As long as you continue using lightning jolts to move at least 5 feet on your turn, you don't fall if nothing is holding you aloft, although you must still move in a series of straight lines.

Elemental Manipulation

As an action, you can control electricity and electric currents within 5 feet of you, diverting electric currents or imbuing an object with a harmless static charge. Alternatively, you can give a creature you touch the shocked condition until the end of your next turn. At the GM's discretion, you can make other minor adjustments to electricity.



Elemental Resistance

Your body becomes protected against electric surges, as the energy within you diverts hostile electricity. You gain resistance to lightning damage.

Enhanced Resistance. Whenever you take lightning damage, reduce the amount of lightning damage you take by an amount equal to 1d6 plus your power level (to a minimum of 0).

Elemental Sculptor

You can use an action to fill a 10-foot-cube area you can see within 20 feet of you with static electricity. For the next minute or until you use this ability again, a creature that enters the area for the first time on a turn or that starts its turn in there becomes shocked until the end of your next turn. At the GM's discretion, you can make other similar adjustments to electricity.

Elemental Senses

You can sense the subtle electric currents that flow through most living creatures. You have advantage on Wisdom (Perception) checks to notice other creatures and other sources of electricity. At the GM's discretion, you might lose this benefit when trying to notice creatures without an electrical current (such as undead or some constructs). Stronger sources of electricity, on the other hand, might be impossible to hide from you.

Elemental Shield

While your *elemental shield* is active, when a creature within 5 feet of you misses you with a melee weapon attack, it's shocked until the end of your next turn.

ACTIVE POWERS

Electric Surge

1st-level active electricity

You send a surging current of electricity in front of you, shocking creatures in a line. You either become charged or you discharge (your choice). Each creature in a 20-foot-long, 5-foot-wide line must make a Dexterity saving throw, taking 1d6 lightning damage plus 1d6 lightning damage per power level on a failed save, or half as much damage on a successful one.

At power level 3 and every two power levels thereafter, you can increase the length of the line up to 10 feet, to a maximum of a 60-foot line at power level 9.

Discharge. You make the line up to twice as long or increase the damage dice from d6s to d10s.

Static Shock

1st-level active electricity

You create an electric potential on the surface of your body and then touch a foe, releasing a static shock. You either become charged or you discharge (your choice). Make a melee power attack against a creature you can see within your reach. On a hit, the target takes 1d8 lightning damage plus 1d8 lightning damage per power level. Also on a hit, the target is shocked until the end of your next turn

Discharge. You increase the damage dice from d8s to d12s.

Electric Shot

2nd-level active electricity

You shoot a jolting shot of electricity at a foe. You either become charged or you discharge (your choice). Make a ranged power attack against a creature you can see within 40 feet of you. On a hit, the target takes 1d6 lightning damage plus 1d6 lightning damage per power level.

At power level 3 and every two power levels thereafter, you can increase the power's range by 20 feet, to a maximum range of 120 feet at power level 9.

Discharge. You double the power's range and increase the damage dice from d6s to d10s.

Polarize

2nd-level active electricity

You electrically polarize a target, jolting them over and over. You either become charged or you discharge (your choice). One creature you can see within 30 feet of you must make a Constitution saving throw, taking 1d4 persistent lightning damage per power level on a failed save, or persistent lightning damage equal to your power level on a successful one. Also on a failed save, the target is shocked until the end of your next turn.

Discharge. You increase the persistent lightning damage to 2d4 per power level on a failed save and to twice your power level on a successful one.



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Anvil Crawler Lightning

3rd-level active electricity

Lightning branches out from you in a cone of spidery fingers, shocking and charging creatures in the area. You either become charged or you discharge (your choice). Each creature you choose in a 30-foot cone must make a Constitution saving throw, taking 1d6 lightning damage plus 1d6 lightning damage per power level on a failed save, or half as much damage on a successful one. Also on failed save, the target is shocked until the end of your next turn.

Discharge. You increase the power's area to a 60-foot cone and increase the damage from d6s to d10s.

Electric Field

3rd-level active electricity

You surround yourself with a crackling electric field to envelop your foes. The field is a 15-foot-radius sphere centered on you, or a 30-foot-radius sphere if you are underwater. You either become charged or you discharge (your choice). Each creature you choose in the area must make a Dexterity saving throw, taking 1d6 lightning damage plus 1d6 lightning damage per power level on a failed save, or half as much damage on a successful one.

Discharge. You increase the damage dice from d6s to d10s and can increase the radius of the field up to 30 feet (or up to 60 feet while underwater).



Forked Lightning

4th-level active electricity

You electrocute a foe, and the lightning forks off to strike nearby creatures. You either become charged or you discharge (your choice). Choose a creature you can see within 40 feet of you. Then choose any number of shocked creatures within 20 feet of the initial target. Each target you choose must make a Dexterity saving throw, taking 1d6 lightning damage plus 1d6 lightning damage per power level on a failed save, or half as much damage on a successful one.

Discharge. You increase the damage dice from d6s to d10s, the initial target can be up to 60 feet away from you, and the additional targets can be up to 30 feet away from the initial target.

Supercharge

4th-level active electricity

You gain or expel a huge amount of electric charge, all at once. You either become charged three times or you discharge up to three times (your choice). Depending on your choice, the power has the following effects:

- If you become charged, this power has no other effect.
- If you discharge once, each creature you choose within 30 feet of you must make a Dexterity saving throw, taking 1d10 lightning damage plus 1d10 lightning damage per power level on a failed save, or half as much damage on a successful one.
- If you discharge twice, each creature you choose within 60 feet of you must make a Dexterity saving throw, taking 1d12 lightning damage plus 1d12 lightning damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target is shocked until the end of your next turn.
- If you discharge three times, each creature you choose within 90 of you must make a Dexterity saving throw, taking 2d8 lightning damage plus 2d8 lightning damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target is shocked for 1 minute.

Ball Lightning

5th-level active electricity

You fling balls of lightning at nearby foes. You either become charged or you discharge (your choice). Choose up to four different creatures you can see within 30 feet of you. Make a ranged power attack against each target. On a hit, the target takes 1d8 lightning damage plus 1d8 lightning damage per power level. Also on a hit, the target is shocked until the end of your next turn. On a critical hit, the target is shocked for 1 minute instead.

Discharge. You can target up to eight creatures within 60 feet of you, and you increase the damage dice from d8s to d12s.

Jolting Embrace

5th-level active electricity

You surround yourself with a crackling, static aura that shocks those who dare attack you. You either

become charged or you discharge (your choice). The aura lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the effect lasts, when a creature touches you or hits you with a melee weapon attack while within 5 feet of you, that creature takes lightning damage equal to your power level and is shocked until the end of your next turn.

Discharge. You increase the damage to 1d8 plus your power level. At power level 7, you increase the damage to 1d10 plus your power level. At power level 9, you increase the damage to 1d12 plus your power level.

Detonate Charge

6th-level active electricity

You detonate a volatile surge of electrical energy within a shocked creature, damaging the creature and all those nearby. You either become charged or you discharge (your choice). Choose a shocked creature you can see within 60 feet of you. The target must make a Constitution saving throw, taking 1d8 lightning damage plus 1d8 lightning damage per power level on a failed save, or half as much damage on a successful one. Electricity then arcs from the target in a radius between 5 feet and 30 feet (your choice). Each creature in the area must make a Dexterity saving throw. On a failed save, the target takes an equal amount of lightning damage and is shocked until the end of your next turn.

Discharge. You detonate your own charge. Electricity arcs from you in a radius of up to 40 feet. Each creature in the area must make a Dexterity saving throw, taking 1d12 lightning damage plus 1d12 lightning damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target is shocked for 1 minute.

Shocking Curtain

6th-level active electricity

You trace a curtain of lightning across the battlefield, electrocuting those who cross it. You either become charged or you discharge (your choice). You create a 5-foot thick curtain of electricity up to 10 feet high and up to 60 feet long in a straight line, starting in a space you can see within 120 feet of you. The curtain lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the curtain lasts, a creature that enters the area for the first time on a turn or that starts its turn there takes lightning damage equal to 1d4 per power level (rounded up) and is shocked until the end of your next turn.

Discharge. You increase the damage die from a d4 to a d8 and increase the maximum length of the curtain to 80 feet.

Coruscating Chain

7th-level active electricity

You create a chain of electricity that arcs between various targets. You either become charged or you discharge (your choice). Choose a creature you can see within 150 feet of you. The target must make a Dexterity saving throw, taking 1d8 lightning damage plus 1d8 lightning damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, choose another creature you can see within 30 feet of the initial target and repeat the process. You can't target the same target more than once.

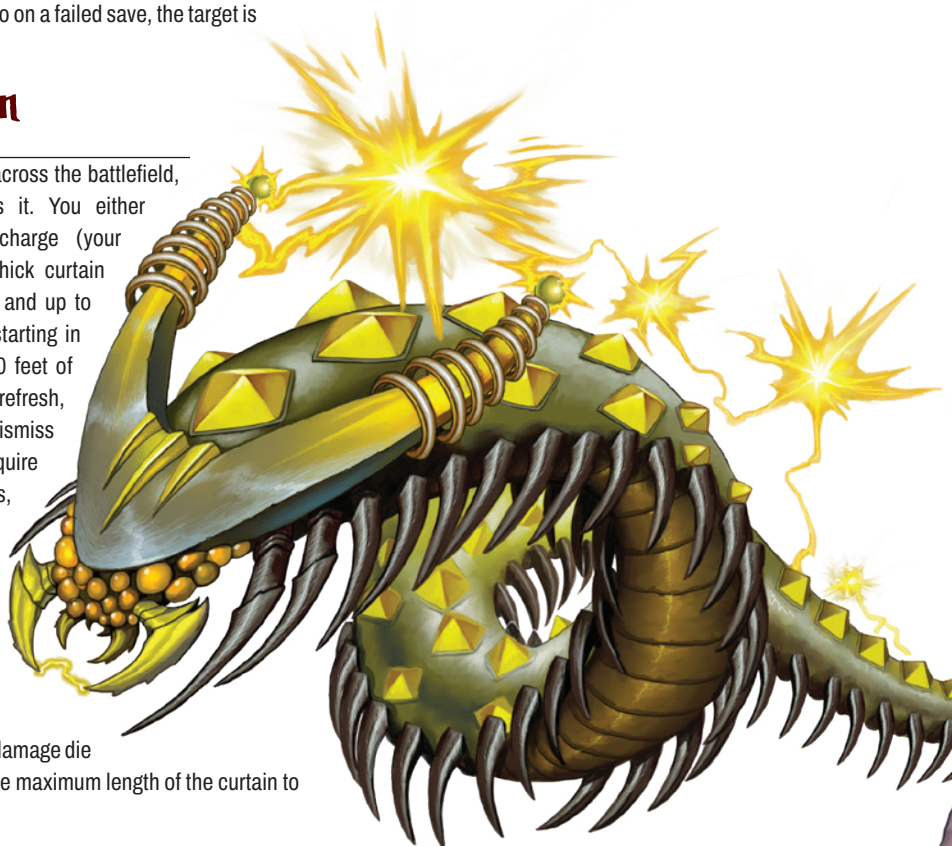
Discharge. You increase the damage dice from d8s to d12s, the initial target can be within 300 feet of you, and the secondary targets can be up to 60 feet away from the previous target.

Spasmodic Shock

7th-level active electricity

You send an electric charge coursing through a foe's nervous system, leading to spasms that affect the creature's coordination. You either become charged or you discharge (your choice). One creature you can see within 120 feet of you must make a Constitution saving throw, taking 1d6 lightning damage plus 1d6 lightning damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target is shocked until the end of your next turn. While shocked from Spasmodic Shock, the target has disadvantage on attack rolls and ability checks, and other creatures have advantage on attack rolls against it.

Discharge. You increase the damage dice from d6s to d10s and on failed save the target is shocked for 1 minute.



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Ride the Lightning

8th-level active electricity

You transform into lightning and surge forward in a straight line. You either become charged or you discharge (your choice). You transform into a bolt of lightning, move in a straight line up to 120 feet, and then return to your normal form. During this movement, you don't provoke opportunity attacks and can move through the spaces of other creatures. Each time you move through a creature's space during this movement, that creature must make a Dexterity saving throw, taking 1d8 lightning damage plus 1d8 per power level lightning damage on a failed save, or half as much damage on a successful one.

Discharge. You increase the damage to 1d12 lightning damage plus 1d12 lightning damage per power level and increase the maximum length of the line to 240 feet.

Storm Spirals

8th-level active earth

You surround yourself with swirling storms of destruction. You either become charged or you discharge (your choice). You create up to four cones of lightning, each of which must be between 15 feet and 60 feet long (your choice). Each creature in the area of at least one of the cones must make a Dexterity saving throw, taking 1d8 lightning damage plus 1d8 lightning damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target is shocked until the end of your next turn. A creature in the area of multiple cones takes the damage only once.

Discharge. You increase the damage dice from d8s to d12s, and the cones can have a maximum length of 120 feet.

Superbolt

9th-level active electricity

You call down a bolt of lightning from the heavens, stunning foes along its path. The bolt is a 5-foot-radius cylinder centered on a point you can see within 200 feet of you. It can be up to 200 feet high. Each creature in the area must make a Constitution saving throw, taking 1d8 lightning damage plus 1d8 lightning damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target is stunned until the end of your next turn.

Discharge. You increase the damage dice from d8s to d10s, and on a failed save the target becomes stunned for 1 minute. At the end of each of its turns, the target can repeat the Constitution saving throw, ending the effect on itself on a success.

Supercell

9th-level active electricity

You call forth an extremely powerful lightning storm that electrocutes creatures in the area. You either become charged or you discharge (your choice). The storm fills in a 20-foot-radius sphere centered on a point you can see within 120 feet of you. The storm lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the storm lasts, a creature that enters the storm for the first time on turn or that starts its turn in the storm takes lightning damage equal to 1d4 lightning damage plus 1d4 lightning damage per power level and is shocked until the end of your next turn.

Discharge. You increase the damage to 1d8 lightning damage plus 1d8 lightning damage per power level and can increase the radius of the storm to either 25 feet or 30 feet.



REACTIVE POWERS

Retributive Shock

1st-level reactive electricity

When an enemy dares to strike you, you take the opportunity to shock them, making them more vulnerable to your follow-up electric attacks. When a creature you can see within 5 feet of you hits you with a melee attack, you can discharge. Then, the triggering creature must make a Dexterity saving throw, taking lightning damage equal to 1 plus your power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target is shocked until the end of your next turn.

Discharge. On a failed save, the target takes lightning damage equal to 1 plus twice your power level and is shocked for 1 minute.

Reactive Chain

3rd-level reactive electricity

You cause electricity to arc to a shocked foe. When a creature you can see within 30 feet of you takes lightning damage, you can discharge. Then, one shocked creature within 30 feet of the triggering creature must make a Dexterity saving throw, taking half as much lightning damage on a failed save, or half again as much damage (for a total of one-quarter) on a successful once.

Discharge. Instead of using this power against a shocked creature within 30 feet of the triggering creature, you can use it against a creature within 5 feet of you that isn't shocked.

Protective Shock

6th-level reactive electricity

You attempt to briefly zap a foe, stunning them just long enough to disrupt their attack. When a creature targets you with a melee weapon attack, you can discharge. Then, the triggering creature must make a Constitution saving throw. On a failed save, the creature's attack automatically misses.

Discharge. Also on a failed save, the target becomes stunned until the end of its turn.

When in Doubt, Charge!

As an electricity eldamon or elemental avatar, it can be tempting to spend charge as soon as you are able to gain it, leading to a tempo of charge, discharge, charge, discharge, and so on. However, any capacipod can tell you that there's sometimes an advantage in building up more charge for later (though in other eldamon's case, not as direct of an advantage as capacipod has). Experienced electricity users learn how to tell when discharging would be excessive to defeat their chosen foe or foes, and if there's more to the battle, they take the opportunity to charge up again. This strategy allows them to go on a rampage against their remaining foes if necessary.

REFRESH POWERS

High Voltage

1st-level refresh electricity

As you refresh your electricity, you build a huge electric potential, which you release to jolt the next creature to attack you. You refresh your elemental powers. The first time a creature within 5 feet of you touches you or hits you with a melee attack before the end of your next turn, that creature must make a Dexterity saving throw, taking 1d6 lightning damage plus 1d6 lightning damage per power level on a failed save, or half as much damage on a successful one.

Devour Charge

4th-level refresh electricity

You draw in charge from nearby foes as you rearrange the elemental electricity in the area. Each shocked creature you choose within 30 feet of you takes lightning damage equal to your power level. If any creatures take lightning damage in this way, you become charged. You then refresh your elemental powers.

Recharge

7th-level refresh electricity

You draw upon electric charge while creating a complex matrix of electrical energy to ready your power. You become charged, and you refresh your elemental powers.

ULTIMATE POWERS

Mjollnir

Ultimate electricity

You hurl a hammer made of lightning into the air. The hammer appears in a space you can see within 120 feet of you. The hammer lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the hammer lasts, at the end of each of your turns the hammer shoots bolts of lightning at your foes. Each creature you choose within 60 feet of the hammer makes a Dexterity saving throw, taking 1d8 lightning damage per power level on a failed save, or half as much damage on a successful one.

Vajra

Ultimate electricity

You thrust a legendary, indestructible, and irresistible bolt of lightning at your foes. Each creature you choose in a 2,000-foot-long, 30-foot-wide line takes 1d10 lightning damage plus 1d10 lightning damage per power level. This electricity is truly irresistible: the damage ignores resistance to lightning damage, and creatures in the area that are immune to lightning damage take force damage instead. Each creature that takes damage in this way must make a Wisdom saving throw. On a failed save, the target is shocked for 1 minute. On a success, the target is shocked until the end of your next turn.



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Fire

The element of fire represents the all-consuming might of flame. Thus, it's centered around powers that deal high damage along with persistent fire damage. Of all the elements, fire does the most raw damage, allowing fire eldamon and elemental avatars to turn their foes to ash.

Special Rules

Fire elemental powers have the following rules.

Double Burn

When your foes are covered in your fire, you can stoke that flame to burn them more. Whenever a fire power inflicts persistent fire damage to a creature that is already taking persistent fire damage, you can choose to deal the creature fire damage equal to the new persistent fire damage instead. If the power that caused the new persistent fire damage also deals fire damage, add the extra damage before applying resistances and weaknesses.

Element Benefits

If your associated element is fire, you gain the following benefits from features that vary depending on your element.

Elemental Locomotion

While on a solid surface, you can use a bonus action to shoot off a jet of flame that propels you through the air, allowing you to jump up to your speed. At the end of this movement, you fall if nothing is holding you aloft.

Enhanced Locomotion. You can continue shooting jets of flame in order to fly. You gain a fly speed equal to your walking speed, but while you're flying in this way, you can't use a bonus action to jump.



Elemental Manipulation

As an action, you can call forth and control flames in minor ways, allowing you to create small sparks from your fingers to ignite flammable objects, move very small flames, or extinguish candles and similar flames within 5 feet of you. At the GM's discretion, you can make other minor adjustments to fires.

Elemental Resistance

Your body becomes inured to flames and heat. You have resistance to fire damage.

Enhanced Resistance. Whenever you take fire damage, reduce the amount of fire damage you take by an amount equal to 1d6 plus your power level (to a minimum of 0).

Elemental Sculptor

As an action, you can move a fire filling up to a 10-foot cube within 20 feet of you up to 20 feet in any direction or sculpt the fire's aesthetic appearance, such as making the flames take the shape of a dragon. At the GM's discretion, you can make other similar adjustments to a fire's shape or position.

Elemental Senses

Fire and smoke don't impair your senses.

Elemental Shield

While your *elemental shield* is active, when a creature within 5 feet of you misses you with a melee weapon attack, that creature takes fire damage equal to your power level.

ACTIVE POWERS

Fan of Flames

1st-level active fire

You call forth a fan of flames, blazing through nearby foes and spreading fires. Each creature in a 15-foot cone must make a Dexterity saving throw, taking 1d8 fire damage plus 1d8 fire damage per power level on a failed save, or half as much damage on a successful one. If any target in the area is taking persistent fire damage, that persistent fire damage spreads to each target in the area that also failed its saving throw.

At power level 3 and every 2 power levels thereafter, you can increase the area of the cone by up to 5 feet, to a maximum of a 35-foot cone at power level 9.

Flame Whip

1st-level active fire

You lash out at your foe with a whip of smoke and flame. Make a melee power attack against a target you can see up to 5 feet beyond your normal reach (typically 10 feet if you have a 5-foot reach). On a hit, the target takes 1d10 fire damage plus 1d10 fire damage per power level. Also on a hit, the target takes persistent fire damage equal to 3 plus your power level.

Fire Arrow

2nd-level active fire

You shoot an arrow of pure fire to reduce your foe to cinders. Make a ranged power attack against a target you can see within 60 feet on you. On a hit, the target takes 1d8 fire damage plus 1d8 fire damage per power level. Also on a hit, the target takes persistent fire damage equal to your power level.

At power level 4 and every 2 power levels thereafter, the attack's range increases by 30 feet, to a maximum of 150 feet at power level 8.

Ignite

2nd-level active fire

You light your foe on fire, setting them ablaze. One creature or unattended flammable object you can see within 30 feet of you must make a Constitution saving throw. On a failed save, the target takes fire damage equal to twice your power level and persistent fire damage equal to twice your power level. On a success, the target takes fire damage equal to your power level and persistent fire damage equal to your power level.

Fire Whirl

3rd-level active fire

You swirl flames around you in an incendiary fire whirl, swerving around your allies. Each creature you choose within 30 feet of you must make a Dexterity saving throw, taking 1d8 fire damage plus 1d8 fire damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes persistent fire damage equal to your power level.

Flamethrower

3rd-level active fire

You release a torrent of flame, burning those in the flamethrower's path. Each creature in a 60-foot-long, 5-foot-wide line must make a Dexterity saving throw, taking 1d8 fire damage plus 1d8 fire damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes persistent fire damage equal to your power level.

Burn Out

4th-level active fire

You flare the flames that engulf your foe, creating an intense burn as the flames taper out. Choose one creature you can see within 60 feet of you that is taking persistent fire damage. That creature must make a Constitution saving throw, taking fire damage equal to four times the persistent fire damage on a failed save, or half as much damage on a successful one. The persistent damage then ends.

Trail Blaze

4th-level active fire

You alight yourself with flames streaming out beneath your body, and then you swiftly blaze forward, leaving behind a trail of fire to burn your foes. You move up to your speed. During this movement, you can move through other creatures' spaces, and flames fill any space you leave during this movement. The flames last until the end of your next turn. While the flames last, a creature that enters the flames for the first time on a turn or that starts its turn in the flames must make a Dexterity saving throw, taking 1d8 fire damage plus 1d8 fire damage per power level on a failed save, or half as much damage on a success.

Blazing Embrace

5th-level active fire

You surround yourself in flames in order to burn all those who dare attack you. The flames last until you refresh, until you are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). While the effect lasts, when a creature touches you or hits you with a melee weapon attack while within 5 feet of you, that creature takes fire damage equal to your power level and persistent fire damage equal to your power level; a creature only takes this damage at most once per turn, even if they touch you or hit you multiple times.

Fire Trap

5th-level active fire

You place an incendiary trap on the ground, causing the first creature unlucky or unwise enough to step on it to meet a fiery doom at the hands of your machinations. Choose a 5-foot space on the ground you can see within 60 feet of you. The trap lasts until it triggers, until you refresh, or until you dismiss it on your turn (which doesn't require an action). The first creature that enters the space, as well as each creature within 5 feet of the trap when it triggers, must make a Dexterity saving throw. On a failed save, the target takes 2d8 fire damage plus 2d8 fire damage per power level, or half as much damage on a success. While those watching you use *fire trap* can clearly see where you placed it, other creatures must make a successful Wisdom (Perception) check against your power save DC to notice the trap.

Explosion

6th-level active fire

You cause a burning creature to spontaneously combust, dealing explosive damage to themselves and everything nearby. Choose a creature you can see within 60 feet of you that is taking persistent fire damage. The target must make a Constitution saving throw, taking 1d12 fire damage plus 1d12 fire damage per power level on a failed save, or half as much damage on a successful one. Then, choose an area with a radius between 5 feet and 30 feet centered on the target. Each creature in that area takes fire damage equal to half the fire damage the original target took, or half that much damage on a successful Dexterity saving throw (for a total of one-quarter damage).

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Smoldering Curtain

6th-level active fire

You trace a curtain of flame across the battlefield, immolating those who cross it. You create a 5-foot thick curtain of flame up to 10 feet high and up to 60 feet long in a straight line, starting in a space you can see within 120 feet of you. The curtain lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the curtain lasts, a creature that enters the area for the first time on a turn or that starts its turn there takes 1d6 fire damage plus 1d6 fire damage per power level.

Flamewrack

7th-level active fire

You wrack your burning foes with flames, searing their bodies with a sickening char. Each creature you can see within 40 feet of you that is taking persistent fire damage must make a Constitution saving throw, taking 1d8 fire damage plus 1d8 fire damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target is poisoned until the end of its next turn.

Meteor

7th-level active fire

You send down a meteor from above, which shatters and explodes on your foes at a tremendous range. The meteor explodes in a 30-foot-radius sphere centered on a point you can see within 500 feet of you. Each creature in the area takes 1d4 bludgeoning damage and 1d4 fire damage, plus 1d4 bludgeoning damage and 1d4 fire damage per power level, or half as much damage on a successful Dexterity saving throw.

Fire Breath

8th-level active fire

You exhale a massive cone of fire like a red dragon, incinerating your foes. The cone is your choice of a 15-foot to 90-foot cone. If you use your bonus action to inhale immediately before using this power, you can create up to a 120-foot cone instead. Each creature in the area must make a Dexterity saving throw, taking 1d10 fire damage per power level on a failed save, or half as much damage on a successful one.

Inferno

8th-level active fire

You bring forth a widespread inferno across multiple areas nearby. Flames burn and consume creatures within up to six 10-foot-radius spheres within 120 feet of you. Each creature in at least one of the areas must make a Dexterity saving throw, taking 1d6 fire damage plus 1d6 fire damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes persistent fire damage equal to 4 plus your power level. A creature in multiple areas takes the damage once.

Firestorm

9th-level active fire

You conjure a blazing firestorm that rages across the area, searing all those unlucky enough to remain inside. The firestorm fills a 20-foot-radius sphere centered on a point you can see within 120 feet of you. The firestorm lasts until you refresh, are incapacitated, or if you dismiss it on your turn (which doesn't require an action). While the storm lasts, a creature that enters the area for the first time on a turn or that starts its turn there takes 1d6 fire damage plus 1d6 fire damage per power level.

Pillar of Wildfire

9th-level active fire

You call down an enormous pillar of wildfire, incinerating and igniting foes in the pillar. The pillar is a cylinder with a radius between 5 feet and 15 feet (your choice) and 40 feet to 200 feet high (your choice). The pillar is centered on a point on the ground you can see within 200 feet of you. Each creature in the area must make a Dexterity saving throw, taking 1d10 fire damage plus 1d10 fire damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, a creature takes persistent fire damage equal to your power level.

REACTIVE POWERS

Retributive Burn

1st-level reactive fire

When an enemy dares to strike you, you set them ablaze. When a creature you can see within 5 feet of you hits you with an attack, that creature must make a Dexterity saving throw. On a failed save, the creature takes persistent fire damage equal to twice your power level. On a success, the creature takes persistent fire damage equal to your power level.

Puff of Smoke

3rd-level reactive fire

Calling upon the power of fire, you surround yourself in a puff of smoke, concealing you for a short time. When a creature you can see targets you with an attack, you surround yourself with smoke, making you heavily obscured from creatures outside your space. You can see through the smoke normally. The smoke moves with you when you move and lasts until the start of your next turn.

Stoke the Embers

6th-level reactive fire

You stoke the embers of the dying flame, reigniting the burn. When a creature you can see rolls a 10 or higher on the d20 roll to end persistent fire damage, that creature rerolls the die with disadvantage and must use the second result.

REFRESH POWERS

Devour Flames

1st-level refresh fire

You open your mouth and draw in nearby flames, refreshing your firepower as the flames swirl around you. Each creature you choose within 30 feet of you that is taking persistent fire damage takes the persistent fire damage and then immediately rolls a d20 to end the persistent fire damage. On a 5 or higher, the persistent damage ends. You refresh your elemental powers.

Smokescreen

4th-level refresh fire

Nearby fires surge and emit great volumes of smoke as you refresh your flame. Each open flame within 30 feet of you (including creatures taking persistent fire damage) emits smoke in a 5-foot radius until either the end of your turn or the end of your next turn (your choice). In addition, you can choose to emit smoke in a 5-foot radius, even if you don't have an open flame in your space. Each area of the smoke is heavily obscured. You can partially see through the smoke, though your Wisdom (Perception) checks and attacks through the smokes have disadvantage unless you have the fire Elemental Senses benefit. You refresh your elemental powers.

Reborn in Flames

7th-level refresh fire

Flames consume you, and you emerge from within them cleansed and with your inner fire refreshed. As part of the action you used to use this power, you end any persistent damage you are suffering from, you can attempt to escape a grapple, and you can make a saving throw against any condition that allows you to repeat the save at the end of your turn (if the condition has a harmful effect that occurs on a failed save, you ignore that effect on a failure). You refresh your elemental powers.

ULTIMATE POWERS

Muspell

Ultimate fire

You selectively juxtapose the world around you with the wellspring of elemental fire, burning away all that displeases you. The world within 500 feet of you momentarily seems to flicker away, replaced with fire as far as the eye can see. Each creature you choose in the area must make a Charisma saving throw to avoid the world around them being drawn for an instant into the realm of fire. The creature takes 1d10 fire damage plus 1d10 fire damage per power level on a failed save, or half as much damage on a successful one.

Phlegethon

Ultimate fire

You evoke a raging river of flame to stymie your foes' advance and leave them nothing more than charred husks. You create a river of flame up to 30 feet wide, 20 feet deep, and 120 feet long in either a straight line or a single curved arc. The river starts at a point you can see within 500 feet of you. You can create the river on the ground or even in midair; the raging torrent of flames defies gravity. The river of flame is difficult terrain, and creatures can walk, fly, or swim through it. A creature that enters the area for the first time on a turn or that starts its turn takes 1d6 fire damage plus 1d6 fire damage per power level. The river lasts until you refresh, are incapacitated, or until you dismiss it (which doesn't require an action).



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Force

The element of force embodies a mystical metaphysical force that can move or blast things even at a distance. Thus, it focuses on powers that move other creatures around the battlefield, taking advantage of positioning to throw off your foes' rhythm.

Special Rules

Force elemental powers have the following rules.

Force Move

Many force powers allow the user to move a creature. A creature moved in this way can be moved in any direction, including into harmful terrain, but not into the air unless the power specifies otherwise. The movement ignores difficult terrain and doesn't need to be in a straight line. Force powers can't be used to move a creature that is grabbed, restrained, or otherwise bound by physical restraints that would prevent them from being moved. Movement as a result of force powers doesn't provoke opportunity attacks.

Element Benefits

If your associated element is force, you gain the following benefits from features that vary depending on your element.



Elemental Locomotion

You use your power over force to move yourself through air. You gain a fly speed equal to your walking speed, but you fall at the end of your turn if nothing is holding you aloft.

Enhanced Locomotion. You no longer fall if you end your turn if nothing is holding you aloft.

Elemental Manipulation

As an action, you can move a Small, unattended object weighing 5 pounds or less up to 20 feet, although the effect ends if the object ever moves more than 20 feet away from you. This just moves an object from one place to another; you can't use this ability to perform complex manipulations, such as picking a lock or untying a rope.

Elemental Resistance

Your body becomes accustomed to supernatural force. You gain resistance to force damage.

Enhanced Resistance. Whenever you take force damage, reduce the amount of force damage you take by an amount equal to 1d6 plus your power level (to a minimum of 0).

Elemental Sculptor

As an action, you can move a Large, unattended object weighing 500 pounds or less up to 20 feet, although the effect ends if the object ever moves more than 20 feet away from you. This just moves an object from one place to another; you can't use this ability to perform complex manipulations, such as picking a lock or untying a rope.

Elemental Senses

You project a field of force sensors to detect nearby creatures and objects. You gain blindsight out to a range of 5 feet times half your proficiency bonus (rounded down).

Elemental Shield

When a creature within 5 feet of you misses with an attack, the next attack roll made against that creature before the end of your next turn has advantage.

ACTIVE POWERS

Force Jab

1st-level active jab

You pummel a foe with force from an unexpected direction, moving them where you see fit. Make a melee power attack against a creature you can see within 5 feet of you. On a hit, the target takes 1d10 force damage plus 1d10 force damage per power level. Also on a hit, you can either move the target 5 feet or throw it off balance. If you throw the target off balance, the next attack made against the target before the end of your next turn has advantage.

Jumbling Threads

1st-level active force

You spray threads of force in a cone, assailing your foes and moving them through the area. Each creature you choose in a 15-foot cone must make a Strength saving throw, taking 1d6 force damage plus 1d6 force damage per level on a failed save, or half as much damage on a successful one. Also on a failed save, you can move the target to another unoccupied space within the cone's area.

At power level 3 and every 2 power levels thereafter, you can increase the length of the cone by up to 5 feet, to a maximum of a 35-foot cone at power level 9.

Force Maneuver

2nd-level active force

You use your force to interfere with your foe. Make a ranged power attack against a creature you can see within 60 feet of you. On a hit, the target takes force damage equal to twice your power level. Also on a hit, you can move the target up to 10 feet or knock it prone (your choice).

At power level 4 and every 2 power levels thereafter, you can increase the power's range by up to 30 feet, to a maximum of 150 feet at power level 8.

Force Propel

2nd-level active force

You send threads of force to damage and reposition a foe at range. Make a ranged power attack against a creature you can see within 60 feet of you. On a hit, the target takes 1d8 force damage plus 1d8 force damage per power level. Also on a hit, you can move the target up to 5 feet. On a critical hit, you can move the target up to 10 feet.

Change Places!

3rd-level active force

You surround yourself in threads of force, damaging foes and repositioning them. Each creature you choose within 30 feet of you must make a Strength saving throw, taking 1d6 force damage plus 1d6 force damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, you can move the target up to 10 feet. Then, you can move yourself and each other willing creature in the area up to 10 feet.

Distant Heave

3rd-level active force

You concentrate all your force into moving a creature as far as you can. One creature you can see within 120 feet of you must make a Strength saving throw. On a failed save, you can move the target up to 40 feet. If the save fails by 5 or more, you can up the target up 80 feet. If the target is a willing ally, you can move them up to 80 feet without the need for a saving throw.

Locomotion Shred

4th-level active force

You wrap threads of force around your foe, damaging it whenever it moves. One creature you can see within 100 feet of you must make a Dexterity saving throw. On a failed save, the target is wrapped in threads of force until you refresh, are incapacitated, or until you dismiss the threads on your turn (which doesn't require an action). On a successful save, the target is wrapped in threads of force until the end of its next turn. While the effect lasts, if the target moves on its turn, it takes force damage equal to your power level, plus 1 for every 5 feet it moves once its movement for the turn is complete (for example, if it moves 30 feet, it takes damage equal to your power level plus 6).

Object Throw

4th-level active force

You wrap a nearby object in a field of force and fling it at a foe. You hurl a Small, unattended object weighing 5 pounds or less and within 30 feet of you in a straight line up to 120 feet. Make a ranged power attack against each creature you choose in the object's path. On a hit, the target takes 1d10 force damage plus 1d10 force damage per power level.

Fastball Special

5th-level active force

Using force, you throw one of the most dangerous things in the area at your foe: your own ally, weapon first! You move a willing creature you can see within 60 feet of you up to 120 feet. At the end of this movement, the creature lands safely and can use its reaction to make a melee weapon attack against a target within its reach. On a hit, the target takes an additional force damage equal to 1d6 plus 1d6 per power level.



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Forceful Embrace

5th-level active force

You surround yourself with threads of force that reposition creatures that come in contact with you. The threads last until you refresh, are incapacitated, or until you dismiss them on your turn (which doesn't require an action). While the threads last, each time a creature touches you or hits you with a melee weapon attack within 5 feet of you, that creature must make a Strength saving throw. On a failed save, the target takes force damage equal to your power level, and you can move the target up to 10 feet. On a success, the target takes half as much damage, and you can move the target up to 5 feet.

Foe Throw

6th-level active force

You throw one foe at another. One creature you can see within 120 feet of you must make a Strength saving throw. On a failed save, you can move the target up to 30 feet. If the target strikes a solid surface (such as a wall or ceiling), it takes 2d10 force damage plus 1d10 force damage per power level and is knocked prone. If the target strikes another creature, that creature must also make a Strength save. On a failure, that creature takes the same amount of damage and is knocked prone.

Force Curtain

6th-level active force

You trace a curtain of force across the battlefield, damaging and repositioning creatures that move through it. You create a 5-foot thick curtain of force up to 10 feet high and up to 60 feet long in a straight line, starting in a space you can see within 120 feet of you. The curtain lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the curtain lasts, a creature that moves through the area for the first time on a turn or that starts its turn there takes 1d4 force damage per power level, and you can move the creature up to 5 feet. A creature only takes force damage and the movement effect from Force Curtain once during each of its turns, even if it starts its turn in the curtain and then crosses the curtain



Crushing Toss

7th-level active force

You throw an enormous object or chunk of the scenery at your foes. Make a ranged power attack against a creature you can see within 300 feet of you. On a hit, the target takes 1d8 force damage plus 1d8 force damage per power level. Also on a hit, you knock the target prone. On a hit or miss, each creature within 30 feet of the target must then make a Dexterity saving throw, taking 1d8 force damage plus 1d8 force damage per power level on a failed save, or half as much damage on a successful one.

Puppetmaster

7th-level active force

You use threads of force to puppet a creature's legs (or other ambulatory limbs), moving them against their will. Choose a creature you can see within 30 feet of you. You take control of the target's movements until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). As an action, the target can make a Strength saving throw, ending the effect early on a success. While the effect lasts, each time the target attempts to move, you can force it to make a Strength saving throw. On a failed save, you can move the target up to its speed in a direction of your choice, using up all the target's movement. On a success, the creature doesn't move, and the effect ends.

Force Intrusion

8th-level active force

You intrude upon your foe with magical forces that run contrary to its motion and body. One creature you can see within 120 feet of you takes persistent force equal to 3d6 plus your power level. Whenever the target takes the persistent damage, you can move the target up to 10 feet.

Throw Everything

8th-level active force

If there was an object nearby that you didn't fling, it's because you didn't notice it. Make a ranged power attack against each target you choose within 60 feet of you. On a hit, the target takes 1d10 force damage plus 1d10 force damage per power level.

Force Missile Fusillade

9th-level active force

You fire off an outrageous number of force missiles, which follow threads of force that allow them to hone in on targets until they hit. Your fusillade contains a number of missiles equal to 1 plus your power level. You can divide the missiles as you choose amongst as many targets you can see within 120 feet of you. Make a ranged power attack against each target of at least one missile. On a hit, the target takes 1d8 force damage per missile directed at it. The missile then disappears. On a miss, the missile circles back around and tries again a short time later. At the start of each of your turns, you can divide the remaining missiles amongst targets and make attack rolls with them as normal, until each missile hits a target. Any remaining missiles disappear when you refresh, are incapacitated, or when you dismiss them on your turn (which doesn't require an action).

Enduring Force Storm

9th-level active force

You set a storm of force swirling in an area, feeding off its own power to damage and reposition foes. The force storm fills a 20-foot-radius sphere you can see within 120 feet of you. The storm lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the storm lasts, each creature that enters the storm for a first time on a turn or that starts its turn inside the storm takes 1d6 force damage per power level, and you can move the creature up to 5 feet. When you use this power, you can designate any number of creatures you can see. The designated creatures are unharmed by the storm, but each time a designated creature enters the area for the first time on a turn or starts its turn there, you can move that creature up to 5 feet.

REACTIVE POWERS

Force Rebuff

1st-level reactive force

Every action has an equal but opposite reaction, but you can increase that reaction and alter its direction when a foe strikes you, sending them out of position to disrupt their defenses, reposition them, or both. When a creature you can see hits you with a melee attack, that creature must make a Strength saving throw. On a failed save, you can move the creature up to 10 feet, and the next attack against the creature before the end of your next turn has advantage. On a success, choose one: you move the creature up to 5 feet or the next attack against the creature before the end of your next turn has advantage.

Force Shield

3rd-level reactive force

You shape a shield of force to throw an attack off course. When a creature you can see targets you with an attack, you gain a +2 bonus to AC against that creature's attacks until the end of this turn; this isn't cumulative with the AC bonus from shields. While the effect lasts, if the triggering creature rolls a natural 1 on an attack roll against you, you can choose another target within range to become the target of the attack. The triggering creature rerolls the attack against the new target.

Forceful Exile

6th-level reactive force

As your foe begins to move, you quickly reposition them with force first. When a creature you can see within 60 feet of you moves, that creature must make a Strength saving throw. On a failed save, you can move the target up to 20 feet. On a success, you can move the target up to 10 feet.

REFRESH POWERS

Force Gambit

1st-level refresh force

Using strands of force to rearrange the force energy and refresh your powers, you shift your allies' positions, moving them into flanking positions, backing them off to safety, or advancing past a foe's reach. You move each willing creature you can see within 60 feet of you up to 5 feet. You refresh your elemental powers.

Force Field

4th-level refresh force

You create an enormous force field around you to recharge your force powers and push away projectiles as they come your way. Until the start of your next turn, ranged weapon attacks against you and creatures you choose within 30 feet of you have disadvantage. You refresh your elemental powers.

Disruptive Impulse

7th-level refresh force

You seize control of all the forces nearby, rearranging them to refresh your powers and wreak havoc with your foes' movement. You refresh your elemental powers. Until the start of your next turn, whenever a hostile creature you can see within 60 feet of you attempts to move, you can force that creature to make a Strength saving throw. On a failed save, you can move the creature up to 10 feet and knock it prone. On a success, you can move the creature up to 5 feet.

ULTIMATE POWERS

Anansi

Ultimate force

Emulating the skills of a mythical weaver and trickster, you interface threads of force everywhere, devastating your foes and moving all around you like puppets. The threads fill a 200-foot-radius sphere centered on you. You can move willing creatures you choose within the area up to 80 feet. Each other creature you choose must make a Strength saving throw. On a failed save, the target takes 1d8 force damage plus 1d8 force damage per power level, and you can move the target up to 20 feet. On a success, the target takes half as much damage, and you can move the target up to 10 feet. You can move creatures affected by this power into the air; at the end of this movement, the creature falls if nothing is holding it aloft.

Symplegades

Ultimate force

You call forth force chunks of force energy to damage and reposition your foes. The effect lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). At the end of each of your turns while the effect lasts, each creature you choose within 60 feet of you must make a Strength saving throw. On a failed save, the target takes 1d6 force damage per power level, and you can move the target up to 20 feet. On a success, the target takes half as much damage, and you can move the target up to 10 feet.



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Ice

The element of ice embodies the arctic chill of winter, ice, and snow. Thus, it focuses on powers that freeze and hamper enemies. While the frozen condition can't take away a foe's actions on its own, combined with movement and positioning, ice powers can put a foe in a position where it's forced to either use an action removing the ice and moving twice thanks to a reduced move speed. Wielders of ice powers use these no-win situations to reduce their enemies' capabilities, and they can learn other tricks to punish foes who choose to stay immobile, exploiting their high frozen value.

Special Rules

Ice elemental powers have the following special rules.

Frozen

Many ice powers inflict a new condition called frozen. The frozen condition always has a value. A frozen creature's body is slowly freezing over, reducing its speed by a number of feet equal to 5 times its frozen value. For example, if a creature is frozen 4, its speed is reduced by 20 feet.

Effects that increase a creature's frozen condition aren't cumulative, unless those effects were created by the same creature. For example, if two different ice eldamon or ice elemental avatars inflict the frozen condition on the same creature, the frozen values aren't cumulative; only the highest frozen value applies. However, a single eldamon or elemental avatar can accumulate the frozen condition using their own powers, up to a maximum of frozen value of 5. Thus, if an eldamon or elemental avatar inflicts the frozen 2 condition and then the frozen 3 condition on the same creature, that creature becomes frozen 5. The maximum frozen value an eldamon or elemental avatar can accumulate increases by 1 at 4th (frozen 6), 8th (frozen 7), 12th (frozen 8), 16th (frozen 9), and 20th level (frozen 10).

Either as an action or by skipping their movement for a turn, a creature can remove the ice from a frozen creature, reducing that creature's frozen value by 4 (a creature who spends an action and also skips their movement, they can reduce frozen twice on the same turn). At the GM's discretion, a creature made of fire (such as a fire elemental) reduces the frozen value by 5 instead. Similarly, whenever a frozen creature would take fire damage, that creature's frozen value is reduced by 5.



Element Benefits

If your associated element is ice, you gain the following benefits from features that vary depending on your element.

Elemental Locomotion

You freeze the water in the air beneath your feet, allowing you to momentarily walk on air. You can walk through the air, ascending or descending at a maximum of a 45-degree angle, as if the air were difficult terrain. At the end of your turn, you fall if nothing is holding you aloft.

Enhanced Locomotion. When you freeze the air beneath you to support your weight, a stable platform of ice remains frozen beneath your feet until you step away. When you walk on the air in this way, you don't fall at the end of your turn.

Elemental Manipulation

As an action, you can control cold and ice in minor ways, allowing you to freeze a small amount of liquid you touch, provide temporary relief against environmental heat, or slightly contract metal by chilling it. At the GM's discretion, you can make other minor adjustments to cold and ice.

Elemental Resistance

Your body becomes accustomed to glacial chill. You gain resistance to cold damage.

Enhanced Resistance. Whenever you take cold damage, reduce the amount of cold damage you take by an amount equal to 1d6 plus your power level (to a minimum of 0).

Elemental Sculptor

As an action, you can move an area of ice or snow filling up to a 10-foot cube within 20 feet of you up to 20 feet in any direction or shape the features of ice or snow, such as sculpting a pile of snow into the shape of a dragon. At the GM's discretion, you can make other similar adjustments to an area of ice or snow.

Elemental Senses

You can see through falling ice and snow as easily as through clear sky. Blizzards, ice storms, and the like don't impair your vision. Additionally, you can see clearly through partially transparent sheets of ice that would otherwise conceal whatever is on the other side, though you can't see through opaque walls of ice or snow.

Elemental Shield

While your elemental shield is active, whenever a creature misses you with a melee weapon attack, that creature is frozen 1, or frozen 2 if the creature rolled a 1 on the attack roll.

ACTIVE POWERS

Flurry

1st-level active ice

You fling a flurry of snow, sleet, and cold, chilling your enemies. Each creature in a 5-foot-wide, 30-foot-long line must make a Dexterity saving throw. On a failed save, the target takes 1d6 cold damage plus 1d6 cold damage per power level and is frozen 2. On a successful save, the target takes half as much damage and is frozen 1.

At power level 3 and every 2 levels thereafter, you can increase the length of the line by up to an additional 10 feet, to a maximum of 70 feet at power level 9.

Gelid Touch

1st-level active ice

You lunge at a foe and touch them, spreading ice across their body. Make a melee power attack against a creature within your reach. On a hit, the target takes 1d10 cold damage plus 1d10 cold damage per power level. Also on a hit, the target is frozen 3.

Flash Freeze

2nd-level active ice

You flash freeze the ground, freezing creatures in the area and potentially causing them to trip. Each creature standing on the ground within 15 feet of you must make a Dexterity saving throw. On a failed save, the target is frozen 4, and you can knock the target prone. On a success, the target is frozen 2, and you can't knock the target prone.

At power level 4 and every 2 power levels thereafter, you can increase the radius of the ground you freeze by 5 feet, to a maximum radius of 30 feet at power level 8.

Icicle

2nd-level active ice

You fire an icicle formed from magic at your foe. Make a ranged power attack against a creature within 60 feet of you. On a hit, the target takes 1 piercing damage plus 1 piercing damage per power level and 1d6 cold damage plus 1d6 cold damage per power level. Also on a hit, the target is frozen 2.

Deep Freeze

3rd-level active ice

You concentrate all your ice powers on a single creature, freezing it to its core. One creature you can see within 60 feet of you must make a Constitution saving throw. On a failed save, the target is frozen 8. (Since the frozen condition applies all at once, this can surpass the normal limit for accumulating frozen value, but only to a maximum of frozen 8.) On a success, the target is frozen 4.



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Wintry Vortex

3rd-level active ice

You surround yourself in a shapeable wintry vortex of swirling sleet and deepest cold. Each creature you choose within 30 feet of you must make a Dexterity saving throw. On a failed save, the target takes 1d6 cold damage plus 1d6 cold damage per power level and is frozen 4. On a success, the target takes half as much damage and is frozen 2.

Cold Snap

4th-level active ice

You snap your fingers and shatter the ice that was freezing a target, dealing them massive damage. One frozen creature you can see within 60 feet of you takes 1d8 cold damage per power level plus an extra number of d8s equal to the creature's frozen value. On a failed Constitution save, the target takes full damage, and on a success, the target takes half damage. The target's frozen condition then ends.

Pallid Frostbite

4th-level active ice

You give a creature intense frostbite, making its frozen body brittle and easily harmed by physical attacks. One creature you can see within 60 feet of you must make a Constitution saving throw. On a failed save, the target is frozen 4 and frostbitten for 2 rounds. While frostbitten, whenever the target takes bludgeoning, piercing, or slashing damage, it takes extra damage equal to your power level. On a success, the target is frozen 2 and is frostbitten until the end of your next turn.

Chilling Breath

5th-level active ice

You exhale a cone of frigid cold and snow that freezes those in its path. Each creature in a 60-foot cone must make a Dexterity saving throw. On a failed save, the target takes 1d8 cold damage plus 1d8 cold damage per power level and is frozen 5. On a success, the target takes half as much damage and is frozen 3.



Frigid Embrace

5th-level active ice

You blanket yourself in an air of ineffable cold, chilling those who come into contact with you. The cold lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). While the effect lasts, whenever a creature touches you or hits you with a melee weapon attack while within 5 feet of you, that creature takes cold damage equal to your power level and becomes frozen 2.

Deathly Chill

6th-level active ice

You infuse the ice and frost surrounding a foe with a harsh and deathly chill, sapping away their warmth. Choose one frozen creature you can see within 60 feet of you. While that creature remains frozen, at the end of each of its turns the creature takes 1d12 cold damage per level of its frozen value. The effect also ends when you refresh, are incapacitated, or when you dismiss the effect on your turn (which doesn't require an action), and it ends immediately if the creature's frozen value ever reaches 0.

Glacial Curtain

6th-level active ice

You trace a glacial curtain of biting cold that stretches across the battlefield, chilling all those who dare to cross it. You create a 5-foot-thick curtain of chilling cold that's up to 10 feet high and up to 60 feet long in a straight line. The curtain originates in a space you can see within 120 feet of you. Any creature that enters the area for the first time on a turn or that starts its turn there takes 1d4 cold damage per power level and is frozen 2. The curtain lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action).

Grasping Permafrost

7th-level active ice

You command the frost surrounding your foes to grasp and extend further into their bodies, causing them intense harm. Each frozen creature within 120 feet of you must make a Constitution saving throw. On a failed save, the target takes 1d8 cold damage plus 1d8 cold per power level and an additional number of d4s of cold damage equal to the creature's frozen value. On a success, the target takes half as much damage.

Ice Tomb

7th-level active ice

You manipulate the rime surrounding a frozen foe, entombing them within the ice until they break free. One frozen creature you can see within 60 feet of you must make a Constitution saving throw. On a failed save, the target is frozen 5. Also on a failed save, the target can't move and can't take actions other than to reduce its frozen value; this effect lasts until you refresh or until the target's frozen value is reduced to 0, whichever comes first. On a success, the target is frozen 3 and can take actions normally.

Glacier

8th-level active ice

You drop a glacier of magical ice onto the battlefield, freezing over your foes. The glacier is a 40-foot-radius cylinder centered on a point you can see within 120 feet of you. It can be up to 40 feet high. Each creature in the area must make a Dexterity saving throw. On a failed save, the target takes 1 bludgeoning damage plus 1 bludgeoning damage per power level and 1d6 cold damage plus 1d6 cold damage per power level. Also on a failed save, the target is frozen 5. On a success, the target takes half as much damage and is frozen 3. The glacier then melts and disappears.

Polar Rime

8th-level active ice

You surround your target with algid polar rime, stiffening its body and making its movements jerky and clumsy. One creature you can see within 90 feet of you must make a Constitution saving throw. On a failed save, the target takes 1d10 cold damage plus 1d10 cold damage per power level and is frozen 5. On a success, the target takes half as much damage and is frozen 3. Whether its saving throw succeeds or fails, the target also has disadvantage on attack rolls, ability checks, and saving throws that rely on Dexterity for as long as it remains frozen.

Absolute Zero

9th-level active ice

You infuse perfect cold throughout a creature's body, slowing its movements down to nothing. One creature you can see within 90 feet of you must make a Constitution saving throw. On a failed save, the target takes 1d8 cold damage plus 1d8 cold damage per power level, is frozen 4, and is stunned until the end of its next turn. On a success, the target takes half as much damage and is frozen 2 but isn't stunned.

Cold Shoulder

Many assume that ice eldamon and elemental avatars are cold and distant due to their element, but this isn't the case. No one understands better than an embodiment of ice, winter, and cold how important it is to cherish connections with others when everything is covered in frost and chill. Due to their reputation when combined with their true feelings, surprisingly this means that others are more likely to give ice users the cold shoulder than the other way around.

Blizzard

9th-level active ice

You conjure a glacial blizzard that freezes over everything inside it. The blizzard fills a 20-foot-radius sphere centered on a point you can see within 120 feet of you. The blizzard lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the blizzard lasts, whenever a creature enters the area for the first time on a turn or starts its turn there, you can choose to deal that creature 1d4 cold damage per power level. Each time a creature takes this damage, it is frozen 2.

REACTIVE POWERS

Retributive Freeze

1st-level reactive ice

When a foe hits you with an attack, you use that contact to spread cold and ice up their body or weapon, freezing them over. When a creature you can see within 5 feet of you hits you with a melee weapon attack, you can force that creature to make a Constitution saving throw. On a successful save, the creature is frozen 2. On a failure, the target is frozen 3. If the saving throw fails by 5 or more, the target is frozen 4.



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To battle an ice eldamon or elemental avatar is to enter a frozen world of eternal winter. By freezing their foes, ice users slowly whittle away those foes' options until eventually they're left with nothing but bad choices. When the ice eldamon or elemental avatar is at a distance and a melee foe must sacrifice their actions or movement to break free from the ice, the effect is just as powerful as a more powerful condition like paralysis. The key for any ice user is to identify their enemy's range of engagement and make sure to slow the foe's movement until they can't reach anyone. Part and parcel of that is making sure the ice user's allies are able and willing to keep to that distance as well.

Ice Shield

3rd-level reactive ice

When a creature you can see targets you with an attack, you quickly protect yourself with a shield of ice, which freezes over you. You gain a +2 bonus to AC (including against the triggering attack) until the end of the creature's turn. In addition, you gain temporary hit points equal to your power level that last until the end of the creature's turn and become frozen 1.

Slippery Ice

6th-level reactive ice

You can alter the ice freezing a creature, melting and refreezing it to create a slick and potentially tripping the creature. When a frozen creature you can see walks into a space within 60 feet of you, you can force that creature to make a Dexterity saving throw. On a failed save, the creature falls prone and can't stand up until the start of its next turn. On a success, the creature is off-balance until the end of its turn. While off-balance, the creature makes attack rolls with disadvantage, and attacks against the target from adjacent creatures have advantage.



REFRESH POWERS

Intensify Cold

1st-level refresh ice

You connect yourself with the cold air around you and the frozen foes you've chilled. Each creature you choose within 30 feet of you must make a Constitution saving throw. On a failed save, the target is frozen 1. If the target was already frozen, it is frozen 3 instead. You refresh your elemental powers.

Ice Armor

4th-level refresh ice

You cover yourself in a protective layer of ice. You refresh your elemental powers. You then gain temporary hit points equal to your level and become frozen 2. While frozen, you gain a bonus to AC equal to your frozen value. At the start of your next turn, your ice armor partially melts and your frozen value from ice armor reduces from 2 to 1. At the start of your turn after that, your frozen value from ice armor drops to 0 and you lose any remaining temporary hit points you gained from this power.

Rime Nexus

7th-level refresh ice

As you redraw and refresh patterns of ice elemental energy, frozen fractals and snowflake patterns spread across the ground. The ground within 30 feet of you becomes difficult terrain until the start of your next turn. You refresh your elemental powers.

ULTIMATE POWERS

Fimbulvetr

Ultimate ice

You surround yourself with the great eternal winter of an ice age, juxtaposing the world with the wellspring of elemental cold and freezing all who oppose you. Each creature you choose within 500 feet of you must make a Wisdom saving throw. On a failed save, the target takes 1d8 cold damage plus 1d8 cold damage per power level and is frozen 7. On a success, the target takes half as much damage and is frozen 3.

Cocytus

Ultimate ice

Calling upon the glacial cold of a mythical frozen river, you submerge and entomb all nearby foes as the cold wails around them. Each creature you choose within 60 feet of you must make a Constitution saving throw. On a failed save, the target is frozen 6. While frozen, the target can't move and can't take actions other than to reduce its frozen value. On a successful save, the target is frozen 3 and can take actions normally.

Life

The element of life embodies birth and rebirth, healing, and the vital essence that permeates all living creatures, imbuing them with instinct, intuition, and faith. Life users focus on preservation and rejuvenation, keeping themselves and their allies healthy and refreshed no matter the threat

Special Rules

Life elemental powers have the following special rules.

Ineffective Against Constructs

Life powers infuse creatures with life energy. Life powers heal living creatures (any creature other than a construct or undead) and harm undead ones. However, life powers have no effect on constructs.

Recovery

Many life powers allow a creature to recover damage from a particular damage source. This recovery often happens immediately when the creature takes damage or shortly thereafter, effectively reducing the damage it would take. A recovery effect can never allow a creature to recover more hit points than the damage it took, even if several recovery effects happen at once. In addition, a recovery effect can't restore temporary hit points. A recovery effect can potentially prevent a creature from being reduced to 0 hit points and becoming unconscious, but if the remaining damage is enough to reduce them to 0 hit points, they are unconscious and dying as normal. Recovery effects that happen later can restore a dying creature normally, though they still can't heal a creature more than the amount of hit points they lost, even in combination with other recovery effects.

Vital Resurgence

Temporary hit points you grant using your life powers are full of resurgent life energy. If a creature with 0 hit points would gain temporary hit points from one of your life powers, they regain 1 hit point as well.

In addition, whenever you grant a living creature temporary hit points using one of your life powers, you can instead choose to restore a number of hit points to that creature. Once you restore hit points in this way, you can't do so again until you finish a short or long rest.

Element Benefits

If your associated element is life, you gain the following benefits from features that vary depending on your element.

Elemental Locomotion

You can transmit yourself through a creature's life force in order to move through its space. As a bonus action, you can touch a creature within 5 feet of you (even a hostile one) and teleport to another unoccupied space within 5 feet of that creature.

Enhanced Locomotion. Your connection to your allies allows you to tap into their life force, bringing your body to their side even from a distance. As a bonus action, you can teleport yourself to an unoccupied space within 5 feet of a willing creature you can see within 60 feet of you.

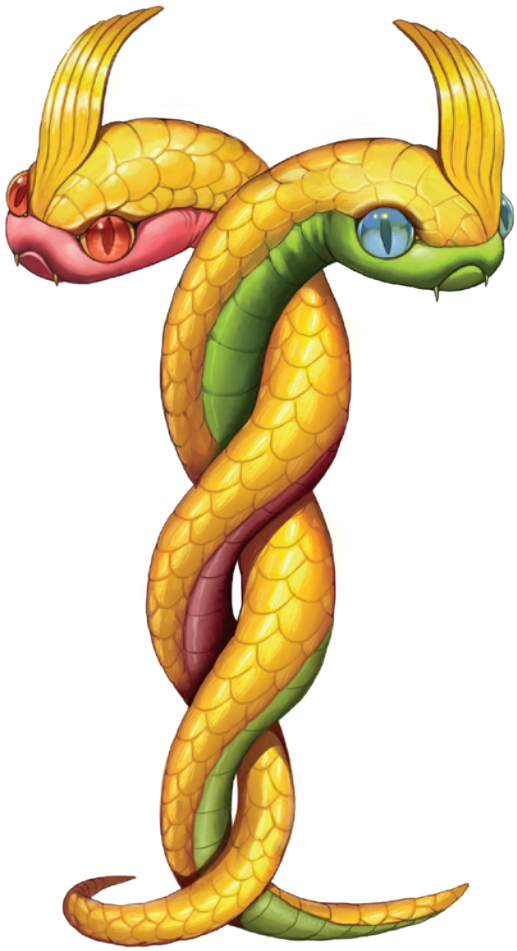
Elemental Manipulation

As an action, you can touch a dying creature. The creature becomes stable. At the GM's discretion, you can make other minor adjustments to life force.

Elemental Resistance

Your body becomes bolstered by life energy, protecting you from dying. When you roll a 1 on a death saving throw, it counts as one failure (instead of two).

Enhanced Resistance. When you make a death saving throw and don't roll a 1 on the die, it counts as a success.



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Elemental Sculptor

As an action, you can infuse life energy into a dying creature you can see within 20 feet of you. The creature becomes stable.

Elemental Senses

As an action, you can magically sense the presence of nearby life force (or its counterforce within undead), allowing you to detect the presence of non-construct creatures within 60 feet of you that aren't behind total cover. This doesn't allow you to see the creatures; you just notice their presence.

Elemental Shield

Whenever you take damage while your elemental shield is active, you can use your reaction to dismiss your shield. If you do, you recover hit points equal to twice your power level or the amount of damage you took (whichever is less). This is a recovery effect.

ACTIVE POWERS

Healing Motes

1st-level active life

You send out glowing motes of healing energy, which latch onto your choice of either all creatures you can see within 30 feet of you, or a single creature you can see within 30 feet of you. If you target a single creature, two motes latch onto that creature. An unwilling creature can make a Dexterity saving throw to avoid the motes. The motes last until the end of your next turn. While the motes last, whenever a living creature with one or more motes takes damage, it recovers hit points equal to 2 plus twice your power level (this is a recovery effect), and one mote on the creature disappears. When an undead creature with one or more motes takes damage, that creature takes additional radiant damage equal 2 plus twice your power level, and one mote on the creature disappears.



Life Buffer

1st-level active life

You send a powerful surge of vital essence into a creature you can see within 30 feet of you, creating a life buffer that protects a living creature or damages an undead one. A living target gains temporary hit points equal to 1d10 plus 1d10 per power level, which last until you refresh. If the target is undead, it must make a Constitution saving throw, taking 1d10 radiant damage plus 1d10 radiant damage per power level on a failed save, or half as much damage on a successful one.

Lifebond

2nd-level active life

You temporarily connect the life force of a willing creature to that of several other willing creatures in order to protect the target from harm. Choose one willing creature (hereafter referred to as the primary target) and up three other willing creatures (referred to as protectors). You must be able to see all creatures, and all creatures must be within 30 feet of you. You can be the primary target or a protector, but the protectors must be of a level or challenge rating equal to or greater than the primary target.

You create a magical lifebond among the primary target and the protectors. The lifebond lasts until you refresh, are incapacitated, or until you end the effect on your turn (which doesn't require an action). While the lifebond lasts, the primary target gains a +1 bonus to AC. In addition, whenever the primary target takes damage, it halves that damage. Each protector then loses hit points equal to the damage reduced in this way, divided by the number of protectors. For example, if the primary target would take 29 damage, it halves that damage and takes 14 damage instead. If that target has three protectors, the protectors would then take 5 damage each.

If a protector is incapacitated or dying, it automatically ceases being a protector, though the lifebond continues for the duration as long as at least one protector remains.

Vital Touch

2nd-level active life

Your touch infuses surging life force into a creature, healing the living and harming the undead. Either touch a willing, living creature or make a melee power attack against an undead creature within your reach. If you touch a living creature, the target gains temporary hit points equal to 6 plus 6 per power level, which last until you refresh. In addition, the target gains a +2 bonus to AC until the end of your next turn. If you attack an undead creature, on a hit the target takes radiant damage equal to 6 plus 6 per power level. Also on a hit, the target takes a –2 penalty to AC until the end of your next turn.

Overflowing Spill

3rd-level active life

You loosen the life energy in a living foe, causing their energy to spill out and heal their victim's wounds. One living creature you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, the target's life force spills out whenever they harm another creature. The effect lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). While the effect lasts, each time the target deals damage to a living creature within 15 feet of it, the target takes damage equal to 2 plus half your power level (rounded up) and the creature recovers an equal amount of damage or the total damage it took, whichever is less. This is a recovery effect. If the target damages several living creatures within 15 feet of it simultaneously, it still only takes damage equal to 2 plus half your power level, but the healing is divided among all the creatures that took damage.

On a successful save, the target suffers the effect described above, but the effect lasts until the end of your next turn.

Soothing Recovery

3rd-level active life

You release a field of life energy into your nearby allies, soothing them and helping them recover from ongoing harm. You immediately end all persistent damage affecting living creatures you choose within 30 feet of you. In addition, each affected creature gains temporary hit points equal to your power level. Finally, until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action), each affected creature has advantage on saving throws against poison and disease.

Life Rebound

4th-level active life

You help your ally survive a follow-up attack by causing their spent life force to stretch and rebound back to them for a fleeting moment. Choose a willing, living creature you can see within 30 feet of you. Until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action), whenever that creature takes damage and loses actual hit points (not temporary hit points), it gains temporary hit points equal to the hit points lost or equal to twice your power level, whichever is lower. Temporary hit points gained in this way disappear at the end of the turn during which the creature took the triggering damage.

Path of Life

4th-level active life

You trail a path of vibrant healing energy behind you as you move. You can move up to your speed. You leave behind glimmering life energy in each space you leave during this movement. The life energy lasts until the end of your next turn. A living creature that starts its turn in your path of life regains hit points equal to 1d6 plus 1d6 per power level, or the amount of hit points they lost since the path appeared, whichever is lower; this is a recovery effect. An undead creature that enters your path of life for the first time on a turn or starts its turn instead takes 4 radiant damage plus 4 radiant damage per power level.



Forced Link

5th-level active life

You forcibly link your life force with that of a nearby enemy, causing them to take some of the harm meant for you. One living enemy you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, you create a magical link between yourself and the target. The link lasts until you refresh, are incapacitated, or until you end the effect on your turn (which doesn't require an action). On a success, the link lasts until the end of your next turn instead. While the link lasts, whenever you take damage (after applying damage resistances, vulnerabilities, and the like), the target loses a number of hit points equal to the damage you take or your power level, whichever is less. You then reduce the damage you take by an equal number of hit points.

Vital Breath

5th-level active life

You exhale vibrant life energy in a cone between 15 and 60 feet long (your choice). Living creatures in the area gain temporary hit points equal to 1d6 plus 1d6 per power level, which last until you refresh. In addition, each creature gains a +1 bonus to attack rolls until the end of your next turn. Undead creatures in the area must make a Constitution saving throw. On a failed save, the target takes 4 radiant damage plus 4 radiant damage per power level and makes attack rolls with disadvantage until the end of your next turn. On a success, the target takes half as much damage and makes attack rolls normally.

Vital Collapse

6th-level active life

You collapse an existing bundle of life force into an explosion that harms nearby foes. Choose yourself or a willing, living creature you can see within 60 feet of you. All temporary hit points granted by your life powers that the target currently has disappear. Then, the life energy of those temporary hit points explodes in a 10-foot radius around the target. Each creature you choose in the area must make a Dexterity saving throw, taking your choice of force or radiant damage equal to your power level plus the number of temporary hit points on a failed save, or half as much damage on a successful one.

Vibrant Inoculation

6th-level active life

You fire a needle of life energy that inoculates you and your allies against sickening agents. You and each creature you choose in a 5-foot-wide, 120-foot-long line gain temporary hit points equal to 1d6 plus 1d6 per power level, which last until you refresh. While a target has these temporary hit points, it has advantage on Constitution saving throws. Each undead creature in the area must make a Constitution saving throw. On a failed save, the target takes 4 radiant damage plus 4 radiant damage per power level and has disadvantage on Constitution saving throws until the end of your next turn. On a success, the target takes half as much damage and makes Constitution saving throws normally.



Life Conductor

7th-level active life

You gain temporary hit points equal to twice your power level, then take control of all healing and rejuvenation around you. The effect lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). While the effect lasts, whenever a living creature within 60 feet of you regains hit points (from healing magic, regeneration, or some other means) or gains temporary hit points, you can choose to redirect half the healing or temporary hit points to a different creature you can see within 60 feet of you that didn't gain any healing or temporary hit points from the effect. If it chooses, the creature that created the effect can attempt a Wisdom saving throw against your power save DC. On a success, the healing or temporary hit points aren't redirected.

Lifeguard Bubble

7th-level active life

You create a glowing bubble in a 20-foot radius that prevents leaking life energy from departing. The bubble is centered on you, moving with you when you move. The bubble pops at the start of your next turn or when you or a creature you choose would drop to 0 hit points while inside the bubble, whichever comes first. While the bubble lasts, track any hit points (not temporary hit points) you and friendly creatures lose while in the bubble. When the bubble pops, you can restore a number of hit points equal to 7 plus 7 per power level, divided as you choose among any number of creatures in the area. This is a recovery effect; as normal for a recovery effect, an individual creature can't recover more hit points than they lost while the bubble was active.

Life Shackles

8th-level active life

You cause your foes' life force to materialize around them as shackles, holding them down. Each living creature you choose within 30 feet of you must make a Constitution saving throw. A target at full hit points makes the save with disadvantage, and one with less than half its hit point maximum makes the save with advantage. On a failed save, the target is stunned for 1 minute. At the end of each of its turns, the target can choose to take damage equal to your level. If it does, it can repeat the saving throw, immediately ending the effect on itself on a success. The shackles also disappear if you refresh, or incapacitated, or if you end the effect on your turn (which doesn't require an action).

Shared Vitality

8th-level active life

You connect your allies to a shared reservoir of vitality, protecting them from harm. You and each creature you choose within 60 feet of you gain access to a reservoir of temporary hit points equal to 5 plus 5 per power level. The reservoir lasts until you refresh, are incapacitated, or until you end the effect on your turn (which doesn't require an action).

Because the temporary hit points from *shared vitality* exist in a separate reservoir, they are cumulative with normal temporary hit points; the temporary hit points from the reservoir are lost first, before any individual creature would lose hit points or temporary hit points. If an effect damages multiple affected targets at once and would deal more damage among the targets than there are temporary hit points in the reservoir, you choose how to distribute the reservoir among all targets.

Lifestorm

9th-level active life

You call forth a storm of glowing vital energy that rains from the sky. The lifestorm fills a 20-foot-radius sphere centered on a point you can see within 120 feet of you. The storm lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action. While the storm lasts, when you or a living creature enters the area for the first time on a turn or starts its turn there, you can choose to grant the target temporary hit points equal to 5 plus your power level, which last for 1 round. An undead creature that enters the area for the first time on a turn or starts its turn there instead takes radiant damage equal to 5 plus your power level.

Vital Singularity

9th-level active life

You combine yourself and your allies into a single life force, distributing life energy as you see fit. Choose up to four willing, living creatures that you can see within 40 feet of you. Each creature must be of your level or challenge rating or higher, and this effect doesn't work on summoned creatures or similar temporary creatures or allies. You and the creatures you choose merge into a singularity of life energy, then instantly separate. You and each affected creature can choose to switch positions with another affected creature, teleporting into the other creature's space. You can then redistribute the current hit points of yourself and all affected creatures. You can redistribute the hit points however you choose, but no target can emerge from this effect with fewer than 1 hit point or with more hit points than its hit point maximum. This redistribution only affects actual hit points, not temporary hit points. Once you have redistributed the hit points, you and each affected creature gain temporary hit points equal to your level, which last until the next time you refresh.

REACTIVE POWERS

Vital Sacrifice

1st-level reactive life

You connect your life force to your ally, protecting them from harm, though not without cost to yourself. When a creature you can see within 30 feet of you takes damage, that creature recovers hit points equal to 1 plus your power level or the total damage, whichever is less. Unless this effect reduces the damage to 0, you then lose a number of hit points equal to 1 plus your power level or the excess damage, whichever is lower, and you further heal your ally by the amount of hit points you lost. This power is a recovery effect.

Lifeline

Life eldamon and elemental avatars are heavily focused on support, utility, and healing others, with few powers capable of ending a fight directly. This makes it tough for them to compete in one on one battles, whether life or death or a mock battle, unless there's some kind of time limit on their side. The time limit could be as literal as a rule in an eldamon battle or as metaphorical as the lifeline of allies ready to back the life user up once they finish their own individual fights.

Of course, rather than eke it out alone for a while, most life users would prefer to fight alongside allies to begin with, whether in a doubles eldamon battle or an adventuring party taking down monsters and villains.

In a nutshell, life eldamon and elemental avatars have a very different role in a group dynamic than any of the other elements. While this means that most teams often won't consider a life user as a viable alternative to a different element for the same tasks, it can make the life element essential to an overall lineup.

Retributive Rejuvenation

3rd-level reactive life

You convert the energy of your foe's assault into life energy. When a creature deals damage that causes you to lose actual hit points (not temporary hit points), you begin to magically recover from the wound. At the start of each of your turns, you regain hit points equal to 2 plus half your power level (rounded up). This is a recovery effect. Once you have regained hit points equal to the triggering damage, the effect ends. The effect also ends if you refresh, are incapacitated, or if you dismiss the effect on your turn (which doesn't require an action).



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Mortal Reprieve

6th-level reactive life

You call upon the power of life to suspend any incoming harm, giving you time to deal with it before it lays you low. When a creature damages you, you don't take the damage until the start of that creature's next turn, although you are still subject to any other harmful effects from the damage. For example, a cold power that deals cold damage and gives you the frozen condition would still make you frozen, while a water power that damages and pushes you would still push you. However, if the secondary effect is contingent on damage being dealt, such as an injury poison delivered by a snake's fangs or a poisoned weapon, or a disease from a rat or ghoul's bite, you don't take the secondary effect yet either. During the intervening time, you can choose to use any healing or temporary hit points you would gain from your life powers to instead reduce an equal amount of the triggering damage. If you reduce the damage to 0, you don't take the damage, which also prevents you from taking damage-dependent secondary effects.

If you're a phased-in eldamon and you phase out before taking the damage, your eldamon trainer takes the damage and other effects at the start of the triggering creature's next turn.

REFRESH POWERS

Life Cocoon

1st-level refresh life

As you recalibrate the vital essence around you, you draw it in toward yourself, surrounding yourself in a cocoon of life energy. You refresh your elemental powers. You then gain temporary hit points equal to 3 plus 3 per power level. The temporary hit points last until you move or at the end of your next turn, whichever comes first.



Preserve Life

4th-level refresh life

You reach out to the life forces of your allies around you in order to refresh your life powers and gather their spilled vital energy so they can collect it again. You refresh your elemental powers. Then select up to five willing, living creatures you can see within 30 feet of you. Until the start of your next turn, track the number of hit points (not temporary hit points) you and the chosen targets lose, as you collect their spilled vital energy. Until the effect ends, whenever an affected target ends its turn within 5 feet of you, it can choose to recover hit points equal to 6 plus your power level. Because Preserve Life is a recovery effect, the target can't recover more hit points than it lost since you used this power. At the start of your next turn, you recover hit points equal to 6 plus your power level, with the same limitation that you can't recover more hit points than the number of hit points you lost.

Life Vortex

7th-level refresh life

You trace a vortex of life energy as you draw all the harms out from the allies around you. You refresh your elemental powers. You then lose all temporary hit points you have. For each living, willing creature within 30 feet of you, you can choose to lose hit points equal to 10 plus your power level or the amount of hit points the creature is missing, whichever is less. If you do, that creature regains an equal number of hit points. You then gain temporary hit points equal to half the hit points you lost this way.

ULTIMATE POWERS

Amrita

Ultimate life

You pour a drop of hyper-concentrated life energy on a mortally injured or recently dead creature, allowing them to experience a fragment of immortality. Choose a living creature or a dead creature who died since the end of your last turn. You must be able to see the target, and the target must be within 30 feet of you. This power can't affect a target that died via disintegration. The target returns to life (if it was dead), regains 150 hit points, and recovers from any poison or disease currently affecting it.

Elysium

Ultimate life

Calling upon the powerful life force of ancient heroes, you transform your surroundings into a beautiful, blowing field. The ground within 60 feet of you becomes an Elysian field until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). While the effect lasts, whenever you or a living creature starts its turn in the area, you can choose to restore 10 hit points to that creature. A creature that regains at least 1 hit point in this way has advantage on attack rolls, ability checks, and saving throws until the end of its next turn. In addition, whenever an undead creature moves into or within the area, it takes 3 radiant damage for every 5 feet it travels.

Light

The element of light reveals the truth and that which was hidden or unseen. But there is no one objective truth, and so light, when bent or shaped to the user's will, is also capable of misleading by revealing a distorted truth. Light eldamon and elemental avatars use the light to reveal and emphasize the truth that they choose to show others.

Special Rules

Light elemental powers have the following special rules.

Dazzled

Light powers and effects might inflict a new condition called dazzled. Unless it has blindsight or a similar special sense, a dazzled creature has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Limned

Light powers and effects might inflict a new condition called limned. A limned creature sheds dim light in a 10-foot radius and can't benefit from being invisible. A limned creature that would become shrouded (from a darkness power, for example) loses the limned condition, and vice versa.

Element Benefits

If your associated element is light, you gain the following benefits from features that vary depending on your element.

Elemental Locomotion

When you're in motion, you shine with light, dazzling those who try to stop you. Creatures attempting an opportunity attack against you have disadvantage on the opportunity attack.

Enhanced Locomotion. You can move with the speed of light. As an action, you can teleport up to your speed to an unoccupied space you can see.

Elemental Manipulation

As an action, you can control light, calling forth a light and attaching it to a willing creature or an unattended object you touch, or letting it float in mid-air in a space within 5 feet of you. The light lasts for 1 hour or until you use this ability again. The light sheds bright light in a 20-foot radius and dim light for an additional 20 feet. At the GM's discretion, you can make other minor adjustments to light.

Elemental Resistance

You become protected against light. You have resistance to radiant damage.

Enhanced Resistance. Whenever you take radiant damage, reduce the amount of radiant damage you take by an amount equal to 1d6 plus your power level (to a minimum of 0). You have advantage on saving throws against effects that would blind you

Elemental Sculptor

As an action, you alter light in a 10-foot-square area within 20 feet of you, twisting and shaping it into various forms. At the GM's discretion, you can make other similar adjustments to light's shape or position.

Elemental Senses

The light reveals hidden secrets around you. You have advantage on Wisdom (Perception) checks to find hidden creatures and secret doors (but not traps and similar hazards).

Elemental Shield

While your elemental shield is active, when a creature within 5 feet misses you with a melee weapon attack, your shield dazzles that creature with light. The triggering creature is dazzled until the end of its turn.



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ACTIVE POWERS

Blade of Light

1st-level active light

You bring out a blade of light and stab your foe, wreathing them in light and using any light surrounding them to your advantage. Make a melee power attack against a creature within your reach. If the target is limned, you have advantage on the attack. On a hit, the target takes 1d10 radiant damage plus 1d10 radiant damage per power level. Also on a hit, the target is limned until the end of your next turn.

Lucent Beam

1st-level active light

You emit a beam of light in a 5-foot-wide, 30-foot-long line to dazzle foes. Each creature in the area must make a Dexterity saving throw. On a failed save, the target takes 1d6 radiant damage plus 1d6 radiant damage per power level on a failed save and is dazzled and limned until the end of your next turn. On a successful save, the target takes half as much damage and isn't dazzled or limned.

At power level 3 and every 2 levels thereafter, you can increase the length of the line by up to 10 feet, to a maximum of 70 feet at power level 9.

Shining Guidance

2nd-level active light

You call forth a guiding light to surround your foe and guide your attacks toward them. One creature you can see within 40 feet of you must make a Constitution saving throw. On a failed save, the target takes 1d6 radiant damage plus 1d6 radiant damage per power level and is limned until the end of your next turn. While the creature is limned in this way, attack rolls against the creature have advantage. On a success, choose one: the target takes half as much damage or is limned until the end of your next turn.



Sunlight Ray

2nd-level active light

You emit a ray of sunlight and send it hurling at your foe, attracted toward their light. Make a ranged power attack against a creature you can see within 60 feet of you. If the target is limned, you have advantage on the attack. On a hit, the target takes 1d6 radiant damage plus 1d6 radiant damage per power level. Also on a hit, the target is dazzled and limned until the end of your next turn.

At power level 4 and then at every 2 power levels thereafter, the ray's range increases by 30 feet, to a maximum range of 150 feet at power level 8.

Brilliant Raiment

3rd-level active light

You garb yourself in a raiment of brilliant light, damaging nearby creatures and dazzling them when they look upon you. Each creature within 20 feet of you must make a Constitution saving throw, taking 1d6 radiant damage plus 1d6 radiant damage per power level on a failed save, or half as much damage on a successful one. Until the end of your next turn, any creature that targets you with an attempt is dazzled until after the attack is resolved.

Mirror's Reflection

3rd-level active light

You spin four images out of light that appear to be you. The images swirl about your space, potentially causing those that attack you to hit one of the images instead of you. The images last until you refresh, are incapacitated, or dismiss the effect on your turn (which doesn't require an action).

While at least one image remains, each time a creature targets you with an attack, roll a d20 to determine whether the attack instead targets one of the images. If you have four images, you must roll a 4 or higher to change the attack's target to an image. With three images, you must roll a 6 or higher. With two images, you must roll an 8 or higher. With one image, you must roll an 11 or higher.

An image's AC equals 10 + your Dexterity modifier. If an attack hits an image, the image is destroyed. An image can be destroyed only by an attack that hits it. It ignores all other damage and effects.

A creature is unaffected by this power if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Illuminate Weakness

4th-level active light

You bring forth an illuminating light that shines on all your foe's weakest points, making it easy for you and your allies to damage the foe. One creature you can see within 60 feet of you must make a Constitution saving throw. On a failed save, the target takes 1d8 radiant damage plus 1d8 radiant damage per power level and is limned until the end of your next turn. While limned in this way, whenever the target takes damage, it takes an extra 1d8 damage, or an extra 2d8 damage if it takes radiant damage from one of your light powers. On a success, the target takes half as much damage and isn't limned.

Prism's Refraction

4th-level active light

You refract light in front of you like a prism, bending it into a 40-cone cone of brilliant rays. Each creature in the area must make a Dexterity saving throw. If the target is limned, it makes the save with disadvantage. On a failed save, the target takes 1d6 radiant damage plus 1d6 radiant damage per power level and is dazzled and limned until the end of your next turn. On a successful save, the target takes half as much damage and is limned (but not dazzled) until the end of your next turn.

Dazzling Embrace

5th-level active light

You surround yourself with dazzling sparkles that interfere with your foes' follow-up attacks and limn them with light. The effect lasts until you refresh, are incapacitated, or dismiss the effect on your turn (which doesn't require an action). While the effect lasts, whenever a creature within 5 feet of you touches you or hits you with a melee weapon attack, it takes radiant damage equal to your power level and is dazzled and limned until the end its turn. If the creature was already dazzled and limned (such as if it has already hit you with a melee attack this turn), it takes additional radiant damage equal to half your power level (rounded up).

Lantern of Revelation

5th-level active light

You emit a sphere of revealing light, searing those within with the truth. The light fills a 20-foot-radius sphere centered on a point you can see within 120 feet of you. Each creature in the area must make a Dexterity saving throw. On a failed save, the target takes 1d8 radiant damage plus 1d8 radiant damage per power level and is limned until the end of your next turn. On a success, the target takes half as much damage and isn't limned.

In addition, you can immediately end any illusion spell of 5th level or lower in the area. For each spell of 6th level or higher in the area, you can make an ability check using your power ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Illuminating Curtain

6th-level active light

You trace a curtain of light across the battlefield, dazzling and limning those who cross it. You create a 5-foot-thick curtain of light up to 10 feet high and up to 60 feet long in a straight line, starting in a space you can see within 120 feet of you. A creature that enters the area for the first time on a turn or that starts its turn there takes 1d4 radiant damage per power level and is dazzled and limned until the end of your next turn. The curtain lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action).

Incandescent Guardian

6th-level active light

You conjure an incandescent guardian that clings to a foe, damaging them and revealing their attacks. One creature you can see within 120 feet of you must make a Dexterity saving throw. On a failed save, the target takes 1d10 radiant damage plus 1d10 radiant damage per power level and is limned until the end of your next turn. While limned in this way, you and each creature you choose gains a +2 bonus to AC against attacks made by the target. On a success, choose one: the target takes half as much damage or is limned until the end of your next turn.

Blinding Brilliance

7th-level active light

You emanate an intense light that dazzles or blinds those around you. Each creature within 60 feet of you must make a Constitution saving throw. On a failed save, the target takes 1d8 radiant damage plus 1d8 radiant damage per power level and is blinded and limned until the end of your next turn. On a success, the target takes half as much damage and is dazzled and limned until the end of your next turn.

Devouring Light

7th-level active light

You call forth a devouring light that surrounds and consumes your foe. One creature you can see within 120 feet of you must make a Dexterity saving throw. The target takes persistent radiant damage equal to your power level on a failed save, or half as much persistent radiant damage on a successful one. Until this persistent damage ends, the target is dazzled and limned.



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Flickering Fantasy

8th-level active light

You form an illusory scene out of light that fills a 30-foot cube within 180 feet of you. The scene lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). When you use this power, you can designate any number of creatures you can see to be unaffected by it. When you first create the scene, all affected creatures in the area must make a Dexterity saving throw, taking 1d8 radiant damage plus 1d8 radiant damage per power level on a failed save, or half as much damage on a successful one.

Physical interaction with the scene reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the scene can determine that it is an illusion with a successful Intelligence (Investigation) check against your power save DC. If a creature discerns the illusion for what it is, the creature can see through the scene and is no longer affected by it.

Lambent Reflection

8th-level active light

You conjure up to two magical mirrors and then fire a stream of light that bounces off the mirrors, changing its direction. The stream is a 5-foot-wide, 240-foot-long line, except you can cause the line to turn up to 90 degrees twice at the points on its length with mirrors. Creatures you choose in the area must make a Dexterity saving throw. If the target is limned, it makes the save with disadvantage. On a failed save, the target takes 1d8 radiant damage plus 1d8 radiant damage per power level and is dazzled and limned until the end of your next turn. On a success, the target takes half as much damage and isn't dazzled or limned. The mirrors then disappear in a burst of harmless magical light.

Effulgent Explosion

9th-level active light

You charge up an explosion of effulgent light that limns creatures within for a lengthy period. The explosion fills a 30-foot-radius sphere centered on a point you can see within 360 feet of you. Each creature in the area must make a Dexterity saving throw. On a failed save, the target takes 1d8 radiant damage per power level plus 1d8 radiant damage, is limned for 10 minutes, and is dazzled until the end of your next turn. On a success, the target takes half as much damage, is limned for 1 minute, and isn't dazzled.

Solar Flare

9th-level active light

You call an intense storm of flaring light that damages and shines upon creatures in the area. The storm fills a 20-foot-radius sphere centered on a point you can see within 120 feet of you. The storm lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). While the effect lasts, each time a creature enters the area for the first time on a turn or starts its turn there, you can choose to deal that creature 1d4 radiant damage per power level. A creature that takes damage this way is dazzled and limned for as long as it remains in the area.



REACTIVE POWERS

Retributive Dazzle

1st-level reactive light

When a creature you can see targets you with a melee weapon attack, you dazzle and limn that creature until the start of its next turn.

Intensify Glare

3rd-level reactive light

When a creature dazzled by one of your light powers hits with an attack, you can intensify the glare from your light at the last second, throwing off the creature's attack even more. To do so, you must be able to see the creature, and the creature must be within 60 feet of you. The creature must roll their attack again (with disadvantage from being dazzled) and use the worse result.

Blinding Flash

6th-level reactive light

You create a brilliant flash of light, attempting to momentarily blind your foe and interfere with their ability to target you or your ally. When a creature you can see within 30 feet of you makes an attack roll or casts a spell, you can force that creature to make a Constitution saving throw. On a failed save, the target is blinded until the start of its next turn. On a success, the target is dazzled until the start of its next turn.

REFRESH POWERS

Illuminating Pulse

1st-level refresh light

You release a pulse of light that illuminates everything around you, revealing what was hidden and recharging your light power. Creatures and objects within 30 feet of you (including you) are limned until the end of your next turn. You refresh your elemental powers.

Coruscating Flash

4th-level refresh light

You emanate a coruscating flash that dazzles nearby foes and sets the nearby lights spinning into a coordinated state. Each creature you choose within 30 feet of you is dazzled until the end of your next turn. You refresh your elemental powers.

Dazzling Double

7th-level refresh light

You form a duplicate made out of light that helps you arrange your light power and protects you from harm. You refresh your elemental powers. A duplicate of yourself then appears in your space. The duplicate lasts until the start of your next turn or until it's destroyed.

While the duplicate remains, each time a creature targets you with an attack, roll a d20. On an 11 or higher, the attack instead targets the duplicate. The duplicate's AC equals 10 + your Dexterity modifier. If an attack hits the duplicate, the duplicate is destroyed. The creature that destroyed the duplicate is dazzled until the end of your next turn.

The duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects.

A creature is unaffected by this power if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

ULTIMATE POWERS

Areadbhair

Ultimate light

You call forth a legendary spear of sunlight that pierces through your foes, unless they have the resolve to withstand it. Each creature you choose in a 15-foot-wide, 500-foot-long line must make a Wisdom saving throw. On a failed save, the target takes 1d10 radiant damage plus 1d10 radiant damage per power level and is dazzled and limned until the end of your next turn. If the target throw fails by 5 or more, the target is permanently blinded and is dazzled for 1 minute (even if it removes or otherwise avoids becoming blinded). On a success, the target takes half as much damage and isn't dazzled or limned.

Hyperion

Ultimate light

You call upon the mythical solar chariot to bring forth the light of truth. You are surrounded by an aura of bright light in a 200-foot radius. The aura is centered on you, moving with you when you move. The aura lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the effect lasts, whenever a creature enters the area for the first time on a turn or starts its turn there, you can choose to deal that creature radiant damage equal to your power level. A creature that takes this damage is also dazzled and limned until the end of your next turn. While limned in this way, attacks against the creature have advantage. In addition, at the start of each of your turns, you can choose to end any illusion spell of 5th level or lower in the aura. For each spell of 6th level or higher in the area, you can make an ability check using your power ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

I See the Light!

Light eldamon and elemental avatars are experts at revealing secrets and hidden things, making it easier to target and defeat foes. The limned condition that most of their powers applies surrounds a foe in magical elemental light, which can help handle invisible creatures or darkness. Additionally, the limned condition sometimes comes along with other substantial benefits, allowing a light user to mix and match various kinds of light to provide benefits to their entire team. Meanwhile, the dazzled condition provides a secondary line of defense against a foe, making it especially powerful against foes with advantage or a high accuracy who expect to hit their mark otherwise. By using light to strengthen their allies and weaken their foes, light users make up for their lower offense with ease.



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Mind

The element of mind encompasses the elemental nature of mental essence, the foundation of the Astral Plane, the Dreamlands, and other mental realms. Thus, it focuses on powers that assault, bewilder, or overwhelm the minds of others.

Special Rules

Mind elemental powers have the following special rules.

Stupefied

Mind powers and effects might inflict a new condition called stupefied. Stupefied always includes a value. A stupefied creature takes a penalty equal to its stupefied value to attack rolls that rely on Intelligence, Wisdom, and Charisma; Intelligence, Wisdom, and Charisma ability checks; saving throws that rely on Intelligence, Wisdom, and Charisma; and spellcasting DC. In addition, whenever a stupefied creature attempts to cast a spell, it must roll a d20 against a DC equal to 5 + its stupefied value. On a failure, the creature can't cast the spell and the spell is wasted.

Element Benefits

If your associated element is mind, you gain the following benefits from features that vary depending on your element.



Elemental Locomotion

You can propel your body purely with your mind, though the movement is coarse. So long as you are conscious, you can walk even while paralyzed or stunned, but you can move only once per turn, and only in a straight line.

Enhanced Locomotion. Your purely mental motion is especially refined. When you use your mind to walk while paralyzed or stunned, you don't need to move once per turn in a straight line. In addition, if you have another type of speed (such as a fly speed), you can also move in that manner, even if you would normally need to flap your wings to fly or move your fins to swim.

Elemental Manipulation

As an action, you can make minor, magical adjustments to the mental state of a creature you can see within 20 feet of you. Until the end of your next turn, you have advantage on Charisma ability checks made to influence that creature. At the GM's discretion, you can make other minor adjustments to a creature's mental state.

Elemental Resistance

Your mind is resilient to mental effects, especially those that control your actions or emotions. You have resistance to psychic damage.

Enhanced Resistance. Whenever you take psychic damage, reduce the amount of psychic damage you take by an amount equal to 1d6 plus your power level (to a minimum of 0). In addition, you have advantage on saving throws against effects that would charm or frighten you.

Elemental Sculptor

As an action, you can forge a magical mental link with a creature you can see within 20 feet of you. When you do, you can telepathically impart an amount of information that could otherwise be communicated in 10 minutes or less. Alternatively, if the target is frightened, you can end that condition on the target. At the GM's discretion, you can perform other similar adjustments to a creature's mental state.

Elemental Senses

You can sense the thoughts of nearby creatures. As an action, you can detect the presence of creatures with an Intelligence score of 5 or higher within 60 feet of you that aren't behind total cover. This doesn't allow you to see the creatures; you just notice their presence.

Elemental Shield

The bonus granted by your elemental shield also applies to Intelligence, Wisdom, and Charisma saving throws.

ACTIVE POWERS

Addling Blast

1st-level active mind

You blast a 15-foot cone of mental energy to muddle your foes' minds and throw them off their guard. Each creature in the area must make a Wisdom saving throw. On a failed save, the target takes 1d6 psychic damage plus 1d6 psychic damage per power level and is stupefied 1 until the end of your next turn. While stupefied in this way, attacks against the target have advantage. On a success, the target takes half as much damage and isn't stupefied.

At power level 3 and every 2 power levels thereafter, you can increase the size of the cone by up to 5 feet, to a maximum of a 35-foot cone at power level 9.

Stupefying Inception

1st-level active mind

You touch a foe and release overflowing mental energy into their vulnerable mind, damaging them and briefly weakening their mind. Make a melee power attack against a creature within your reach. On a hit, the target takes 1d10 psychic damage plus 1d10 psychic damage per power level. Also on a hit, the target is stupefied 2 until the end of your next turn.

Intrusive Analysis

2nd-level active mind

You intrude into your foe's mind, damaging them and allowing you to predict their every action for a short time. One creature you can see within 60 feet of you must make an Intelligence saving throw. On a failed save, the target takes 1d8 psychic damage plus 1d8 psychic damage per power level. Also on a failed save, you gain a +1 bonus to power attack rolls against the target, to saving throws against the target's spells and other abilities, and to AC against the target's attacks. This bonus lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). On a success, the target takes half as much damage and your bonus to attack rolls, saving throws, and AC lasts until the end of your next turn.

Psychic Thrust

2nd-level active mind

You thrust psychic energy into a foe from a distance to overwhelm their mind. Make a ranged power attack against a creature you can see within 60 feet of you. On a hit, the target takes 1d8 psychic damage plus 1d8 psychic damage per power level and is stupefied 2 until the end of your next turn.

Brain Blast

3rd-level active mind

You send a wave of mental energy from your brain in all directions. Each creature you choose within 20 feet of you must make a Wisdom saving throw. On a failed save, the target takes 1d6 psychic damage plus 1d6 psychic damage per power level. Also on a failed save, attacks against the target have advantage until the end of its next turn. On a success, the target takes half as much damage and attacks against the target are made normally.

Creeping Dread

3rd-level active mind

You insinuate dread into your foe's mind, overcoming them with a rising sense of terror. One creature you can see within 60 feet of you must make a Wisdom saving throw. On a failed save, the target takes 1d8 psychic damage per power level and is frightened for 1 round. On a successful save, the target takes half as much damage and isn't frightened.

Bewitching Meme

4th-level active mind

You spread a self-replicative mental process in a 40-foot cone, causing your foes to become fascinated with you. Each creature you choose in the area must make a Charisma saving throw. On a failed save, the target takes 1d6 psychic damage plus 1d6 psychic damage per half your power level (rounded up) and is charmed. While charmed in this way, the creature is incapacitated and has a speed of 0. The target remains charmed for 1 round, until it takes damage, or until someone else uses an action to shake the target out of its stupor. On a successful save, the target takes half as much damage and isn't charmed.



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Contagious Folly

4th-level active mind

You infect a foe with a particular brand of foolishness that's surprisingly compelling and quickly spreads to those who hear its blathering. One creature you can see within 60 feet of you must make a Wisdom saving throw. On failed save, the target takes 1d8 psychic damage plus 1d8 psychic damage per power level and is stupefied 1 until the end of your next turn. While stupefied in this way, the target is affected by contagious folly. On a successful save, the target takes half as much damage and isn't stupefied or affected by contagious folly.

The first time a creature affected by contagious folly touches or communicates with each of its allies, that ally must make a Wisdom saving throw. On failed save, the target takes 1d8 psychic damage plus 1d8 psychic damage per power level and is stupefied 1 until the end of your next turn. On a success, the target takes half as much damage and isn't stupefied.

Peaceful Impulse

5th-level active mind

You forcibly apply a peaceful impulse to your foe's mind, making it difficult and damaging for them to take hostile actions. One creature you can see within 60 feet of you must make a Charisma saving throw. On a failed save, the target is affected by your peaceful impulse until you refresh, are incapacitated, or until you end the effect on your turn (which doesn't require an action). On its turn, the target can use an action to repeat the saving throw, ending the effect early on a success. The effect also ends if the target takes damage.

While affected by your peaceful impulse, the first time each turn the target makes an attack roll, casts a harmful spell, or forces a creature to make a saving throw, that target takes psychic damage equal to 1 plus your power level. Each time the target takes this damage, it has disadvantage on attack rolls, and creatures have advantage on saving throws against the target's spells and other abilities. This effect lasts until the end of the target's next turn.



Stupefying Embrace

5th-level active mind

You surround yourself with a thin aura of mental energy, stupefying foes who come into contact with you. The effect lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). While the effect lasts, whenever a creature touches you or hits you with a melee weapon attack while within 5 feet of you, that creature takes psychic damage equal to your power level and is stupefied 1 until the start of its next turn.

Cerebral Shock

6th-level active mind

You concentrate deeply and send out a mental pulse at a distance, damaging and stunning foes. The pulse fills a 20-foot-radius sphere centered on a point you can see within 80 feet of you. Each creature you choose in the area must make a Wisdom saving throw. On a failed save, the target takes 1d6 psychic damage plus 1d6 psychic damage per power level. If the saving throw fails by 5 or more, the target is also stunned until the end of its next turn. On a successful save, the target takes half as much damage and isn't stunned.

Phrenic Curtain

6th-level active mind

You trace a curtain of rippling mental energy across the battlefield, damaging and stupefying those who cross it. You create a 5-foot-thick curtain of wind up to 10 feet high and up to 60 feet long in a straight line, starting in a space you can see within 120 feet of you. A creature that enters the area for the first time on a turn or that starts its turn there takes psychic damage equal to 1d4 per power level and is stupefied 1 until the end of its next turn. The curtain lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action).

Billowing Terror

7th-level active mind

You surround yourself with pure terror, which billows out from you and throws your foes into a panic. Each creature you choose within 20 feet of you must make a Wisdom saving throw. On a failed save, the target takes 1d8 psychic damage plus 1d8 psychic damage per power level and is frightened for 1 round. On a successful save, the target takes half as much damage and isn't frightened.

Stoke Aggression

7th-level active mind

You seize control of a foe's aggression, stoking it into an enraged bonfire and manipulating it back toward the foe or its allies. One creature you can see within 60 feet of you must make a Charisma saving throw. Creatures immune to the charmed condition automatically succeed on the save. On a failed save, you take control of the target's aggression for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect early on a success. While you control a target's aggression, an affected target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. In addition, each round at the start of the target's turn, you can force the target to make a single weapon attack against either itself or a creature it can see.

Cognitive Chain

8th-level active mind

You create a self-sustaining chain of harmful thoughts that bounce between targets, assaulting their minds. One creature you can see within 120 feet of you must make a Wisdom saving throw. On a failed save, the target takes 1d8 psychic damage plus 1d8 psychic damage per power level and is stupefied 2 until the end of your next turn. Also on a failed save, choose another creature you can see within 30 feet of the initial target and repeat the process. You can't target the same creature more than once. On a successful save, the target takes half as much damage and isn't stupefied.

Labyrinth of Twisted Thoughts

8th-level active mind

You send your foes' minds into a tangled skein of bewildering and unfathomable thoughts, confusing them and damaging their minds. Each creature you choose in an 80-foot cone must make an Intelligence saving throw. On a failed save, the target takes 1d6 psychic damage plus 1d6 psychic damage per power level and is confused until the end of its next turn. On a success, the target takes half as much damage and isn't confused.

While confused, the target can't take reactions. In addition, at the start of its turn the target rolls a d8 to determine what it does during that turn. On a 1 to 4, the target does nothing. On a 5 or 6, the target takes no action but uses all its movement to move in a random direction. On a 7 to 8, the target makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Brain Death

9th-level active mind

You send a signal to your foe's brain, telling it to shut down and potentially killing the foe outright. One creature you can see within 120 feet of you must make a Wisdom saving throw. On a failed save, the target takes 1d10 psychic damage plus 1d10 psychic damage per power level and is stunned until the end of its next turn, as its brain shuts down temporarily. On a success, the target takes half as much damage and isn't stunned. If the Wisdom saving throw fails by 5 or more, the target must also make a Constitution saving throw. On a failed save, the target's body doesn't survive the process, and the target dies.

Brainstorm

9th-level active mind

You call forth a storm of psychic energy, stealing your foes' ideas if you're in the area as well. The storm fills a 20-foot-radius sphere centered on a point you can see within 60 feet of you. The storm lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). While the effect lasts, each time a creature enters the area for the first time on a turn or that starts its turn there, you can force that creature to make a Wisdom saving throw. On a failed save, the target takes 1d4 psychic damage per power level and is stupefied 1 until the end of your next turn. Each time a creature takes this damage while you're also in the storm's area, you steal some of the creature's thoughts and have advantage on attack rolls, ability checks, and saving throws that rely on Intelligence, Wisdom, and Charisma until the end of your next turn.

REACTIVE POWERS

Retributive Mindlink

1st-level reactive mind

You use your foe's attack to establish a mental link to that foe, opening them up to your other mind powers. When a creature you can see hits you with a melee attack, you can force that creature to make a Wisdom saving throw. On a failed save, the creature has disadvantage on saving throws against your mind powers until the end of your next turn. In addition, the first time you use one of your mind powers to deal psychic damage to the target before the effect ends, you deal additional psychic damage equal to 1 plus half your power level (rounded up).



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Psychic Scream

3rd-level reactive mind

Those who seek to intrude upon your mind have made a huge blunder. When a creature forces you to make a saving throw against an effect that would charm you or deal psychic damage to you, you release a psychic scream into the intruding mind, damaging and disrupting it. The creature must make a Wisdom saving throw. On a failed save, the creature takes 1d6 psychic damage plus 1d6 psychic damage per power level and is stupefied 2 until the end of your next turn. On a success, the creature takes half as much damage and isn't stupefied. Note that because the effects of your psychic scream happen before the triggering saving throw, the creature might be stupefied (reducing its spell save DC and forcing it to make a d20 roll, if it was casting a spell) before that save is resolved.

Implant Taboo

6th-level reactive mind

You tap into your foe's mind and make their choice of action feel like an unforgivable taboo, potentially forcing the foe to change their action. When a creature you can see within 60 feet of you moves or takes an action, you can force that creature to make a Charisma saving throw. On a failed save, the action becomes taboo to the creature. If it was trying to move, the creature can't move until the end of its turn. If it was taking an action, the creature must either take a different action this turn or do nothing. On a successful save, the target can move and act normally.

REFRESH POWERS

Rush of Insight

1st-level refresh mind

You send a rush of mental energy through yourself and the area around you, allowing you to rapidly inspect your surroundings and query your memories (or those of the friend whose phase you share, if you're an eldamon), even as you rearrange the energy to use your powers again. You can make a Wisdom (Perception) check or an Intelligence-based check to recall knowledge. You have advantage on this check. You then refresh your elemental powers.



Mind Palace

4th-level refresh mind

You erect a palatial mental defense around yourself and your allies, granting your beleaguered minds refuge from what assails them as you bring your mental energies back in order. Until the end of your next turn, you and creatures you choose within 20 feet of you have advantage on Intelligence, Wisdom, and Charisma saving throws. You refresh your elemental powers.

Predict Assaults

7th-level refresh mind

As you restructure the mental energies surrounding you, you get a read on what your foes are thinking, making it incredibly easy for you to avoid their attacks. You refresh your elemental powers. You then read the combat intentions of each creature you choose within 60 feet of you. The next time a chosen target forces you to make a saving throw, you have advantage on the save. Alternatively, the next time a target makes an attack roll against you, it makes the attack with disadvantage. The effect on that creature then ends. Otherwise, the effect lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action).

ULTIMATE POWERS

Muninn

Ultimate mind

You call upon a legendary messenger of thought, conjuring a flock of thoughtform ravens to harry your foes and guide your allies' thoughts. The ravens fill a 15-foot cube in a space you can see within 200 feet of you. The ravens last until you refresh, are incapacitated, or until you dismiss them on your turn (which doesn't require an action). While the ravens last, you can use a bonus action to move the ravens up to 60 feet in any direction (including up), though the ravens collapse back into insubstantial figments of imagination if they are ever more than 500 feet away from you.

When you use this power, you can designate any number of creatures you can see to be unaffected by it. An unaffected creature has advantage on attack rolls, ability checks, and saving throws while within the area. An affected creature that enters the area for the first time on a turn or starts its turn there must make a Wisdom saving throw, taking 1d6 psychic damage per power level on a failed save, or half as much damage on a successful one.

Nabu

Ultimate mind

You call upon a mythical font of knowledge and origin of writing, assailing your foes all at once with a torrent of overwhelming information. Each creature you choose within 120 feet of you must make a Wisdom saving throw. On a failed save, the target takes 1d8 psychic damage plus 1d8 psychic damage per power level. Also on a failed save, the target is stupefied 3 until the end of your next turn, and then is stupefied 1 until you refresh. On a successful save, the target takes half as much damage and is stupefied 1 until the end of your next turn.

Water

The element of water embodies the rush and constant change of currents and the ebb and flow of the tides. Just as water exists in a cycle, as a water user, if you learn to make the most of the changing tides, you can take control of the battlefield.

Special Rules

Water elemental powers have the following special rules.

Current's Pull

Your allies can choose to ride the currents of your water powers. Whenever you target a creature with a water power or include a creature in the area of a water power, you can choose to deal no damage to that creature. If you do, that creature can then allow the power to move them any distance described by the power. For example, if your power pushes a creature 20 feet on a hit and 10 feet on a miss, a creature you allow to remain unharmed by the power can choose to stay where it is or be pushed 10 or 20 feet. (As the rushing water of your powers is too rapid for precise control, the creature couldn't choose any distance other than 10 or 20 feet.)

Magical Damage

The currents created by water powers churn with elemental magic. Bludgeoning, piercing, and slashing damage dealt by water powers counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Shifting Tides

Whenever you roll initiative, refresh your elemental powers, or phase in (if you're a water eldamon), choose high or low tide as your current tide. Whenever you use a water power, you gain the effect of your current tide, then switch to the other tide (high tide becomes low tide, or low tide becomes high tide). In this way, you alternate your powers between the tides, until you refresh and change to whichever tide you prefer. You normally don't have a current tide outside an encounter.

High Tide. At high tide, your powers push heedlessly outward, ready to break the shore. Any time a water power says it "moves" a creature, if you're in high tide you push the creature directly away from you, unless stated otherwise. High tide powers tend to deal additional damage, but they often come with a defensive drawback of some kind.

Low Tide. At low tide, your powers ebb back protectively toward you. Any time a water power says it "moves" a creature, if you're in low tide you pull the creature directly toward you, unless stated otherwise. Low tide powers tend to pull enemies toward you, and their damage is lower than at high tide, but they often come with a defensive benefit of some kind.

Element Benefits

If your associated element is water, you gain the following benefits from features that vary depending on your element.

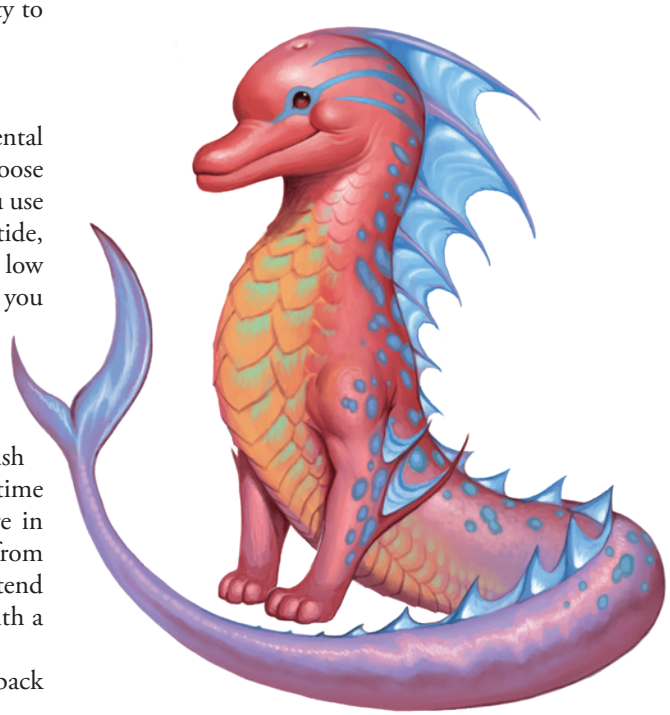
Elemental Locomotion

You gain a swim speed equal to your walking speed, and you can breathe both air and water. If you're in high tide, your swim speed increases by 10 feet. If you're in low tide, you gain a +1 bonus to AC against opportunity attacks while swimming.

Enhanced Locomotion. By using your magic to call forth tides of water around you, you can swim on land and in the air. While swimming in the air, if you end your turn without having swam at least 5 feet since the end of your turn, you fall if nothing is holding you aloft.

Elemental Manipulation

As an action, you can use your magic to control water within 5 feet of you in minor ways, allowing you to move or filter small bodies of water, condense moisture out of humid air, or evaporate a glassful of water into nothing. At the GM's discretion, you can make other minor adjustments to water.



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Elemental Resistance

Your body is protected by water that prevents flames from reaching you. You gain resistance to fire damage.

Enhanced Resistance. Whenever you take fire damage, reduce the amount of fire damage you take by an amount equal to 1d6 plus your power level (to a minimum of 0).

Elemental Sculptor

As an action, you can move a body of water filling up to a 10-foot cube within 20 feet of you up to 20 feet. You can also sculpt the water's form into fanciful shapes, though if the water doesn't have a container, it splashes into a puddle as soon as you stop sculpting it.

Elemental Senses

You notice tremors in the water around you. While underwater, you have tremorsense out to a range of 60 feet.

Elemental Shield

Whenever you take fire damage, reduce the damage you take by an amount equal to your power level (to a minimum of 0). If you have Enhanced Resistance, this is cumulative with the 1d6.

ACTIVE POWERS

Aqua Punch

1st-level active water

You punch a foe with a surge of water. Make a melee power attack against a creature within your reach. On a hit, the target takes 1d8 bludgeoning damage plus 1d8 bludgeoning damage per power level. Also on a hit, you can move the target up to 10 feet. Your tide determines additional effects.

High Tide. You increase the damage from d8s to d12s.

Low Tide. You can make the attack as if you were in a space you can see within 30 feet of you. Also on a hit, the target's attacks against you have disadvantage until the end of its next turn.

Sea Spray

1st-level active water

You spray water unpredictably in a cone, throwing yourself off-balance, or draw the spray back toward you to defend yourself. Each creature in a 15-foot cone must make a Strength saving throw, taking 1d6 bludgeoning damage plus 1d6 bludgeoning damage per power level on a failed save, or half as much damage on a successful one. Also on a failed save, you can move the target up to 10 feet. Your tide determines additional effects.

At power level 3 and every 2 power levels thereafter, you can increase the size of the cone by up to 5 feet, to a maximum of a 35-foot cone at power level 9.

High Tide. You increase the damage from d6s to d8s. Attacks against you have advantage until the end of your next turn.

Low Tide. You gain a +1 bonus to AC until the start of your next turn. This bonus increases to +2 against creatures that failed the saving throw against this power.

Hydro Bullet

2nd-level active water

You shoot a powerful bullet of water at a foe. Make a ranged power attack against a creature you can see within 60 feet of you. On a hit, the target takes 1d6 bludgeoning damage plus 1d6 bludgeoning damage per power level, and you can move the target up to 10 feet. Your tide determines additional effects.

High Tide. You increase the damage from d6s to d10s, in exchange for significant recoil. Whether the attack hits or misses, attacks against you have advantage until the end of your next turn.

Low Tide. You can make the attack as if you were in a space you can see within 60 feet of you.

Ocean Torrent

2nd-level active water

You tap into your reserves of endurance to create a torrent of ocean water in a 5-foot-wide, 40-foot long line. Each creature in the area must make a Strength saving throw. On a failed save, the target takes 1d6 bludgeoning plus 1d6 bludgeoning damage per power level, and you can move the target up to 10 feet. On a success, the target takes half as much damage and isn't moved. Your tide determines additional effects.

At power level 4 and power level 8, you can increase the length of the line by up to 20 feet, to a maximum of an 80-foot line at power level 8.

High Tide. You increase the damage from d6s to d10s, but the effort takes a toll on your endurance. You have disadvantage on Constitution saving throws until the end of your next turn.

Low Tide. You build your endurance by gathering the torrent to you. You have advantage on Constitution saving throws until the end of your next turn.

Storm Surge

3rd-level active water

A surge of water rushes outward from you or toward you, buffeting your foes. Each creature you choose within 30 feet of you must make a Strength saving throw. On a failed save, the target takes 1d6 bludgeoning damage plus 1d6 bludgeoning damage per power level, and you can move the target up to 10 feet. On a successful save, the target takes half as much damage and isn't moved. Your tide determines additional effects.

High Tide. You increase the damage from d6s to d10s, but the sudden surge disrupts your reflexes. You had disadvantage on Dexterity saving throws until the end of your next turn.

Low Tide. You gather the surging waters to help you leap out of the way of enemy effects. You have advantage on Dexterity saving throws until the end of your next turn.

Unrelenting Jet

3rd-level active water

You call forth an orb of water that fires a continuous jet against a foe, preventing it from approaching or fleeing. One creature you can see within 60 feet of you must make a Strength saving throw. On a failed save, the target takes 1d6 bludgeoning damage plus 1d6 bludgeoning

damage per power level. Also on a failed save, you can move the target up to 5 feet. In addition, until the end of the target's next turn, it can't move against the current of the jet (toward you if you're at high tide or away from you if you're at low tide). On a successful save, the target takes half as much damage, isn't moved, and can move against the tide as if they were moving through difficult terrain (it costs the target two feet of movement for every foot it moves). Your tide determines additional effects.

High Tide. You increase the damage from d6s to d10s, but attacks against you have advantage until the end of your next turn.

Low Tide. If the target fails the saving throw, they also have disadvantage on attack rolls against you until the end of your next turn.

Bubble Burst

4th-level active water

You summon an enormous, magical bubble around your foes. The bubble then bursts, pushing foes outward or drawing them in. The bubble fills a 30-foot-radius sphere centered on a point you can see within 120 feet of you. Each creature you choose in the area must make a Dexterity saving throw. On a failed save, the target takes 1d6 bludgeoning damage plus 1d6 bludgeoning damage per power level. Also on a failed save, you can push the target up to 10 feet directly away from the center of the bubble (if you're in high tide) or pull the target up to 10 feet directly toward the center of the bubble (if you're in low tide). On a successful save, the target takes half as much damage and isn't moved. Your tide determines additional effects.

High Tide. You increase the damage from d6s to d10s, but attacks against you have advantage until the end of your next turn.

Low Tide. Each target that fails the saving throw also has disadvantage on attack rolls against you until the end of your next turn.

Flowing River

4th-level active water

You flow forward in a rush of water, leaving behind a winding river to batter your foes. You move up to your speed, trailing a river of frothing waters in each space you leave during this movement. The river lasts until the end of your next turn. While the effect lasts, whenever a creature enters the area for the first time on a turn or starts its turn in the area, you can force that creature to make a Strength saving throw. On a failed save, the creature takes 1d6 bludgeoning damage plus 1d6 bludgeoning damage per power level. Also on a failed save, you can move the target up to 20 feet along the river's path. On a successful save, the target takes half as much damage and isn't moved. Your tide determines additional effects.

High Tide. You increase the damage from d6s to d10s, but you can't move after completing the movement granted by this power, your speed becomes 0 and you can't benefit from any bonus to your speed until the end of your next turn.

Low Tide. After completing the movement granted by this power, your speed increases by 30 feet until the end of your next turn.

Aqueous Embrace

5th-level active water

You surround yourself with tides of water, pushing or pulling foes who come in contact with you. The effect lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). While the effect lasts, whenever a creature touches you or hits you with a melee weapon attack, you can force that creature to make a Strength saving throw. On a failed save, you can move the creature up to 10 feet. On a success, you can move the target up to 5 feet. If you're at low tide and this movement would pull a creature into your space, that creature instead takes bludgeoning damage equal to your power level.

Unlike most water powers, the effects of *aqueous embrace* don't depend on your tide when you use the power. Instead, the power's effects shift each time you use a water power. Your tide still changes when you first use *aqueous embrace*.

Water Key Terms

You'll see one or both of the following terms in almost every water elemental power. Typically, a water power has a special effect depending on if you are at high or low tide when you use it.

High Tide: At high tide, your powers push heedlessly outward, ready to break the shore. Any time a water power says it "moves" an enemy, if you're in high tide, you push the enemy directly away from you unless stated otherwise. High tide powers tend to deal additional damage, but they often come with a defensive drawback of some kind.

Low Tide: At low tide, your powers ebb back protectively toward you. Any time a water power says it "moves" an enemy, if you're in low tide, you pull the enemy directly toward you unless stated otherwise. Low tide powers tend to pull enemies toward you, and their damage is lower than at high tide, but they often come with a defensive benefit of some kind.



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Rushing Current

5th-level active water

You create a 15-foot-wide, 60-foot-long current that smashes into your foes and makes it difficult for them to move against the current. Each creature you choose in the area must make a Dexterity saving throw. On a failed save, the target takes 1d8 bludgeoning damage plus 1d8 bludgeoning damage per power level. Also on a failed save, you can move the target up to 10 feet. In addition, until the end of the target's next turn, moving against the current (toward you if you're at high tide or away from you if you're at low tide) costs the target two feet of movement for every foot it moves. On a successful save, the target takes half as much damage, isn't moved, and can move against the current normally. Your tide determines additional effects.

High Tide. You increase the damage from d8s to d10s, but you have disadvantage on Dexterity saving throws until the end of your next turn.

Low Tide. You have advantage on Dexterity saving throws until the end of your next turn.

Relentless Drench

6th-level active water

You drench a foe, waterlogging them until they are clumsy and slow. One creature you can see within 120 feet of you must make a Constitution saving throw. On a failed save, the target takes 1d6 bludgeoning damage plus 1d6 bludgeoning damage per power level. Also on a failed save, you can move the target up to 10 feet. Finally, the target becomes waterlogged until you refresh, are incapacitated, or until you end the effect on your turn (which doesn't require an action). While waterlogged, the target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. On a successful save, the target takes half as much damage and isn't moved or waterlogged. Your tide determines additional effects.

High Tide. You increase the damage from d6s to d10s, but you're waterlogged until the end of your next turn, with the same effects as a waterlogged target takes.

Low Tide. The waters that drench your foe help you take action. Until the end of your next turn, your speed is doubled, you gain a +2 bonus to AC, and you have advantage on Dexterity saving throws. On your next turn, you gain an additional action, which can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Water Curtain

6th-level active water

You trace a curtain of water across the battlefield, battering creatures that cross it. You create a 5-foot-thick curtain of water up to 10 feet high and up to 60 feet long in a straight line, starting in a space you can see within 120 feet of you. A creature that enters the area for the first time on a turn or that starts its turn there takes bludgeoning damage equal to 1d6 per half your power level (rounded up). The curtain is difficult terrain, and ranged weapon attacks that pass through the curtain are made with disadvantage. In addition, any attack, spell, and other effect that deals fire damage deals only half damage to creatures on the opposite side of the curtain (this benefit isn't cumulative with fire resistance if the creature has it). The curtain lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action).

Cloudburst

7th-level active water

You call forth a sudden downpour of water at great range. The cloudburst fills a 30-foot-radius sphere centered on a point you can see within 500 feet of you. Each creature you choose in the area must make a Strength saving throw. On a failed save, the target takes 1d8 bludgeoning damage plus 1d8 bludgeoning damage per power level, and you can move the target up to 10 feet. On a success, the target takes half as much damage and isn't moved. Your tide determines additional effects.

High Tide. You increase the damage from d8s to d12s, but the sudden rush of water you channel into the cloudburst knocks you prone.

Low Tide. The cloudburst's rush of water conceals you from foes. You are heavily obscured to all creatures you choose until the end of your next turn.

Immortal Water Dragon

7th-level active water

You form a long, serpentine dragons that twists and turns, slamming into foes and pushing them toward or away from you, regardless of the dragon's current direction. The dragon appears in a 10-foot cube in a space you can see within 5 feet of you (if you're at hide tide) or within 120 feet of you (if you're at low tide). The dragon then moves in a 120-foot-long path of your choice, although if you're at low tide, the dragon must end its movement in your space.

Each time the dragon first enters a creature's space during this movement, you can force that creature to make a Dexterity saving throw. On a failed save, the creature takes 1d8 bludgeoning damage plus 1d8 bludgeoning damage per power level, and you can move the target up to 10 feet. On a success, the target takes half as much damage and isn't moved. Your tide determines additional effects.

High Tide. You increase the damage from d8s to d10s, and you ride the dragon, moving 120 feet to the end of the dragon's path without provoking opportunity attacks. At the end of this movement, attacks against you have advantage until the end of your next turn.

Low Tide. The dragon guards you at the end of its movement. You gain three-quarters cover from creatures you choose until the end of your next turn or until you move from your space, whichever comes first.

Flash Flood

8th-level active water

You create a sudden flood that waterlogs the area. The flood fills a 50-foot cube in a space you can see within 200 feet of you. Each creature you choose in the area must make a Strength saving throw.

On a failed save, the target takes 1d8 bludgeoning damage plus 1d8 bludgeoning damage per power level. Also on a failed save, you can move the target up to 20 feet. On a successful save, the target takes half as much damage and you can move the target up to 10 feet. Your tide determines additional effects.

High Tide. You increase the damage from d8s to d10s, but attacks against you have advantage until the end of your next turn.

Low Tide. The area retains water up to knee height and becomes difficult terrain to creatures without a swim speed until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action).

Water Gaol

8th-level active water

You call forth a prison of water to immobilize and potentially drown your foe. One creature you can see within 60 feet of you must make a Dexterity saving throw. On a failed save, the creature is imprisoned in your water gaol. While imprisoned, the target is restrained and must hold its breath or begin suffocating, unless it can breathe underwater. As an action on its turn, the target can attempt a Strength saving throw against your power save DC, escaping the gaol on a success. The gaol pops like a bubble if the target breaks free; otherwise, the gaol lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action).

Your tide determines additional effects.

High Tide. At the start of each of the imprisoned creature's turns, it takes bludgeoning damage equal to your power level from the high pressure. At the end of each of the imprisoned creature's turns, you can push the water gaol up to 30 feet directly away from you, moving the imprisoned creature with it. However, the effort of maintaining the water gaol saps your strength; while the effect lasts, you have disadvantage on attack rolls, ability checks, and saving throws that rely on Strength.

Low Tide. At the end of each of the imprisoned creature's turns, you can pull the water gaol directly toward you, moving the imprisoned creature with it. While the water gaol lasts, you have three-quarters cover against the imprisoned creature.

Calamitous Deluge

9th-level active water

You pour down an unending deluge of water in the area, feeding off its own power to damage and reposition foes. The deluge fills a 20-foot-radius sphere centered on a point you can see within 120 feet of you. The deluge lasts until you refresh, are incapacitated, or until you end the effect on your turn (which doesn't require an action). While the effect lasts, whenever a creature enters the area for the first time on a turn or starts its turn there, you can deal that creature bludgeoning damage equal to 1d6 per half your power level (rounded up) and move the creature up to 15 feet. Your tide determines additional effects.

High Tide. You increase the damage from d6s to d8s. Instead of pushing the creature away from you, when the deluge moves a creature, you push them directly away from the center of the deluge. However, attacks against you have advantage while the effect lasts.

Low Tide. Instead of pulling the creature towards you, when the deluge moves a creature, you pull them directly towards the center of the deluge. You and each creature you choose are heavily obscured while in the deluge, although other creatures aren't obscured to you and the creatures you choose.

Tsunami

9th-level active water

You conjure a massive tidal wave to annihilate all before you. The wave is a 60-foot-wide, 100-foot-tall, and 120-foot-long line, starting in a space you can see within 5 feet of you (if you're at high tide) or within 120 feet of you (if you're at low tide). Each creature you choose in the area must make a Dexterity saving throw. On a failed save, the target takes 1d8 bludgeoning damage plus 1d8 bludgeoning damage per power level, and you can move the target up to 40 feet. On a success, the target takes half as much damage and you can move the target up to 20 feet. Your tide determines additional effects.

High Tide. You increase the damage from d8s to d10s, but you're knocked prone.

Low Tide. You gain three-quarters cover from creatures you choose until the start of your next turn.

REACTIVE POWERS

Retributive Wave

1st-level reactive water

You call forth a wave to knock your foe toward you or away from you, depending on your tide. When a creature you can see hits you with a melee attack, that creature must make a Strength saving throw. On a failed save, you can move the creature up to 10 feet. If you're at low tide and the creature would be pulled into your space, attacks against the creature have advantage until the end of its next turn.



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Liquefy Air

3rd-level reactive water

When a creature you can see targets you with a ranged attack, you liquefy the air between you and the creature (if you're underwater, the water becomes more viscous instead). If the attack was a weapon attack, you halve the attack's normal and long range. If the attack's reduced range results in you being beyond the attack's maximum range, the attack misses you automatically. If the attack would deal fire damage, reduce the damage by an amount equal to your power level. Your tide has no effect on this power, but using the power still changes your tide.

Interrupting Torrent

6th-level reactive water

As your foe begins to move, you quickly push or pull them depending on your tide, throwing off their positioning. When a creature you can see moves into a space within 60 feet of you, that creature must make a Strength saving throw. On a failed save, you can move the target up to 30 feet, or up to 15 feet on a successful one.

REFRESH POWERS

Bubble Swarm

1st-level refresh water

You form countless, magical water bubbles as you refresh your powers. The bubbles swarm in the direction of your tide, moving your foes with them. Each creature you choose within 20 feet of you must make a Strength saving throw. On a failed save, you can move the creature up to 10 feet. If you're at low tide when you use this power, you also gain a +2 bonus to AC until the start of your next turn. You refresh your elemental powers.

Water Barrier

4th-level refresh water

You surround yourself in water, providing you many of the protections of being underwater. You refresh your elemental powers. Until the start of your next turn, melee weapon attacks against you have disadvantage, unless the weapon is a dagger, javelin, shortsword, spear, or trident. In addition, ranged weapon attacks against you automatically miss if you're beyond the weapon's normal range, and even at normal range, the attack has disadvantage unless the weapon is a crossbow, a net, or a thrown weapon like a javelin, spear, trident, or dart. Finally, you have resistance to fire damage.

Hidden in the Mist

7th-level refresh water

You create a cloud of vaporous mist in a 30-foot radius. The cloud is centered on you, moving with you when you move. The cloud lasts until the end of your next turn. While the effect lasts, the area inside the cloud is heavily obscured, although you and creatures you choose can see through the cloud normally. You refresh your elemental powers.

ULTIMATE POWERS

Leviathan

Ultimate water

You call upon a mythical whale serpent of water through your will. The serpent coils around your foes, trapping them for a brief moment within its churning, metaphysical gullet unless they resist its call. Each creature you choose within 200 feet of you must make a Wisdom saving throw. On a failed save, the target takes 1d8 bludgeoning damage plus 1d8 bludgeoning damage per power level, and you can move the target up to 20 feet. On a success, the target takes half as much damage, and you can move the target up to 10 feet. Your tide determines additional effects.

High Tide. You increase the damage from d8s to d12s, but you have disadvantage on Wisdom saving throws until the end of your next turn.

Low Tide. As you pull the leviathan's power into yourself, it blesses you with heroic might. You have advantage on attack rolls, ability checks, and saving throws until the end of your next turn.

Charybdis

Ultimate water

You bring forth a swirling titanic maelstrom of water that draws foes in or spits them out. The maelstrom fills a 60-foot-radius sphere centered on you, moving with you when you move. The maelstrom lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). While the effect lasts, at the end of each of your turns, each creature you choose in the area must make a Strength saving throw. On a failed save, the target takes 1d4 bludgeoning damage per power level and you can move the target up to 20 feet. On a success, the target takes half as much damage, and you can move the target up to 10 feet. Your tide determines additional effects.

High Tide. You increase the damage from d4s to d6s, but attacks against you have advantage while the effect lasts.

Low Tide. Attacks against you have disadvantage while the effect lasts.

Wood

The element of wood embodies natural growth, as seen all across the plant kingdom. Thus, it focuses on powers that grow, building up by sowing plants across the battlefield in order to harvest the plants later for a greater effect. Wood users learn to follow the natural cycle of growth and balance their sowing and harvesting for maximum effect.

Special Rules

Wood elemental powers have the following special rules.

Sow and Harvest

You'll see one or both of the following terms in almost every wood elemental power. Typically, a wood power gives you the choice to sow or harvest.

Sow. Many wood elemental powers give you the option to sow (generally offered as an alternative to harvesting). When you sow, you cause temporary foliage or other plants to sprout either in a location listed in the power, or in the power's area by default. You sow plants on the ground. An area you sow with plants is always difficult terrain and might have additional effects depending on the power. The plants last until you harvest them, until they are destroyed, or until you refresh, whichever comes first. Fire or ice damage dealt in an area destroys all plants you sowed in that area. You can sow plants in an area that already has plants, either naturally or because of one of your wood powers, but doing so has no additional effect. If one or both of the sowed plants had an additional effect depending on the power, you choose which of the effects to keep in the area.

Harvest. Many wood elemental powers give you the option to harvest (generally offered as an alternative to sowing). You can harvest only in an area where you've already sown plants or in an area filled with natural vegetation thick enough to create difficult terrain. If no such area exists, you must choose to sow with your power instead. You can't harvest plants sown by another creature's spells, power, or abilities. If you harvest plants sown by your wood powers, the plants vanish. If you harvest natural vegetation, the vegetation remains, but you can't harvest from it again for 24 hours, as the plant's elemental wood energy needs time to replenish. Normally, when you use a power to harvest, that power grants you a special benefit, but some powers indicate that the plants you sow produce an additional benefit when harvested. In this case, you gain both benefits when harvesting that plant.

Magical Damage

The sharp thorns and sturdy branches created by wood powers are imbued with elemental magic. Bludgeoning, piercing, and slashing damage dealt by wood powers counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Element Benefits

If your associated element is wood, you gain the following benefits from features that vary depending on your element.

Elemental Locomotion

Plants part as you pass, allowing you to move through them with ease. You ignore difficult terrain as a result of plants and fungi, even those created by magic.

Enhanced Locomotion. When you create plants using your powers, you can transform yourself into wood elemental energy to travel between them. As an action, you can briefly transition into wood energy and teleport to an unoccupied space where you have sown plants with one of your wood powers. To do so, you must be able to see the space, and the space must be within 60 feet of you.



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Elemental Manipulation

As an action, you can use your magic to control non-creature plants within 5 feet of you in minor ways, allowing you to help them grow healthily, cause buds or flowers to open, make plants wilt, and so on. At the GM's discretion, you can make other minor adjustments to plants.

Elemental Resistance

Plants pull their punches against you. You gain resistance to bludgeoning, piercing, and slashing damage dealt by plants.

Enhanced Resistance. Plants creatures with an Intelligence of 3 or lower refuse to attack you, unless you attack them first or they're magically compelled to do so by another creature.

Elemental Sculptor

As an action, you can cause plants to grow from the ground in a 10-foot-square space you can see within 20 feet of you. If you choose, the plants are difficult terrain to all creatures except you. Once created, the plants are nonmagical and usually wither after 24 hours unless the ground where they appeared would otherwise allow them to grow naturally. Alternatively, you can move a 10-foot-square area of plants you have sown with one of your wood powers within 20 feet of you up to 20 feet to another space you can see.



Elemental Senses

Nonmagical, non-creature plants (but not wooden walls, doors, and the like) don't impair your vision.

Elemental Shield

While your elemental shield is active, when a creature you can see hits you with an attack, you can harvest the plants in your space, provided there are plants available to do so. If you do, increase the bonus to AC granted by your Elemental Shield against that attack to +2 (or to +3 if you are holding the shield in a free hand).

ACTIVE POWERS

Piercing Branch

1st-level active wood

You extend a branch from your body or a nearby plant like a stake to impale your foe. Choose to either sow or harvest.

Sow. Make a melee power attack against a creature within your reach. On a hit, the target takes 1d10 piercing damage plus 1d10 piercing damage per power level. You sow the target's space or in a 5-foot space you can see within 5 feet of the target.

Harvest. Harvest a 5-foot-square space you can see within 30 feet of you. Make a melee power attack against a creature in that space or within 5 feet of that space. On a hit, the target takes 1d10 piercing damage plus 1d10 piercing damage per power level.

Spike Seeds

1st-level active wood

You release a line of spiky seeds in a 5-foot-wide, 30-foot-long line. Choose to either sow or harvest. Each creature in the area must make a Dexterity saving throw, taking 1d6 piercing damage plus 1d6 piercing damage per power level on a failed save, or half as much damage on a successful one.

At power level 3 and every 2 power levels thereafter, you can increase the length of the line by up to 10 feet, to a maximum of a 70-foot-long line at power level 9.

Sow. The spike seeds grow into plants. You sow all spaces in the area.

Harvest. You harvest plants in the area, causing them to explode with numerous spike speeds. Each creature in a space you harvest takes additional piercing damage equal to 2 plus twice your power level.

Entangling Vines

2nd-level active wood

You sow a wide area of vines or harvest the area to ensnare your foes. Choose to either sow or harvest.

Sow. You sow a 30-foot-radius area centered on a point you can see within 120 feet of you.

Harvest. You harvest a 30-foot-radius area centered on a point you can see within 120 feet of you. Each creature you choose in a space you harvest must make a Strength saving throw. On a failed save, the target's speed is reduced by 20 feet (and the

target is restrained if it failed the save by 5 or more) until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). An affected creature can use its action to make a Strength check against your power save DC, ending the effect on itself early on a success.

Stiffening Pine Shot

2nd-level active wood

You fire a barrage of pine needles at a foe, either sowing the area around them or harvesting nearby plants to stiffen the foe's body. Choose to either sow or harvest. Make a ranged power attack against a creature you can see within 60 feet of you. On a hit, the target takes 1d8 piercing damage plus 1d8 piercing damage per power level.

Sow. You sow a 10-foot-radius area centered on the target.

Harvest. You harvest the target's space or a 5-foot-square space you can see within 5 feet of the target. Also on a hit, the target has disadvantage on attack rolls that rely on Dexterity, Dexterity ability checks, and saving throws that rely on Dexterity until the end of your next turn.

Ambush

3rd-level active wood

You bring forth a sudden, unexpected area of underbrush to provide you cover and potentially knock your foes off-balance. Choose to either sow or harvest. Each creature in a 15-foot-square area you can see within 120 feet of you must make a Dexterity saving throw, taking 1d8 piercing damage plus 1d8 piercing damage per power level on a failed save, or half as much damage on a successful one.

Sow. You sow the area. While the area remains sown, you and creatures you choose have half-cover while within the area. If you later harvest in the area, a creature in that area is thrown off-balance until the end of its next turn. While the target is off-balance, attacks against it have advantage.

Harvest. You harvest the area. Each creature in a space you harvest is thrown off-balance until the end of its next turn. While the target is off-balance, attacks against it have advantage.

Enfolding Roots

3rd-level active wood

You surround yourself with a field of roots, damaging your foes and either sowing the area or harvesting it to provide you cover. Choose to either sow or harvest. Each creature you choose within 20 feet of you must make a Dexterity saving throw, taking 1d8 piercing damage plus 1d8 piercing damage per power level on a failed save, or half as much damage on a successful one.

Sow. You sow the area.

Harvest. You harvest the area, transforming the harvested roots into a barrier that protects you and your allies. Until the end of your next turn, you and creatures you choose have half-cover while within the area.

Final Harvest

4th-level active wood

You harvest plants you have sown in a wide area around you. You must harvest. When you do, harvest any sown area you choose within 200 feet of you. This power can't harvest other plants. Each creature you choose in an area you harvest must make a Dexterity saving throw, taking 1d10 piercing damage plus 1d10 piercing damage per power level on a failed save, or half as much damage on a successful one.

Gather Pollen

4th-level active wood

You gather pollen around a foe, either sowing flowers with concealing pollen or harvesting nearby plants to sicken the foe with allergens. Choose to either sow or harvest. One creature you can see within 60 feet of you must make a Constitution saving throw, taking 1d8 piercing damage plus 1d8 piercing damage per power level on a failed save, or half as much damage on a successful one.

Sow. You sow a 10-foot-radius area centered on the target, creating flowers that release a cloud of pollen for as long as the flowers remain. A creature entirely in an area filled with pollen is heavily obscured, and other creatures are heavily obscured to it, although you can see through the pollen normally (whether you are in the area or outside of it).

Harvest. You harvest the target's space or a 5-foot-square area you can see within 5 feet of the target, transforming the plant matter into additional allergenic pollen. If the target fails its Constitution saving throw against the power, it is also poisoned for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect early on a success.



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Floral Embrace

5th-level active wood

You cover yourself in blooming flowers and burrs that damage those who come into contact with you. The effect lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). While the effect lasts, whenever a creature touches you or hits you with a melee weapon attack, that creature takes piercing damage equal to your level, and you can sow in your space (or in one of the spaces you occupy, if you're Large or larger) or in a space you can see within 5 feet of you.

Spray of Rampant Leaves

5th-level active wood

You fling forth rampant leaves in a 60-foot cone, piercing your foes and either sowing new plants or harvesting them to create explosions. Choose to either sow or harvest. Each creature in the area must make a Dexterity saving throw, taking 1d8 piercing damage plus 1d8 piercing damage per power level on a failed save, or half as much damage on a successful one.

Sow. You sow the area.

Harvest. You harvest in the area, causing miniature explosions of additional leaves. Choose any number of spaces in the area to harvest. Each creature within 20 feet of an area you harvest is also subjected to this power's damage. A creature can't take damage from this power (either from the initial cone or from one or more of the explosions) more than once per turn.



Arboreal Curtain

6th-level active wood

You call forth a curtain of thorns and wood across the battlefield, piercing those who cross it. You create a 5-foot-thick curtain of thorns up to 10 feet high and up to 60 feet long in a straight line, starting in a space you can see within 120 feet of you. The curtain provides half-cover from attacks and effects originating from the other side. A creature that enters the area for the first time on a turn or that starts its turn there takes 1d4 piercing damage per power level. The curtain lasts until you refresh, are incapacitated, or until you dismiss it on your turn (which doesn't require an action). Choose to either sow or harvest.

Sow. You sow in the area, interlacing the curtain with thick thorns and plants. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement.

Harvest. You harvest in the area, making the thorns cause bleeding even as the curtain provides more cover. The curtain provides three-quarters cover instead of half-cover. In addition, the first time a creature passes through the curtain on a turn, that creature also takes 1d8 persistent piercing damage. This persistent damage increases to 1d10 at power level 7 and to 1d12 at power level 9.

Vine Infestation

6th-level active wood

You cause thorns and vines to infest a foe's body, continually piercing them and either sowing plants around them or harvesting to increase the damage and restrict their movement. Choose to either sow or harvest. One creature you can see within 60 feet of you must make a Constitution saving throw. On a failed save, the target takes 1d4 persistent piercing damage per power level. On a success, the target takes half damage.

Sow. When you use the power, and each time the target takes the persistent piercing damage, you can sow the target's space as the vines grow out of them and into the ground around them.

Harvest. You harvest the target's space or in a 5-foot-square area you can see within 5 feet of the target, increasing the infestation's effects. The target takes additional persistent damage equal to half your power level (rounded up). While the persistent damage lasts, the target's speed is reduced by either 10 feet (if its initial saving throw failed) or 5 feet (if its saving throw succeeded).

Debilitating Spore Cloud

7th-level active wood

You release an enormous cloud of spores that form prickly, debilitating growths that damage foes and sap away their strength. The cloud fills a 30-foot-radius sphere centered on a point you can see within 120 feet of you. Choose to either sow or harvest. Each creature in the area must make a Constitution saving throw, taking 1d8 piercing damage plus 1d8 piercing damage per power level on a failed save, or half as much damage on a successful one.

Sow. You sow on the ground within the area. In addition to the normal effects of sowing, you create prickly growths in the area

you sow. When a creature moves into or within the area, it takes 1 piercing damage for every 5 feet it travels. If you later harvest an area filled with the growth, a creature in that space must make a Constitution saving throw. On a failed save, the target is poisoned until the end of its next turn. While poisoned in this way, the target deals only half damage with weapon attacks that use Strength.

Harvest. You harvest nearby plants and imbue them with the spores' sapping powers. Each creature in a space you harvest and that failed its initial saving throw against this power is also poisoned for 1 minute. While poisoned in this way, the target deals only half damage with weapon attacks that use Strength. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

Imprison in Thorns

7th-level active wood

You imprison your foe in living thorns. Choose to either sow or harvest. One creature you can see within 60 feet of you must make a Dexterity saving throw. On a failed save, the target takes 1d6 piercing damage plus 1d6 piercing damage per power level and is restrained until you refresh, are incapacitated, or until you end the effect on your turn (which doesn't require an action). On a successful save, the target takes half as much damage and isn't restrained. A creature can use an action to make a Strength check against your power save DC, freeing the restrained creature on a success. Whether the Strength check succeeds or fails, the creature making the check takes piercing damage equal to half your power level (rounded up).

Sow. You sow the ground in a 10-foot radius centered on the target.

Harvest. You either harvest the foe's space or a 5-foot-square area you can see within 5 feet of the target. A creature that attempts the Strength check to free the restrained creature takes piercing damage equal to your power level (instead of half your power level).

1,000 Arboreal Warriors

8th-level active wood

You cause a troop of countless wooden tree warriors to rise from the ground and impale your foes, before either planting themselves or scattering to attack more foes. The warriors fill a 20-foot-radius area centered on a point you can see within 120 feet of you. Choose to either sow or harvest. Each creature you choose in the area must make a Dexterity saving throw, taking 1d8 piercing damage plus 1d8 piercing damage per power level on a failed save, or half as much damage on a successful one.

Sow. The warriors take root and become trees. You sow the area. Creatures in the area have half-cover against attacks, spells, and other effects originating from outside the area.

Harvest. You harvest the energy of nearby plants to allow your warriors to rush off toward distant foes. You increase the damage from d8s to d10s. For each 5-foot-square area you harvest, one warrior rushes toward a different creature outside the area, up to 200 feet away. That creature must make a Dexterity saving throw against this power's damage. A creature can't take damage from this power more than once per turn.

Roots of the Ancient Oak

8th-level active wood

You surround yourself with an enormous field of roots, damaging foes and either sowing the area or harvesting the area to trip your enemies. Choose to either sow or harvest. Each creature you choose within 60 feet of you must make a Dexterity saving throw, taking 1d8 piercing damage plus 1d8 piercing damage per power level on a failed save, or half as much damage on a successful one.

Sow. You sow the area.

Harvest. You harvest the area. Each creature you choose in a space you harvest and that failed its Dexterity saving throw is also knocked prone.

Nature Overwhelming

9th-level active wood

You infuse your foe with wood elemental energy, overwhelming them and either sowing dense verdure or harvesting to stack masses of plant matter onto them. Choose to either sow or harvest. One creature you can see within 90 feet of you must make a Constitution saving throw, taking 1d8 piercing damage plus 1d8 piercing damage per power level on a failed save, or half as much damage on a successful one.

Sow. You sow a 20-foot-radius area centered on the target, creating dense and brightly colored plants that greatly obstruct movement. When a creature moves into or within the area, it must spend 3 feet of movement for every 1 foot it moves. If you later harvest an area filled with the plants, a creature in that space must make a Dexterity saving throw. On a failed save, attacks against the target have advantage until the end of its next turn.

Harvest. You harvest a 20-foot-radius area centered on the target. Each creature in a space you harvest must make a Constitution saving throw or be stunned until the end of its next turn.

Needle Storm

9th-level active wood

You conjure a storm of needles that skewer your foes and either sow cacti or harvest the area to empower the storm. The storm fills a 20-foot-radius area centered on a point you can see within 120 feet of you. The storm lasts until you refresh, are incapacitated, or until you end the effect on your turn (which doesn't require an action). While the effect lasts, whenever a creature enters the area for the first time on a turn or starts its turn there, that creature takes 1d4 piercing damage per power level. Choose to either sow or harvest.

Sow. You sow cacti in the area. When you harvest a space filled with cacti, each creature in that space or within 5 feet of the space takes piercing damage equal to 1 plus your power level. A creature can't take damage more than once per turn, regardless of the number of cacti you harvest.

Harvest. You harvest the area. The needle storm deals additional piercing damage equal to your power level.

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REACTIVE POWERS

Retributive Sow

1st-level reactive wood

When a foe hits you with an attack, either in melee or at range, you send out floating seeds to surround them with plants. When a creature you can see hits you with an attack, you sow that creature's space and each space within 5 feet of the creature.

Harvest Shield

3rd-level reactive wood

You harvest a plant to create a wooden shield that protects you from harm. When a creature you can see targets you with an attack, you can harvest in your space or in a space within 5 feet of you. You gain a +2 bonus to AC, including against the triggering attack, until the start of your next turn. In addition, you gain resistance to bludgeoning and piercing damage against the triggering attack, as the shield protects your body from harm.

Grasping Vines

6th-level reactive wood

You harvest from the plants surrounding your foe, transforming them into grasping vines. When a creature you can see enters a space you can harvest within 60 feet of you, you can force that creature to make a Dexterity saving throw. On a failed save, the target's speed becomes 0 until the end of its next turn. On a success, the target's speed is reduced by 10 feet until the end of its next turn. As an action, the target can make a Strength or Dexterity check against your power save DC, ending the effect early on a success.



REFRESH POWERS

Reaping Refresh

1st-level refresh wood

You reap what you sowed, drawing upon wood energy to refresh your powers. Each creature you choose in an area you have sowed must make a Dexterity saving throw, taking piercing damage equal to 1 plus your power level on a failed save, or half as much damage on a successful one. You refresh your elemental powers.

Enduring Verdure

4th-level refresh wood

You carefully rearrange the wood energy around you in a way that won't disrupt any of the plants you've sown. You refresh your elemental powers. All areas you have sown remain sown, although they still disappear if you refresh in a different way later.

Refreshing Field

7th-level refresh wood

You call upon surrounding wood energy and plant a field around you. You refresh your elemental powers, then sow the area in a 30-foot radius centered on yourself.

ULTIMATE POWERS

Padma

Ultimate wood

You call forth a swarm of mythical lotus blossoms, the infinite facets of which reflect a quadrillion different possibilities of pure wood energy. Each creature you choose within 500 feet of you must make a Wisdom saving throw, taking 1d8 piercing damage plus 1d8 piercing damage per power level on a failed save, or half as much damage on a successful one. You sow floating lotuses within the area, including in the air. The lotuses don't impede the movement of any creatures you designate when you use this power. The lotuses disappear at the end of your next turn.

Yggdrasil

Ultimate wood

You grow a sapling of a legendary world tree. The sapling remains for 1 minute or until you dismiss it on your turn (which doesn't require an action). The sapling's trunk is a 120-foot-tall, 20-foot-radius cylinder centered on a point you can see within 500 feet of you. The branches at the top of the trunk grow outward to a radius between 30 and 60 feet (your choice). The power fails if you use it in a space that can't accommodate the sapling. The sapling's trunk occupies its space, blocking sight and preventing movement through it. The sapling's branches blossom with various flowers and fruits. The fruits are enough to sustain up to 16 Medium creatures for 24 hours. In addition, the flowers drop petals on spaces beneath the branches. So marvelous are these petals that you can harvest from all spaces on the ground where the petals fall any number of times, without needing to sow the area beforehand. Finally, you and creatures you choose gain advantage to AC and saving throws while within the area where the petals fall.

Universal

Universal powers are powers that exist for all elements, rather than an actual element of their own. Thus, any eldamon or elemental avatar can choose from among the universal powers, adapting their techniques and effects to the eldamon or elemental avatar's own element. While universal powers often aren't as effective in realizing an element's synergies as powers from the element, they are sometimes the perfect tool to round out a power set for a particular circumstance or strategy. Unless stated otherwise, universal powers always deal damage of the associated damage type of their user's element and are treated as powers of that element. For instance, since tairopoof is an air eldamon, their universal powers would be air powers, and they would deal slashing damage.

For instance, since tairopoof is an air eldamon, their universal powers would be air powers, and they would gain the air trait and deal slashing damage. Because life powers deal positive damage, there are few creatures they can harm, and thus most universal damaging powers (other than those like Elemental Rocket that define their own damage type) don't tend to be good choices for them unless they are specifically planning on hunting undead.

Active Powers

Elemental Shot

1st-level active universal

You shoot an arrow, bullet, or ray of elemental matter or energy at a foe from a distance. Make a ranged power attack against a creature you can see within 60 feet of you. On a hit, the target takes 1d8 damage plus 1d8 damage per power level.

Elemental Cover

2nd-level active universal

You quickly form a quasi-corporeal barrier out of your element's energies. You create a barrier up to 5 feet high and up to 20 feet long in a straight line, starting in a space you can see within 5 feet of you. The barrier is 1/4 inch thick. If the barrier cuts through a creature's space when it appears, the creature is pushed to one side of the barrier (your choice which side). The barrier lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action).

As the barrier is quasi-corporeal, creatures move through the barrier by spending 10 feet of movement. The barrier provides three-quarters cover to Medium or smaller creatures and half-cover to Large creatures. If your element is intangible, like mind, life, or time, you can describe how your element's energies provide cover; for instance, perhaps time elemental energy throws off the timing of attacks that pass through the barrier.

Elemental Lariat

3rd-level active universal

You draw upon the elemental energies in your foe that match your own element in order to hold them in place. One creature you can see within 120 feet of you must make a Strength saving throw. A target strongly associated with your element (a fire elemental, for example, if your associated element is fire) makes the save with disadvantage. Likewise, a target entirely lacking the corresponding element (such as a pure embodiment of a different element) automatically succeeds on the save. On a failed saving throw, the target is restrained until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). A restrained creature can use its action to make a Strength or Dexterity check (its choice) against your power save DC. On a success, the target frees itself.

Elemental Protection

4th-level active universal

You infuse yourself and nearby allies with the protection of your element. Choose any number of creatures you can see within 30 feet of you. Whenever you or a chosen target takes damage of the type associated with your element, that target reduces the damage by an amount equal to your power level. This reduction is cumulative with damage resistance or any reduction granted by the Enhanced Resistance benefit. The effect lasts until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action).



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Elemental Weaknesses

Two of the universal reactive and refresh powers depend on the elements that are weak to your element. The following are the list of elements that are weak to each element, including the 13 elements from this book and the seven other elements. So for instance, if tairopoof used counter element, they could counter effects from the body, earth, or wood element (or related magic spells) with Counter Element.

Air: Body, Earth, Wood
Body: Darkness, Ice
Darkness: Life, Light, Mind, Spirit, Time
Death: Force, Light, Poison
Earth: Electricity, Fire, Ice, Space
Electricity: Air, Metal, Water
Fire: Ice, Metal, Wood
Force: Spirit
Ice: Air, Music, Wood
Life: None
Light: Darkness, Death, Force, Space
Metal: Air, Ice, Music, Space
Mind: Body, Electricity, Light, Space
Music: Darkness, Earth, Light, Mind, Metal
Poison: Body, Music, Wood
Space: Air, Electricity, Music, Spirit, Time
Spirit: Death, Mind
Time: Body, Mind, Music, Space
Water: Fire, Earth
Wood: Earth, Time, Water

Elemental Rocket

5th-level active universal

Using your elemental energies, you rocket yourself up to your speed in a straight line directly toward a creature you can see within 30 feet of you, slamming into the creature and ending your movement in a space within 5 feet of it. Make a melee power attack against the target. On a hit, the target takes 1d8 bludgeoning damage plus 1d8 bludgeoning damage per power level.



Elemental Control

6th-level active universal

Using your mastery over your element, you seize control of a creature with one of your element's corresponding traits, moving its body under your own power. One creature you can see within 60 feet of you must make a Wisdom saving throw. If you or your allies are fighting the target, it has advantage on the saving throw. A target strongly associated with your element (a fire elemental, for example, if your associated element is fire) makes the save with disadvantage. Likewise, a target entirely lacking the corresponding element (such as a pure embodiment of a different element) automatically succeeds on the save.

On a failed save against the power, the target is charmed by the weave of your elemental control until you refresh, are incapacitated, or until you dismiss the effect on your turn (which doesn't require an action). However, each time the target takes damage, it can repeat the Wisdom saving throw, ending the effect early on a success.. While charmed in this way, the target can't move or take actions or reactions, unless you allow them to do so. On each of your turns, you can use your action to issue the target a telepathic command. Until the end of your next turn, the creature takes only the actions you choose. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Many eldamon and elemental avatars consider this power taboo, as it steals another creature's agency.

Pinpoint Singularity

7th-level active universal

You condense an enormous amount of elemental energy into an infinitesimal singularity at the tip of your finger or appendage, then release it into your foe with explosive power. Make a melee power attack against a creature within your reach. On a hit, the target takes 1d12 damage plus 1d12 damage per power level.

Elemental Frenzy

8th-level active universal

You lash out with elemental energy at everything within reach. Make a melee power attack against each creature you choose within your reach. On a hit, the target takes 1d10 damage plus 1d10 damage per power level.

Omega Wave

9th-level active universal

You gather elemental energy that destroys everything around you once you release it. Each creature you choose within 60 feet of you must make a Dexterity saving throw. If your associated element is death, life, or poison, the target must make a Constitution save instead. If your associated elemental is mind, the target must make a Wisdom save. On a failed save, the target takes 1d8 damage plus 1d8 damage per power level. On a success, the target takes half as much damage.

Instead of releasing the energy immediately when you use this power, you can wait to release it until the end of your next turn. If you do, you can spend your action on your next turn to increase the

power's effects. This causes the power to affect a 180-foot radius, and the damage increases to d12s. Whether or not you spend an action to increase the effect, releasing the energy at the end of your next turn doesn't require an action. You can move and take other actions normally while waiting to release the energy, but unreleased energy dissipates harmlessly if you refresh, are incapacitated, or if you dismiss the effect on your turn (doing so doesn't require an action).

REACTIVE POWERS

Counter Element

5th-level reactive universal

You call upon your elemental powers, using your elemental advantage to counter your foe's ability using your element or an element weak to your own. When a creature you can see within 60 feet of you casts a spell or uses an elemental power that deals damage of the type either associated with your element or with an element weak to your element (page 55), you interrupt that creature. If spell or power is of 3rd level or lower, it fails and has no effect. If it is of 4th level or higher, make an ability check using your power ability. The DC equals 10 + the level of the spell or power. On a success, the spell or power fails and has no effect.

Elemental Supremacy

8th-level reactive universal

When your foes dare to trespass upon your element, you show them who truly embodies that element's eternal power and majesty. When a creature you can see within 100 feet of you casts a spell or uses an elemental power that deals damage of the type associated with your element, make an ability check using your power ability against a DC equal to 10 + the level of the spell or power. On a success, you determine the targets, destination, and other effects of the spell or power, as though you were the spell's caster or the power's user. The effect's point of origin doesn't change; it still originates from the triggering creature. For example, if you took control of a line or cone spell, it would originate from the spell's caster, but you could aim the line or cone at a different angle, directingly it harmlessly in the opposite direction or perhaps even hitting the caster's allies instead of your own.

REFRESH POWERS

Absorb Element

2nd-level refresh universal

You absorb an ongoing magical effect to refresh your powers. Choose one creature, object, or magical effect within 60 feet of you. Any spell or power of 2nd level or lower on the target ends, provided the effect is either associated with your element or with an element that's weak to your element (page 55). If the spell or power is 3rd level or higher, make an ability check using your power ability. The DC equals 10 + the level of the spell or power. On a success, the spell or power ends. Regardless of whether the spell or power ends, you still siphon some of its energy, and you refresh your elemental powers.

Is Universal an Element?

In a world where scholars can barely agree on anything, there's one eldamon fact that isn't a controversy: universal isn't an element. It took scholars many years to discover the existence of universal powers in the first place. At first, when they studied eldamon who were using what are now considered to be universal powers, they believed that these were simply a series of relatively similar elemental powers from each element, like the embrace powers or the curtain powers. However, over time, researchers were able to determine that, unlike curtain and embrace powers, these universal powers had no variations other than the base element and damage type. Thus, they came to classify the powers as universal, even though when an eldamon uses them, they gain that eldamon's element.

Infused Ground

6th-level refresh universal

You infuse the ground around you with elemental energy, transforming it into hazardous terrain. You refresh your elemental powers. Until the start of your next turn, the ground within 20 feet of you becomes infused with your element. While the effect lasts, whenever a creature moves into or within the area, that creature takes damage equal to half your power level (rounded up) for every 5 feet it travels.



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Eldamon Mechanics

As living metaphysical embodiments of the elements, eldamon exist out of phase with mortal existence, meaning that they ordinarily interact mainly among themselves, exploring, relaxing, engaging in mock battles, and otherwise participating in whatever activities they prefer.

Hey You, Eldamon!

Although different than "traditional" creatures, eldamon still have the same statistics as other creatures. While eldamon typically use them only among themselves, eldamon trainers can share their phase with eldamon, making an eldamon's statistics crucial for the trainer's adventuring career. This means that there is no need to generate these statistics for every eldamon a character or group befriends if the character isn't an eldamon trainer and has no intention in engaging in mock battles with other eldamon.

Ordinarily, out of phase eldamon follow their friends around, acting at their own whims. Whether or not an eldamon's friend is an eldamon trainer, they can expect their eldamon confidant to accompany them and engage in conversation, but not necessarily to assist in matters of adventuring import. Ordinarily, eldamon do what they want, when they want. One of the first things that mortals find odd about eldamon is the way eldamon see the world, time, history, and memories. Due to their broader lens of viewing the universe, eldamon are typically incapable of remembering or imparting any useful information when called for in an adventure, and they are more or less useless for scouting ahead, even though their phased-out status means they could otherwise do so safely. That doesn't mean eldamon can't remember anything—for instance chillots love collecting and inventing ghost stories—but it does mean that when you need a pertinent fact right away, an eldamon is not a good way to find that information. In some circumstances, it might be possible to tease out factual information from an eldamon's perspective, as determined by the GM, but this normally takes a long time and is best represented by the use of a downtime activity to gather information from the eldamon in question. An eldamon phased fully into reality by an eldamon trainer works fully in tandem with their eldamon trainer, and as a result is typically controlled by the eldamon trainer's player, but these limitations typically apply even then.



Eldamon and Items

Eldamon can't wield weapons, wear armor, use shields, or hold or use most items themselves. They generally don't have hands capable of intricate manipulation, though eldamon that become trained with a tool (such as thieves' tools) can use those tools as normal. They can't use or attune to magic items. However, while they're phased in, they can benefit from potions or similar consumable magic items if another creature uses an action to administer the item to them. Additionally, items that provide a bonus to spell attack rolls (such as wand of the war mage) also apply to powers, and an eldamon gains the bonus if their eldamon trainer friend is wielding such an item.

Ability Modifiers

Eldamon have Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma modifiers, but those modifiers vary from eldamon to eldamon. Each individual eldamon's entry indicates that eldamon's ability modifiers. Eldamon receive ability score increases whenever their eldamon trainer friend does, which last for as long as they continue traveling with their eldamon trainer friend. If an eldamon trainer befriends a new eldamon, the eldamon immediately gains any ability score increases as necessary. The eldamon always uses their first ability score increases to raise their Wisdom to 18 and their second-highest ability score to 16. They then spend all ability score increases to raise their highest ability score under 20 by 2.



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Languages

Eldamon know different languages, some of which are commonly spoken by elemental creatures (Aquan, Auran, Ignan, or Terran) and others which are spoken almost exclusively by eldamon (Aetheran, Astral, Chronan, Cryan, Jyoti, Khaotan, Luxan, Median, Muan, Necril, Shadowtongue, Soman, Spiritual, Talican, Venenan, or Voltan). All eldamon might also know Common, or other languages (either at the GM's discretion or determined randomly using the generation tables on pages 30-35). Regardless of what languages an eldamon can understand and speak, they share an instinctive understanding with their mortal friends, allowing the mortal friend's player to control phased-in eldamon in most situations. Unless the GM has ruled otherwise, very young eldamon who don't speak any languages typically learn their listed eldamon language, and possibly another language their mortal friend speaks, after traveling with their mortal friend for a few adventures.

Level

Eldamon of various levels exist in the world, but they typically don't form effective bonds of friendship with creatures of lower level. Even if a high-level eldamon became friends with a lower-level eldamon trainer, it's impossible to transfer phase to an eldamon of higher level than the eldamon trainer's eldamon trainer class level. Eldamon trainers continually train their eldamon and push them to be their best selves, which causes their eldamon to always level up alongside the eldamon trainer to a level equal to their eldamon trainer class level. Others with eldamon friends don't necessarily need to train their eldamon so aggressively, and so whether their eldamon level up with them could be determined on a case by case basis. If they participate in eldamon battles with increasingly difficult opponents, then it makes sense to scale them accordingly. However, if they rarely do so, consider avoiding eldamon level-ups (or avoiding statistics entirely) to reduce bookkeeping. Some eldamon have a minimum level other than 1st level. If so, this is listed in their eldamon entry.

Proficiencies

Like characters and other creatures, eldamon have a proficiency bonus that increases with their level. All eldamon have proficiencies in several saving throws and skills, which are listed in their eldamon entry.

Armor Class

Eldamon have innate defenses from their elements that protect them from harm, akin to armor for mortals. Eldamon don't benefit from wearing armor or using shields.



Hit Points

Eldamon have hit points for their type, listed in each eldamon entry and generally consistent across eldamon of the same element. Eldamon aren't the same as mortal creatures, and they don't die, even when it seems like they would be killed. An eldamon that takes any amount of damage recovers all of their hit points immediately after phasing out, unless they were reduced to 0 hit points. If the damage reduced them to 0 hit points, they recover all their hit points after 1 minute. If killed by a non-damage effect (such as the *power word kill* spell), an eldamon still doesn't die, but it does take longer for them to collect their energy. In that case, they remain unresponsive and out of phase for 1 hour (or after their trainer finishes a short or long rest, if they have an eldamon trainer).

Traits

Eldamon entries have three special traits included in each of them: an elemental ability, a form ability, and an evolution ability. Every eldamon always starts with their elemental and form traits at 1st level, but they only gain the evolution trait in their evolved form, no matter how high of a level they reach. Furthermore, slumbering eldamon transfer their elemental ability (but not their form or evolution trait) to elemental avatars who house them.

Powers

Eldamon know several elemental powers, magical abilities that allow them to command the elements (see page 54 for more details on elemental powers). Eldamon use powers to battle each other (or, with the help of an eldamon trainer, other creatures and foes). Once an eldamon uses a power, they normally can't use that power agains until they use a refresh power (though that limit doesn't apply to refresh powers themselves). An eldamon's power ability is their Wisdom, so they use their Wisdom whenever a power refers to the eldamon's power ability. In addition, eldamon use their Wisdom modifier when setting the saving throw DC for an elemental power they use and when making an attack roll with one.

A 1st-level eldamon knows one 1st-level reactive power, one 1st-level refresh power, and two 1st-level active powers. They normally know the suggested starting powers listed in their eldamon entry, though some eldamon might have other powers. All elemental powers an eldamon learns must be powers from their element, or universal powers.

At 3rd, 5th, 7th, 9th, 11th, 13th, 15th, and 17th level, an eldamon can replace one of their elemental powers with a new elemental power, which must be of their power level or lower. If they do, they replace one of their current powers of the same kind (active, reactive, or refresh).

At 5th level and again at 15th level, an eldamon learns one additional active power and doesn't need to replace one of their current powers, for a total of three active powers at 5th level and four active powers at 15th level. At 19th level, an eldamon instead learns an ultimate power and doesn't need to replace any powers.

Typically, eldamon use the power progression listed in their entry, but eldamon trainers can train their eldamon to learn different configurations of powers.

Reading an Eldamon Entry

Eldamon have entries in the following format, which includes the information needed for the pet form, battle form, and evolved form in a single entry.

PET FORM NAME, BATTLE FORM NAME, AND EVOLVED FORM NAME

Rarity and element of the eldamon

Minimum Level This is the minimum level for the eldamon. If this entry isn't included, the minimum level is 1. Eldamon trainers can't phase in an eldamon of higher level than the trainer's level.

Size Most eldamon are Tiny in their pet form, Medium in their battle form, and Large in their evolved form, barring eldamon trainer feats to change their size. This entry is included if an eldamon has one or more forms with a different size.

Armor Class The eldamon's Armor Class.

Hit Points Eldamon gain hit points per level in the same way that characters do.

Speed Phased-in eldamon used as mounts can only use their walking speed unless their trainer has melded into them using the Melded Phase class feature. Flying eldamon usually have to land at the end of their movement when phased in (see the sidebar on page 132 for more information).

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Ability Scores These are the eldamon's starting ability scores.

Saving Throws The eldamon is proficient in these saving throws.

Skills The eldamon is proficient in these skills.

Damage Vulnerabilities and Resistances The eldamon has vulnerabilities and resistances to specific damage types, as well as to any type of damage dealt by certain elemental powers. The vulnerability and resistance is based on their element, so it will rarely vary between eldamon of the same element. An eldamon might have a vulnerability or resistance to both a general damage type (such as slashing damage) and a conflicting elemental power (such as damage dealt by air powers, which deal slashing damage). In such cases, vulnerability or resistance to an elemental power takes precedence over the general damage type. For example, an eldamon (or other creature) with resistance to slashing damage and weakness to damage dealy by air powers would have a weakness to an air power that deals slashing damage, ignoring the resistance.

Special Senses These are the eldamon's special senses, if any. If this entry doesn't exist, the eldamon has no special senses.

Languages This is the language most eldamon of this element speak, if they speak at least one language.

Evolution Condition This is the second condition, other than training with an eldamon trainer with the eldamon evolution class feature, that is typically required for an eldamon to evolve. Sometimes eldamon evolve on their own or under other conditions. The listed condition is meant to encourage interactions and roleplay between eldamon and their mortal friends and to arise naturally through play if the player seeks to help the eldamon, not to be a significant impediment in the ability to evolve an eldamon. If the condition is too difficult to achieve in a given campaign, use an alternate condition instead.

Elemental Trait This is the eldamon's elemental trait. Not only does it gain this trait for itself, elemental avatars with this eldamon inhabiting them gain this trait as well.

Form Trait This is the eldamon's form trait. The eldamon gains this trait, which might apply only in battle and evolved forms, and elemental avatars don't gain this trait.

Evolution Trait This is the eldamon's evolution trait. The eldamon gains this trait only in its evolved form, and elemental avatars don't gain this trait.

Power Progression This is the list of powers the eldamon typically possesses at all odd levels. When finding an eldamon in the wild, usually you can take the powers directly from this progression, though some unusual eldamon possess non-standard powers. However, when training an eldamon, an eldamon trainer or other friend might help the eldamon choose different powers when leveling up; this can be a personal or group decision depending on if the player is enthusiastic about making lots of choices, as it's simpler to use the power progression.

Actions

Actions This lists the eldamon's melee attacks. PB stands for proficiency bonus.



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Flying Eldamon

Due to their tether with their eldamon trainer friend, a phased-in eldamon with a fly speed must end its turn by descending to the ground; if they don't do so, they fall. Even spirit eldamon, which are normally spectral in nature, end their turn floating along the ground. If the eldamon trainer is combined with the eldamon using Melded Phase, the tether doesn't restrict them, and they don't need to end their turn by descending to the ground.

Tairopoof, Air Bat Eldamon

Tairopoofs, commonly known as "air bat eldamon," are the most common among air eldamon, and they can often be seen dancing among the winds on a blustery day. Usually a bit anxious, shy, and self-conscious about their appearance, tairopoofs appreciate caring and supportive friends who can help them grow and work through their struggles. When a tairopoof escapes these mental shackles, they soar freely across the sky.

Tairopoof, Nyctairis, and Airoptera

Common air eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	12 (+1)	17 (+3)	8 (–1)

Saving Throws Dexterity, Intelligence
Skills Acrobatics, Stealth, Survival
Damage Vulnerabilities cold, lightning; damage from electricity, ice, and metal elemental powers
Damage Resistances damage from air, body, earth, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Auran

Evolution Condition Helping tairopoof overcome their anxiety toward their body and scaring others.

Elemental Trait: Wind Speed. Air energy speeds you up when using your air powers to move. While moving with an air power, you gain a bonus to your walking or flying speed equal to 5 feet times your proficiency bonus.

Form Trait: Air Wings. Your wings are formed entirely out of air, providing you significantly greater maneuverability in flight than most other creatures. You gain the hover trait.

Evolution Trait: Air Unleashed. The unleashed power of air allows you to move with unrestricted mobility. You don't have to end the turn by descending to the ground, even if you aren't combined with an eldamon trainer using the Melded Phase class feature.

Power Progression. 1st level: (active) *backlash gust, wind rush* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **3rd level:** (active) *backlash gust, wind rush* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **5th level:** (active) *drifting slash, wind rush, whirlwind* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **7th level:** (active) *aerial trail, drifting slash, wind rush* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **9th level:** (active) *aerial trail, drifting slash, wind rush* (reactive) *dispersing retreat* (refresh) *rushing retreat;* **11th level:** (active) *aerial trail, drifting slashing, zephyr slash* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **13th level:** (active) *drifting slash, galeforce launch, zephyr slash* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **15th level:** (active) *centripetal barrage, galeforce launch, tornado, zephyr slash* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **17th level:** (active) *centripetal barrage, galeforce launch, hurricane downdraft, tornado* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **19th level:** (active) *centripetal barrage, galeforce launch, hurricane downdraft, tornado* (reactive) *dispersing retreat* (refresh) *rushing refresh* (ultimate) *aeolus*

Actions

Bite. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage.

Claw. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + Dexterity modifier slashing damage.

Pet Form

TAIROPOOF
ELDADEX #010



COMMON NAME: AIR BAT ELDAMON
HEIGHT/LENGTH: 1'01" **WEIGHT:** 0.5 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
AIR	PET	COMMON	ELDAMON

BATTLE FORM: NYCTAIRIS
EVOLVED FORM: AIROPTERA
PREFERENCES: CUTE AND TINY THINGS

DESCRIPTION:

Tairopoofs are slightly anxious air bat eldamon. While they're friendly to most other creatures, they particularly love fluffy, cute, and small things. Many tairopoofs are secretly anxious that their red eyes and the inaccurate negative stereotypes about bats mean that other people might find them creepy instead of cute. Hence, tairopoofs will sometimes go to great lengths to befriend others. Those who show affection to a tairopoof will have a friend for life.

Battle Form

NYCTAIRIS
ELDADEX #011



COMMON NAME: AIR BAT ELDAMON
HEIGHT/LENGTH: 5'07" **WEIGHT:** 3 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
AIR	BATTLE	COMMON	ELDAMON

PET FORM: TAIROPOOF
EVOLVED FORM: AIROPTERA
PREFERENCES: CUTE AND TINY THINGS

DESCRIPTION:

While most eldamon take on a more ferocious battle form as a means of intimidation, the anxious and friendly nyctairis goes out of their way to try to appear as approachable as possible, given the clear aura of power radiating out of them from their air elemental energy. Their wings transform into pure wings of air, and they grow another set of limbs, making it much easier for them to hold or touch fluffy things as well as to guide and direct air energy during a battle.

Evolved Form

AIROPTERA
ELDADEX #012



COMMON NAME: AIR BAT ELDAMON
HEIGHT/LENGTH: 11'01" **WEIGHT:** 30 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
AIR	EVOLVED	COMMON	ELDAMON

PET FORM: TAIROPOOF
BATTLE FORM: NYCTAIRIS
PREFERENCES: CUTE AND TINY THINGS

DESCRIPTION:

Airopteras come about when a tairopoof finally overcomes their anxiety towards their body and potentially scaring others, allowing them to let go of their relatively cuter battle form, nyctairis, in exchange for an evolved form that unleashes their true power. Tairopoof have a strong inner potential hidden within them, and by releasing it, they become far more formidable. Both their wings and tail are replaced by air energy, and their fluffy, cloudlike chest fur becomes exceptionally protective. While their face becomes truly fearsome, underneath, they have the same kindhearted personality and love of cute things.

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Larvapor, Air Moth Eldamon

Larvapors are uncommon, not because they are few in number but because they are difficult to find. They're homebodies who are content to hang in their cocoons and daydream. On occasion, a strong gust of air may dislodge their home, at which point the cocoon temporarily expands into a cloud of fluff that drifts until it attaches to somewhere new. Despite their isolation—or perhaps because of it—larvopors are social and can chat for hours with visitors, though their obsession with soft and fluffy objects results in repetitive conversations.

Cold Hard Truths

Many eldamon trainers underestimate the difficulty of helping a larvapor evolve. Larvapors want to find the softest, fluffiest objects, but reality rarely matches their imagination. Some dream of clouds, which don't feel like much at all, or snow, which is just cold and wet. Some have had to learn the hard way and have been known to crash into stucco walls because they mistook them for giant pillows. A larvapor once asked its trainer to steal an old man's beard, only to be disappointed by how rough and itchy it was. Nevertheless, larvapors must first experience disappointment before they can accept a truly perfect fit.

Larvapor, Levidop, and Blowbyx

Uncommon air eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	12 (+1)	17 (+3)	10 (+0)

Saving Throws Dexterity, Intelligence
Skills Acrobatics, Stealth, Survival
Damage Vulnerabilities cold, lightning; damage from electricity, ice, and metal elemental powers
Damage Resistances damage from air, body, earth, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Auran

Evolution Condition Helping larvapor discover something incredibly soft and fluffy.

Elemental Trait: Enveloping Air. You can call upon the essence of air to increase the area of your air powers. When you use an air power that is a line, you can increase the line's length by up to 10 feet (for instance, a 20-foot line to a 30-foot line). When you use an air power that affects a cone or radius, you can increase its length or radius by up to 5 feet (for instance, a 25-foot cone to a 30-foot cone). At 11th level, you can increase a line by up to 20 feet and a cone or radius by up to 10 feet.

Form Trait: Air Antennae. Your antennae provide you the ability to smell things at a distance. You have advantage on Wisdom (Perception) checks that rely on smell.

Evolution Trait: Silken Puff. You surround yourself in a puff of air silk, providing you protection against ranged attacks and area effects. You gain a +1 bonus to AC against ranged attacks and a +1 bonus to Dexterity saving throws; this bonus isn't cumulative with cover.

Power Progression. 1st level: (active) *backlash gust, wind rush* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **3rd level:** (active) *backlash gust, disrupting gust* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **5th level:** (active) *backlash gust, disrupting gust, whirlwind* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **7th level:** (active) *disrupting gust, whirlwind, wind cutter* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **9th level:** (active) *disrupting gust, whirlwind, wind cutter* (reactive) *dispersing retreat* (refresh) *wind barrier;* **11th level:** (active) *whirlwind, wind cutter, zephyr slash* (reactive) *dispersing retreat* (refresh) *wind barrier;* **13th level:** (active) *galeforce launch, wind cutter, zephyr slash* (reactive) *dispersing retreat* (refresh) *wind barrier;* **15th level:** (active) *galeforce launch, tornado, zephyr slash* (reactive) *hindering winds* (refresh) *wind barrier;* **17th level:** (active) *galeforce launch, tempest, tornado* (reactive) *hindering winds* (refresh) *wind barrier;* **19th level:** (active) *galeforce launch, tempest, tornado* (reactive) *hindering winds* (refresh) *wind barrier* (ultimate) *kamaitachi*

Actions

Wing. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage.

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Pet Form

LARVAPOR
ELDADEX #049



COMMON NAME: AIR MOTH ELDAMON
HEIGHT/LENGTH: 1'08" **WEIGHT:** 0.5 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
AIR	PET	UNCOMMON	ELDAMON

PET FORM: LEVIDOP
EVOLVED FORM: BLOWBYX
PREFERENCES: SOFT AND FLUFFY THINGS

DESCRIPTION:

Larvapors are surprisingly reclusive for air eldamon, and rather than flying around all day, they enjoy resting in comfort, swaddled in a soft and fluffy cocoon, blanket, or hug. While resting, larvapors build up their strength, dreaming about what they might one day become, as well as all sorts of soft and fluffy things they might one day encounter or create.

Battle Form

LEVIDOP
ELDADEX #050



COMMON NAME: AIR MOTH ELDAMON
HEIGHT/LENGTH: 5'01" **WEIGHT:** 5 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
AIR	BATTLE	UNCOMMON	ELDAMON

PET FORM: LARVAPOR
EVOLVED FORM: BLOWBYX
PREFERENCES: SOFT AND FLUFFY THINGS

DESCRIPTION:

When it's time for action, a larvapor comes out of their comfy cocoon, transforming into their levidop battle form. Compared to other battle forms, levidop remains relatively cute, with a fluffy mantle of silk and no obvious jaws or claws. Even so, when its wings flap rapidly, levidop can make a razor-sharp wing attack against its foes. Levidops typically struggle when battling against fluffy creatures due to their affinity, but they will do so when necessary.

Evolved Form

BLOWBYX
ELDADEX #051



COMMON NAME: AIR MOTH ELDAMON
HEIGHT/LENGTH: 10'05" **WEIGHT:** 32 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
AIR	EVOLVED	UNCOMMON	ELDAMON

PET FORM: LARVAPOR
BATTLE FORM: LEVIDOP
PREFERENCES: SOFT AND FLUFFY THINGS

DESCRIPTION:

A larvapor who is able to create or discover something incredibly soft and fluffy might evolve into a blowbyx, growing larger and far poofier than ever before. A blowbyx's fluff mantle is so all-encompassing that it provides significant protection against harm and keeps them comfy in a sea of fluff. Their soft appearance can lead some to believe they are pushovers, a belief that is quickly changed once hit with a blowbyx's razor-sharp wings.

A BIRD IN HAND...

...is an angry bird. Contrary to their name, bubows aren't meant to be flown like kites. Grabbing their iridescent tails and running with them is a surefire way to get pecked. In fact, bubows are quite sensitive about all their ribbons and trainers shouldn't touch them without permission. When a creature comes into contact with a bubow's ribbon, the bubow and the creature experience each other's emotions. Sharing feelings in this way is an intimacy reserved only for those whom bubows trust most.

Bubow, Kite Owl Eldamon

Bubows are often found chasing rainbows—big ones after rainstorms as well as small ones from waterfalls or mist. Their superficial obsession with colors masks a deep empathy for emotions, which are what the hues they love represent.

BUBOW, OTUSKY, AND STRIKITE

Uncommon air eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	8 (–1)	17 (+3)	12 (+1)

Saving Throws Dexterity, Charisma
Skills Acrobatics, Performance, Stealth
Damage Vulnerabilities cold, lightning; damage from electricity, ice, and metal elemental powers
Damage Resistances damage from air, body, earth, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Auran

Evolution Condition Helping bubow discover a truly beautiful tableau of colors or view a magnificent rainbow.

Elemental Trait: Wind's Mobility. Air rushes past you as you move, making it harder for your foes to harm you as long as you're in motion. While you're moving, you gain a +2 bonus to AC. This bonus only applies when you're in the midst of your own movement, not when you're moving due to the actions of another, such as when riding a vehicle or a mount.

Form Trait: Kite Tail. Your rainbow-colored kite tail can fascinate foes, forcing them to focus their attention on you. As an action, you can make a Performance check using your tail contested by the Wisdom saving throw of a creature you can see within 30 feet of you and that can see you. If you win the contest, the creature is charmed by you until the end of your next turn. On a successful save or if the effect ends for it, the creature becomes immune to your Kite Tail for 24 hours.

Evolution Trait: Protective Wings. Your huge wings are especially solid compared to other air eldamon. As a bonus action, you can interpose your wings against attacks and area effects. Until the start of your next turn, you gain a +1 bonus to AC and Dexterity saving throws, and your bonus your Wind's Mobility increases from +2 to +4.

Power Progression. 1st level: (active) *backlash gust, wind rush* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **3rd level:** (active) *backlash gust, wind rush* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **5th level:** (active) *backlash gust, whirlwind, wind rush* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **7th level:** (active) *aerial trail, whirlwind, wind rush* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **9th level:** (active) *aerial trail, flensing leaps, whirlwind* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **11th level:** (active) *aerial trail, flensing leaps, whirlwind* (reactive) *hindering winds* (refresh) *rushing refresh;* **13th level:** (active) *aerial trail, flensing leaps, galeforce launch* (reactive) *hindering winds* (refresh) *rushing refresh;* **15th level:** (active) *centripetal barrage, flensing leaps, galeforce launch* (reactive) *hindering winds* (refresh) *ineluctable flight;* **17th level:** (active) *centripetal barrage, galeforce launch, hurricane downdraft* (reactive) *hindering winds* (refresh) *ineluctable flight;* **19th level:** (active) *centripetal barrage, galeforce launch, hurricane downdraft* (reactive) *hindering winds* (refresh) *wind barrier* (ultimate) *aeolus*

ACTIONS

Wing. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage.

Claw. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier slashing damage.

BUBOW
ELDADEX #088

Pet Form



COMMON NAME: KITE OWL ELDAMON
HEIGHT/LENGTH: 1'03" **WEIGHT:** 1 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
AIR	PET	UNCOMMON	ELDAMON

BATTLE FORM: OTUSKY
EVOLVED FORM: STRIKITE
PREFERENCES: COLORS AND RAINBOWS

DESCRIPTION:

Bubows are small round owls with a kite-like rainbow ribbon tail and small colorful ribbons of various colors coming out of their sides. Bubows take pride in their colorful features, and they're especially excited when they find vibrant colors in the world around them, especially in the form of rainbows. Bubows believe that a rainbow of colors represents the many feelings that exist across the world and elements, and they seek out those colors wherever they can.

OTUSKY
ELDADEX #089

Battle Form



COMMON NAME: KITE OWL ELDAMON
HEIGHT/LENGTH: 4'06" **WEIGHT:** 9 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
AIR	BATTLE	UNCOMMON	ELDAMON

PET FORM: BUBOW
EVOLVED FORM: STRIKITE
PREFERENCES: COLORS AND RAINBOWS

DESCRIPTION:

Sometimes colors and feelings aren't enough when battle is inevitable, and in that case, a bubow transforms into its otusky battle form. As an otusky, they grow in size and transform from a cute, seemingly harmless bubow into a large, powerful owl. Their wings extend into an oversized pair that surround themselves with gusts of air to control the winds, and they grow a sharp beak and razor talons. Even when ready to fight, an otusky doesn't abandon their love of rainbow colors. Their ribbon tail bifurcates into two, with the smaller, colorful side ribbons growing larger as well.

STRIKITE
ELDADEX #090

Evolved Form



COMMON NAME: KITE OWL ELDAMON
HEIGHT/LENGTH: 11'10" **WEIGHT:** 45 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
AIR	EVOLVED	UNCOMMON	ELDAMON

PET FORM: BUBOW
BATTLE FORM: OTUSKY
PREFERENCES: COLORS AND RAINBOWS

DESCRIPTION:

A bubow that is able to discover a truly beautiful tableau of colors or view a magnificent rainbow might evolve into a strikite, its wings growing even more majestic as its body shape becomes a bit more like a griffon with four talons instead of two. Its long rainbow tail recombines into a single lengthy spiral streamer, while the smaller ribbons trail even longer than before, in testament to the colors the strikite discovered.

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Anairx, Paper Dragonfly Eldamon

Anairx are bookworms but not the destructive kind—they devour books and scrolls in a librarian-approved manner: by reading! Like the air energies tucked tight within their papery bodies, anairx are more likely to be bound up in a tale than flying free. They'll go any length for a good story, be it written, spoken, or even experienced. Anairx make excellent companions to trainers once convinced to embark on adventure and may even chronicle their travels together!

Like an Open Book

Anairx who are concentrating on information or feeling strongly about a subject might unconsciously manifest their thoughts as written text on their body. The words that appear typically vanish quickly, replaced by new text as their minds race, but this trait can lead to embarrassment when an anairx's honest opinion becomes legible without their awareness. On the other hand, such notes come in handy for trainers who need assistance when solving puzzles or remembering codes.

Anairx, Aeshnote, and Aniscroll

Rare air eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	10 (+0)	17 (+3)	8 (–1)

Saving Throws Strength, Dexterity
Skills Acrobatics, Performance, Stealth
Damage Vulnerabilities cold, lightning; damage from electricity, ice, and metal elemental powers
Damage Resistances damage from air, body, earth, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Auran

Evolution Condition Helping anairx find a truly remarkable story to read, a tale that resonates with them on a fundamental level.

Elemental Trait: Air's Reach. You carry your powers across greater distances with wings of air. Your air powers that have a range within a certain number of feet have their range extended by an additional 50 percent. This has no effect on the size of an area, such as the length of a line or cone, but it does allow you to place an area effect that has a range at a further distance away from you.

Form Trait: Paper Folding. You can fold yourself in order to easily fit through narrow areas. You can fit through narrow spaces as if you were two sizes smaller (as if you were a Tiny creature if you're Medium or smaller, a Small creature if you're Large, a Medium creature if you're Huge, and a Large creature if you're Gargantuan).

Evolution Trait: Parchment Furling. You can furl and unfurl your body like parchment, allowing you to grab onto your foes. When you hit a creature with your tail attack, you can force that creature to make a Strength or Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, the target is grappled. Until this grapple ends, the target is restrained, you can automatically hit the target with your tail, and you can't make tail attacks against other targets.

Power Progression. 1st level: (active) *backlash gust, wind rush* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **3rd level:** (active) *backlash gust, wind sniper* (reactive) *dispersing retreat* (refresh) *rushing refresh;* **5th level:** (active) *backlash gust, drifting slash, wind rush* (reactive) *reflect projectiles* (refresh) *rushing refresh;* **7th level:** (active) *backlash gust, wind cutter, wind sniper* (reactive) *reflect projectiles* (refresh) *rushing refresh;* **9th level:** (active) *backlash gust, wind cutter, wind sniper* (reactive) *reflect projectiles* (refresh) *wind barrier;* **11th level:** (active) *gusting arc, wind cutter, wind sniper* (reactive) *reflect projectiles* (refresh) *wind barrier;* **13th level:** (active) *gusting arc, peregrine gust, wind sniper* (reactive) *reflect projectiles* (refresh) *wind barrier;* **15th level:** (active) *gusting arc, peregrine gust, tornado, wind sniper* (reactive) *hindering winds* (refresh) *wind barrier;* **17th level:** (active) *gusting arc, peregrine gust, tempest, tornado* (reactive) *hindering winds* (refresh) *wind barrier;* **19th level:** (active) *gusting arc, peregrine gust, tempest, tornado* (reactive) *hindering winds* (refresh) *wind barrier* (ultimate) *kamaitachi*

Actions

Tail. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 10 ft. (20 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier bludgeoning damage.

ANAIRX
ELDADEX #127

Pet Form



COMMON NAME: PAPER DRAGONFLY ELDAMON
HEIGHT/LENGTH: 1'02" **WEIGHT:** 0.5 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
AIR	PET	RARE	ELDAMON

BATTLE FORM: AESHNOTE
EVOLVED FORM: ANISCROLL
PREFERENCES: READING STORIES

DESCRIPTION:

Anairx are rare dragonfly eldamon that bind their air energies, which would otherwise flutter away and disperse, into a paper shell. They're skittish and often choose to keep their distance, staying away from altercations so that they can peacefully read their stories. Anarix love to read scrolls, books, and wherever else they can find the written word, and they will go to great lengths to find new and exciting stories. If they find someone who shares the same love of reading, they'll excitedly discuss their favorite stories with their friend.

AESHNOTE
ELDADEX #128

Battle Form



COMMON NAME: PAPER DRAGONFLY ELDAMON
HEIGHT/LENGTH: 4'11" **WEIGHT:** 4 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
AIR	BATTLE	RARE	ELDAMON

PET FORM: ANAIRX
EVOLVED FORM: ANISCROLL
PREFERENCES: READING STORIES

DESCRIPTION:

When a battle is inevitable and keeping their distance is no longer enough to prevent the inevitable, an anairx will begrudgingly transform into their aeshnote battle form. As an aeshnote, their wings roll out like parchment notes as their rainbow antennae collect ambient air energy, and their legs become pointed and sharp. An angry aeshnote is a truly frightening sight, as once their reading is disturbed, they will do everything possible to defeat their foes so they can go back to their stories.

ANISCROLL
ELDADEX #129

Evolved Form



COMMON NAME: PAPER DRAGONFLY ELDAMON
HEIGHT/LENGTH: 10'01" **WEIGHT:** 33 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
AIR	EVOLVED	RARE	ELDAMON

PET FORM: ANAIRX
BATTLE FORM: AESHNOTE
PREFERENCES: READING STORIES

DESCRIPTION:

An anairx who finds a truly remarkable story, a tale that resonates with them on a fundamental level, might evolve into an aniscroll, growing more parchment wings, lengthy rainbow antenna streamers reminiscent of their strikite friends, and colorful bookmarks along their curling papery body. An aniscroll is often described as a whirlwind of parchment and streamers, striking their foes with a blizzard of air, legs, streamers, and, most terrifyingly, even snaring enemies with their paper bodies.

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Shadoppy, Shadow Opossum Eldamon

Shadoppies love bones so much that they manifest their own to cover their shadowy and largely incorporeal bodies. When they find the bones of other creatures, they hide them within the swirling shadows of their bodies until they can transfer them to a hidden stash close to where they live. They only keep bones of creatures who died natural deaths, so they often congregate around graveyards and other sites where animals go when they are ill or reach extreme old age.

A Bone to Pick

Shadoppies believe that the bones of creatures who died violent deaths are cursed. They can sense a creature's general manner of death by sniffing its remains. Collecting the bones of those who died in accidents makes the collector more likely to suffer accidents of their own. The bones of people who were betrayed can cause the collector to become paranoid. The most cursed bones, though, are those belonging to people who died of fright; their collectors somehow always end up nibbled to death by rats.

Shadoppy, Shadopossum, and Shadelphis

Common darkness eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft. (fly 30 ft. when evolved)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	15 (+2)	8 (–1)	17 (+3)	12 (+1)

Saving Throws Constitution, Charisma
Skills Acrobatics, Intimidation, Stealth
Damage Vulnerabilities radiant, thunder; damage from body and light elemental powers
Damage Resistances psychic; damage from darkness, mind, and spirit elemental powers
Special Senses darkvision 120 ft.
Languages Shadowtongue

Evolution Condition Helping shadoppy actualize their fascination with bones by completing their collection or reaching a deep understanding of bones.

Elemental Trait: Shrouded Power. When you're shrouded in darkness, your darkness powers deal additional damage. While shrouded, you gain a bonus to damage rolls with darkness powers that deal cold damage. This bonus is equal to half your proficiency bonus (rounded down).

Form Trait: Bone Mantle. You're covered in protective bones that prevent the worst from happening. Whenever you're subjected to a critical hit, reduce the damage you take by an amount equal to half your power level (rounded up).

Evolution Trait: Shadow Flight. The bottom of your body trails away into shadows, allowing you to soar. You gain a fly speed equal to your walking speed. In addition, you gain a +1 bonus to Dexterity (Acrobatics) checks made to escape a grapple.

Power Progression. 1st level: (active) *gloaming backstab, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **3rd level:** (active) *gloaming backstab, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **5th level:** (active) *cloak of darkness, gloaming backstab, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **7th level:** (active) *cloak of darkness, gloaming backstab, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **9th level:** (active) *cloak of darkness, gloaming backstab, vanishing silhouette* (reactive) *retributive shroud* (refresh) *embrace the dark;* **11th level:** (active) *gloaming backstab, gloom burst, vanishing silhouette* (reactive) *retributive shroud* (refresh) *embrace the dark;* **13th level:** (active) *darkness from below, gloom burst, vanishing silhouette* (reactive) *retributive shroud* (refresh) *embrace the dark;* **15th level:** (active) *darkness from below, gloom burst, phantom raid, vanishing silhouette* (reactive) *defensive shroud* (refresh) *embrace the dark;* **17th level:** (active) *darkness from below, heart of darkness, phantom raid, vanishing silhouette* (reactive) *defensive shroud* (refresh) *embrace the dark;* **19th level:** (active) *gusting darkness from below, heart of darkness, phantom raid, vanishing silhouette* (reactive) *defensive shroud* (refresh) *embrace the dark* (ultimate) *tezcatlipoca*

Actions

Tail. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier piercing damage.

Claws. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft., one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier slashing damage.

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Pet Form

SHADOPPY
ELDADEX #034



COMMON NAME: SHADOW OPOSSUM ELDAMON
HEIGHT/LENGTH: 1'10" **WEIGHT:** 5 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DARKNESS	PET	COMMON	ELDAMON

BATTLE FORM: SHADOPOSSUM
EVOLVED FORM: SHADELPHIS
PREFERENCES: BONES

DESCRIPTION:

Shadoppy is a darkness eldamon in the form of an opossum wearing a mask made of bones. In truth, shadoppies are especially interested in bones of all sorts, which has caused their own form to manifest these bones to surround the darkness of their main body. They sometimes team up with a mortal friend to help them find and collect bones and to study more about them. That doesn't necessarily mean they egg others on to kill different creatures just to collect their bones. Most shadoppies consider such bones to be possessed by dangerous grudges.

Battle Form

SHADOPOSSUM
ELDADEX #035



COMMON NAME: SHADOW OPOSSUM ELDAMON
HEIGHT/LENGTH: 5'03" **WEIGHT:** 168 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DARKNESS	BATTLE	COMMON	ELDAMON

PET FORM: SHADOPPY
EVOLVED FORM: SHADELPHIS
PREFERENCES: BONES

DESCRIPTION:

When it's time to fight, a shadoppy changes into their shadopossum battle form, with their body growing larger and their bone mask extending into a backpiece, defending their vertebrae. Their bone mask also transforms into a frightening visage as the jaws grow two large canines capable of tearing into their foes. Most of the shadopossum's body continues to appear as a roiling shadow, making them difficult to pinpoint and strike.

Evolved Form

SHADELPHIS
ELDADEX #036



COMMON NAME: SHADOW OPOSSUM ELDAMON
HEIGHT/LENGTH: 11'00" **WEIGHT:** 850 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DARKNESS	EVOLVED	COMMON	ELDAMON

PET FORM: SHADOPPY
BATTLE FORM: SHADOPOSSUM
PREFERENCES: BONES

DESCRIPTION:

When shadoppy actualizes their fascination with bones by completing their collection or reaching a deep understanding of bones, they might evolve into a shadelphis. They grow to a massive height, and their bones extend further as their back legs combine together into a wispy trail of shadows. A shadelphis never stops refining their understanding of bones and are more than willing to study the bones of their defeated foes.

HOWL AT THE MOON

Duskoyotls love fire most, but anything that creates a blend between light and dark without overwhelming either holds a special place in their hearts. The moon fascinates them because of its different phases. They particularly enjoy a half moon that is equally divided and gather to howl and play under one. On the other hand, full and new moons are considered inauspicious, and duskoyotls might choose to sleep through them.

Duskoyotl, Dusk Coyote Eldamon

Many travelers huddled close to a campfire at night have been terrified by the sight of glowing eyes watching them from the darkness, but those eyes often belong to duskoyotls who simply love to watch the dancing shadows cast by flames. Duskoyotls believe darkness is meaningless without light, so they're far more likely to be basking by fires than hiding in gloom.

DUSKOYOTL, DUSKOYOTE, AND DARKOYOTE

Uncommon darkness eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Dexterity, Charisma
Skills Intimidation, Stealth, Survival
Damage Vulnerabilities radiant, thunder; damage from body and light elemental powers
Damage Resistances psychic; damage from darkness, mind, and spirit elemental powers
Special Senses darkvision 120 ft.
Languages Shadowtongue

Evolution Condition Helping duskoyotl understand both the depth and the boundaries of their dangerous obsession with fire.

Elemental Trait: Shrouded Grace. When you're shrouded in darkness, you can move faster, as the shadows push you where you want to go. While shrouded, your speed increases by 10 feet.

Form Trait: Shadow Dance. You dance swiftly and gracefully on the edge of shadows. When you start your turn in an area of dim light or darkness, your speed increases by 10 feet until the end of your turn. In addition, while in an area of dim light, you ignore difficult terrain.

Evolution Trait: Mane of Shadow. Your mane of shadow swirls around you protectively in dim light. While in an area of dim light, you gain a +1 bonus to AC. This bonus increases to +3 against opportunity attacks.

Power Progression. 1st level: (active) *gloaming backstab, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **3rd level:** (active) *gloaming backstab, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **5th level:** (active) *cloak of darkness, gloaming backstab, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **7th level:** (active) *cloak of darkness, fade into darkness, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **9th level:** (active) *cloak of darkness, fade into darkness, tendrils of shade* (reactive) *sink into the dark* (refresh) *embrace the dark;* **11th level:** (active) *cloak of darkness, fade into darkness, gloom burst* (reactive) *sink into the dark* (refresh) *embrace the dark;* **13th level:** (active) *fade into darkness, gloom burst, nyctophobia* (reactive) *sink into the dark* (refresh) *embrace the dark;* **15th level:** (active) *dark cocoon, fade into darkness, nyctophobia, phantom raid* (reactive) *sink into the dark* (refresh) *embrace the dark;* **17th level:** (active) *fade into darkness, phantom raid, shadowstorm, nyctophobia* (reactive) *sink into the dark* (refresh) *embrace the dark;* **19th level:** (active) *fade into darkness, phantom raid, shadowstorm, nyctophobia* (reactive) *sink into the dark* (refresh) *embrace the dark* (ultimate) *tezcatlipoca*

ACTIONS

Bite. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage.

DUSKOYOTL
ELDADEX #073

Pet Form



COMMON NAME: DUSK COYOTE ELDAMON
HEIGHT/LENGTH: 2'01" **WEIGHT:** 2 lbs.
ELEMENT: DARKNESS **FORM:** PET **RARITY:** UNCOMMON **SOURCE:** ELDAMON
BATTLE FORM: DUSKOYOTE
EVOLVED FORM: DARKOYOTE
PREFERENCES: FIRE

DESCRIPTION:

Duskoyotl is a tiny coyote eldamon of the darkness element, with various diamond-shaped gems of condensed darkness elemental energy across their body. Duskoyotl believes that darkness only exists based on the way it relates to light, living for the evening dusk when the realms of light and darkness meet and transfer to the other's auspices. But in some places, the dusk never reaches, and even in others, it comes but once a day. This had led to a duskoyotl's obsession with fire, which can create an interplay between light and darkness even at night or underground.

DUSKOYOTE
ELDADEX #074

Battle Form



COMMON NAME: DUSK COYOTE ELDAMON
HEIGHT/LENGTH: 5'00" **WEIGHT:** 50 lbs.
ELEMENT: DARKNESS **FORM:** BATTLE **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: DUSKOYOTL
EVOLVED FORM: DARKOYOTE
PREFERENCES: FIRE

DESCRIPTION:

When the going gets tough enough, a duskoyotl can transform into their duskoyote battle form, growing larger and incorporating the dark elemental energy gems deep into its body, almost like spots. With the power incorporated inside them, they can dance between the edges of darkness and light, using their powers to prowl through and defeat their foes with ease.

DARKOYOTE
ELDADEX #075

Evolved Form



COMMON NAME: DUSK COYOTE ELDAMON
HEIGHT/LENGTH: 10'04" **WEIGHT:** 440 lbs.
ELEMENT: DARKNESS **FORM:** EVOLVED **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: DUSKOYOTL
BATTLE FORM: DUSKOYOTE
PREFERENCES: FIRE

DESCRIPTION:

A duskoyotl who understands both the depths and the boundaries of their dangerous obsession with fire might gain the insights needed to evolve into a darkoyote. As a darkoyote, their body grows even larger, with a thick mane of shadowy fur that protects them from harm in the shadows and darkness. Their eyes leak cascades of darkness energy, and spiked anklets grow along their four paws.

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OVERLY ATTACHED

Dislodging a lepismini from a hiding spot is no easy task. Lepisminis hook the spikes on their bodies into their surroundings when frightened, preventing anyone from pulling them out of their tight hiding spot. Trainers who want to help their lepisminis overcome their fear of open spaces should provide a small space to which they can retreat at any time, such as a bag or pocket. Some even like hiding underneath hats!

Lepismini, Gloom Silverfish Eldamon

Lepisminis are scared of wide open spaces, which is understandable given they resemble a creature that often gets squashed when spotted. Lepisminis aren't pests, however, and make excellent friends. The purple ruff of bristles around their necks is soft and can lower so they don't injure people petting them.

LEPISMINI, LEPISMURK, AND ZYGENTOMURKIA

Uncommon darkness eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	10 (+0)	17 (+3)	8 (–1)

Saving Throws Constitution, Intelligence
Skills Acrobatics, Athletics, Stealth
Damage Vulnerabilities radiant, thunder; damage from body and light elemental powers
Damage Resistances psychic; damage from darkness, mind, and spirit elemental powers
Special Senses darkvision 120 ft.
Languages Shadowtongue

Evolution Condition Helping lepismini truly understand and come to terms with their love of enclosed spaces, so they can accept the wider world around them.

Elemental Trait: Hidden Shadow. When you're shrouded in darkness, you hide and sneak more easily, crawling into every little nook and cranny. Your bonus to Dexterity (Stealth) checks made to Hide while shrouded increases to +2 when you're shrouded 1, +3 when you're shrouded 2, and +4 when you're shrouded 3.

Form Trait: Spiked Carapace. Your carapace is covered in spikes. Whenever a creature within 5 feet of you hits you with a melee attack, that creature must make a Dexterity saving throw against your power save DC, taking piercing damage equal to your power level on a failed save, or half as much damage on a successful one.

Evolution Trait: Mantle of Darkness. Your ruff transforms into a mantle of swirling shadows that settle around you when you aren't moving, such as when holding still in a narrow place. You can make a Dexterity (Stealth) check to Hide even if you're not obscured. If you don't move or use an action or bonus action on your turn, you become heavily obscured until you move or take an action.

Power Progression. 1st level: (active) *gloaming backstab, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **3rd level:** (active) *midnight orb, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **5th level:** (active) *midnight orb, outstretched shadow, tendrils of shade* (reactive) *sink into the dark* (refresh) *embrace the dark;* **7th level:** (active) *midnight orb, outstretched shadow, shadow betrayal* (reactive) *sink into the dark* (refresh) *embrace the dark;* **9th level:** (active) *outstretched shadow, shadow betrayal, vanishing silhouette* (reactive) *sink into the dark* (refresh) *embrace the dark;* **11th level:** (active) *shadow betrayal, umbral curtain, vanishing silhouette* (reactive) *sink into the dark* (refresh) *embrace the dark;* **13th level:** (active) *darkness from below, umbral curtain, vanishing silhouette* (reactive) *sink into the dark* (refresh) *embrace the dark;* **15th level:** (active) *dark cocoon, darkness from below, phantom raid, vanishing silhouette* (reactive) *sink into the dark* (refresh) *embrace the dark;* **17th level:** (active) *dark cocoon, heart of darkness, phantom raid, vanishing silhouette* (reactive) *sink into the dark* (refresh) *embrace the dark;* **19th level:** (active) *dark cocoon, heart of darkness, phantom raid, vanishing silhouette* (reactive) *sink into the dark* (refresh) *embrace the dark* (ultimate) *rahu ketu*

ACTIONS

Tail. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier piercing damage.

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Pet Form

LEPISMINI
ELDADEX #112



COMMON NAME: GLOOM SILVERFISH ELDAMON
HEIGHT/LENGTH: 1'01" **WEIGHT:** 1 lbs.
ELEMENT: DARKNESS **FORM:** PET **RARITY:** UNCOMMON **SOURCE:** ELDAMON
BATTLE FORM: LEPISMURK
EVOLVED FORM: ZYGENTOMURKIA
PREFERENCES: ENCLOSED SPACES

DESCRIPTION:

Lepismini is a darkness eldamon that takes the form of a black silverfish with big red eyes and a ruff of shocking purple bristles around its neck. Lepismini can become a bit nervous in wide open spaces, preferring the comfort of the small enclosed places of the world instead. While some mortals and eldamon find those little nooks and crannies constraining, lepismini finds them cozy and comfy. They enjoy finding and snuggling in these spots with a good friend.

Battle Form

LEPISMURK
ELDADEX #113



COMMON NAME: GLOOM SILVERFISH ELDAMON
HEIGHT/LENGTH: 6'02" **WEIGHT:** 42 lbs.
ELEMENT: DARKNESS **FORM:** BATTLE **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: LEPISMINI
EVOLVED FORM: ZYGENTOMURKIA
PREFERENCES: ENCLOSED SPACES

DESCRIPTION:

When a lepismini is stirred out of their little hidey hole into conflict, they take their lepismurk battle form. The purple ruff of bristles on their neck grows larger and covers their upper body as they grow longer, with additional leg joints and numerous spikes along their body and tail. They can engage in combat with foes using their spiked tail to pierce their targets, while their large ruff protects their central body.

Evolved Form

ZYGENTOMURKIA
ELDADEX #114



COMMON NAME: GLOOM SILVERFISH ELDAMON
HEIGHT/LENGTH: 12'02" **WEIGHT:** 340 lbs.
ELEMENT: DARKNESS **FORM:** EVOLVED **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: LEPISMINI
BATTLE FORM: LEPISMURK
PREFERENCES: ENCLOSED SPACES

DESCRIPTION:

A lepismini who truly understands and comes to terms with their love of enclosed spaces enough that they can be willing to accept the wider world around them might become capable of growing far larger into their zygentomurkia evolved form. One of the underlying reasons this deeper understanding is necessary is that a zygentomurkia is too large to fit into some of a lepismini's favorite nooks. Their purple ruff of bristles transforms into pure darkness energy, and their tail splits into a powerful three-tined trident.

Kagekko, Shade Gecko Eldamon

"Big heads, big worries," is what trainers say about kagekkos. These eldamon prefer to stay hidden behind layers of protections and only venture out to join trainers whom they trust to be just as careful and competent as themselves.

To Eat or Not to Eat

Kagekkos spend most of their time hiding, so they don't have a strong grasp on the actual nature of most threats in the world. Their innumerable contingency plans can be reduced to two categories: run from the problem or eat it. A long tongue and strong jaws make the latter option feasible in a surprising number of situations, but the most common downfall of kagekkos is failing to have a contingency plan for what to do with a grappled predator that's too unwieldy to swallow.

Kagekko, Geckrepuscle, and Geckhonsu

Rare darkness eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	10 (+0)	17 (+3)	8 (–1)

Saving Throws Constitution, Strength
Skills Acrobatics, Athletics, Stealth
Damage Vulnerabilities radiant, thunder; damage from body and light elemental powers
Damage Resistances psychic; damage from darkness, mind, and spirit elemental powers
Special Senses darkvision 120 ft.
Languages Shadowtongue

Evolution Condition Helping kagekko not only learn how to make truly comprehensive contingencies, but also realize when the time comes to let something drop and not worry about having a backup plan.

Elemental Trait: Contingent Shroud. You're ready for anything with a shroud to protect you from harm. When you roll initiative or phase in on the first round of an encounter, you become shrouded 1 until the end of your first turn.

Form Trait: Gecko Tongue. Your tongue is especially long, with a reach of 10 feet. You can use your tongue to move objects from a distance, provided that doing so doesn't require fingers or significant manual dexterity. In addition, you can use your tongue to grapple creatures within your reach.

Evolution Trait: Sixfold Spiked Legs. You gain a third pair of legs that are covered with spikes. Your speed increases to 35 feet, and when you move through a creature's space (usually because the creature is two or more sizes smaller or larger than you), you can deal that creature 1d8 piercing damage. A creature can't take this damage more than once per turn. In addition, the reach of your tongue increases to 20 feet.



Power Progression. 1st level: (active) *gloaming backstab, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **3rd level:** (active) *gloaming backstab, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **5th level:** (active) *cloak of darkness, gloaming backstab, outstretched shadow* (reactive) *retributive shroud* (refresh) *embrace the dark;* **7th level:** (active) *cloak of darkness, gloaming backstab, shadow betrayal* (reactive) *retributive shroud* (refresh) *embrace the dark;* **9th level:** (active) *cloak of darkness, eclipsing embrace, gloaming backstab* (reactive) *retributive shroud* (refresh) *embrace the dark;* **11th level:** (active) *eclipsing embrace, gloaming backstab, gloom burst* (reactive) *retributive shroud* (refresh) *embrace the dark;* **13th level:** (active) *darkness from below, gloaming backstab, gloom burst* (reactive) *retributive shroud* (refresh) *embrace the dark;* **15th level:** (active) *darkness from below, gloaming backstab, gloom burst, phantom raid* (reactive) *retributive shroud* (refresh) *become the shadow;* **17th level:** (active) *darkness from below, gloaming backstab, heart of darkness, phantom raid* (reactive) *retributive shroud* (refresh) *become the shadow;* **19th level:** (active) *darkness from below, gloaming backstab, heart of darkness, phantom raid* (reactive) *retributive shroud* (refresh) *become the shadow* (ultimate) *tezcatlipoca*

Actions

Bite. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage.

KAGEKKO
ELDADEX #151



COMMON NAME: SHADE GECKO ELDAMON
HEIGHT/LENGTH: 1'02" **WEIGHT:** 1 lbs.
ELEMENT: DARKNESS **FORM:** PET **RARITY:** RARE **SOURCE:** ELDAMON
BATTLE FORM: GECKREPUSCLE
EVOLVED FORM: GECKHONSU
PREFERENCES: CONTINGENCIES

Pet Form

DESCRIPTION:

Kagekko is a rare and tiny darkness eldamon in the form of a black gecko with a white stomach, a long tongue, and little spiral nostrils. While many other eldamon go about their existences on a day-to-day basis, kagekko worries about every little possibility that lies out there in the darkness, to the point that they spend much of their time developing contingencies to use in any situation. This can be handy when the worst happens, and they appreciate friends who praise their preparation rather than ridicule their worries.

GECKREPUSCLE
ELDADEX #152



COMMON NAME: SHADE GECKO ELDAMON
HEIGHT/LENGTH: 6'06" **WEIGHT:** 31 lbs.
ELEMENT: DARKNESS **FORM:** BATTLE **RARITY:** RARE **SOURCE:** ELDAMON
PET FORM: KAGEKKO
EVOLVED FORM: GECKHONSU
PREFERENCES: CONTINGENCIES

Battle Form

DESCRIPTION:

A kagekko is always prepared for the worst, so when the worst actually happens, it doesn't take them long to assume their geckrepuscle battle form in order to join in the thick of things. As a geckrepuscle, their body becomes much longer and larger. Their formerly smooth skin is covered with thick protective scales and stripes of shadow that rise off their body into wisps of darkness.

GECKHONSU
ELDADEX #153



COMMON NAME: SHADE GECKO ELDAMON
HEIGHT/LENGTH: 10'04" **WEIGHT:** 366 lbs.
ELEMENT: DARKNESS **FORM:** EVOLVED **RARITY:** RARE **SOURCE:** ELDAMON
PET FORM: KAGEKKO
BATTLE FORM: GECKREPUSCLE
PREFERENCES: CONTINGENCIES

Evolved Form

DESCRIPTION:

Many kagekkos learn over time how to plan out truly comprehensive contingencies. But only those who can also realize when to let things happen without needing to worry about a backup plan might become capable of evolving into a geckhonsu. As their body expands, their jaw gains needlelike teeth, and they grow a third pair of legs as all their lengths thicken and grow spikes.

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Manight, Murk Hand Eldamon

Need a hand? Manight is here to help! Not only do manights tackle tasks with gusto, but they're perfectionists who will repeat an activity over and over until they make no mistakes. This habit borders on obsession, however, and many trainers have a hard time getting manights to focus on the desired task rather than whatever caught their attention first.

HIGH FIVE!

Or four, but what's a finger between friends? Manights love praise for a job well done, yet not all jobs are equal in their eyes. Most manights have a top five list of things they want to perfect, typically related to an experience early in their life that left a strong impression on them. Attending a circus might make one want to develop the skills to become a ringmaster, while hearing beautiful music might inspire one to practice multiple instruments or learn to conduct an orchestra.

MANIGHT, MANUT, AND MANYX

Rare darkness eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	10 (+0)	17 (+3)	8 (–1)

Saving Throws Dexterity, Strength
Skills Acrobatics, Athletics, Stealth
Damage Vulnerabilities radiant, thunder; damage from body and light elemental powers
Damage Resistances psychic; damage from darkness, mind, and spirit elemental powers
Special Senses darkvision 120 ft.
Languages Shadowtongue

Evolution Condition Helping manight keep trying, over and over again, until they finally do things perfectly and reach the consummation of their perseverance.

Elemental Trait: Invisible Hand. When you're hidden, your darkness powers are more formidable. While you're heavily obscured to a creature from darkness or the shrouded condition (but not heavily obscured by other effects like fog or the invisible condition), you gain a bonus to damage rolls with darkness powers against that creature. This bonus is equal to half your proficiency bonus (rounded down).

Form Trait: Shadow Eruption. When you use a darkness power, the top of your hand body erupts with cold, lightless flames of darkness energy. The flames last until the end of your next turn. While the flames last, whenever a creature within 5 feet of you hits you with melee attack, that creature must make a Dexterity saving throw against your power save DC, taking cold damage equal to your power level on a failed save, or half as much damage on a successful one.

Evolution Trait: Handy Eyes. Your dark, magic-imbued eyes reveal other hidden creatures, helping you ambush them. You can see invisible creatures and objects as if they were visible.

Power Progression. 1st level: (active) *gloaming backstab, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **3rd level:** (active) *pall of darkness, tendrils of shade* (reactive) *retributive shroud* (refresh) *embrace the dark;* **5th level:** (active) *cloak of darkness, pall of darkness, tendrils of shade* (reactive) *sink into the dark* (refresh) *embrace the dark;* **7th level:** (active) *cloak of darkness, fade into darkness, tendrils of shade* (reactive) *sink into the dark* (refresh) *embrace the dark;* **9th level:** (active) *cloak of darkness, fade into darkness, vanishing silhouette* (reactive) *sink into the dark* (refresh) *embrace the dark;* **11th level:** (active) *fade into darkness, gloom burst, vanishing silhouette* (reactive) *sink into the dark* (refresh) *embrace the dark;* **13th level:** (active) *fade into darkness, gloom burst, nyctophobia* (reactive) *sink into the dark* (refresh) *become the shadow;* **15th level:** (active) *fade into darkness, gloom burst, nyctophobia, phantom raid* (reactive) *sink into the dark* (refresh) *umbral call;* **17th level:** (active) *fade into darkness, gloom burst, phantom raid, shadowstorm* (reactive) *sink into the dark* (refresh) *umbral call;* **19th level:** (active) *fade into darkness, gloom burst, phantom raid, shadowstorm* (reactive) *sink into the dark* (refresh) *umbral call* (ultimate) *rahu ketu*

Actions

Bite. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage.

MANIGHT
ELDADEX #160

Pet Form



COMMON NAME: MURK HAND ELDAMON
HEIGHT/LENGTH: 1'04" **WEIGHT:** 2 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DARKNESS	PET	RARE	ELDAMON

BATTLE FORM: MANUT
EVOLVED FORM: MANYX
PREFERENCES: PERSEVERANCE

DESCRIPTION:

Manight is an especially rare eldamon of the darkness element that looks something like a slightly larger, four-fingered humanoid hand with a single glowing eye and a thin, jagged glowing mouth. Manight wears a single golden ring on one of its fingers as well as a bracelet-like golden hoop that defines the bottom of its body. Manight believes that if at first you don't succeed, try, try again. To that end, they often force themselves to start over when they make a mistake, and they appreciate friends who share their fondness for persevering and trying over and over.

MANUT
ELDADEX #161

Battle Form



COMMON NAME: MURK HAND ELDAMON
HEIGHT/LENGTH: 4'10" **WEIGHT:** 72 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DARKNESS	BATTLE	RARE	ELDAMON

PET FORM: MANIGHT
EVOLVED FORM: MANYX
PREFERENCES: PERSEVERANCE

DESCRIPTION:

When the going gets tough, manight perseveres, transforming into their manut battle form. If necessary, they retreat from a losing battle and take their battle form again and again, as many times as it takes to win. They grow golden fingernails and spikes as their body extends, with their mouth and bracelet base expelling billowing shadows. Their mouth grows wider, with a long tongue lolling out.

MANYX
ELDADEX #162

Evolved Form



COMMON NAME: MURK HAND ELDAMON
HEIGHT/LENGTH: 9'03" **WEIGHT:** 256 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DARKNESS	EVOLVED	RARE	ELDAMON

PET FORM: MANIGHT
BATTLE FORM: MANUT
PREFERENCES: PERSEVERANCE

DESCRIPTION:

A manight who tries over and over again until they finally do things perfectly and reach the consummation of their perseverance might be able to evolve into manyx. As a manyx, they become even larger and grow two additional finger-legs, as well as countless eyes imbued with darkness energy. Their golden bracelet base expands and sprouts long spikes along its edge, while billowing darkness emerges from its base, growing and twisting with dark elemental energy.

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COMPANIONS FOR LIFE

Morpups love having friends and keeping people company. Their message of change and continuation doesn't apply only to the dead. Often, it's the grieving survivors who need help moving on, so morpups might follow them rather than the departed spirit. This situation is in fact the most common way trainers end up with a morpup, though it is strongly ill-advised to arrange someone's death for the purpose of luring one.

Morpup, Death Dog Eldamon

Some people fear morpups because their presence often means someone is about to die, but the alternative is a banshee and a screaming ghost is far worse than a cute puppy floating with butterfly wings. In any case, morpups actually arrive when someone who dies is going to be reborn or move on in a different form, such as joining the domain of a deity they worship. The death may remain a sad occasion, but the morpup brings a message of hope that the soul lives on. They may even accompany the deceased for part of the journey to protect them.

MORPUP, MORHOUND, AND MORGARM

Common death eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	8 (–1)	17 (+3)	12 (+1)

Saving Throws Dexterity, Charisma
Skills Acrobatics, Athletics, Intimidation
Damage Vulnerabilities radiant; damage from life and spirit elemental powers
Damage Resistances necrotic, poison; damage from death elemental powers
Special Senses darkvision 30 ft.
Languages Requian

Evolution Condition Helping morpup return safely from a dangerous situation, long journey, or the like.

Elemental Trait: Rebirth. When you would be reduced to 0 hit points, you are reborn and rise again. Instead of being reduced to 0 hit points, you remain at 1 hit point and gain temporary hit points equal to your level. Once you use this trait, you can't do so again until you finish a long rest.

Form Trait: Scarf Glide. Your scarf allows you to glide through the air. Provided you are conscious when you fall, you don't take damage from falling, and you can move 30 feet horizontally for each 5 feet you fall.

Evolution Trait: Red String of Fate. You can use the unraveled strings of your scarf to latch onto foes at quite a distance, tying their fate to you. You can grapple creatures at a distance of up to 20 feet from you. While the grapple lasts, the target takes a –1 penalty to Constitution saving throws against your death elemental powers.

Power Progression. 1st level: (active) *deathtouch, steal breath* (reactive) *retributive weakening* (refresh) *reap lives;* **3rd level:** (active) *deathtouch, rigor mortis* (reactive) *retributive weakening* (refresh) *reap lives;* **5th level:** (active) *death pulse, deathtouch, rigor mortis* (reactive) *retributive weakening* (refresh) *reap lives;* **7th level:** (active) *death pulse, deathtouch, fatal weakness* (reactive) *retributive weakening* (refresh) *reap lives;* **9th level:** (active) *death pulse, deathtouch, fatal weakness* (reactive) *retributive weakening* (refresh) *reap lives;* **11th level:** (active) *death pulse, explode corpse, fatal weakness* (reactive) *retributive weakening* (refresh) *reap lives;* **13th level:** (active) *death blow, death pulse, explode corpse* (reactive) *retributive weakening* (refresh) *reap lives;* **15th level:** (active) *death blow, death pulse, explode corpse, exterminate* (reactive) *opportune drain* (refresh) *reap lives;* **17th level:** (active) *danse macabre, death blow, explode corpse, exterminate* (reactive) *opportune drain* (refresh) *reap lives;* **19th level:** (active) *danse macabre, death blow, explode corpse, exterminate* (reactive) *opportune drain* (refresh) *reap lives* (ultimate) *thanatos*

ACTIONS

Bite. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage.

MORPUP
ELDADEX #028



Pet Form

COMMON NAME: DEATH DOG ELDAMON
HEIGHT/LENGTH: 1'06" **WEIGHT:** 15 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DEATH	PET	COMMON	ELDAMON

BATTLE FORM: MORHOUND
EVOLVED FORM: MORGARM
PREFERENCES: RETURNS, COMEBACKS, AND REBIRTHS

DESCRIPTION:

Morpups have a reputation as a harbinger of death, which can make them unpopular in certain circles. This unearned reputation truly upsets them, as they love companionship, and yet there are many who incorrectly avoid them, assuming they will bring death. Instead, a morpup is only a messenger, and even then, a morpup seeks to bring rebirth, change, and continuation in the great cycle. Morpups love butterflies, and they show this love in their brightly colored butterfly wing scarf. These wing scarves not only look beautiful but also allow them to glide in the air for brief moments. They love playing with flying discs or sticks, returning them after throwing them far away.

MORHOUND
ELDADEX #029



Battle Form

COMMON NAME: DEATH DOG ELDAMON
HEIGHT/LENGTH: 4'04" **WEIGHT:** 100 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DEATH	BATTLE	COMMON	ELDAMON

PET FORM: MORPUP
EVOLVED FORM: MORGARM
PREFERENCES: RETURNS, COMEBACKS, AND REBIRTHS

DESCRIPTION:

Despite their death element, morhounds are typically peaceful, but they will enter their battle form when a fight is necessary. Their powers can be quite deadly, so they try to be very careful when using them, except against other eldamon. When transformed into a morhound, their size increases, and their butterfly scarf extends in length, symbolizing the strands of fate that must be plucked at the end of a lifetime. The blue patterns across their wings and faces multiple as well to show where the death energy has gathered. As a morhound battles these, these facial patterns often shift, reflecting the morhound's power and energy level.

MORGARM
ELDADEX #030



Evolved Form

COMMON NAME: DEATH DOG ELDAMON
HEIGHT/LENGTH: 8'02" **WEIGHT:** 250 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DEATH	EVOLVED	COMMON	ELDAMON

PET FORM: MORPUP
BATTLE FORM: MORHOUND
PREFERENCES: RETURNS, COMEBACKS, AND REBIRTHS

DESCRIPTION:

A morhound who has returned from a truly dangerous situation, a long journey, or the like, or a morhound who has overseen a close friend through similar circumstances, eventually transforms into a morgarm. Their butterfly wings on the back of their scarf split off into four, each with more blue patterns where the death energy is strongest, and the fate-steeped trail of the scarf extends and wraps further around morgarm's body, empowering their abilities even further.

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THANKS FOR THE MEMORY

The glowing energy that comes off a grima's eyes, ears, and tail comes from the breaths of the dead stored in their necklace. They are essentially echoes of the creatures' spirits. The breaths taken by grimas retain some of the memories of their owners, which grimas can access by focusing on their necklace. Similarly, when a grima hits someone, the target may get a glimpse of the memories of the people whose breaths are fueling the grima's attack.

Grima, Death Cat Eldamon

Rumors that cats steal people's breaths originate from grimas, who take the final breath of someone who is already dying. That breath lives on in a grima's magical necklace, memorializing the deceased's existence. Grimas don't kill people, nor do they prevent their souls from moving on to the afterlife. The practice is more like taking a handprint or preserving someone's scent.

GRIMA, GRIMALKIN, AND GRIMALAKIM

Uncommon death eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	8 (–1)	17 (+3)	12 (+1)

Saving Throws Dexterity, Charisma
Skills Acrobatics, Athletics, Stealth
Damage Vulnerabilities radiant; damage from life and spirit elemental powers
Damage Resistances necrotic, poison; damage from death elemental powers
Special Senses darkvision 30 ft.
Languages Requian

Evolution Condition Helping grima collect enough last breaths of creatures with sufficient levels of power or psychological importance.

Elemental Trait: Breathtaker. When one of your death powers reduces a creature to 0 hit points, you're energized by that creature's dying breath. You have advantage on ability checks and saving throws until the end of your next turn. While the effect lasts, when you kill a creature with reap lives, you gain an additional +2 bonus to ability checks and saving throws until the end of your next turn.

Form Trait: Drink Breath. You drink the last breath of a dying foe when you're nearby. When a creature dies within 5 feet of you, or when you move within 5 feet of a creature who died since the end of your last turn, you can steal their breath (which doesn't require an action) to gain temporary hit points equal to your level.

Evolution Trait: Thousand Breaths. The countless life essences you've absorbed from final breaths emerge from your body, harming foes who attack you. When a creature within 5 feet of you hits you with a melee attack, that creature must make a Constitution saving throw against your power DC. On a failed save, the creature takes necrotic damage equal to half your level, or half as much damage on a successful one.

Power Progression. 1st level: (active) *deathtouch, steal breath* (reactive) *retributive weakening* (refresh) *reap lives;* **3rd level:** (active) *deathtouch, sicken unto death* (reactive) *retributive weakening* (refresh) *reap lives;* **5th level:** (active) *death pulse, deathtouch, sicken unto death* (reactive) *death curse* (refresh) *reap lives;* **7th level:** (active) *death pulse, deathtouch, inexorable demise* (reactive) *death curse* (refresh) *reap lives;* **9th level:** (active) *deathtouch, inexorable demise, killing embrace* (reactive) *death curse* (refresh) *reap lives;* **11th level:** (active) *explode corpse, inexorable demise, killing embrace* (reactive) *death curse* (refresh) *reap lives;* **13th level:** (active) *death blow, explode corpse, killing embrace* (reactive) *death curse* (refresh) *reap lives;* **15th level:** (active) *death blow, explode corpse, exterminate, killing embrace* (reactive) *death curse* (refresh) *reap lives;* **17th level:** (active) *deathstorm, explode corpse, exterminate, killing embrace* (reactive) *death curse* (refresh) *reap lives;* **19th level:** (active) *deathstorm, explode corpse, exterminate, killing embrace* (reactive) *death cuse* (refresh) *reap lives* (ultimate) *thanatos*

ACTIONS

Tail. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier necrotic damage.

GRIMA
ELDADEX #067

Pet Form



COMMON NAME: DEATH CAT ELDAMON
HEIGHT/LENGTH: 1'06" **WEIGHT:** 9 lbs.
ELEMENT: DEATH **FORM:** PET **RARITY:** UNCOMMON **SOURCE:** ELDAMON
BATTLE FORM: GRIMALKIN
EVOLVED FORM: GRIMALAKIM
PREFERENCES: COMMEMORATING THE DECEASED

DESCRIPTION:

Grimas are creepy little death cat eldamon with glowing blue eyes that match the ghost-shaped necklace they always wear. They hang around creatures close to death in order to steal away their last breath, causing their necklace to glow as their final life force becomes part of grima and forever commemorates the creature's existence. Some creatures try to ward grimas away out of superstition that a grima's actions cause the creature's death. This can be especially stressful for a grima who's grown attached to another creature; they want to take their friend's final essence into themselves to make sure a part of them will live on.

GRIMALKIN
ELDADEX #068

Battle Form



COMMON NAME: DEATH CAT ELDAMON
HEIGHT/LENGTH: 4'06" **WEIGHT:** 115 lbs.
ELEMENT: DEATH **FORM:** BATTLE **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: GRIMA
EVOLVED FORM: GRIMALAKIM
PREFERENCES: COMMEMORATING THE DECEASED

DESCRIPTION:

Sometimes a grima needs to fight, and when they do, they grow in size into their grimalkin battle form, transforming their commemorative life forces into fuel for their death powers. The wisps of purple energy in their ears grow into an all-infusing glow as the life force stored in their necklace infuses their tail into a potent weapon of death energy. Even when they defeat a foe, a grimalkin tries to respect them by taking their last breath and commemorating their existence.

GRIMALAKIM
ELDADEX #069

Evolved Form



COMMON NAME: DEATH CAT ELDAMON
HEIGHT/LENGTH: 9'00" **WEIGHT:** 352 lbs.
ELEMENT: DEATH **FORM:** EVOLVED **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: GRIMA
BATTLE FORM: GRIMALKIN
PREFERENCES: COMMEMORATING THE DECEASED

DESCRIPTION:

A grima who collects a specific number of last breaths from creatures with a level of power or psychological importance to the grima can potentially evolve into a grimalakim. Not only do they grow dramatically in size, with longer teeth and tiny claws on their feet, but the purple glow of power suffuses their eyes, and the manifestations of their stored life forces pervade their body, with several rising off their back and three entwined to form their tail.

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Hydgwyn, White Hart Eldamon

While morpups and grimas labor under the false assumption that they kill, the cute hydgwyns actually do bring death, typically going to great lengths to grant relief to those who have fallen during perilous journeys and are already dying.

STARS IN THEIR EYES

Hydgwyns can read the stars to see where they are needed, and the patterns that dictate their quest remain in their eyes until they finish their mission. This ability allows them to continue traveling even when the stars are hidden. Though they bring peace to those who fall while undertaking quests or journeys, they may also accompany those whose goals are to bring an end to creatures who have unnaturally extended their lives.

HYDGWYN, HYDOOM, AND HYDETH

Uncommon death eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	15 (+2)	8 (–1)	17 (+3)	12 (+1)

Saving Throws Constitution, Charisma
Skills Acrobatics, Athletics, Deception
Damage Vulnerabilities radiant; damage from life and spirit elemental powers
Damage Resistances necrotic, poison; damage from death elemental powers
Special Senses darkvision 30 ft.
Languages Requian

Evolution Condition. Helping hydgwyn complete a great quest or many smaller quests.

Elemental Trait: Exploit Frailty. Your death powers are more dangerous against infirm creatures. Your death powers deal additional necrotic damage to any creature whose current hit points are less than half its hit point maximum. This extra necrotic damage is equal to half your proficiency bonus (rounded down).

Form Trait: Questing Beast. You can be a guiding star for others to reach their quest or a will-o'-wisp leading them astray. As a bonus action, you can attempt a Charisma (Deception) check contested by the Wisdom saving throw of a creature you can see within 30 feet of you. If you win the contest, the creature has disadvantage on Wisdom (Perception) checks and Wisdom saving throws until the end of your next turn.

Evolution Trait: Spectral Flame. You can move the spectral flame that dances between your antlers like a will-o'-wisp. Your spectral flame sheds dim light in a 60-foot radius. As a bonus action, you can turn the light off or on, and move the flame to a space within 60 feet of you. As long as the flame is in your space, you have advantage on Charisma (Deception) checks made to use Questing Beast.

Power Progression. 1st level: (active) *deathtouch, steal breath* (reactive) *retributive weakening* (refresh) *reap lives;* **3rd level:** (active) *sicken unto death, steal breath* (reactive) *retributive weakening* (refresh) *reap lives;* **5th level:** (active) *drain life, rigor mortis, sicken unto death* (reactive) *retributive weakening* (refresh) *reap lives;* **7th level:** (active) *fatal weakness, rigor mortis, sicken unto death* (reactive) *retributive weakening* (refresh) *reap lives;* **9th level:** (active) *fatal weakness, rigor mortis, sicken unto death* (reactive) *retributive weakening* (refresh) *reap lives;* **11th level:** (active) *fatal weakness, rigor mortis, sicken unto death* (reactive) *opportune drain* (refresh) *reap lives;* **13th level:** (active) *fatal weakness, sicken unto death, siphon vitality* (reactive) *opportune drain* (refresh) *reap lives;* **15th level:** (active) *deteriorating stream, fatal weakness, sicken unto death, siphon vitality* (reactive) *opportune drain* (refresh) *weakening field;* **17th level:** (active) *danse macabre, deteriorating stream, fatal weakness, siphon vitality* (reactive) *opportune drain* (refresh) *weakening field;* **19th level:** (active) *danse macabre, deteriorating stream, fatal weakness, siphon vitality* (reactive) *opportune drain* (refresh) *weakening field* (ultimate) *irkalla*

ACTIONS

Antler. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 piercing + 1 necrotic when evolved) + PB + your Dexterity modifier piercing damage.

HYDGWYN
ELDADEX #106



COMMON NAME: WHITE HART ELDAMON
HEIGHT/LENGTH: 2'00" **WEIGHT:** 17 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DEATH	PET	UNCOMMON	ELDAMON

BATTLE FORM: HYDOOM
EVOLVED FORM: HYDETH
PREFERENCES: QUESTS

DESCRIPTION:

Hydgwyn are tiny white harts who love the idea of accepting and pursuing dangerous quests in order to improve themselves and reach fulfillment. Their eyes contain sparkling pinpoints like stars, guiding them on the path to their next quest, and their hooves wisp away into death energy. While hydgwyns are theoretically supposed to preside over the deaths of creatures who couldn't survive the perils on their own quests and journeys, they are known to look the other way for a friend, at least until their friend can finish one last quest.

Pet Form

HYDOOM
ELDADEX #107



COMMON NAME: WHITE HART ELDAMON
HEIGHT/LENGTH: 5'03" **WEIGHT:** 392 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DEATH	BATTLE	UNCOMMON	ELDAMON

PET FORM: HYDGWYN
EVOLVED FORM: HYDETH
PREFERENCES: QUESTS

DESCRIPTION:

Quests can get dangerous, and when they do, a hydgwyn will transform into their hydoom battle form. The sparkling stars of guidance emerge from their eyes and suffuse their mane and tail, and their antlers grow and glow with wisps of death energy in the form of will-o'-wisps. The swirling white patterns along their bodies shift to resemble a skeletal appearance, and their hooves further fade into death energy.

Battle Form

HYDETH
ELDADEX #108



COMMON NAME: WHITE HART ELDAMON
HEIGHT/LENGTH: 10'02" **WEIGHT:** 1,080 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DEATH	EVOLVED	UNCOMMON	ELDAMON

PET FORM: HYDGWYN
BATTLE FORM: HYDOOM
PREFERENCES: QUESTS

DESCRIPTION:

A hydgwyn who completes a great quest or many smaller quests might evolve into a hydeth, growing larger and more powerful with a grim skull-like face, huge antlers that conjure a huge wisp of death energy, and a tail and legs suffused with a similar wispy spectral flame. Not content to rest on their laurels, a hydeth often takes up even more difficult quests than ever before. Without friends or other assistants, they sometimes wind up mired in an overly challenging quest for an extremely long time.

Evolved Form

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NO BONES ABOUT IT

When a klorse's traveling companion settles down, the klorse is likely to make an effort to visit their friend periodically. In some realms, this has led to superstitions about skeletal-looking horses visiting people's homes. Many believe that offering the horse alcohol and treats will cause the horse to ward off bad luck for the year. When a klorse doesn't appear for a while, people in these communities dress up as one on the longest night of the year and make rounds to nearby homes to uphold the tradition.

Klorse, Pale Horse Eldamon

Klorses are born to run, galloping across planes of existence and experiencing reality itself rushing past like wind through their cloudy manes. There is nothing malevolent about them despite their bony appearance tying them to legends about plagues and apocalypses. In fact, they crave companionship and would like nothing more than to have friends to travel with them.

Those willing to look past a klorse's appearance and share their wanderlust discover a loyal partner who will defend them from death itself. Trainers who have a bond with a klorse always say they know of no better way to venture into the unknown.

KLORSE, EBONA, AND DETHADATTA

Rare death eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Strength, Constitution
Skills Acrobatics, Athletics, Intimidation
Damage Vulnerabilities radiant; damage from life and spirit elemental powers
Damage Resistances necrotic, poison; damage from death elemental powers
Special Senses darkvision 30 ft.
Languages Requian

Evolution Condition. Helping klorse experience enough of other realms.

Elemental Trait: Because I Could Not Stop for Death. You can swathe yourself with death energy as you move, and when this dissuades your foes from stopping you, you gain a burst of speed. You gain the death Elemental Locomotion benefit (if you don't already have it). While using that benefit, if at least one hostile creature allows you to move through its space, you can move 10 additional feet beyond the movement your speed would normally allow. If you later gain the Elemental Locomotion benefit, the additional movement increases from 10 feet to 20 feet.

Form Trait: Riding a Pale Horse. Your speed is 40 feet (already included in your statistics).

Evolution Trait: Dry Bones. Your skeletal form protects you from various forms of harm. You gain resistance against cold, electricity, and fire damage, as well as nonmagical piercing and slashing damage.

Power Progression. 1st level: (active) *deathtouch, steal breath* (reactive) *retributive weakening* (refresh) *reap lives;* **3rd level:** (active) *rigor mortis, steal breath* (reactive) *retributive weakening* (refresh) *reap lives;* **5th level:** (active) *death pulse, drain life, rigor mortis* (reactive) *retributive weakening* (refresh) *reap lives;* **7th level:** (active) *death pulse, drain life, rigor mortis* (reactive) *retributive weakening* (refresh) *cancel life;* **9th level:** (active) *death pulse, drain life, fated quietus* (reactive) *retributive weakening* (refresh) *cancel life;* **11th level:** (active) *death pulse, fated quietus, lethal curtain* (reactive) *retributive weakening* (refresh) *cancel life;* **13th level:** (active) *fated quietus, lethal curtain, siphon vitality* (reactive) *retributive weakening* (refresh) *cancel life;* **15th level:** (active) *deteriorating stream, exterminate, lethal curtain, siphon vitality* (reactive) *retributive weakening* (refresh) *cancel life;* **17th level:** (active) *deathstorm, deteriorating stream, exterminate, siphon vitality* (reactive) *retributive weakening* (refresh) *cancel life;* **19th level:** (active) *deathstorm, deteriorating stream, exterminate, siphon vitality* (reactive) *retributive weakening* (refresh) *cancel life* (ultimate) *irkalla*

ACTIONS

Antler. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 piercing + 1 necrotic when evolved) + PB + your Dexterity modifier piercing damage.

KLORSE
ELDADEX #145

Pet Form



COMMON NAME: PALE HORSE ELDAMON
HEIGHT/LENGTH: 1'07" **WEIGHT:** 24 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DEATH	PET	RARE	ELDAMON

BATTLE FORM: EBONA
EVOLVED FORM: DETHADATTA
PREFERENCES: TRAVELING BETWEEN REALMS

DESCRIPTION:

Klorse are elusive death eldamon with bone-white patterns on their bodies that are rarely seen in the mortal realm. This is because they often gallavant between planes of existence, especially the realms of the living and the dead, whenever they find an open portal or other pathway to do so. In theory, they sometimes act as guides to the deceased, leading them onward to their final resting place, but in practice, they're more likely to find a living friend to join them on their adventures across reality.

EBONA
ELDADEX #146

Battle Form



COMMON NAME: PALE HORSE ELDAMON
HEIGHT/LENGTH: 4'04" **WEIGHT:** 177 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DEATH	BATTLE	RARE	ELDAMON

PET FORM: KLORSE
EVOLVED FORM: DETHADATTA
PREFERENCES: TRAVELING BETWEEN REALMS

DESCRIPTION:

A klorse can get into trouble visiting another plane, and when that happens, they'll either try to escape or adopt their battle form, ebona. As an ebona, they grow a small horn, and the cloudlike wisps of death that drift on their mane and tail spread across their body and even down to their hooves. As their death energy gathers, the pale white becomes their dominant coloration.

DETHADATTA
ELDADEX #147

Evolved Form



COMMON NAME: PALE HORSE ELDAMON
HEIGHT/LENGTH: 8'07" **WEIGHT:** 1,777 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
DEATH	EVOLVED	RARE	ELDAMON

PET FORM: KLORSE
BATTLE FORM: EBONA
PREFERENCES: TRAVELING BETWEEN REALMS

DESCRIPTION:

A klorse who experiences enough of other realms becomes infused with their energy, which might allow them to evolve into a dethadatta. In their evolved form, their form grows larger as their entire body becomes so saturated with death energy that it dissolves entirely into a mantle of white, deathlike mist, leaving behind darkened bones beneath. A red light glows in a dethadatta's empty eye sockets as they behold their foes, while steams of death pour from through their nose.

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WE ARE NOT AMEOWSED

It is very important for kitopaz to maintain their dignity even when engaging in silly activities like playing with toys or chasing light beams. They will tolerate some laughter if the offender apologizes, but making fun of them when they throw up a "hairball" is an unforgivable offense. Thankfully, the kitopaz version of a hairball consists of phased out shiny stones and metals covered in mud, which most people treat with the reverence kitopaz deserves.

Kitopaz, Crystal Earth Cat Eldamon

Some cultures worship cats, and kitopaz believe they have fully earned such an exalted status. They start with a single topaz crystal on their chest but grow many colorful crystals over their lifetime, becoming a truly magnificent sight.

KITOPAZ, KITEFNUT, AND QITOPHET

Common earth eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d6 per eldamon level
Hit Points at 1st Level 6 + Constitution modifier
Hit Points at Higher Levels 1d6 (or 4) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	15 (+2)	8 (–1)	17 (+3)	12 (+1)

Saving Throws Constitution, Charisma
Skills Intimidation, Stealth, Survival
Damage Vulnerabilities thunder; damage from air, music, water, and wood elemental powers
Damage Resistances bludgeoning, lightning, fire; damage from earth, electricity, fire, and space elemental powers
Special Senses darkvision 30 ft.
Languages Terran

Evolution Condition. Helping kitopaz obtain shiny objects and reach peak enlightenment in the art of all that is shiny.

Elemental Trait: Strength of the Earth. The earth itself provides you with overflowing energy that protects you from harm. When you roll initiative, and again at the start of each of your turns, you gain temporary hit points equal to half your proficiency bonus (rounded down), provided you are standing on a rock or earthen surface.

Form Trait: Regal Nemes. Your shiny headdress proves you once and for all as truly regal and magnificent, while protecting you from effects that would seek to steal your sovereignty. You have advantage on saving throws against effects that would charm or frighten you.

Evolution Trait: Crystalline Guard. The many crystals throughout your body allow earth energy to flow through you easily and store within the crystals to release when needed. At the end of your turn, you can choose to deplete your energy (which doesn't require an action) to gain a +2 bonus to AC until the start of your next turn. Once you deplete your earth energy, you can't do so again until you refresh your elemental powers.

Power Progression. 1st level: (active) *boulder smash, tremor stomp* (reactive) *harden* (refresh) *rock cover;* **3rd level:** (active) *boulder smash, grasp of the hungry earth* (reactive) *harden* (refresh) *rock cover;* **5th level:** (active) *boulder smash, grasp of the hungry earth, piercing spike* (reactive) *rock shield* (refresh) *rock cover;* **7th level:** (active) *grasp of the hungry earth, earthen maul, piercing spike* (reactive) *rock shield* (refresh) *rock cover;* **9th level:** (active) *grasp of the hungry earth, earthen maul, piercing spike* (reactive) *rock shield* (refresh) *rock cover;* **11th level:** (active) *grasp of the hungry earth, earthen maul, exploding bulwark* (reactive) *rock shield* (refresh) *rock cover;* **13th level:** (active) *earthen maul, exploding bulwark, rockfall* (reactive) *rock shield* (refresh) *rock cover;* **15th level:** (active) *exploding bulwark, fissure, rampart, rockfall* (reactive) *rock shield* (refresh) *rock cover;* **17th level:** (active) *avalanche, exploding bulwark, fissure, rampart* (reactive) *rock shield* (refresh) *rock cover;* **19th level:** (active) *avalanche, exploding bulwark, fissure, rampart* (reactive) *rock shield* (refresh) *rock cover* (ultimate) *yamazu*

Actions

Claw. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier slashing damage.

KITOPAZ
ELDADEX #007

Pet Form



COMMON NAME: CRYSTAL EARTH CAT ELDAMON
HEIGHT/LENGTH: 1'06" **WEIGHT:** 45 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
EARTH	PET	COMMON	ELDAMON

BATTLE FORM: KITEFNUT
EVOLVED FORM: QITOPHET
PREFERENCES: SHINY TREASURES AND TOYS

DESCRIPTION:

Kitopaz are cats made of rock and crystal, with a large namesake topaz on their chests. While they tend to act regal, dignified, and aloof like mortal cats, their excitement for shining lights, cat toys, and the like are impossible for them to ignore. Don't remind them, though, as they consider such things beneath their dignity. Given the density of rock, kitopaz are extremely heavy for their size. Be careful if a kitopaz wants to jump onto your lap.

KITEFNUT
ELDADEX #008

Battle Form



COMMON NAME: CRYSTAL EARTH CAT ELDAMON
HEIGHT/LENGTH: 5'05" **WEIGHT:** 625 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
EARTH	BATTLE	COMMON	ELDAMON

PET FORM: KITOPAZ
EVOLVED FORM: QITOPHET
PREFERENCES: SHINY TREASURES AND TOYS

DESCRIPTION:

Kitefnut's battle form not only musters up additional crystals, forming spikes along their legs and large tufts behind their ears, but it also reflects their utter belief in their own majesty. The elaborate nemes headdress that grows out of their body evokes a lion, and their golden beard mirrors a regal false beard sometimes worn by ancient monarchs. That the beard is shiny also pleases kitefnut to no end. Not that they'll let this show, and they'll deny it if you ask.

QITOPHET
ELDADEX #009

Evolved Form



COMMON NAME: CRYSTAL EARTH CAT ELDAMON
HEIGHT/LENGTH: 9'02" **WEIGHT:** 4,000 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
EARTH	EVOLVED	COMMON	ELDAMON

PET FORM: KITOPAZ
BATTLE FORM: KITEFNUT
PREFERENCES: SHINY TREASURES AND TOYS

DESCRIPTION:

When they reach peak enlightenment in the art of all that is shiny (preferably away from the prying eyes of those who would judge them and claim it diminished their majesty), a kitopaz is able to reach its evolved form, a qitophet. A qitophet takes every power-enhancing and vanity-inducing augmentation from kitefnut and amplifies it substantially. The crystals on its body grow out in various colors and directions, while the golden protrusions increase from a single beard in the style of a false beard to nearly a dozen across not only the bottom of their face but also the top of their head. Meanwhile, golden jewelry circles their forelegs and tail, and even their claws transform into pure crystal.

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GEO FISH!

Geophers can be pretty hapless and lack the planning ability to search for treasure in a strategic way. That's where people come in! Archaeologists and miners befriend geophers and send their little pals fishing for valuable finds. When geophers aren't excited about a particular search, their friends offer seashells and other "rocks from the sea," which the earthbound geophers consider rare, in exchange for persisting with a dig.

Geopher, Soil Gopher Eldamon

Geophers are enthusiastic tunnelers who can move through soil like swimmers through water. They don't leave behind normal tunnels, however, because they are made of earth themselves. While some trainers initially speculated that geophers might leave some trail that only other earth eldamon can perceive, it soon became clear that geophers themselves have no idea where they've been.

Treasure is what motivates geophers, though their definition of treasure may not be the same as humanoids. They love anything that is rare or new to them. A rock with an odd shape is just as valuable as a buried relic from an ancient civilization. Whatever they find, though, geophers enjoy showing it to others.

GEOPHER, GEOMYS, AND GEOMYTE

Uncommon earth eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d6 per eldamon level
Hit Points at 1st Level 6 + Constitution modifier
Hit Points at Higher Levels 1d6 (or 4) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	10 (+0)	17 (+3)	8 (–1)

Saving Throws Strength, Constitution
Skills Athletics, Stealth, Survival
Damage Vulnerabilities thunder; damage from air, music, water, and wood elemental powers
Damage Resistances bludgeoning, lightning, fire; damage from earth, electricity, fire, and space elemental powers
Special Senses darkvision 30 ft.
Languages Terran



Evolution Condition. Helping geopher dig their way to a truly extraordinary find.

Elemental Trait: Harden Soil. You have greater control over hardening earth magic, allowing you to become slightly more resistant to damage. When an earth power grants you resistance to damage of one or more types, you also reduce damage of those types by an amount equal to half your proficiency bonus (rounded down).

Form Trait: Rending Claws. Your claws and powers more easily dig through solid objects. Your claw attacks and earth powers deal additional damage to objects and constructs. This additional damage is equal to half your proficiency bonus (rounded down).

Evolution Trait: Shovelling Dig. You can use your shovel tail to quickly dig your way across the battlefield. You gain a burrow speed equal to half your speed, allowing you to dig through earth and soil.

Power Progression. 1st level: (active) *boulder smash, tremor stomp* (reactive) *harden* (refresh) *rock cover;* **3rd level:** (active) *boulder smash, stone shell* (reactive) *harden* (refresh) *rock cover;* **5th level:** (active) *boulder smash, piercing spike, stone shell* (reactive) *harden* (refresh) *rock cover;* **7th level:** (active) *earthen maul, piercing spike, stone shell* (reactive) *harden* (refresh) *rock cover;* **9th level:** (active) *earthen maul, rock and roll, stone shell* (reactive) *harden* (refresh) *rock cover;* **11th level:** (active) *exploding bulwark, rock and roll, stone shell* (reactive) *harden* (refresh) *rock cover;* **13th level:** (active) *exploding bulwark, rock and roll, stone shell* (reactive) *harden* (refresh) *auto-petrification;* **15th level:** (active) *aegis of immortal stone, petrifying dust, rampart, stone shell* (reactive) *harden* (refresh) *auto-petrification;* **17th level:** (active) *aegis of immortal stone, exploding bulwark, rampart, stone shell* (reactive) *harden* (refresh) *auto-petrification;* **19th level:** (active) *aegis of immortal stone, exploding bulwark, rampart, stone shell* (reactive) *harden* (refresh) *auto-petrification* (ultimate) *yamazu*

ACTIONS

Claw. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier slashing damage.

GEOPHER
ELDADEX #046

Pet Form



COMMON NAME: SOIL GOPHER ELDAMON
HEIGHT/LENGTH: 1'10" **WEIGHT:** 15 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
EARTH	PET	UNCOMMON	ELDAMON

BATTLE FORM: GEOMYS
EVOLVED FORM: GEOMYTE
PREFERENCES: DIGGING

DESCRIPTION:

Geophers are goofy-looking gophers composed of packed soil and earth energy. Perhaps unsurprisingly, they adore digging around, especially when they find underground tunnels and secret treasures. They usually don't remember where they dug, and mortals can't necessarily see or interact with geopher's tunnels, but that doesn't stop them from showing up to share something interesting they found with their closest friends.

GEOMYS
ELDADEX #047

Battle Form



COMMON NAME: SOIL GOPHER ELDAMON
HEIGHT/LENGTH: 5'01" **WEIGHT:** 250 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
EARTH	BATTLE	UNCOMMON	ELDAMON

PET FORM: GEOPHER
EVOLVED FORM: GEOMYTE
PREFERENCES: DIGGING

DESCRIPTION:

A geopher backed into a corner transforms into a geomys to prepare for battle. In this form, their tiny little claws become enormous, their tail transforms into a spade, and they begin to grow speckles of rock along their back, arms, and head, serving as protection in case of an attack. Geomys is a lot grouchier and more serious than the laid-back, goofy geopher, which can be unexpected for those unaccustomed to the transformation.

GEOMYTE
ELDADEX #048

Evolved Form



COMMON NAME: SOIL GOPHER ELDAMON
HEIGHT/LENGTH: 10'02" **WEIGHT:** 1,800 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
EARTH	EVOLVED	UNCOMMON	ELDAMON

PET FORM: GEOPHER
BATTLE FORM: GEOMYS
PREFERENCES: DIGGING

DESCRIPTION:

A geopher who digs their way into a truly extraordinary find or digs themselves to their heart's content might evolve into a geomyte, hunching forward into a quadrupedal stance as they grow razor-sharp teeth, extend the stony protection to cover their entire body, and evolve their tail into a full-fledged shovel, ready for digging or bashing alike.

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TWO'S COMPANY

The best way to befriend a sanditt is to offer to play a part in a show. Sanditts quickly forget their shyness when "working" with someone to put together a performance. Such a partnership is also a good way to gauge how well a trainer will get along with a sanditt. These eldamon tend to have a favorite genre that matches their personalities. Nothing sends a sanditt running for the hills faster than an inappropriate joke during a dramatic moment or an understated performance in a comedy.

Sanditt, Sand Lizard Eldamon

Sanditts are solitary, a habit from their origins in deserts. They keep themselves company by conjuring puppets out of dust and sand to perform elaborate plays. They're shy though and prefer communicating via their scripted performances.

SANDITT, SANDERMA, AND SANDRAK

Uncommon earth eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d6 per eldamon level
Hit Points at 1st Level 6 + Constitution modifier
Hit Points at Higher Levels 1d6 (or 4) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Strength, Constitution
Skills Performance, Stealth, Survival
Damage Vulnerabilities thunder; damage from air, music, water, and wood elemental powers
Damage Resistances bludgeoning, lightning, fire; damage from earth, electricity, fire, and space elemental powers
Special Senses darkvision 30 ft.
Languages Terran

Evolution Condition. Helping sanditt overcome their shyness and put on a truly wonderful skit or puppet show.

Elemental Trait: Protrusive Cover. Your earth power seeps out of you, allowing you to grant your allies a bit of cover. Your allies gain half cover against attacks that pass through your space.

Form Trait: Sand Shroud. When you're hit, you shroud yourself with sand that protects you from follow-up attacks. When a creature hits you with an attack, further attacks against you have disadvantage until the end of that creature's turn.

Evolution Trait: Puppet Tail. Your tail can lure foes off guard and distract them. You can use a bonus action to make a Charisma (Performance) check contested by the Wisdom saving throw of a creature you can see within 30 feet of you, provided that creature can see you. If you win the contest, the target can't take reactions until the end of your next turn. While the effect lasts, you have advantage on the next Tail attack you make against the target. A creature that wins the contest becomes immune to your Puppet Tail for 24 hours.



Power Progression. 1st level: (active) *boulder smash, tremor stomp* (reactive) *harden* (refresh) *rock cover;* **3rd level:** (active) *grasp of the hungry earth, tremor stomp* (reactive) *harden* (refresh) *rock cover;* **5th level:** (active) *grasp of the hungry earth, entrench, tremor stomp* (reactive) *rock shield* (refresh) *rock cover;* **7th level:** (active) *grasp of the hungry earth, entrench, tremor stomp* (reactive) *rock shield* (refresh) *shifting ground;* **9th level:** (active) *grasp of the hungry earth, earthen maul, entrench* (reactive) *rock shield* (refresh) *shifting ground;* **11th level:** (active) *earthen curtain, grasp of the hungry earth, earthen maul* (reactive) *rock shield* (refresh) *shifting ground;* **13th level:** (active) *earthen curtain, grasp of the hungry earth, rockfall* (reactive) *rock shield* (refresh) *shifting ground;* **15th level:** (active) *earthen curtain, grasp of the hungry earth, fissure, rockfall* (reactive) *disrupting tremor* (refresh) *shifting ground;* **17th level:** (active) *earthen curtain, grasp of the hungry earth, fissure, petrifying dust* (reactive) *disrupting tremor* (refresh) *shifting ground;* **19th level:** (active) *earthen curtain, grasp of the hungry earth, fissure, petrifying dust* (reactive) *disrupting tremor* (refresh) *shifting ground* (ultimate) *kunlun*

ACTIONS

Bite. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier slashing damage.

Tail. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier bludgeoning damage.

SANDITT
ELDADEX #085

Pet Form



COMMON NAME: SAND LIZARD ELDAMON
HEIGHT/LENGTH: 1'05" **WEIGHT:** 18 lbs.
ELEMENT: EARTH **FORM:** PET **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: SANDERMA
EVOLVED FORM: SANDRAK
PREFERENCES: SKITS AND PUPPET SHOWS

DESCRIPTION:

Sanditts are tiny lizards with pebbly skin and golden gems along the ridge of their backs, filled with elementally-energized sand. While a sanditt is normally shy around strangers, they find their courage easily when acting out solo skits or puppet shows, playing the parts of multiple characters to show off their quirky story ideas. They also enjoy watching others' skits, puppet shows, and other performances. When it comes to their friends, sanditts are always a supportive audience, willing to lend an ear!

SANDERMA
ELDADEX #086

Battle Form



COMMON NAME: SAND LIZARD ELDAMON
HEIGHT/LENGTH: 5'01" **WEIGHT:** 300 lbs.
ELEMENT: EARTH **FORM:** BATTLE **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: SANDITT
EVOLVED FORM: SANDRAK
PREFERENCES: SKITS AND PUPPET SHOWS

DESCRIPTION:

A sanditt that needs to fight releases their inner sand and expands into their sanderma battle form. Their tail becomes a spiked ball, like the end of a flail, and the sand surrounds their neck in a mantle of protective living silt. Craggy sandstone melds with the golden gems along their back, creating a sturdy defense.

SANDRAK
ELDADEX #087

Evolved Form



COMMON NAME: SAND LIZARD ELDAMON
HEIGHT/LENGTH: 9'10" **WEIGHT:** 2,000 lbs.
ELEMENT: EARTH **FORM:** EVOLVED **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: SANDITT
BATTLE FORM: SANDERMA
PREFERENCES: SKITS AND PUPPET SHOWS

DESCRIPTION:

A sanditt able to overcome their shyness and put on a truly wonderful skit or puppet show sometimes evolves into a sandrak, growing an almost dragonlike facade, surrounding itself entirely with sand along the length of its body, and evolving its tail into a false second head, which it can use alongside its puppeteering skills to distract foes.

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CRIME AND PUNISHMENT

On the rare occasions when pangeolils divulge a secret, even when they do so for a good reason, they experience guilt and may flee from their friends and return to their original home. There they remain in isolation, convinced they are no longer worthy of trust. No amount of logical reasoning can pull a pangeolil out of such despair, but entrusting them with a new important secret might do the trick instead.

Pangeolil, Rock Pangolin Eldamon

Pangeolils love keeping secrets. They see themselves as guardians and are often content hiding in remote places to defend the knowledge they've learned. Such measures, however, may simply be an excuse for indulging their natural shyness.

PANGEOLIL, PETROLIN, AND PHOLITH

Rare earth eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d6 per eldamon level
Hit Points at 1st Level 6 + Constitution modifier
Hit Points at Higher Levels 1d6 (or 4) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	10 (+0)	17 (+3)	8 (–1)

Saving Throws Strength, Constitution
Skills Athletics, Acrobatics, Survival
Damage Vulnerabilities thunder; damage from air, music, water, and wood elemental powers
Damage Resistances bludgeoning, lightning, fire; damage from earth, electricity, fire, and space elemental powers
Special Senses darkvision 30 ft.
Languages Terran

Evolution Condition. Helping pangeolil learn and keep an especially deep or important secret.

Elemental Trait: Earth's Vengeance. Creatures who damage you find quick comeuppance. When a creature damages you, your earth powers gain a bonus to damage rolls against that creature for 24 hours. This bonus is equal to half your proficiency bonus (rounded down). If the earth power deals damage in direct response to a creature's attack against you, the bonus increases to your full proficiency bonus.

Form Trait: Curl Up. You can use a bonus action to curl up until the end of your next turn. While curled up, you gain a +2 bonus to AC, can't move, and can't use actions or reactions except to use reaction powers or to use a bonus action to end the effect. In addition, when a creature within 5 feet of you hits you with a melee attack, that creature must make a successful Dexterity saving throw against your power DC or take piercing damage equal to your proficiency bonus.

Evolution Trait: Countless Spikes. Your spikes are everywhere, presenting a threat even when you aren't curled up, and making foes bleed when you are. When a creature within 5 feet of you hits you with a melee weapon attack, that creature must make a successful Dexterity saving throw against your power DC or take piercing damage equal to your proficiency bonus. If you're curled up, a creature that fails this save also takes an equal amount of persistent piercing damage.

Power Progression. 1st level: (active) *boulder smash, tremor stomp* (reactive) *harden* (refresh) *rock cover;* **3rd level:** (active) *stone shell, tremor stomp* (reactive) *harden* (refresh) *rock cover;* **5th level:** (active) *piercing spike, stone shell, tremor stomp* (reactive) *harden* (refresh) *rock cover;* **7th level:** (active) *stone shell, tremor stomp, vengeful backlash* (reactive) *harden* (refresh) *rock cover;* **9th level:** (active) *rebounding embrace, tremor stomp, vengeful backlash* (reactive) *harden* (refresh) *rock cover;* **11th level:** (active) *earthen curtain, rebounding embrace, vengeful backlash* (reactive) *harden* (refresh) *rock cover;* **13th level:** (active) *earthen curtain, rebounding embrace, vengeful backlash* (reactive) *disrupting tremor* (refresh) *rock cover;* **15th level:** (active) *earthen curtain, fissure, rebounding embrace, vengeful backlash* (reactive) *disrupting tremor* (refresh) *shifting ground;* **17th level:** (active) *earthen curtain, fissure, rebounding embrace, vengeful backlash* (reactive) *disrupting tremor* (refresh) *shifting ground;* **19th level:** (active) *earthen curtain, fissure, rebounding embrace, vengeful backlash* (reactive) *disrupting tremor* (refresh) *shifting ground* (ultimate) *kunlun*

ACTIONS

Bite. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier slashing damage.

Tail. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier bludgeoning damage.

Pet Form

PANGEOLIL
ELDADEX #124



COMMON NAME: ROCK PANGOLIN ELDAMON
HEIGHT/LENGTH: 1'03" **WEIGHT:** 28 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
EARTH	PET	RARE	ELDAMON

BATTLE FORM: PETROLIN
EVOLVED FORM: PHOLITH
PREFERENCES: LEARNING AND KEEPING SECRETS

DESCRIPTION:

Pangeolil are shy, elusive pangolins made of rock, rarely seen by mortals due to their bashful and secretive nature. Still, sometimes their curiosity gets the better of them, causing them to interact with the mortal world. Pangeolil love discovering secrets, especially when a close friend trusts them enough to share them, and they're extremely trustworthy when it comes to keeping confidence. You can count on pangeolil to keep your secret safe!

Battle Form

PETROLIN
ELDADEX #125



COMMON NAME: ROCK PANGOLIN ELDAMON
HEIGHT/LENGTH: 5'04" **WEIGHT:** 500 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
EARTH	BATTLE	RARE	ELDAMON

PET FORM: PANGEOLIL
EVOLVED FORM: PHOLITH
PREFERENCES: KEEPING SECRETS

DESCRIPTION:

While they're generally more likely to hide or curl up into a ball than fight, when necessary to protect a friend or a secret, a pangeolil can transform into their much larger petrolin battle form, growing long claws of lighter rock and a few scattered spikes of darker stone. Even then, petrolin often stay on the defensive, daring their foes to attack them.

Evolved Form

PHOLITH
ELDADEX #126



COMMON NAME: ROCK PANGOLIN ELDAMON
HEIGHT/LENGTH: 9'07" **WEIGHT:** 4,200 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
EARTH	EVOLVED	RARE	ELDAMON

PET FORM: PANGEOLIL
BATTLE FORM: PETROLIN
PREFERENCES: KEEPING SECRETS

DESCRIPTION:

A pangeolil who learns and keeps an especially deep or important secret might evolve into a pholith, growing even larger as the darker stone of their spikes merges into the protective rock along their back, their teeth grow into large needlelike points, and their tail transforms into a spiky ball, ready to smash their foes.

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NEED TO RECHARGE

An excited tawhirtle might spark with electricity, but the opposite is also true. A tawhirtle who is exhausted or sad for a prolonged period of time might become so drained that they lose all their electrical powers. They can recover their spark on their own if they quickly rest and regain their joy for life, but if they remain depleted for a long period of time, they could need external help to recharge. Such an intervention usually involves a circle of other tawhirtles infusing them with electricity during a ritual dance, but a solitary tawhirtle can wait for a lightning strike atop a tall location during a thunderstorm.

Tawhirtle, Lightning Turtle Eldamon

Tawhirtles are the thrillseekers of the eldamon world. When winds roar and lightning crashes, they rush to greet the elements. They surf the tallest waves, sway in treetop canopies during storms, and soar through the air when blasted by a surge of electricity. Tawhirtles are happy to accompany trainers on adventures, but only if they promise more excitement than the ones they're already on.

TAWHIRTLE, CHELOWATT, AND THORTOISE

Common electricity eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Strength, Constitution
Skills Athletics, Intimidation, Survival
Damage Vulnerabilities psychic; damage from earth, mind, and space elemental powers
Damage Resistances lightning; damage from air, electricity, and metal elemental powers
Special Senses darkvision 30 ft.
Languages Voltan

Evolution Condition. Helping tawhirtle experience pure thrill from their risks.

Elemental Trait: Resistant Shell. You have an outer shell of energy that's electrically resistant, allowing you to safely store charge. When you're charged from your own elemental powers, you don't become shocked, and you don't reduce your charged condition from effects that would remove the shocked condition.

Form Trait: Retreat Into Shell. You can use a bonus action to retreat into your shell until the start of your next turn. While the effect lasts, you gain a +2 bonus to AC, can't move, and can't use actions or reactions except to use reaction powers or to use a bonus action to end the effect.

Evolution Trait: Shell Fortification. Your shell fortifies you from dangerous blows. Whenever you are subjected to a critical hit while you are retreated into your shell, roll a d20. On a 10 or higher, the critical hit is treated as a normal hit instead.

Power Progression. 1st level: (active) *electric surge, static shock* (reactive) *retributive shock* (refresh) *high voltage;* **3rd level:** (active) *electric surge, status shock* (reactive) *retributive shock* (refresh) *high voltage;* **5th level:** (active) *anvil crawler lightning, electric field, static shock* (reactive) *retributive shock* (refresh) *high voltage;* **7th level:** (active) *anvil crawler lightning, electric field, forked lightning* (reactive) *retributive shock* (refresh) *high voltage;* **9th level:** (active) *electric field, forked lightning, jolting embrace* (reactive) *retributive shock* (refresh) *high voltage;* **11th level:** (active) *electric field, forked lightning, jolting embrace* (reactive) *protective shock* (refresh) *high voltage;* **13th level:** (active) *coruscating chain, forked lightning, jolting embrace* (reactive) *protective shock* (refresh) *high voltage;* **15th level:** (active) *coruscating chain, forked lightning, jolting embrace, storm spiral* (reactive) *protective shock* (refresh) *recharge;* **17th level:** (active) *coruscating chain, forked lightning, storm spiral, superbolt* (reactive) *protective shock* (refresh) *recharge;* **19th level:** (active) *coruscating chain, forked lightning, storm spiral, superbolt* (reactive) *protective shock* (refresh) *recharge* (ultimate) *vajra*

ACTIONS

Horn. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier piercing damage.

Tail. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier lightning damage.

Pet Form

TAWHIRTLE
ELDADEX #019



COMMON NAME: LIGHTNING TURTLE ELDAMON
HEIGHT/LENGTH: 1'02" WEIGHT: 40 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
ELECTRICITY	PET	COMMON	ELDAMON

BATTLE FORM: CHELOWATT
EVOLVED FORM: THORTOISE
PREFERENCES: TAKING RISKS

DESCRIPTION:

While some people think of turtles as shy and slow to come out of their shells, not so with the tawhirtle, a daredevil among eldamon, who enjoys taking big risks and traveling to scary locations. The biggest storms with crashing thunder just make tawhirtle more excited to explore. You can see little sparks along a tawhirtle's outer shell when they're excited, though they take care to avoid it when they're hanging out with friends.

Battle Form

CHELOWATT
ELDADEX #020



COMMON NAME: LIGHTNING TURTLE ELDAMON
HEIGHT/LENGTH: 5'00" WEIGHT: 400 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
ELECTRICITY	BATTLE	COMMON	ELDAMON

PET FORM: TAWHIRTLE
EVOLVED FORM: THORTOISE
PREFERENCES: TAKING RISKS

DESCRIPTION:

When their risktaking inevitably leads them into battle, a tawhirtle takes their battle form and becomes a chelowatt. Not only do they grow larger and more fearsome, they also grow spikes on their shell and a longer horn and tail, all of which function similarly to lightning rods, attracting and conducting powerful electricity. Electric charge constantly circulates along their top spikes and tail, while they only use the horn occasionally to channel powerful electric attacks.

Evolved Form

THORTOISE
ELDADEX #021



COMMON NAME: LIGHTNING TURTLE ELDAMON
HEIGHT/LENGTH: 9'06" WEIGHT: 1,500 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
ELECTRICITY	EVOLVED	COMMON	ELDAMON

PET FORM: TAWHIRTLE
BATTLE FORM: CHELOWATT
PREFERENCES: TAKING RISKS

DESCRIPTION:

When a tawhirtle truly experiences a pure thrill from their risks or takes one too many risks and winds up in a pinch, they might manifest their evolved battle form, the mighty thortoise. In this form, the spikes from the chelowatt's shell cover the entire surface, and it even grows two more horns on the back of its head, with deadly electricity racing along all of them with even greater conductivity. Thortoise is able to stand on two legs, with its forelimbs evolving into arms, granting it the ability to manipulate electricity much more carefully with its gestures after charging up with its powerful shell.

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THE PERFECT STORM

What makes a storm magnificent in an iognu's mind? For some, it's the number of lightning strikes they absorb in a single day, while others want to experience a truly unusual event—thunder amidst a blizzard, strange cloud formations from a hurricane, the sky changing colors, or a tempest conjured by magic. Such a storm engages all an iognu's senses and can overwhelm them, transporting them into a new state of mind. During that time, they lose control of the ability to suppress the electricity surging through their coat, so other eldamon should keep a safe distance unless they want to taste well done.

Iognu, Electric Wildbeast Eldamon

Whereas tawhirtles chase storms for the thrill of adventure, iognus do it for the sense of belonging. Electricity powers every fiber of their being, and their lightning rod horns give them an instinctive sense of which direction to go to find the next storm. For them, the greatest storms feel like home.

IOGNU, WILDEBUZZ, AND SHOCKONNO

Uncommon electricity eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	10 (+0)	17 (+3)	8 (–1)

Saving Throws Strength, Constitution
Skills Acrobatics, Athletics, Survival
Damage Vulnerabilities psychic; damage from earth, mind, and space elemental powers
Damage Resistances lightning; damage from air, electricity, and metal elemental powers
Special Senses darkvision 30 ft.
Languages Voltan

Evolution Condition. Helping iognu taste a magnificent storm.

Elemental Trait: Rampaging. Your electric charges cling to your foes, even after they suffer electricity damage. When a shocked creature takes lightning damage from one of your elemental powers, roll a d20. On a 5 or higher, the creature loses the shocked condition as normal. On a 1–4, it remains shocked. This doesn't otherwise extend the duration of the creature's shocked condition.

Form Trait: Static Fur. Your fur gathers up electricity when you charge. If you take the Dash action on your turn and don't use a power on that turn, you become charged at the end of your turn.

Evolution Trait: Lightning Rod Tail. When a creature within 30 of you would make a saving throw against an effect that deals lightning damage, you can attempt a Wisdom saving throw against the effect's DC (or DC 20 if the effect had no DC). On a success, you can become the target of the effect instead or aim the effect such that you are also included in its area.

Power Progression. 1st level: (active) *electric surge, static shock* (reactive) *retributive shock* (refresh) *high voltage;* **3rd level:** (active) *electric surge, polarize* (reactive) *retributive shock* (refresh) *high voltage;* **5th level:** (active) *anvil crawler lightning, electric surge, polarize* (reactive) *reactive chain* (refresh) *high voltage;* **7th level:** (active) *anvil crawler lightning, forked lightning, polarize* (reactive) *reactive chain* (refresh) *devour charge;* **9th level:** (active) *anvil crawler lightning, forked lightning, polarize* (reactive) *reactive chain* (refresh) *devour charge;* **11th level:** (active) *anvil crawler lightning, forked lightning, shocking curtain* (reactive) *reactive chain* (refresh) *devour charge;* **13th level:** (active) *forked lightning, shocking curtain, spasmodic shock* (reactive) *reactive chain* (refresh) *devour charge;* **15th level:** (active) *ride the lightning, shocking curtain, spasmodic shock, storm spiral* (reactive) *reactive chain* (refresh) *devour charge;* **17th level:** (active) *ride the lightning, spasmodic shock, storm spiral, supercell* (reactive) *reactive chain* (refresh) *devour charge;* **19th level:** (active) *ride the lightning, spasmodic shock, storm spiral, supercell* (reactive) *reactive chain* (refresh) *devour charge* (ultimate) *vajra*

ACTIONS

Hoof. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier bludgeoning damage.

Horn. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier lightning damage.

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Pet Form

IOGNU
ELDADEX #058



COMMON NAME: ELECTRIC WILDEBEAST ELDAMON
HEIGHT/LENGTH: 2'00" **WEIGHT:** 40 lbs.
ELEMENT: ELECTRICITY **FORM:** PET **RARITY:** UNCOMMON **SOURCE:** ELDAMON
BATTLE FORM: WILDEBUZZ
EVOLVED FORM: SHOCKONNO
PREFERENCES: STORM CHASING

DESCRIPTION:

Iognus seek out storms with great electric potential, dancing amidst the lightning bolts in thunderstorms. Their tiny nubs of horns can just barely act as lightning rods, and their poofy fur holds static electric charge, allowing an iognu to send out rampaging shocks that cling to their targets. Iognu knows that not everyone enjoys lightning and thunder, however, and they are quick to provide comfort to any friends afraid of them.

Battle Form

WILDEBUZZ
ELDADEX #059



COMMON NAME: ELECTRIC WILDEBEAST ELDAMON
HEIGHT/LENGTH: 6'02" **WEIGHT:** 300 lbs.
ELEMENT: ELECTRICITY **FORM:** BATTLE **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: IOGNU
EVOLVED FORM: SHOCKONNO
PREFERENCES: STORM CHASING

DESCRIPTION:

When an iognu is all charged up and ready to fight, they grow into a wildebuzz, their large and powerful battle form. Their horns grow much larger, arcing electricity between them, with additional tufts of yellow fur to gather static electricity along their back, legs, and tail. Lightning bolt-shaped stripes cover their bodies, allowing them to gather electric charge to unleash against their foes.

Evolved Form

SHOCKONNO
ELDADEX #060



COMMON NAME: ELECTRIC WILDEBEAST ELDAMON
HEIGHT/LENGTH: 9'10" **WEIGHT:** 800 lbs.
ELEMENT: ELECTRICITY **FORM:** EVOLVED **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: IOGNU
BATTLE FORM: WILDEBUZZ
PREFERENCES: STORM CHASING

DESCRIPTION:

Iognus who taste a magnificent storm can evolve into shockonnos, growing enormous and coursing with visible electricity along their entire body. Their tail grows into a glowing lightning bolt, and they grow multiple smaller horns, with lightning shooting out of their eyes and jolting across each and every horn. Shockonnos decorate themselves with rings and golden kneepads, awesome with fearsome motifs such as skulls.

STRANGER THAN FICTION

Whether it's a deity smiling down on the earnestness of porcutes or the result of their electrical blasts jolting the minds of those around them, reality has a way of bending to their narratives. Woe unto anyone who dismisses a porcute's beliefs, promises, or quests lest they be swept along in events beyond their control. Circumstances seem to unfold in ways that conform to a porcute's expectations, so even when a porcute's code takes them down strange and difficult paths, the best option for their companions is to double down and see the story through to its fantastical end.

Porcute, Electric Porcupine Eldamon

Many wish for a knight in shining armor to help them out of a sticky situation, but few expect the knight to be a porcupine! Don't judge a book by its cover though—porcutes are honorable and dedicated storybook heroes, taking nothing more seriously than their oaths. They are voracious consumers of myths and legends who take the tales at face value, which gives them a skewed sense of the world, but sometimes all a hero needs is steadfast faith in their beliefs.

PORCUTE, ELECUPINE, AND ERETHIZAP

Uncommon electricity eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Strength, Wisdom
Skills Athletics, Intimidation, Survival
Damage Vulnerabilities psychic; damage from earth, mind, and space elemental powers
Damage Resistances lightning; damage from air, electricity, and metal elemental powers
Special Senses darkvision 30 ft.
Languages Voltan

Evolution Condition. Helping porcute keep their word and hold fast to their code against harsh odds.

Elemental Trait: Jolt Spines. When a creature misses you with a melee attack and rolls a 1 on the attack roll, it strikes a needle of electricity arcing across your body, shocking them. The creature takes lightning damage equal to twice your proficiency bonus.

Form Trait: Defensive Quills. When a creature misses you with a melee attack, it takes piercing damage equal to your proficiency bonus; this is cumulative with the damage from Jolt Spines.

Evolution Trait: Protective Armor. You wear electrified heavy armor. Your AC becomes 18 (natural armor), your speed decreases to 20 feet, and you have disadvantage on Stealth checks.

Power Progression. 1st level: (active) *electric surge, static shock* (reactive) *retributive shock* (refresh) *high voltage;* **3rd level:** (active) *electric shot, static shock* (reactive) *retributive shock* (refresh) *high voltage;* **5th level:** (active) *anvil crawler lightning, electric field, static shock* (reactive) *retributive shock* (refresh) *high voltage;* **9th level:** (active) *anvil crawler lightning, electric field, jolting embrace* (reactive) *retributive shock* (refresh) *high voltage;* **11th level:** (active) *anvil crawler lightning, detonate charge, jolting embrace* (reactive) *retributive shock* (refresh) *high voltage;* **13th level:** (active) *detonate charge, jolting embrace, spasmodic shock* (reactive) *retributive shock* (refresh) *high voltage;* **15th level:** (active) *detonate charge, ride the lightning, spasmodic shock, storm spiral* (reactive) *retributive shock* (refresh) *high voltage;* **17th level:** (active) *ride the lightning, spasmodic shock, storm spiral, superbolt* (reactive) *retributive shock* (refresh) *high voltage;* **19th level:** (active) *ride the lightning, spasmodic shock, storm spiral, superbolt* (reactive) *reactive chain* (refresh) *devour charge* (ultimate) *mjollnir*

ACTIONS

Quill. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Strength modifier lightning damage.

Pet Form

PORCUTE
ELDADEX #097



COMMON NAME: ELECTRIC PORCUPINE ELDAMON
HEIGHT/LENGTH: 1'00" WEIGHT: 3 lbs.
ELEMENT: ELECTRICITY FORM: PET RARITY: UNCOMMON SOURCE: ELDAMON
BATTLE FORM: ELECUPINE
EVOLVED FORM: ERETHIZAP
PREFERENCES: PROMISES

DESCRIPTION:

When a porcute makes a promise, they always keep it no matter what, as long as they can help it. Porcutes hold distorted views of certain mortal cultures they don't really understand, causing them to pursue the roles of idolistic chivalric knights, who mainly exist in fantasy stories and fairy tales. This distorted sense of morals causes them to sometimes invent bizarre codes that don't really make sense to mortals but seem to make perfect sense to porcutes. These codes of morals often make a porcute take their promises of companionship especially seriously.

Battle Form

ELECUPINE
ELDADEX #098



COMMON NAME: ELECTRIC PORCUPINE ELDAMON
HEIGHT/LENGTH: 5'02" WEIGHT: 100 lbs.
ELEMENT: ELECTRICITY FORM: BATTLE RARITY: UNCOMMON SOURCE: ELDAMON
PET FORM: PORCUTE
EVOLVED FORM: ERETHIZAP
PREFERENCES: PROMISES

DESCRIPTION:

When a promise leads a porcute to battle, they bend down on all fours and transform into an elecupine, with their spikes becoming fiercer and charging with powerful electricity while their tail sparks with the leftover shocks. As they fill with energy, their nose transforms into a golden yellow, indicating that they're ready to strike and make their foes adhere to their promise.

Evolved Form

ERETHIZAP
ELDADEX #099



COMMON NAME: ELECTRIC PORCUPINE ELDAMON
HEIGHT/LENGTH: 9'08" WEIGHT: 400 lbs.
ELEMENT: ELECTRICITY FORM: EVOLVED RARITY: UNCOMMON SOURCE: ELDAMON
PET FORM: PORCUTE
BATTLE FORM: ELECUPINE
PREFERENCES: PROMISES

DESCRIPTION:

A porcute who keeps their word against harsh odds and holds fast to their own personal code can evolve into an erethizap, finally becoming the distorted image of a knight from their own imagination. They stand up on two legs and use their electricity to cobble together a suit of armor of their own making out of material they can find in their own realm, typically elemental metal. Their even larger quills crackle with powerful electricity, and their towering height while standing on two legs can cower even the bravest of foes.

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IMPOSSIBLE FOLLIES

Those who wish to befriend a centesla must remember that they are centipedes, not caterpillars. They do not transform into butterflies. Centeslas who believe they have another life stage or must complete an impossible task meet a tragic fate, toiling away with every ounce of strength in their tiny bodies yet doomed never to succeed. They might become withdrawn as they lose hope, but therein lies their salvation. If they must choose between a hopeless task and keeping their friendship circle intact, they might switch tasks to make their friends happy.

Centesla, Electric Centipede Eldamon

Centeslas are small in stature but large in spirit. Their ambition drives them to complete tasks they take on as thoroughly as possible. This completionism makes them excellent allies but can also turn them into implacable foes if they are drawn to a mission that is destructive or self-centered. Some also choose to become collectors with hoards that rival dragons and squirrelashes, though their treasures tend to be extremely esoteric.

CENTESLA, CAPACIPOD, AND DIELECTRIPEDE

Rare electricity eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	12 (+1)	17 (+3)	10 (+0)

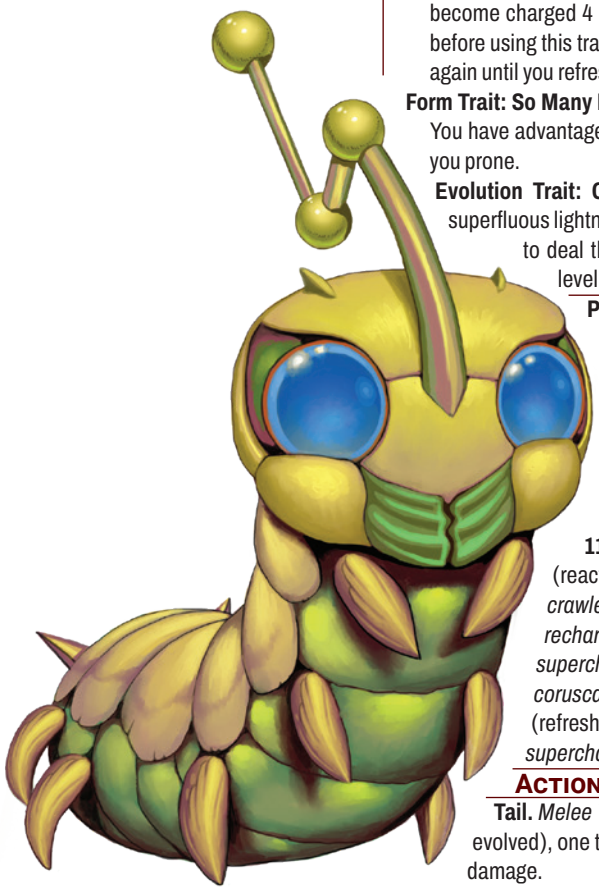
Saving Throws Dexterity, Intelligence
Skills Acrobatics, Stealth, Survival
Damage Vulnerabilities psychic; damage from earth, mind, and space elemental powers
Damage Resistances lightning; damage from air, electricity, and metal elemental powers
Special Senses darkvision 30 ft.
Languages Voltan

Evolution Condition. Helping centesla satisfy their completionism.

Elemental Trait: Segmented Capacitor. You've segmented off your electric charge, granting you higher capacity. You can become charged up to charged 4, instead of charged 3. In addition, while you are charged 2 and would gain a single charge from an electricity power, you can become charged 4 instead of charged 3. (This has no effect if you weren't already charged 2 before using this trait.) Once you become charged 4 in this way, you can't use this trait to do so again until you refresh your elemental powers.

Form Trait: So Many Legs. Due to your extreme number of legs, it's difficult to knock you prone. You have advantage on Strength and Dexterity saving throws against effects that would knock you prone.

Evolution Trait: Constant Bolts. As long as you're charged, your capacitors shoot off superfluous lightning bolts. When a creature ends its turn within 5 feet of you, you can choose to deal that creature lightning damage equal to twice your charged value. At 15th level, this damage increases to three times your charge value.



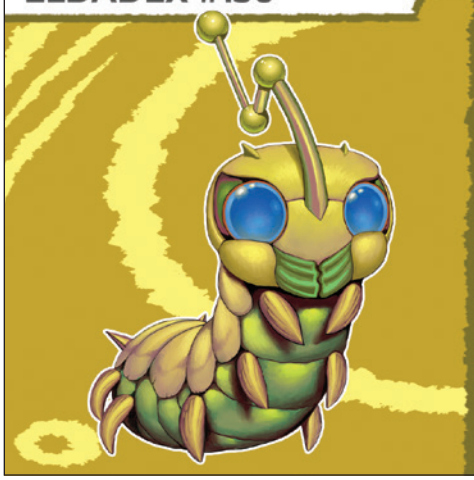
Power Progression. 1st level: (active) *electric surge, static shock* (reactive) *retributive shock* (refresh) *high voltage;* **3rd level:** (active) *electric shot, electric surge* (reactive) *retributive shock* (refresh) *high voltage;* **5th level:** (active) *anvil crawler lightning, electric field, electric shot* (reactive) *retributive shock* (refresh) *high voltage;* **7th level:** (active) *anvil crawler lightning, electric field, supercharge* (reactive) *retributive shock* (refresh) *high voltage;* **9th level:** (active) *anvil crawler lightning, ball lightning, supercharge* (reactive) *retributive shock* (refresh) *high voltage;* **11th level:** (active) *anvil crawler lightning, ball lightning, supercharge* (reactive) *protective shock* (refresh) *high voltage;* **13th level:** (active) *anvil crawler lightning, ball lightning, supercharge* (reactive) *protective shock* (refresh) *recharge;* **15th level:** (active) *ball lightning, coruscating chain, storm spiral, supercharge* (reactive) *protective shock* (refresh) *recharge;* **17th level:** (active) *coruscating chain, storm spiral, superbolt, supercharge* (reactive) *protective shock* (refresh) *recharge;* **19th level:** (active) *coruscating chain, storm spiral, superbolt, supercharge* (reactive) *protective shock* (refresh) *recharge* (ultimate) *mjollnir*

ACTIONS

Tail. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier lightning damage.

Pet Form

CENTESLA
ELDADEX #136



COMMON NAME: ELECTRIC CENTIPEDE ELDAMON
HEIGHT/LENGTH: 1'00" **WEIGHT:** 1 lbs.
ELEMENT: ELECTRICITY **FORM:** PET **RARITY:** RARE **SOURCE:** ELDAMON
BATTLE FORM: CAPACIPOD
EVOLVED FORM: DIELECTRIPEDE
PREFERENCES: COMPLETIONISM

DESCRIPTION:

The tiny centesla is one of the smallest eldamons, but that doesn't stop them from having a big dream: entirely completing whatever they start. Centesla's completionism can sometimes lead them to bite off a bit more than they can chew, which is why they come to cherish their friends who can help them achieve their goals. Sometimes they work together with friends, while other times they use their friends as rivals to help motivate them to continue to work on their goals.

Battle Form

CAPACIPOD
ELDADEX #137



COMMON NAME: ELECTRIC CENTIPEDE ELDAMON
HEIGHT/LENGTH: 6'00" **WEIGHT:** 36 lbs.
ELEMENT: ELECTRICITY **FORM:** BATTLE **RARITY:** RARE **SOURCE:** ELDAMON
PET FORM: CENTESLA
EVOLVED FORM: DIELECTRIPEDE
PREFERENCES: COMPLETIONISM

DESCRIPTION:

When needed to complete a dangerous challenge, a centesla can grow into a capacipod, collecting electric energy in the many capacitors segmented across their body, including the tiny capacitors growing from their antennae and tail. Capacipods get so excited to completely fill their capacitors that they sometimes overzealously charge them to full capacity before remembering to attack.

Evolved Form

DIELECTRIPEDE
ELDADEX #138



COMMON NAME: ELECTRIC CENTIPEDE ELDAMON
HEIGHT/LENGTH: 12'00" **WEIGHT:** 288 lbs.
ELEMENT: ELECTRICITY **FORM:** EVOLVED **RARITY:** RARE **SOURCE:** ELDAMON
PET FORM: CENTESLA
BATTLE FORM: CAPACIPOD
PREFERENCES: COMPLETIONISM

DESCRIPTION:

Centeslas who satisfy their completionism drive can evolve into dielectripedes, allowing them to possess the ultimate electric capacity. In this form, they grow numerous jewels of electric elemental energy with extreme capacitance while ringing their horns with Tesla coils. Huge bursts of lightning shoot out from their charged capacitors, a display that would be recklessly extravagant for other electricity eldamons with lower capacity for electric energy, but for a dielectripede, it's simply a display of their immense power.

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I SEE YOU!

Most fire eldamon are constantly alight, which sheds light like a torch: bright light in a 20-foot radius and dim light to the next 20 feet.

Squirrelash, Fire Squirrel Eldamon

The consummate collectors, squirrelashes typically choose a single specific theme for their collection, rather than possess a hoard of esoteric odds and ends like a centesla whose completionism focuses on material possessions. A squirrelash who wants to collect specific sorts of objects might also become either a friend or rival to an eldamon focused on the same sort of object, which leads squirrelashes to interact with other types of eldamon more than almost any other eldamon does.

Add to that the fact that some squirrelashes want to collect something less tangible that physical objects, and there's even more eldamon who run into a squirrelash who shares their obsession. More than one eldamon trainer has befriended a squirrelash who wishes to collect friends early in their career. Such a partnership proves valuable, as the two share an interest in meeting and befriending as many new eldamon as possible.

SQUIRRELASH, SQUIRRELEMBER, AND SQUIRRELAVA

Common fire eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Dexterity, Charisma
Skills Acrobatics, Stealth, Survival
Damage Vulnerabilities cold; damage from earth, ice, and water elemental powers
Damage Resistances fire; damage from fire, metal, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Ignan

Evolution Condition. Helping squirrelash perfect their collection.

Elemental Trait: Spreading Flame. Your fire powers spread mischievously beyond their normal area. When you use a fire power that affects a cone, line, or an area with a radius, choose one 5-foot space adjacent to the normal area to include in the effect.

Form Trait: Acrobatic Climber. You can make Dexterity (Acrobatics) checks in place of Strength (Athletics) checks to climb.

Evolution Trait: Smoke Tail. When you remain in the same space without moving for at least 2 consecutive rounds, smoke from your tail surrounds you, making your space heavily obscured. You can see through the smoke normally.

Power Progression. 1st level: (active) *fan of flames, flame whip* (reactive) *retributive burn* (refresh) *devour flames;* **3rd level:** (active) *fan of flames, flame whip* (reactive) *retributive burn* (refresh) *devour flames;* **5th level:** (active) *flamethrower, flame whip, fire whirl* (reactive) *retributive burn* (refresh) *devour flames;* **7th level:** (active) *flamethrower, fire whirl, trail blaze* (reactive) *retributive burn* (refresh) *devour flames;* **9th level:** (active) *flamethrower, fire whirl, trail blaze* (reactive) *retributive burn* (refresh) *smokescreen;* **11th level:** (active) *explosion, fire whirl, trail blaze* (reactive) *retributive burn* (refresh) *smokescreen;* **13th level:** (active) *explosion, meteor, trail blaze* (reactive) *retributive burn* (refresh) *smokescreen;* **15th level:** (active) *explosion, inferno, meteor, trail blaze* (reactive) *retributive burn* (refresh) *smokescreen;* **17th level:** (active) *explosion, firestorm, inferno, meteor* (reactive) *retributive burn* (refresh) *smokescreen;* **19th level:** (active) *explosion, firestorm, inferno, meteor* (reactive) *retributive burn* (refresh) *smokescreen* (ultimate) *phlegethon*

Actions

Tail. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier fire damage.

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Pet Form

SQUIRRELASH
ELDADEX #001



COMMON NAME: FIRE SQUIRREL ELDAMON
HEIGHT/LENGTH: 1'06" **WEIGHT:** 11 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FIRE	PET	COMMON	ELDAMON

BATTLE FORM: SQUIRRELEMBER
EVOLVED FORM: SQUIRRELAVA
PREFERENCES: COLLECTING

DESCRIPTION:

Squirrelashes are the collectors and hoarders of the eldamon world. Unfortunately, their fiery embers sometimes cause some of their collections to burn into ash, which makes them very sad, so they try to take special care to avoid that fate. Many eldamon trainers empathize with squirrelash's collection obsession, and thus it's easy for them to bond, making squirrelash an especially common first eldamon. The only thing more important to a squirrelash than its collection are their friends.

Battle Form

SQUIRRELEMBER
ELDADEX #002



COMMON NAME: FIRE SQUIRREL ELDAMON
HEIGHT/LENGTH: 5'05" **WEIGHT:** 175 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FIRE	BATTLE	COMMON	ELDAMON

PET FORM: SQUIRRELASH
EVOLVED FORM: SQUIRRELAVA
PREFERENCES: COLLECTING

DESCRIPTION:

When their collection is in danger, squirrelash takes their squirrelember battle form. A squirrelember's tail grows longer and glows slightly with fiery energy, with a downward curl corresponding with the glow and indicating the amount of fire it's stored up. Ever the collector, even in battle, squirrelember sometimes tries to keep that energy stored up to keep it through the winter, but when the going gets tough, they are reluctantly willing to unleash it in a blazing inferno.

Evolved Form

SQUIRRELAVA
ELDADEX #003



COMMON NAME: FIRE SQUIRREL ELDAMON
HEIGHT/LENGTH: 10'05" **WEIGHT:** 700 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FIRE	EVOLVED	COMMON	ELDAMON

PET FORM: SQUIRRELASH
BATTLE FORM: SQUIRRELEMBER
PREFERENCES: COLLECTING

DESCRIPTION:

In their evolved form, squirrelava has not only mastered their collections but has also stored up so much fire energy that their tail curls upward, seeming to defy gravity as it rises like smoke. Their bodies become particularly powerful, resilient, and limber, darkening in hue but lit by the inner power of the squirrelava's flame. The more powerful the squirrelava, the darker their outer fur seems to be, but the brighter the inner fire and tufts of flame become. Some eldamon scholars believe that their darkened outer form allows them to take their hoarding tendencies to an extreme and save up fire for extremely concentrated attacks only when it's needed.

NEVER FORGET

While eldamon have memories that work differently from mortal creatures, there are some things that a bakindle believes an elephant must never forget. These are typically memories of such great impact that the bakindle can't take the chance that they'll fade, even across the eons. A bakindle who has such memories keeps them in a special place on their necklace and will stop at nothing to retrieve the necklace and the memories if stolen.

Bakindle, Fire Elephant Eldamon

Bakindles are always looking for new experiences in order to make wonderful memories and store them in their necklace. This leads them to be curious, and they sometimes wander off quite far from the source of any fire elemental energies. It helps to have a friend along with them on their journey to look out for them and share the twists and turns.

BAKINDLE, LOXIDATE, AND VOLCAMMOTH

Uncommon fire eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	10 (+0)	17 (+3)	8 (–1)

Saving Throws Strength, Constitution
Skills Acrobatics, Stealth, Survival
Damage Vulnerabilities cold; damage from earth, ice, and water elemental powers
Damage Resistances fire; damage from fire, metal, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Ignan

Evolution Condition. Helping bakindle make new memories and mneomnics.

Elemental Trait: Firepower. Your fire powers burn brighter than others. You gain a bonus to damage rolls with elemental fire powers. This bonus is equal to half your proficiency bonus (rounded down). This bonus applies only to fire damage dealt by the elemental power itself, not persistent fire damage.

Form Trait: Unyielding Elephant. You have advantage on Strength and Dexterity saving throws that would push or pull you, or knock you prone.

Evolution Trait: Retributive Eruption. When a creature subjects you to a critical hit with a melee weapon attack, the volcano on your back erupts. That creature must make a Dexterity saving throw against your power DC, taking fire damage equal to twice your level on a failed save, or half as much damage on a successful one.

Power Progression. 1st level: (active) *fan of flames, flame whip* (reactive) *retributive burn* (refresh) *devour flames;* **3rd level:** (active) *fan of flames, flame whip* (reactive) *retributive burn* (refresh) *devour flames;* **5th level:** (active) *flamethrower, flame whip, fire whirl* (reactive) *retributive burn* (refresh) *devour flames;* **7th level:** (active) *flamethrower, flame whip, fire whirl* (reactive) *puff of smoke* (refresh) *devour flames;* **9th level:** (active) *flamethrower, flame whip, fire whirl* (reactive) *puff of smoke* (refresh) *devour flames;* **11th level:** (active) *explosion, flame whip, fire whirl* (reactive) *puff of smoke* (refresh) *devour flames;* **13th level:** (active) *explosion, flame whip, fire whirl* (reactive) *puff of smoke* (refresh) *reborn in flames;* **15th level:** (active) *explosion, fire breath, flame whip, meteor* (reactive) *puff of smoke* (refresh) *reborn in flames;* **17th level:** (active) *explosion, fire breath, meteor, pillar of wildfire* (reactive) *puff of smoke* (refresh) *reborn in flames;* **19th level:** (active) *explosion, fire breath, meteor, pillar of wildfire* (reactive) *puff of smoke* (refresh) *reborn in flames* (ultimate) *muspell*

ACTIONS

Stomp. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier bludgeoning damage.

Trunk. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier fire damage.

BAKINDLE
ELDADEX #040

Pet Form



COMMON NAME: FIRE ELEPHANT ELDAMON
HEIGHT/LENGTH: 1'10" **WEIGHT:** 17 lbs.
ELEMENT: FIRE **FORM:** PET **RARITY:** UNCOMMON **SOURCE:** ELDAMON
BATTLE FORM: LOXIDATE
EVOLVED FORM: VOLCAMMOTH
PREFERENCES: MNEMONICS

DESCRIPTION:

Bakindle are always curiously sticking their trunk into different situations in order to learn new things, and they make use of a variety of mnemonics in order to remember various facts that seem important to them. Of course, like other eldamon, the facts important to a bakindle are almost never relevant to a mortal's adventures, but nonetheless, the ability to remember them in their own way is vital to a bakindle. They often use the beads of a necklace or the bands of an anklet to help recall what's most important to them, like the smile of a friend they hold dear.

LOXIDATE
ELDADEX #041

Battle Form



COMMON NAME: FIRE ELEPHANT ELDAMON
HEIGHT/LENGTH: 5'02" **WEIGHT:** 260 lbs.
ELEMENT: FIRE **FORM:** BATTLE **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: BAKINDLE
EVOLVED FORM: VOLCAMMOTH
PREFERENCES: MNEMONICS

DESCRIPTION:

When needing to fight, a bakindle transforms into a loxidate, growing tusks and sprouting a mane of flames as its eyes and ears turn blue with intense fire. The many mnemonics stored in a loxidate's necklace and anklets intensify its flames to burn fiery hot, hotter than even other fire eldamon. Finally, a dark pattern appears in their fur, especially on their trunk, which pulses along with their circulatory system, channeling the fire within them.

VOLCAMMOTH
ELDADEX #042

Evolved Form



COMMON NAME: FIRE ELEPHANT ELDAMON
HEIGHT/LENGTH: 10'10" **WEIGHT:** 1,000 lbs.
ELEMENT: FIRE **FORM:** EVOLVED **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: BAKINDLE
BATTLE FORM: LOXIDATE
PREFERENCES: MNEMONICS

DESCRIPTION:

When a bakindle has stored up enough memories using mnemonics, they can evolve into a volcammoth. As the memories crystallize into a sturdy gray-colored hide, intense inner flames erupt from their backs into a raging volcano and ignite their tusks with powerful flames. All evolved fire eldmon are a sight to behold, but a volcammoth spraying condensed flames from their trunk like a flamethrower is truly spectacular.

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MET THEIR MATCH

Squamatches love to light things on fire, and while they can't easily do so to their surroundings when phased out, that only means they're even more eager to set fires when an eldamon trainer friend phases them in and asks them nicely. They prefer something more like a controlled campfire to keep them warm, rather than an out-of-control wildfire that will harm the environment around them.

Squamatch, Fire Iguana Eldamon

Squamatches lounge around in warm places, usually where there's lots of sun, though sometimes in places with lots of geothermal energy or that are warm for some other reason. In cold climates or seasons, squamatches rely on clever strategies to remain warm, using their own flames to slowly heat up their surroundings up when there's more heat around and then insulating that heat so they can use it to heat themselves up again later when things get even colder around them.

SQUAMATCH, IGUNITE, AND IGUANAPALM

Uncommon fire eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	15 (+2)	8 (–1)	17 (+3)	12 (+1)

Saving Throws Constitution, Charisma
Skills Acrobatics, Athletics, Intimidation
Damage Vulnerabilities cold; damage from earth, ice, and water elemental powers
Damage Resistances fire; damage from fire, metal, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Ignan

Evolution Condition. Helping squamatch find an excellent location for sunbathing.

Elemental Trait: Undying Flame. It's hard to put out your flames. Persistent damage dealt by your fire elemental powers ends on a roll of 12 or higher on the d20 roll (instead of a roll of 10 or higher).

Form Trait: Iguana's Verve. You have advantage on saving throws against effects that would paralyze you or put you to sleep.

Evolution Trait: Deep Burns. The undying flame in your tail empowers your burning attacks. The persistent fire damage dealt by your fire elemental powers increases by 2.

Power Progression. 1st level: (active) *fan of flames, flame whip* (reactive) *retributive burn* (refresh) *devour flames;* **3rd level:** (active) *fan of flames, ignite* (reactive) *retributive burn* (refresh) *devour flames;* **5th level:** (active) *fan of flames, flamethrower, ignite* (reactive) *retributive burn* (refresh) *devour flames;* **7th level:** (active) *burn out, fan of flames, ignite* (reactive) *retributive burn* (refresh) *devour flames;* **9th level:** (active) *burn out, fan of flames, ignite* (reactive) *retributive burn* (refresh) *devour flames;* **11th level:** (active) *burn out, fan of flames, ignite* (reactive) *stoke the embers* (refresh) *devour flames;* **13th level:** (active) *fan of flames, flamewrack, ignite* (reactive) *stoke the embers* (refresh) *devour flames;* **15th level:** (active) *fan of flames, flamewrack, ignite, inferno* (reactive) *stoke the embers* (refresh) *devour flames;* **17th level:** (active) *fan of flames, flamewrack, ignite, inferno* (reactive) *stoke the embers* (refresh) *devour flames;* **19th level:** (active) *fan of flames, flamewrack, ignite, inferno* (reactive) *stoke the embers* (refresh) *devour flames* (ultimate) *muspell*

ACTIONS

Bite. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier bludgeoning damage.

Tail. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier fire damage.

SQUAMATCH
ELDADEX #079



Pet Form

COMMON NAME: FIRE IGUANA ELDAMON
HEIGHT/LENGTH: 1'08" **WEIGHT:** 0.5 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FIRE	PET	UNCOMMON	ELDAMON

BATTLE FORM: IGUNITE
EVOLVED FORM: IGUANAPALM
PREFERENCES: SUNBATHING

DESCRIPTION:

Squamatch loves to bask in the sun all day, lazing about and absorbing the heat, which they store in their tail and spikes to use later as elemental fire energy. The only things that can rouse a resting squamatch are something interesting enough to grab their attention or danger to themselves or a friend. In those latter cases, squamatch is quick to spring into action, changing from its resting state to a combat-ready igunite battle form in an instant. While squamatch is usually extremely easygoing, threatening those they care about is the fastest way to anger this otherwise good-natured eldamon.

IGUNITE
ELDADEX #080



Battle Form

COMMON NAME: FIRE IGUANA ELDAMON
HEIGHT/LENGTH: 5'00" **WEIGHT:** 10 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FIRE	BATTLE	UNCOMMON	ELDAMON

PET FORM: SQUAMATCH
EVOLVED FORM: IGUANAPALM
PREFERENCES: SUNBATHING

DESCRIPTION:

When danger rears its head, a squamatch leaps into action, igniting their tail like a match and causing the spikes across their body to grow and dance with incandescent flames, tranforming into an igunite. Igunite stand on all fours for a more stable combat-ready stance, while their cute stubby fingers and toes become sharp claws. An igunite has more of a temper than in their easygoing squamatch form, and chances are that anyone meeting an igunite in the wild has already gotten on their bad side by threatening someone or something they care about.

IGUANAPALM
ELDADEX #081



Evolved Form

COMMON NAME: FIRE IGUANA ELDAMON
HEIGHT/LENGTH: 10'00" **WEIGHT:** 300 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FIRE	EVOLVED	UNCOMMON	ELDAMON

PET FORM: SQUAMATCH
BATTLE FORM: IGUNITE
PREFERENCES: SUNBATHING

DESCRIPTION:

A squamatch that's able to truly relax in a perfect sunbathing spot or a luxurious hot rock eventually transforms into an iguanapalm. An iguanapalm's inner flame surges forth, turning its tail into a veritable bonfire as its spikes elongate and its neck and body shape morph to resemble a flightless dragon. The more powerful an inguanapalm is, the larger its spikes and tail flame become, and legend tells of an ancient iguanapalm with a blue tail flame more intense than any other.

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BE NOT AFRAID!

Some creatures find ophinis' many eyes to be somewhat unnerving and unsettling. Thus, when an ophini wishes to engage in a conversation without scaring their conversational partner, they often open with a comforting line such as "Be not afraid!" Often this helps calm things down, but sometimes it can make matters worse, as a creature who otherwise wouldn't have been frightened hears the ophini call out and becomes unnerved.

Ophini, Fiery Wheel Eldamon

Ophinis want to see everything there is to see in the world around them, which takes them to unusual locales and makes them hard to predict or encounter for mortals hoping to find and befriend the rare and elusive eldamon.

However, an ophini's neverending peregrinations are a perfect match for a mortal friend with an equal sense of wanderlust. For ophinis, the true joy isn't in the journey itself but instead in the sights they have a chance to see along the way. If there was some way to see all those sights without having to travel on a lengthy adventure, most ophinis wouldn't hesitate to take that opportunity. But the reality of the situation is that ophinis need to stay on the move in order to find new places.

To convince an ophini to come along, eldamon enthusiasts sometimes try to tell stories about beautiful places they've seen before and offer to show those sights to the ophini. This technique can be quite effective, though it can backfire if the ophini has already been there and seen that!

OPHINI, OPHANIL, AND GALGALOS

Rare fire eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Wisdom, Charisma
Skills Acrobatics, Intimidation, Stealth
Damage Vulnerabilities cold; damage from earth, ice, and water elemental powers
Damage Resistances fire; damage from fire, metal, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Ignan

Evolution Condition. Helping ophini see truly magnificent sights.

Elemental Trait: Firesight. You gain the fire Elemental Senses benefit. In addition, you can magically sense the presence of fire (including fire eldamon and elementals from the Plane of Fire) within 60 feet of you; if you would later gain the fire Elemental Senses benefit, the range of your ability to sense fire increases to 120 feet.

Form Trait: Eyes on the Back of Your Wheel. Thanks to your many eyes, you can see in all directions. You have advantage on Wisdom (Perception) checks that rely on sight.

Evolution Trait: Eyes of the Unseen. You can see invisible creatures and objects as if they were visible.

Power Progression. 1st level: (active) *fan of flames, flame whip* (reactive) *retributive burn* (refresh) *devour flames;* **3rd level:** (active) *fire arrow, flame whip* (reactive) *retributive burn* (refresh) *devour flames;* **5th level:** (active) *fire arrow, flamethrower, flame whip* (reactive) *puff of smoke* (refresh) *devour flames;* **7th level:** (active) *fire arrow, flamethrower, flame whip* (reactive) *puff of smoke* (refresh) *smokescreen;* **9th level:** (active) *fire arrow, fire trap, flamethrower* (reactive) *puff of smoke* (refresh) *smokescreen;* **11th level:** (active) *fire trap, flamethrower, smoldering curtain* (reactive) *puff of smoke* (refresh) *smokescreen;* **13th level:** (active) *fire trap, meteor, smoldering curtain* (reactive) *puff of smoke* (refresh) *smokescreen;* **15th level:** (active) *fire trap, inferno, meteor, smoldering curtain* (reactive) *puff of smoke* (refresh) *smokescreen;* **17th level:** (active) *firestorm, inferno, meteor, smoldering curtain* (reactive) *puff of smoke* (refresh) *smokescreen;* **19th level:** (active) *firestorm, inferno, meteor, smoldering curtain* (reactive) *puff of smoke* (refresh) *smokescreen* (ultimate) *phlegethon*

Actions

Wheel. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft., one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier fire damage.

Pet Form

OPHINI
ELDADEX #118



COMMON NAME: FIERY WHEEL ELDAMON
HEIGHT/LENGTH: 1'06" **WEIGHT:** 12 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FIRE	PET	RARE	ELDAMON

BATTLE FORM: OPHANIL
EVOLVED FORM: GALGALOS
PREFERENCES: SIGHTSEEING

DESCRIPTION:

Ophini are always on the go, rolling from one place to the next and looking every which way with their many eyes to take in all the sights. According to legend, ophini formed from burning wheels in the chariots of an especially powerful mythical fire eldamon, which led them to their wanderlust. Since wheels don't typically function alone, this also explains ophinis' preference to bring along a traveling buddy, as they find any journey is more fun when shared with someone they care about.

Battle Form

OPHANIL
ELDADEX #119



COMMON NAME: FIERY WHEEL ELDAMON
HEIGHT/LENGTH: 5'03" **WEIGHT:** 239 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FIRE	BATTLE	RARE	ELDAMON

PET FORM: OPHINI
EVOLVED FORM: GALGALOS
PREFERENCES: SIGHTSEEING

DESCRIPTION:

When battle is imminent, an ophini rotates rapidly, growing and expanding into two concentric rings as they become an ophanil. The flames around an ophanil's central eye grow proportionally larger, expanding beyond the boundaries of the wheel and shooting past the rings. The larger the central flame, the more powerful the ophanil, with the most powerful becoming so large that their central eye can become completely hidden. However, these flames don't impair their sight in the slightest. Ophanil can see in all directions, even through smoke, and always has the best vantage point when surveying a battlefield.

Evolved Form

GALGALOS
ELDADEX #120



COMMON NAME: FIERY WHEEL ELDAMON
HEIGHT/LENGTH: 11'04" **WEIGHT:** 956 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FIRE	EVOLVED	RARE	ELDAMON

PET FORM: OPHINI
BATTLE FORM: OPHANIL
PREFERENCES: SIGHTSEEING

DESCRIPTION:

After traveling the world and witnessing all kinds of interesting sights, an ophini becomes capable of transforming into a galgalos, growing and expanding even further from their ophanil form while spinning off a multi-layered orrery of wheels with four central eyes in an enormous flame and three legs forming a triangle pattern, allowing it to quickly move in any direction. As a galgalos fights, each of the intersecting wheels spins independently of the rest, always looking for the advantage from literally hundreds of angles.

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Potfox, Force Fox Eldamon

Potfoxes love nothing more than an old-fashioned cookout or banquet, although they have some trouble participating alongside mortal friends when they're phased out. That never stops potfoxes though, as they'll happily shout out advice to others, whether they want it or not. Too many cooks spoil the broth, but potfox thinks the more the merrier; after all, a given potfox has plenty of heads, each with their own cooking advice.

Calling the Kettle

Potfoxes are very particular about being pots that transform into cauldrons, *not* kettles. No one is quite sure why they're so strident that they aren't kettles, but it might have something to do with the old expression.

Potfox, Kankoldron, and Kankawen

Common force eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	13 (+1)	15 (+2)	12 (+1)	17 (+3)	10 (+0)

Saving Throws Constitution, Intelligence
Skills Athletics, Intimidation
Tools Brewer's supplies, cook's utensils
Damage Vulnerabilities necrotic, radiant; damage from death and light elemental powers
Damage Resistances force; damage from force and spirit elemental powers
Special Senses darkvision 30 ft.
Languages Aetheran

Evolution Condition. Helping potfox become a brewmaster with many recipes.

Elemental Trait: Stir the Pot. When you reposition a foe using your force powers, you can move them just a little bit more. Whenever one of your force powers allows you to move a hostile creature 10 feet or more, you can move that creature 5 feet more. If your force power allows you to move a hostile creature 30 feet or more, you can move that creature 10 feet more instead.

Form Trait: Have Pot, Will Travel. Part of your form is a living pot, which you can use for protection. You can use a bonus action to retreat into your pot until the start of your next turn. While the effect lasts, you gain a +2 bonus to AC, can't move, and can't use actions or reactions except to use reaction powers, or to use a bonus action to end the effect early.

Evolution Trait: Foxforce. Your dancing wisps of fox force briefly reveal hidden creatures. When you damage a creature with a force power, that creature sheds dim light in a 10-foot radius and can't benefit from being invisible until the end of your next turn.

Power Progression. 1st level: (active) *force jab, jumbling threads* (reactive) *force rebuff* (refresh) *force gambit;* **3rd level:** (active) *force propel, jumbling threads* (reactive) *force rebuff* (refresh) *force gambit;* **5th level:** (active) *change places!, force propel, jumbling threads* (reactive) *force rebuff* (refresh) *force gambit;* **7th level:** (active) *change places!, force propel, jumbling threads* (reactive) *force rebuff* (refresh) *force gambit;* **9th level:** (active) *change places!, fastball special, jumbling threads* (reactive) *force rebuff* (refresh) *force gambit;* **11th level:** (active) *change places!, fastball special, foe throw* (reactive) *force rebuff* (refresh) *force gambit;* **13th level:** (active) *change places!, fastball special, foe throw* (reactive) *force rebuff* (refresh) *disruptive impulse;* **15th level:** (active) *change places!, fastball special, foe throw, force intrusion* (reactive) *forceful exile* (refresh) *disruptive impulse;* **17th level:** (active) *change places!, force missile fusillade, foe throw, force intrusion* (reactive) *forceful exile* (refresh) *disruptive impulse;* **19th level:** (active) *change places!, force missile fusillade, foe throw, force intrusion* (reactive) *forceful exile* (refresh) *disruptive impulse* (ultimate) *anansi*

Actions

Slam. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier bludgeoning damage.

POTFOX
ELDADEX #022



Pet Form

COMMON NAME: FORCE FOX ELDAMON
HEIGHT/LENGTH: 1'08" **WEIGHT:** 8 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FORCE	PET	COMMON	ELDAMON

BATTLE FORM: KANKOLDRON
EVOLVED FORM: KANKAWEN
PREFERENCES: COOKING SOUP AND BREWING POTIONS

DESCRIPTION:

Potfox is an unusual eldamon in that their body is part long, noodly fox and part pot. The pot is often used as a protective shell, which they can hide in when necessary. The pot doesn't actually move. Rather, the potfox causes it to "walk" by using its telekinetic force powers. They absolutely love cooking soup or stews, brewing potions, and other activities using other pots, although they rarely use their own pot for cooking. They often follow around alchemists and witches, anxiously waiting to see what they might mix up.

KANKOLDRON
ELDADEX #023



Battle Form

COMMON NAME: FORCE FOX ELDAMON
HEIGHT/LENGTH: 5'01" **WEIGHT:** 190 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FORCE	BATTLE	COMMON	ELDAMON

PET FORM: POTFOX
EVOLVED FORM: KANKAWEN
PREFERENCES: COOKING SOUP AND BREWING POTIONS

DESCRIPTION:

In their battle form, a potfox transforms into a kankoldron, during which their pot grows into a mighty cauldron, and their noodly fox body splits into four separate noodly fox bodies. The additional bodies allow them to gather greater forces as well as perform more impressive and intricate effects, such as stirring multiple batches of soup at once. After transformation, their cauldron manifests a fearsome face, assisting the four fox heads in intimidating their foes. Above each of their heads, wisps of blue aether appear. These are reminiscent of foxfire but are instead composed entirely of force energy and more than capable of bombaring a foe.

KANKAWEN
ELDADEX #024



Evolved Form

COMMON NAME: FORCE FOX ELDAMON
HEIGHT/LENGTH: 8'10" **WEIGHT:** 680 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FORCE	EVOLVED	COMMON	ELDAMON

PET FORM: POTFOX
BATTLE FORM: KANKOLDRON
PREFERENCES: COOKING SOUP AND BREWING POTIONS

DESCRIPTION:

A potfox brewmaster who can concoct legendary brews and potions can eventually evolve into a kankawen, named after a legendary cauldron from potfox lore. Not only does a kankawen split into six fox heads, each able to gather greater forces than a kankoldron, but its cauldron also gains four powerful and distinctive limbs and a separate head of its own. A kankawen can gallop along a battlefield, intimating foes with its fearsome head, while the gathered force above the foxes heads shimmers with green aether, significantly more powerful than the traditional blue.

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Tsurikabe, Force Wall Eldamon

Tsurikabe are consummate provocateurs, baiting others into responding to their pranks and tricks. The best way to handle it is just to ignore the tsurikabe, rather than rising to the bait and entertaining them.

HARD KNOCKS

Because they're phased out, pushing on a tsurikabe doesn't have any effect, unlike a physical wall. According to legend, giving a solid knock on the bottom-left of a tsurikabe can send it packing, even though it's phased out. In reality, this might not have any effect, but tsurikabes are certainly amused to see mortals try it.

TSURIKABE, FURIKABE, AND MURIKABE

Uncommon force eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Strength, Constitution
Skills Athletics, Deception, Stealth
Damage Vulnerabilities necrotic, radiant; damage from death and light elemental powers
Damage Resistances force; damage from force and spirit elemental powers
Special Senses darkvision 30 ft.
Languages Aetheran

Evolution Condition. Helping tsurikabe pull off an epic baiting scheme or a series of great schemes.

Elemental Trait: Confounding Force. You bait and bedevil foes with your force powers, momentarily confounding them and weakening their next attacks. When you damage a creature with a force power, the next time the creature deals damage, it takes a penalty to the damage roll equal to your proficiency bonus.

Form Trait: Wall Off. Your body is essentially a wall, so it's difficult to move past you. Creatures can't move through your space, regardless of how much larger or smaller they are than you.

Evolution Trait: Banhammer. Your hammer rebuffs creatures and bans them from returning. You have advantage on Strength (Athletics) checks made to Shove another creature. In addition, when you win a contest to Shove and choose to push the target away from you, that target must make a Strength saving throw against your power DC. On a failed save, the target can't move closer toward you until the end of its next turn. On a success, the target becomes immune to your Banhammer for 24 hours.



Power Progression. 1st level: (active) *force jab, jumbling threads* (reactive) *force rebuff* (refresh) *force gambit;* **3rd level:** (active) *force jab, jumbling threads* (reactive) *force rebuff* (refresh) *force gambit;* **5th level:** (active) *change places!, force jab, jumbling threads* (reactive) *force shield* (refresh) *force gambit;* **7th level:** (active) *change places!, force jab, jumbling threads* (reactive) *force shield* (refresh) *force field;* **9th level:** (active) *change places!, forceful embrace, jumbling threads* (reactive) *force shield* (refresh) *force field;* **11th level:** (active) *change places!, force curtain, forceful embrace* (reactive) *force shield* (refresh) *force field;* **13th level:** (active) *crushing toss, force curtain, forceful embrace* (reactive) *force shield* (refresh) *force field;* **15th level:** (active) *change places!, force curtain, forceful embrace, throw everything* (reactive) *forceful exile* (refresh) *force field;* **17th level:** (active) *enduring force storm, force curtain, forceful embrace, throw everything* (reactive) *forceful exile* (refresh) *force field;* **19th level:** (active) *enduring force storm, force curtain, forceful embrace, throw everything* (reactive) *forceful exile* (refresh) *force field* (ultimate) *symplegades*

ACTIONS

Slam. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier bludgeoning damage. If you're evolved and the target is a Large or smaller creature, your slam becomes a hammer, and you can force the target to make a Strength saving throw against a DC equal to 8 + PB + your Strength modifier. On a failed save, you push the target up to 5 feet directly away from you.

Pet Form

TSURIKABE
ELDADEX #061



COMMON NAME: FORCE WALL ELDAMON
HEIGHT/LENGTH: 0'10" **WEIGHT:** 10 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FORCE	PET	UNCOMMON	ELDAMON

BATTLE FORM: FURIKABE
EVOLVED FORM: MURIKABE
PREFERENCES: FISHING AND BAITING

DESCRIPTION:

A tsurikabe is a stubborn impish force eldamon, taking the form of a partially transparent wall of force, who loves to bait an unwitting mark to stumble into their force wall bodies. One of their favorite pranks is to make a sound that lures someone into walking into an invisible force wall, blocking their progress while also frustrating and perplexing their target. Ironically, when not tricking people, tsurikabes love to fish, using physical bait rather than sounds and force. When they meet someone who's able to laugh at themselves and takes bait well, they often become friends for life.

Battle Form

FURIKABE
ELDADEX #062



COMMON NAME: FORCE WALL ELDAMON
HEIGHT/LENGTH: 4'02" **WEIGHT:** 250 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FORCE	BATTLE	UNCOMMON	ELDAMON

PET FORM: TSURIKABE
EVOLVED FORM: MURIKABE
PREFERENCES: FISHING AND BAITING

DESCRIPTION:

Sometimes a tsurikabe's baiting doesn't get the kind of reaction they hope for, and rather than laughing off a tsurikabe's prank, the victum can grow violent. This is when a tsurikabe shakes off their pet form and grows into their furikabe battle form. Their arms lengthen, and their walled bodies become more imposing. When fighting, they swing their arms and bodies about to defend themselves and to instigate their powerful force abilities. Even in battle, a furikabe confounds and baits their foes into making errors with taunts and feints.

Evolved Form

MURIKABE
ELDADEX #063



COMMON NAME: FORCE WALL ELDAMON
HEIGHT/LENGTH: 12'06" **WEIGHT:** 2,500 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FORCE	EVOLVED	UNCOMMON	ELDAMON

PET FORM: TSURIKABE
BATTLE FORM: FURIKABE
PREFERENCES: FISHING AND BAITING

DESCRIPTION:

A truly excessive and intractable tsurikabe who manages to pull off a truly epic baiting scheme or a series of notable schemes might become able to evolve into a murikabe. In their evolved form, they grow three times the height of a furikabe, with glowing patterns of force energy tracing along their wall-like body and one hand transforming into an unreasonably large hammer. As a murikabe, they enjoy fighting with their hammer and baiting foes into their force effects, but when worst comes to worst, they can simply fall on top of their foes, crushing them with their emmense bodies.

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Cephalittle, Force Cephalopod Eldamon

Cephalittle work hard to calculate angles, arcs, and vectors, and they're found in places with interesting geometric patterns. While they resemble deep-sea cephalopods, cephalittle are land dwellers by nature.

The Power of Math

Cephalittle is obsessed with the power of geometry and other math to solve all sorts of everyday problems. Sometimes they use geometry as their first choice as a solution to something that might be easier to handle with a less circuitous method, but even when pointed out, they'll just keep at it using math. It's more fun that way!

Cephalittle, Cephalocus, and Cephalord

Uncommon force eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	12 (+1)	17 (+3)	8 (–1)

Saving Throws Dexterity, Intelligence
Skills Acrobatics, Athletics, Survival
Damage Vulnerabilities necrotic, radiant; damage from death and light elemental powers
Damage Resistances force; damage from force and spirit elemental powers
Special Senses darkvision 30 ft.
Languages Aetheran

Evolution Condition. Helping cephalittle solve a groundbreaking problem in geometry or otherwise reach a great geometric breakthrough.

Elemental Trait: Locus of Force. Your understanding of geometry allows you to apply your force across a wider locus of points. The range of your force powers that have a range increases by 20 feet. This only affects the range at which you can affect targets; it doesn't increase the distance you can move them. In addition, the area that your force powers affect increases by 5 feet in length or radius (or by 10 feet in length or radius at 11th level).

Form Trait: Locus Arms. Your arms are myriad, powered by force energy, and geometrically stable as you move across the ground. You have advantage on Strength and Dexterity saving throws that would push or pull you, or knock you prone.

Evolution Trait: Aetheric Third Eye. You have a third eye of aether, concentrated force energy mixed with etheric essence into elemental form, and that third eye allows you to perceive things geometrically through forces. You gain blindsight out to a range of 5 feet times half your proficiency bonus (rounded down). If you already have blindsight, the range of your blindsight increases by that distance instead.

Power Progression. 1st level: (active) *force jab, jumbling threads* (reactive) *force rebuff* (refresh) *force gambit;* **3rd level:** (active) *force maneuver, jumbling threads* (reactive) *force rebuff* (refresh) *force gambit;* **5th level:** (active) *change places!, force maneuver, jumbling threads* (reactive) *force rebuff* (refresh) *force gambit;* **7th level:** (active) *change places!, jumbling threads, locomotion shred* (reactive) *force rebuff* (refresh) *force gambit;* **9th level:** (active) *change places!, jumbling threads, locomotion shred* (reactive) *force shield* (refresh) *force gambit;* **11th level:** (active) *change places!, foe throw, jumbling threads* (reactive) *force shield* (refresh) *force gambit;* **13th level:** (active) *change places!, jumbling threads, puppetmaster* (reactive) *force shield* (refresh) *force gambit;* **15th level:** (active) *change places!, foe throw, jumbling threads, throw everything* (reactive) *force shield* (refresh) *disruptive impulse;* **17th level:** (active) *enduring force storm, change places!, jumbling threads, throw everything* (reactive) *force shield* (refresh) *disruptive impulse;* **19th level:** (active) *enduring force storm, change places!, jumbling threads, throw everything* (reactive) *force shield* (refresh) *disruptive impulse* (ultimate) *symplegades*

Actions

Slam. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier bludgeoning damage.

Pet Form

CEPHALITTLE
ELDADEX #100



COMMON NAME: FORCE CEPHALOPOD ELDAMON
HEIGHT/LENGTH: 0'11" **WEIGHT:** 2 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FORCE	PET	UNCOMMON	ELDAMON

BATTLE FORM: CEPHALOCUS
EVOLVED FORM: CEPHALORD
PREFERENCES: GEOMETRY

DESCRIPTION:

Cephalittle is a tiny cephalopod eldamon reminiscent of a dark blue land octopus with only four arms with yellow stripes and a little swirl of aether on the top of their head. Cephalittles are very friendly, and the only thing they like more than sharing time with a cherished friend is their love of geometry. Being friends with a caphalittle can be incredibly fun, but it also sometimes requires talking excitedly about geometry for hours on end.

Battle Form

CEPHALOCUS
ELDADEX #101



COMMON NAME: FORCE CEPHALOPOD ELDAMON
HEIGHT/LENGTH: 5'10" **WEIGHT:** 20 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FORCE	BATTLE	UNCOMMON	ELDAMON

PET FORM: CEPHALITTLE
EVOLVED FORM: CEPHALORD
PREFERENCES: GEOMETRY

DESCRIPTION:

When things get dangerous, a cephalittle transforms into their cephalocus battle form, using the same geometry they love to help guide aetheric threads of force at their foes, manipulating the geometry of the battlefield to their own advantage. In addition to a much larger size, a cephalocus grows two additional arms, with all six arms being much longer than before, allowing them to use their arms to direct threads of force energy delicately and deliberately.

Evolved Form

CEPHALORD
ELDADEX #102



COMMON NAME: FORCE CEPHALOPOD ELDAMON
HEIGHT/LENGTH: 11'03" **WEIGHT:** 330 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FORCE	EVOLVED	UNCOMMON	ELDAMON

PET FORM: CEPHALITTLE
BATTLE FORM: CEPHALOCUS
PREFERENCES: GEOMETRY

DESCRIPTION:

When a cephalittle solves a groundbreaking problem in geometry or otherwise has a great geometric breakthrough, they might become able to evolve into a cephalord, growing even larger with eight arms, like a true octopus. A third eye of pure force energy opens up in their forehead, powered by the raised yellow lines that collect and regulate that power via a strict geometric formula. Attacks by a cephalord are beautiful in their geometric patterns, as they are powerful in their application of force energy.

BATTLEZOO ELDAMON

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Out of Sight, Out of Mind

Psyrano's ability to impersonate a mind eldamon is convincing enough that it took scholars some time to eventually realize psyranos were force eldamon. It only came after comparing the effects of their powers to those of other force eldamon as well as mind eldamon that the determination was made. It didn't help that data is hard to collect because psyranos are rare to begin with and are actively attempting to confuse people into misidentifying them. By ignoring psyranos' statements and deceptive scale coloration and instead watching their actions, the truth eventually came to light.

Psyrano, Telekinetic T-Rex Eldamon

If you ask a psyrano, they're an extremely intelligent and classy mind eldamon with impeccable conversational sensibilities. In reality, they're force eldamon posers who use sesquipedalian speech to obfuscate the truth.

PSYRANO, AETHEROPOD, AND REXPEL

Rare force eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	12 (+1)	17 (+3)	10 (+0)

Saving Throws Dexterity, Intelligence
Skills Acrobatics, Athletics, Deception
Damage Vulnerabilities necrotic, radiant; damage from death and light elemental powers
Damage Resistances force; damage from force and spirit elemental powers
Special Senses darkvision 30 ft.
Languages Aetheran

Evolution Condition. Helping psyrano ascend to new heights of abstruse conversation.

Elemental Trait: Telekinetic Storm. Whether you're trying to disguise your force powers as a different kind of power or just enjoy moving objects around, you deliver force powers via objects even when others would use aether, pure threads of spun force. When you deal force damage with an elemental power, you can choose to deal bludgeoning, piercing, or slashing damage instead. If you do, you gain a bonus to the damage roll equal to half your proficiency bonus (rounded down).

Form Trait: Force Hands. Your tiny arms can't do much on their own, but you manifest hands of aether whenever you desire, and those pack quite a punch. When you make an unarmed strike using your force hands, you can use Intelligence in place Strength for the attack and damage roll. In addition, you can use Intelligence in place of Strength for Strength (Athletics) checks.

Evolution Trait: Aetheric Spikes. You are covered in spikes made of aether that damage your foes with force. When a creature within 5 feet of you makes a melee weapon attack against you, you can force that creature to make a Dexterity saving throw against your power DC. On a failed save, the creature takes force damage equal to your proficiency bonus, or half as much damage on a successful one.

Power Progression. 1st level: (active) *force jab, jumbling threads* (reactive) *force rebuff* (refresh) *force gambit;* **3rd level:** (active) *force maneuver, jumbling threads* (reactive) *force rebuff* (refresh) *force gambit;* **5th level:** (active) *change places!, distant heave, force propel* (reactive) *force rebuff* (refresh) *force gambit;* **7th level:** (active) *change places!, distant heave, object throw* (reactive) *force rebuff* (refresh) *force gambit;* **9th level:** (active) *change places!, fastball special, object throw* (reactive) *force rebuff* (refresh) *force gambit;* **11th level:** (active) *fastball special, foe throw, object throw* (reactive) *force rebuff* (refresh) *force gambit;* **13th level:** (active) *crushing toss, fastball special, foe throw* (reactive) *force rebuff* (refresh) *force gambit;* **15th level:** (active) *crushing toss, fastball special, foe throw, throw everything* (reactive) *forceful exile* (refresh) *force gambit;* **17th level:** (active) *crushing toss, foe throw, force missile fusillade, throw everything* (reactive) *forceful exile* (refresh) *force gambit;* **19th level:** (active) *crushing toss, foe throw, force missile fusillade, throw everything* (reactive) *forceful exile* (refresh) *force gambit* (ultimate) *anansi*

Actions

Force Hand. *Melee Weapon Attack:* PB + your Intelligence modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Intelligence modifier force damage.

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Pet Form

PSYRANO
ELDADEX #139



COMMON NAME: TELEKINETIC T-REX ELDAMON
HEIGHT/LENGTH: 1'09" **WEIGHT:** 10 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FORCE	PET	RARE	ELDAMON

BATTLE FORM: AETHEROPOD
EVOLVED FORM: REXPEL
PREFERENCES: ERUDITE CONVERSATION

DESCRIPTION:

The exceptionally rare eldamon psyrano is sometimes misclassified by eldamon researchers and other eldamon as members of the mind element rather than force. One of the reasons is that psyranos themselves seek to actively mislead others as to their true identities, disguising their coloration, putting on airs, and obscuring their true goals with complex vocabulary. Despite using their powerful force aether to move objects, psyranos deeply respect mind eldamons. Their little secret doesn't stop psyrexes from forming close bonds of friendship with the great conversationalists they meet, but expect to hear endless tales of the accomplishments of the mind element.

Battle Form

AETHEROPOD
ELDADEX #140



COMMON NAME: TELEKINETIC T-REX ELDAMON
HEIGHT/LENGTH: 4'10" **WEIGHT:** 150 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FORCE	BATTLE	RARE	ELDAMON

BATTLE FORM: PSYRANO
EVOLVED FORM: REXPEL
PREFERENCES: ERUDITE CONVERSATION

DESCRIPTION:

Even in a fight, a psyrano's battle form, the aetheropod, has little hands too stubby to be of much use, but they supplement them with enormous hands of aether, conjured via elemental force, which allow them much greater ability to push their foes around than would otherwise seem possible. Even in battle, when it should be blatantly obvious that they're using force powers, they try to keep up their charade that they are instead using their minds. This also serves a tactical purpose by hiding their true resistances and weaknesses and confusing their opponents.

Evolved Form

REXPEL
ELDADEX #141



COMMON NAME: TELEKINETIC T-REX ELDAMON
HEIGHT/LENGTH: 10'01" **WEIGHT:** 1,500 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
FORCE	EVOLVED	RARE	ELDAMON

BATTLE FORM: PSYRANO
EVOLVED FORM: AETHEROPOD
PREFERENCES: ERUDITE CONVERSATION

DESCRIPTION:

When a psyrano ascends to new heights of abstruse conversation, either all at once or through a series of sesquipedalian socializations, they might evolve into a rexpel, increasing their telekinetic force powers dramatically as the spikes of rare crystallized pink aether spread and expand from just a few on their back to a mane on their neck, as well as their teeth, legs, and toes. When in their evolved form, even mind eldamon have trouble detecting when they are using their force powers. A rexpel can so elegantly mimic the powers of the mind that they can be considered an honorary member of the mind element when in this form.

Chillot, Ice Otter Eldamon

Chillots love a good ghost story, and they don't much care how they come about it, whether they're learning an old classic or putting their own spin on a tale to throw the listeners off and increase the tension. One thing's for sure: you can't be complacent when listening to a chillot's stories, or you're in for a sudden fright! Chillots don't scare their friends out of a desire to make them uncomfortable, but rather as a way to bond over a shared experience.

CHILL DOWN YOUR SPINE

Chillots can send a chill down others' spines both through their mighty ice powers and through their ghost stories. Neither is more important than the other in a chillot's mind, and they have a synergy when used together. Those who've never heard a chillot's ghost stories are certain that a chillot's ice powers surely must cause greater chills than mere stories. Those who adventure alongside a chillot don't necessarily agree.

CHILLOT, BLIZZOTTER, AND GLACIOTTER

Common ice eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Dexterity, Charisma
Skills Acrobatics, Intimidation, Stealth
Damage Vulnerabilities fire; damage from body, earth, fire, and metal elemental powers
Damage Resistances cold; damage from ice, time, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Cryan

Evolution Condition. Helping chillot learn truly spine-tingling ghost stories.

Elemental Trait: Veins of Ice. The cold pumping through your body chills out most forms of persistent damage, making it harder for them to last. When you roll a d20 to end persistent damage other than necrotic, psychic, and radiant persistent damage, the persistent damage ends on a roll of 5 or higher (instead of a roll of 10 or higher).

Form Trait: Ghost Sniffer. You can detect the presence, by scent, of creatures with the Incorporeal Movement trait within 30 feet of you. If the incorporeal creature is within an object, you don't notice it unless you use an action to sniff the object while within 5 of it.

Evolution Trait: Dauntless. Some call you cold-blooded; others call you fearless. Either way, things that others find scary are normally just exciting to you. Being frightened doesn't prevent you from moving closer to the source of your fear.

Power Progression. 1st level: (active) *flurry, gelid touch* (reactive) *retributive freeze* (refresh) *intensify cold;* **3rd level:** (active) *flurry, icicle* (reactive) *retributive freeze* (refresh) *intensify cold;* **5th level:** (active) *flurry, icicle, wintry vortex* (reactive) *ice shield* (refresh) *intensify cold;* **7th level:** (active) *flurry, icicle, wintry vortex* (reactive) *ice shield* (refresh) *ice armor;* **9th level:** (active) *chilling breath, icicle, wintry vortex* (reactive) *ice shield* (refresh) *ice armor;* **11th level:** (active) *chilling breath, icicle, wintry vortex* (reactive) *slippery ice* (refresh) *ice armor;* **13th level:** (active) *chilling breath, grasping permafrost, wintry vortex* (reactive) *slippery ice* (refresh) *ice armor;* **15th level:** (active) *chilling breath, grasping permafrost, glacier, wintry vortex* (reactive) *slippery ice* (refresh) *ice armor;* **17th level:** (active) *absolute zero, chilling breath, grasping permafrost, glacier* (reactive) *slippery ice* (refresh) *ice armor;* **19th level:** (active) *absolute zero, chilling breath, grasping permafrost, glacier* (reactive) *slippery ice* (refresh) *ice armor* (ultimate) *fimbulvetr*

ACTIONS

Tail. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier cold damage.

Pet Form

CHILLOT
ELDADEX #016



COMMON NAME: ICE OTTER ELDAMON
HEIGHT/LENGTH: 1'09" **WEIGHT:** 25 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
ICE	PET	COMMON	ELDAMON

BATTLE FORM: BLIZZOTTER
EVOLVED FORM: GLACIOTTER
PREFERENCES: GHOST STORIES

DESCRIPTION:

Chillots are friendly cold eldamons and sworn foes of the evil otter creatures known as kushtaka. While kushtaka can't see ghosts or spirits, chillots are big fans of such things, and they love a good ghost story or possible haunting. Because ice is so dense, chillots are much heavier than they look. Though their bodies run cold, their hearts are warm, and they are loyal companions.

Battle Form

BLIZZOTTER
ELDADEX #017



COMMON NAME: ICE OTTER ELDAMON
HEIGHT/LENGTH: 5'01" **WEIGHT:** 280 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
ICE	BATTLE	COMMON	ELDAMON

PET FORM: CHILLOT
EVOLVED FORM: GLACIOTTER
PREFERENCES: GHOST STORIES

DESCRIPTION:

Compared to their pet form, in which they are covered mostly by a layer of soft, but very cold, fur, blizzotters extend the icicles covering their bodies, and their tail becomes a spiky weapon. The golden coloration on their lower body comes from the condensed elemental energy, and it tends to glow just before a blizzotter unleashes their power. Blizzotters fight fiercest when their loyalty is on the line to protect their friends, and they are fierce opponents.

Evolved Form

GLACIOTTER
ELDADEX #018



COMMON NAME: ICE OTTER ELDAMON
HEIGHT/LENGTH: 9'06" **WEIGHT:** 800 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
ICE	EVOLVED	COMMON	ELDAMON

PET FORM: CHILLOT
BATTLE FORM: BLIZZOTTER
PREFERENCES: GHOST STORIES

DESCRIPTION:

When a blizzotter becomes skilled enough at regulating their elemental energy that they can keep it flowing constantly, their battle form evolves into a glaciotter. Their legs and tail become completely covered in ice, they grow long ice fangs, and they continue to glow with elemental power. Many glaciotters recite their favorite ghost stories from their growing collection in their heads in order to keep this evolved state up, but they're grateful for the chance to relax and chill out as chillots after the battle is over.

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Rosebud

When the winter ends and the buds of flowers begin to appear, pengils remember and preserve their finest sleds and sledding grounds from the previous winter. When a pengil's boreal sled melts in the growing heat, they sometimes lay it to rest beneath whatever's nearby, whether that's a large tree or a field of flowers.

Pengil, Ice Penguin Eldamon

Pengils sled along the icy ground in delight, usually via their own belly, but sometimes on a sled made of ice. Etiher way, they enjoy the thrill of the speed and the motion.

They sometimes have more trouble than other eldamon on long journeys if their adventures take them away from the best sledding grounds and to places where they can barely sled at all.

On the other hand, though, an adventure gives them a chance to find wondrous sledding locations that they've never seen before.

Pengil, Aptenow, and Sphenicicle

Uncommon ice eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	12 (+1)	17 (+3)	10 (+0)

Saving Throws Dexterity, Intelligence
Skills Acrobatics, Athletics, Survival
Damage Vulnerabilities fire; damage from body, earth, fire, and metal elemental powers
Damage Resistances cold; damage from ice, time, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Cryan

Evolution Condition. Helping pengil enjoy an epic sledding experience.

Elemental Trait: Icewalker. You ignore difficult terrain as a result of ice and snow, and you can walk across slippery ice without needing to make an ability check. You reduce the penalty to your speed from the frozen condition by 10 feet.

Form Trait: Slide. When you slide on your belly, you can move faster in a straight line. As an action, you can drop prone and move in a straight line up to twice your walking speed. At the end of this movement, you can stand up from prone without spending additional movement to do so. You can also spend all your movement on your turn to gain the same benefit; you can't do so if you've already spent any movement on your turn or are taking any penalties to your movement.

Evolution Trait: Cloak of Snow. A cloak of snow along your back protects you while sliding and enhances your ability to slide. When you move using your Slide trait, you can move up to three times your walking speed, and you gain a +2 bonus to AC while doing so (such as against opportunity attacks enemies take due to your movement).

Power Progression. 1st level: (active) *flurry, gelid touch* (reactive) *retributive freeze* (refresh) *intensify cold;* **3rd level:** (active) *flash freeze, gelid touch* (reactive) *retributive freeze* (refresh) *intensify cold;* **5th level:** (active) *flash freeze, gelid touch, wintry vortex* (reactive) *ice shield* (refresh) *intensify cold;* **7th level:** (active) *gelid touch, pallid frostbite, wintry vortex* (reactive) *ice shield* (refresh) *intensify cold;* **9th level:** (active) *chilling breath, pallid frostbite, wintry vortex* (reactive) *ice shield* (refresh) *intensify cold;* **11th level:** (active) *chilling breath, pallid frostbite, wintry vortex* (reactive) *ice shield* (refresh) *ice armor;* **13th level:** (active) *chilling breath, pallid frostbite, wintry vortex* (reactive) *ice shield* (refresh) *rime nexus;* **15th level:** (active) *chilling breath, pallid frostbite, glacier, polar rime* (reactive) *ice shield* (refresh) *rime nexus;* **17th level:** (active) *absolute zero, pallid frostbite, glacier, polar rime* (reactive) *ice shield* (refresh) *rime nexus;* **19th level:** (active) *absolute zero, pallid frostbite, glacier, polar rime* (reactive) *ice shield* (refresh) *rime nexus* (ultimate) *fimbulvetr*

Actions

Tail. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier cold damage.

PENGIL
ELDADEX #055

Pet Form



COMMON NAME: ICE PENGUIN ELDAMON
HEIGHT/LENGTH: 1'02" **WEIGHT:** 3 lbs.
ELEMENT: ICE **FORM:** PET **RARITY:** UNCOMMON **SOURCE:** ELDAMON
BATTLE FORM: APTENOW
EVOLVED FORM: SPHENICICLE
PREFERENCES: SLEDDING

DESCRIPTION:

Pengils travel across frozen lands, sledding on their fluffy feathered bodies across the ice for the thrill of it and occasionally to race each other. They grow ice necklaces out of their bodies to commemorate particularly exciting sledding trips or race victories. Their eyes are red when they're excited or happy, but they freeze over toward a violet or, even rarely, an icy blue color when their chilly ire is raised. Even in the worst case, a kind word from a friend can thaw their frozen heart.

APTENOW
ELDADEX #056

Battle Form



COMMON NAME: ICE PENGUIN ELDAMON
HEIGHT/LENGTH: 4'02" **WEIGHT:** 3 lbs.
ELEMENT: ICE **FORM:** BATTLE **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: PENGIL
EVOLVED FORM: SPHENICICLE
PREFERENCES: SLEDDING

DESCRIPTION:

When a pengil's eyes turn violet for too long, they freeze over and grow into their battle form, an aptenow. Their cute little ice necklace grows into spiked icy armor, with an additional ice spike growing from their head, and they grow claws formed entirely of ice out of the ends of their wings. Aptenows use their sledding talents to move quickly and easily across ice and snow while slashing at their foes with their sharp ice spikes.

SPHENICICLE
ELDADEX #057

Evolved Form



COMMON NAME: ICE PENGUIN ELDAMON
HEIGHT/LENGTH: 10'06" **WEIGHT:** 550 lbs.
ELEMENT: ICE **FORM:** EVOLVED **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: PENGIL
BATTLE FORM: APTENOW
PREFERENCES: SLEDDING

DESCRIPTION:

A pengil able to perfect their sledding techniques and reach a peak of excitement becomes capable of evolving into a sphenicicle. Their ice claws grow larger, sharper, and sturdier as their icicle armor condenses into a single huge sapphire of concentrated ice energy in its chest, which manifests a diaphonous cloak of protective snow infused with powerful magic. Although they look large and bulky, they can sled across ice and snow with surprising speed and dexterity.

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Coolibou, Snow Reindeer Eldamon

Coolibou know that it's better to give than it is to receive, and so they always find the perfect gifts to provide to each and every one of their friends, eldamon and mortal alike. For their squirrelash buddy, an item in their collection; for their kitopaz compatriot, something sufficiently shiny and dignified; for their ankhrub ally, a special good luck charm; and so on.

Just because they prefer to give, it doesn't mean coolibou don't find joy in receiving gifts, especially those that show a giver's personal connection.

RED-NOSED COOLIBOU

Some rare coolibou have red noses, which glow with elemental energy. They're a subcategory of shiny glowing eldamon, and they make up roughly 1 in 10 shiny coolibou. It's unclear whether what makes them glow in this way is exposure to other elemental energies or something else, but either way, their glow can be helpful when navigating through snowy environments.

COOLIBOU, RANGIFROZE, AND CARIBOREAS

Uncommon ice eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	15 (+2)	8 (–1)	17 (+3)	12 (+1)

Saving Throws Constitution, Charisma
Skills Athletics, Intimidation, Survival
Damage Vulnerabilities fire; damage from body, earth, fire, and metal elemental powers
Damage Resistances cold; damage from ice, time, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Cryan



Evolution Condition. Helping coolibou give and receive wonderful gifts.

Elemental Trait: Deep Accumulation. When your ice elemental powers accumulate the frozen condition on a creature, the maximum value for the frozen condition increases by 2 (starting at frozen 7 and increasing to a maximum of frozen 12 at level 20).

Form Trait: Snow Fur. Your fluffy, snowlike fur grants you protection against a creature's attacks the more their chill accumulates. You gain a +1 bonus to AC against attacks made by creatures that are frozen 3 or more as a result of your ice powers. This bonus increases to +2 if the creature is frozen 6 or more, to +3 if the creature is frozen 9 or more, and to +4 if the creature is frozen 12 or more.

Evolution Trait: Portal Antlers. You can use the elemental ice portal between your antlers to aim your ice powers. When you use an ice power, you can choose any space within 10 feet of you as the power's point of origin by moving your antler portal to that spot.

Power Progression. 1st level: (active) *flurry, gelid touch* (reactive) *retributive freeze* (refresh) *intensify cold;* **3rd level:** (active) *flash freeze, gelid touch* (reactive) *retributive freeze* (refresh) *intensify cold;* **5th level:** (active) *deep freeze, gelid touch, wintry vortex* (reactive) *retributive freeze* (refresh) *intensify cold;* **7th level:** (active) *cold snap, deep freeze, wintry vortex* (reactive) *retributive freeze* (refresh) *intensify cold;* **9th level:** (active) *chilling breath, cold snap, deep freeze* (reactive) *retributive freeze* (refresh) *intensify cold;* **11th level:** (active) *chilling breath, deathly chill, deep freeze* (reactive) *retributive freeze* (refresh) *intensify cold;* **13th level:** (active) *chilling breath, deep freeze, ice tomb* (reactive) *retributive freeze* (refresh) *intensify cold;* **15th level:** (active) *deep freeze, glacier, ice tomb, polar rime* (reactive) *retributive freeze* (refresh) *intensify cold;* **17th level:** (active) *blizzard, glacier, ice tomb, polar rime* (reactive) *retributive freeze* (refresh) *intensify cold;* **19th level:** (active) *blizzard, glacier, ice tomb, polar rime* (reactive) *retributive freeze* (refresh) *intensify cold* (ultimate) *cocytus*

ACTIONS

Antler. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier cold damage.

COOLIBOU
ELDADEX #094



COMMON NAME: SNOW REINDEER ELDAMON
HEIGHT/LENGTH: 2'00" **WEIGHT:** 20 lbs.
ELEMENT: ICE **FORM:** PET **RARITY:** UNCOMMON **SOURCE:** ELDAMON
BATTLE FORM: RANGIFROZE
EVOLVED FORM: CARIBOREAS
PREFERENCES: GIFT EXCHANGES

DESCRIPTION:

Coolibou don't place much value in ownership, but they still love giving and receiving gifts of all kinds. Not because they want to own more things, but because they love to see the smiles on the faces of their friends and acquaintances when they pick out just the right gift to show that they care and understand their friend's interests. When dealing with mortals, however, sometimes coolibou don't understand their friends well enough and offer bizarre or unusual gifts.

Pet Form

RANGIFROZE
ELDADEX #095



COMMON NAME: SNOW REINDEER ELDAMON
HEIGHT/LENGTH: 5'06" **WEIGHT:** 500 lbs.
ELEMENT: ICE **FORM:** BATTLE **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: COOLIBOU
EVOLVED FORM: CARIBOREAS
PREFERENCES: GIFT EXCHANGES

DESCRIPTION:

Coolibou, who need to fight, gather powerful ice energy at the tips of their antlers and grow, transforming into their battle form, a rangifroze. In this form, they have much larger antlers, which are surrounded by elemental ice at the tips, with icicles growing downward and collecting snow on top. Their fluffy fur grows thicker along their back, providing protection against attacks, and small bits of ice begin to grow from the back and top of their heads.

Battle Form

CARIBOREAS
ELDADEX #096



COMMON NAME: SNOW REINDEER ELDAMON
HEIGHT/LENGTH: 10'06" **WEIGHT:** 1,800 lbs.
ELEMENT: ICE **FORM:** EVOLVED **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: COOLIBOU
BATTLE FORM: RANGIFROZE
PREFERENCES: GIFT EXCHANGES

DESCRIPTION:

A coolibou that's able to grow wise enough to give and receive gifts, even to unusual friends such as mortals, can evolve into a cariboreas. The ice growing along a rangifroze's head expands outward into enormous plates of ice armor across a cariboreas's body and legs. Cariboreas wear masks set with a gem of concentrated ice energy, which serves as a power source for their most notable feature: their antlers curve into a circular portal to a wellspring of ice energy, glowing in a blue swirl.

Evolved Form

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Put That on Ice

Skolld's dedication to guarding their chosen ward means that they often have to sacrifice in other areas, particularly when it comes to any events or plans they make in their own social life. Often, they have to postpone or cancel an appointment, even at the last minute, in order to protect their ward from a sudden threat or a potential danger. This makes them sometimes come across as flaky and unreliable when the truth is exactly the opposite; skolds just have their priority, and that priority is their ward.

Skolld, Ice Wolf Eldamon

A skolld loyally guards and protects their chosen location, creature, or item with everything they have. As such, their choice of ward is an extremely personal and important life decision. While it's possible for a skolld to change their ward, most skolds are too stubborn to do so unless there's no other choice, such as if the ward refuses the skolld's protection or becomes destroyed due to time or another force the skolld can't prevent.

Skolld, Amarime, and Fenrice

Rare ice eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Constitution, Strength
Skills Athletics, Intimidation, Stealth
Damage Vulnerabilities fire; damage from body, earth, fire, and metal elemental powers
Damage Resistances cold; damage from ice, time, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Cryan

Evolution Condition. Helping skolld guard what matters to them most.

Elemental Trait: Clinging Frost. The ice, frost, and snow you call forth lingers and sticks to its targets. Removing ice from a creature frozen by one of your ice powers can't reduce the frozen condition below 1, unless that creature was already frozen 1. Once clinging frost has prevented a creature from removing its frozen condition once, it can't affect that creature's frozen condition again for 1 minute.

Form Trait: Interposing Guardian. You get in the way of attacks against those you wish to protect. Creatures you choose within 5 feet of you gain a +2 bonus to AC against attacks passing through your space; this benefit isn't cumulative with half cover.

Evolution Trait: Frozen Soul. You cling to consciousness when necessary to protect what matters to you. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't do so again until you finish a long rest.

Power Progression. 1st level: (active) *flurry, gelid touch* (reactive) *retributive freeze* (refresh) *intensify cold;* **3rd level:** (active) *flurry, gelid touch* (reactive) *retributive freeze* (refresh) *intensify cold;* **5th level:** (active) *flurry, gelid touch, wintry vortex* (reactive) *retributive freeze* (refresh) *intensify cold;* **7th level:** (active) *gelid touch, pallid frostbite, wintry vortex* (reactive) *retributive freeze* (refresh) *intensify cold;* **9th level:** (active) *chilling breath, pallid frostbite, wintry vortex* (reactive) *retributive freeze* (refresh) *intensify cold;* **11th level:** (active) *chilling breath, deathly chill, pallid frostbite* (reactive) *retributive freeze* (refresh) *intensify cold;* **13th level:** (active) *chilling breath, pallid frostbite, ice tomb* (reactive) *retributive freeze* (refresh) *intensify cold;* **15th level:** (active) *chilling breath, glacier, ice tomb, polar rime* (reactive) *retributive freeze* (refresh) *intensify cold;* **17th level:** (active) *absolute zero, glacier, ice tomb, polar rime* (reactive) *retributive freeze* (refresh) *intensify cold;* **19th level:** (active) *absolute zero, glacier, ice tomb, polar rime* (reactive) *retributive freeze* (refresh) *intensify cold* (ultimate) *cocytus*

Actions

Bite. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier cold damage.

Claws. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier slashing damage.

SKOLLD
ELDADEX #133

Pet Form



COMMON NAME: ICE WOLF ELDAMON
HEIGHT/LENGTH: 1'00" **WEIGHT:** 8 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
ICE	PET	RARE	ELDAMON

BATTLE FORM: AMARIME
EVOLVED FORM: FENRICE
PREFERENCES: GUARDING

DESCRIPTION:

Skolds can be found near various precious locations, items, and creatures, standing vigil as guards. Loyal and vigilant, skolds have long attention spans and great patience, so they're happier guarding something than they are without anything in particular to protect. Of course, their lack of phase with the material world might prevent them from directly preventing others from intruding upon the location they guard, but skolds find strategies for working together with mortals. Once they've formed a friendship, they'll remain loyal to that friend forever.

AMARIME
ELDADEX #134

Battle Form



COMMON NAME: ICE WOLF ELDAMON
HEIGHT/LENGTH: 6'00" **WEIGHT:** 100 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
ICE	BATTLE	RARE	ELDAMON

PET FORM: SKOLLD
EVOLVED FORM: FENRICE
PREFERENCES: GUARDING

DESCRIPTION:

Skolds whose guarded people, places, or items are at risk from other eldamon transform into an amarime. Their cute and cuddly form is quickly replaced with a deadly ice wolf, as the tiny ice shards on their fur grow into a mane of spikes along their neck, and two long canines of ice grow downward from their muzzle. Dark, zigzagging lines of fur along an amarime's body channel ice energy throughout, providing the amarime with the strength to persevere in any battle.

FENRICE
ELDADEX #135

Evolved Form



COMMON NAME: ICE WOLF ELDAMON
HEIGHT/LENGTH: 10'02" **WEIGHT:** 440 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
ICE	EVOLVED	RARE	ELDAMON

PET FORM: SKOLLD
BATTLE FORM: AMARIME
PREFERENCES: GUARDING

DESCRIPTION:

A skolld who is successful at guarding what matters most to them can evolve into a fenrice. In their evolved form, their mane grows out further across the front of their body, their claws transform into shards of ice, all of their teeth grow larger, and their eyes glow with pale blue energy. Finally, tiny bits of ice on an amarime's head become long, jagged horns. These mighty features provide a fenrice with enough power to protect their charge from just about anything.

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ANKHSGIVING

As life eldamon, ankhrubs rarely come across situations where their own personal health is at risk. Instead, they share their many bizarre good luck charms and health plans as gifts for any mortal friends more vulnerable to the ravages of misfortune and poor health. It's an ankhrub's inherently giving and compassionate nature that causes them to obsess over the well-being of others.

Ankhrub, Life Scarab Eldamon

Ankrubs are always looking for a new health regimen or superstition, and no matter how many times they fail, they never lose their enthusiasm and optimism that the next one could be exactly what they were looking for. That doesn't mean that they're gullible, however. They simply choose to look on the bright side and try out new things, moving on if they don't meet with success. You fail every one of the shots you don't take.

ANKHRUB, ANKHRUSH, AND ANKHEPRI

Common life eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d6 per eldamon level
Hit Points at 1st Level 6 + Constitution modifier
Hit Points at Higher Levels 1d6 (or 4) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	10 (+0)	17 (+3)	8 (–1)

Saving Throws Constitution, Intelligence
Skills Acrobatics, Athletics, Survival
Damage Vulnerabilities necrotic; damage from darkness and death elemental powers
Damage Resistances radiant; damage from life and light elemental powers
Special Senses darkvision 30 ft.
Languages Jyoti

Evolution Condition. Helping ankhrub collect good luck and health schemes that actually work.

Elemental Trait: Scarab of Protection. The life energies within you protect you from the forces of poison, death, and disease. You gain advantage on saving throws against poison and disease, as well as against necromancy spells or harmful effects originating from undead creatures.

Form Trait: Flutter Jump. Your wings might not be enough to fly, but they help you jump farther. As an action, you can jump up to your walking speed.

Evolution Trait: All the Luck Charms. When you would make an attack roll, ability check, or saving throw with disadvantage, you can make the roll normally instead (without advantage or disadvantage). Once you use this trait, you must finish a short or long rest before you can do so again.

Power Progression. 1st level: (active) *healing motes, life buffer* (reactive) *vital sacrifice* (refresh) *life cocoon;* **3rd level:** (active) *life buffer, vital touch* (reactive) *vital sacrifice* (refresh) *life cocoon;* **5th level:** (active) *life buffer, overflowing spill, vital touch* (reactive) *retributive rejuvenation* (refresh) *life cocoon;* **7th level:** (active) *life buffer, overflowing spill, vital touch* (reactive) *retributive rejuvenation* (refresh) *life cocoon;* **9th level:** (active) *overflowing spill, vital breath, vital touch* (reactive) *retributive rejuvenation* (refresh) *life cocoon;* **11th level:** (active) *vibrant inoculation, vital breath, vital touch* (reactive) *retributive rejuvenation* (refresh) *life cocoon;* **13th level:** (active) *lifeguard bubble, vibrant inoculation, vital breath* (reactive) *retributive rejuvenation* (refresh) *life cocoon;* **15th level:** (active) *lifeguard bubble, life shackles, shared vitality, vibrant inoculation* (reactive) *retributive rejuvenation* (refresh) *life cocoon;* **17th level:** (active) *life shackles, lifestorm, shared vitality, vibrant inoculation* (reactive) *retributive rejuvenation* (refresh) *life cocoon;* **19th level:** (active) *life shackles, lifestorm, shared vitality, vibrant inoculation* (reactive) *retributive rejuvenation* (refresh) *life cocoon* (ultimate) *elysium*

Actions

Horn. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 + PB + your Dexterity modifier piercing damage plus 1 radiant damage (plus 1d6 + 1 radiant damage when evolved).

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Pet Form

ANKHRUB
ELDADEX #025



COMMON NAME: LIFE SCARAB ELDAMON
HEIGHT/LENGTH: 1'02" WEIGHT: 6 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIFE	PET	COMMON	ELDAMON

BATTLE FORM: ANKHRUSH
EVOLVED FORM: ANKHEPRI
PREFERENCES: GOOD LUCK AND HEALTH SYMBOLS

DESCRIPTION:

Ankhrub is a gentle eldamon who wishes to keep themself and everyone around them happy, healthy, and safe. This responsibility makes most ankhrubs extremely nervous, as whenever they see signs of rot, death, or danger, they can't help but wonder if everyone will be okay. This leads them to gather and use all sorts of superstitious charms and techniques designed to improve luck or health. What's the harm, they figure? They might as well try anything they can to keep everyone safe and in good health!

Battle Form

ANKHRUSH
ELDADEX #026



COMMON NAME: LIFE SCARAB ELDAMON
HEIGHT/LENGTH: 4'08" WEIGHT: 62 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIFE	BATTLE	COMMON	ELDAMON

PET FORM: ANKHRUB
EVOLVED FORM: ANKHEPRI
PREFERENCES: GOOD LUCK AND HEALTH SYMBOLS

DESCRIPTION:

When a life is at risk, or just to get some exercise and keep up their health, an ankhrub transforms into their battle form, the ankhrush. Rather than a grub, an ankhrush is a fully grown beetle, with horns said to have healing properties like a unicorn's. Like some desert beetles, the ankhrush has wings despite having lost the ability to fly, though its wings still allow it to flutter in the air for a time for a lengthy leap.

Evolved Form

ANKHEPRI
ELDADEX #027



COMMON NAME: LIFE SCARAB ELDAMON
HEIGHT/LENGTH: 9'04" WEIGHT: 470 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIFE	EVOLVED	COMMON	ELDAMON

PET FORM: ANKHRUB
BATTLE FORM: ANKHRUSH
PREFERENCES: GOOD LUCK AND HEALTH SYMBOLS

DESCRIPTION:

Every once in a while, an ankhrub stumbles into a good luck or health scheme that actually works, rather than being a simple superstition or placebo. When enough of those pile up, they sometimes evolve into an ankhrush, a truly massive form with four wings to harness and channel life energy and its two forelimbs transfigured from beetle legs into clawed hands to shape the healing threads.

AZAZEL

According to legend, the first skepis were born in a mythical land known by various names, one of which is Azazel. Supposedly, the land was so desolate that the people could barely survive and eke out a living. When a kaiju destroyed what little was left, a vita, or incarnation of the life force of nature, merged with nearby life eldamon to form a great goat, which sacrificed itself to make the land vibrant and thriving as it had never been. From the metaphysical body of the great goat were born skepis.

Skepi, Life Goat Eldamon

Skepi's self-sacrificial instincts can often lead them into great danger. They're so heedless of their own safety when others are in need that if it weren't for the fact that few things can permanently harm an eldamon, chances are that most skepis would have disappeared from the land by now.

Fortunately for both skepi and those who care about them, skepis' reckless actions can't keep them down for long. It's also possible to convince a skepi to hold back from pursuing a particular dangerous course of action if it might cause harm to others who, unlike the life eldamon, might suffer more permanent consequences from the risky plan.

SKEPI, HEIDRUM, AND KHNUMEN

Uncommon life eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d6 per eldamon level
Hit Points at 1st Level 6 + Constitution modifier
Hit Points at Higher Levels 1d6 (or 4) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	8 (–1)	17 (+3)	12 (+1)

Saving Throws Dexterity, Charisma
Skills Acrobatics, Intimidation, Survival
Damage Vulnerabilities necrotic; damage from darkness and death elemental powers
Damage Resistances radiant; damage from life and light elemental powers
Special Senses darkvision 30 ft.
Languages Jyoti

Evolution Condition. Helping skepi save others and protect the helpless.

Elemental Trait: Scapegoat. Whenever a creature within 5 feet of you takes damage, you can reduce the amount of damage that creature takes by an amount equal to half your proficiency bonus (rounded down). If you do, you lose an equal amount of hit points. You can't use this trait if the damage would reduce you to 0 hit points.

Form Trait: Lifeguard Hair. Your tufts of red hair repel destruction when you are close to death. Whenever you take damage while you are at less than half your hit point maximum, reduce the damage you take by an amount equal to half your proficiency bonus (rounded down).

Evolution Trait: Garland of Salvation. Your garland commemorates those you have saved, and it empowers you whenever you sacrifice yourself for others. Whenever you take damage or lose hit points to protect another creature from harm (such as when using your Scapegoat trait), you gain a +1 bonus to AC and saving throws until the end of your next turn. As normal, this effect isn't cumulative when you protect others multiple times.

Power Progression. 1st level: (active) *healing motes, life buffer* (reactive) *vital sacrifice* (refresh) *life cocoon;* **3rd level:** (active) *life buffer* (reactive) *vital sacrifice* (refresh) *life cocoon;* **5th level:** (active) *overflowing spill, vital touch* (reactive) *vital sacrifice* (refresh) *life cocoon;* **7th level:** (active) *lifebond, overflowing spill, vital touch* (reactive) *vital sacrifice* (refresh) *life cocoon;* **9th level:** (active) *forced link, lifebond, vital touch* (reactive) *vital sacrifice* (refresh) *life cocoon;* **11th level:** (active) *forced link, lifebond, vital touch* (reactive) *vital sacrifice* (refresh) *life cocoon;* **13th level:** (active) *forced link, lifebond, vital touch* (reactive) *vital sacrifice* (refresh) *life vortex;* **15th level:** (active) *forced link, lifebond, life shackles, shared vitality* (reactive) *vital sacrifice* (refresh) *life vortex;* **17th level:** (active) *forced link, life shackles, shared vitality, vital singularity* (reactive) *vital sacrifice* (refresh) *life vortex;* **19th level:** (active) *forced link, life shackles, shared vitality, vital singularity* (reactive) *vital sacrifice* (refresh) *life vortex* (ultimate) *elysium*

Actions

Horn. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage plus 1 radiant damage).

Pet Form

SKEPI
ELDADEX #064



COMMON NAME: LIFE GOAT ELDAMON
HEIGHT/LENGTH: 1'11" WEIGHT: 40 lbs.
ELEMENT: LIFE FORM: PET RARITY: UNCOMMON SOURCE: ELDAMON
BATTLE FORM: HEIDRUN
EVOLVED FORM: KHNUMEN
PREFERENCES: PROTECTING THE HELPLESS

DESCRIPTION:

Cheerful symbols of life, skepi go out of their way to protect living creatures from harm, especially those too helpless to protect themselves. They engineer situations to preserve life and playfully frolic with the friends they make along the way. Their self-sacrificing nature sometimes leads others to fret about skepis, and it's true that they sometimes get into dangerous situations over their heads.

Battle Form

HEIDRUN
ELDADEX #065



COMMON NAME: LIFE GOAT ELDAMON
HEIGHT/LENGTH: 5'06" WEIGHT: 220 lbs.
ELEMENT: LIFE FORM: BATTLE RARITY: UNCOMMON SOURCE: ELDAMON
BATTLE FORM: SKEPI
EVOLVED FORM: KHNUMEN
PREFERENCES: PROTECTING THE HELPLESS

DESCRIPTION:

When someone is in need, a skepi can transform into a heidrun, growing much larger as their tiny red and gold horns extend outward, channeling the protective and healing energies of life. Their tufty red hair is woven with strands of life force, inherently repelling destructive forces and protecting the heidrun from harm.

Evolved Form

KHNUMEN
ELDADEX #066



COMMON NAME: LIFE GOAT ELDAMON
HEIGHT/LENGTH: 9'08" WEIGHT: 780 lbs.
ELEMENT: LIFE FORM: EVOLVED RARITY: UNCOMMON SOURCE: ELDAMON
BATTLE FORM: SKEPI
EVOLVED FORM: HEIDRUN
PREFERENCES: PROTECTING THE HELPLESS

DESCRIPTION:

A skepi who goes above and beyond saving others can evolve into a khnumen, sometimes just in time, at the last second before their daring actions force them to make a sacrifice. As their horns and life-spun hair grow even larger, they decorate themselves with colorful garlands offered to them by those they have saved from harm. These garlands hold great meaning to a skepi, and they take great care to keep them safe.

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GRIN AND BEAR IT

While ursilis are known for taking long and rejuvenating rests, they're also quite skilled at persevering under great odds, giving them a reputation for stoicism. Nonetheless, those who tell an ursili to "grin and bear it" might receive an angry glare or bear hug for their trouble.

Ursili, Life Bear Eldamon

Because of their love of slumber and hibernation, ursilis spend much of their time melded into environments, objects, and creatures; this is true of ursilis even more so than other eldamon. As a result, they're harder to spot and seem less prevalent than they actually are. It's only when someone wakes up a sleeping ursili through a loud or notable act, such as battling the creature with which the ursili is melded, that the ursili rouses in a loud and vigorous manner, making themselves known right away. Those who awaken an ursili and avoid angering them are likely to spur their interest enough to become a new resting place.

URSILI, URSALVA, AND KALLISTOS

Uncommon life eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d6 per eldamon level
Hit Points at 1st Level 6 + Constitution modifier
Hit Points at Higher Levels 1d6 (or 4) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Constitution, Charisma
Skills Athletics, Intimidation, Survival
Damage Vulnerabilities necrotic; damage from darkness and death elemental powers
Damage Resistances radiant; damage from life and light elemental powers
Special Senses darkvision 30 ft.
Languages Jyoti

Evolution Condition. Helping ursili experience a truly incredible rest.

Elemental Trait: Resurgent Awakening. You and those you heal awake from unconsciousness with the energy you need to re-enter the fight, like a bear coming out of hibernation. When you are healed from 0 hit points, on your next turn you can stand up without using any movement to do so. In addition, you can pick up anything you dropped when you fell unconscious without using an action to do so. When you heal a creature from 0 hit points using a life power, that creature gains the same benefit.

Form Trait: Vital Rest. When you take a break, you surge with vital energy. Whenever you end your turn without having taken an action that turn (typically because you were paralyzed, stunned, or otherwise incapacitated), you gain temporary hit points equal to 2 plus your power level, which last for 2 rounds.

Evolution Trait: Resurgent Life. As a bonus action, you can spread life all around you, causing tiny harmless living creatures (including plants) to grow and move toward you, providing you half-cover until the start of your next turn.

Power Progression. 1st level: (active) *healing motes, life buffer* (reactive) *vital sacrifice* (refresh) *life cocoon;* **3rd level:** (active) *healing motes, life buffer* (reactive) *vital sacrifice* (refresh) *life cocoon;* **5th level:** (active) *healing motes, life buffer, vital touch* (reactive) *retributive rejuvenation* (refresh) *life cocoon;* **7th level:** (active) *healing motes, life buffer, vital touch* (reactive) *retributive rejuvenation* (refresh) *preserve life;* **9th level:** (active) *healing motes, vital breath, vital touch* (reactive) *retributive rejuvenation* (refresh) *preserve life;* **11th level:** (active) *vital breath, vital collapse, vital touch* (reactive) *retributive rejuvenation* (refresh) *preserve life;* **13th level:** (active) *vital breath, vital collapse, vital touch* (reactive) *retributive rejuvenation* (refresh) *preserve life;* **15th level:** (active) *life shackles, shared vitality, vital breath, vital touch* (reactive) *retributive rejuvenation* (refresh) *preserve life;* **17th level:** (active) *life shackles, lifestorm, shared vitality, vital breath* (reactive) *retributive rejuvenation* (refresh) *preserve life;* **19th level:** (active) *life shackles, lifestorm, shared vitality, vital breath* (reactive) *retributive rejuvenation* (refresh) *preserve life* (ultimate) *amrita*

ACTIONS

Claws. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier slashing damage plus 1 radiant damage.

Pet Form

URSILI
ELDADEX #103



COMMON NAME: LIFE BEAR ELDAMON
HEIGHT/LENGTH: 1'06" **WEIGHT:** 6 lbs.
ELEMENT: LIFE **FORM:** PET **RARITY:** UNCOMMON **SOURCE:** ELDAMON
BATTLE FORM: URSALVA
EVOLVED FORM: KALLISTOS
PREFERENCES: RESTING

DESCRIPTION:

An ursili gently rests to build up their life energy, often yawning as they emerge from the ground with dirt and soil over their heads and little snouts. The golden symbols across their bodies indicate how much life elemental energy they've stored by resting. While some expect ursili to move ponderously or lazily, when they choose to act, they emerge from their slumber with great vigor instead. They like to rest cuddled up against someone or something precious to them.

Battle Form

URSALVA
ELDADEX #104



COMMON NAME: LIFE BEAR ELDAMON
HEIGHT/LENGTH: 6'06" **WEIGHT:** 280 lbs.
ELEMENT: LIFE **FORM:** BATTLE **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: URSILI
EVOLVED FORM: KALLISTOS
PREFERENCES: RESTING

DESCRIPTION:

When you rouse an ursili from their slumber and spark their ire, they quickly transform into an ursalva, their body growing as the golden symbols expand and become more intricate to channel their life energy into battle readiness. As a side effect of their own reawakening, fragile living things within the dirt on their bodies come back to life, often including tiny sprouts. This sometimes leads others to mistake them for a wood eldamon.

Evolved Form

KALLISTOS
ELDADEX #105



COMMON NAME: LIFE BEAR ELDAMON
HEIGHT/LENGTH: 10'04" **WEIGHT:** 1,500 lbs.
ELEMENT: LIFE **FORM:** EVOLVED **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: URSILI
BATTLE FORM: URSALVA
PREFERENCES: RESTING

DESCRIPTION:

When an ursili experiences a truly incredible rest, they might be able to evolve into a kallistos, surging with life energy as they stand on their hind legs. Kallistos continue to bring life to creatures around them, to the point that they are usually covered by wooden branches. These branches aren't part of the kallistos's body, so it doesn't harm a kallistos if they're burned or frozen away. Nonetheless, there are a few surer ways to earn a kallistos's wrath.

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Better Than One

Having two heads and bodies provides caduceon significant benefits beyond the improvements to Perception. For one thing, a caduceon always has someone else to talk to, so they're less likely to become lonely. Because the second snake is a life force duplicate, they share the original's instincts and inner nature, but they sometimes have their own unique perspective.

Phidi, Life Snake Eldamon

Phidis' love of medicine leads them to follow around doctors, herbalists, and medics of all sorts. They desire to heal, protect, and save others through life-changing medical breakthroughs, and for that they often need the assistance of other experts in the field.

For their part, many who practice medicine consider phidis to be something like a mascot or sacred creature to the medical profession as a whole. More than one hospital or medical institution incorporates the twin serpentine form of caduceon as a major part of their symbol, crest, or logo.

Together, phidis and doctors strive toward a future as free as possible from the suffering and ravages of illness.

PHIDI, CADUCEON, AND COLUBRIO

Rare life eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d6 per eldamon level
Hit Points at 1st Level 6 + Constitution modifier
Hit Points at Higher Levels 1d6 (or 4) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	12 (+1)	17 (+3)	10 (+0)

Saving Throws Intelligence, Wisdom
Skills Acrobatics, Medicine, Stealth
Damage Vulnerabilities necrotic; damage from darkness and death elemental powers
Damage Resistances radiant; damage from life and light elemental powers
Special Senses darkvision 30 ft.
Languages Jyoti

Evolution Condition. Helping phidi discover a true medical breakthrough.

Elemental Trait: Caduceus Flow. When you help others, the overflowing life energy protects you as well. Whenever you use a life power that benefits one or more creatures, but doesn't benefit yourself, you gain temporary hit points equal to half your proficiency bonus (rounded up).

Form Trait: Double Senses. Even when it isn't visible, your life force duplicate assists your senses. You gain proficiency in the Perception skill. At 9th level, you add double your proficiency bonus to Wisdom (Perception) checks, instead of your normal proficiency bonus.

Evolution Trait: Crystallize Life. You store crystallized life energy in golden jewels along your body. When an encounter begins and you're phased or when you first phase in during an encounter, you deplete some of the stored energy to gain temporary hit points equal to your power level. These temporary hit points last until the end of your next turn.

Power Progression. 1st level: (active) *healing motes, life buffer* (reactive) *vital sacrifice* (refresh) *life cocoon;* **3rd level:** (active) *life buffer, vital touch* (reactive) *vital sacrifice* (refresh) *life cocoon;* **5th level:** (active) *life buffer, soothing recovery, vital touch* (reactive) *vital sacrifice* (refresh) *life cocoon;* **7th level:** (active) *life buffer, path of life, vital touch* (reactive) *vital sacrifice* (refresh) *life cocoon;* **9th level:** (active) *life buffer, path of life, vital breath* (reactive) *vital sacrifice* (refresh) *life cocoon;* **11th level:** (active) *path of life, vibrant inoculation, vital breath* (reactive) *vital sacrifice* (refresh) *life cocoon;* **13th level:** (active) *path of life, vibrant inoculation, vital breath* (reactive) *mortal reprieve* (refresh) *life cocoon;* **15th level:** (active) *lifeguard bubble, shared vitality, vibrant inoculation, vital breath* (reactive) *mortal reprieve* (refresh) *life cocoon;* **17th level:** (active) *lifeguard bubble, shared vitality, vibrant inoculation, vital singularity* (reactive) *mortal reprieve* (refresh) *life cocoon;* **19th level:** (active) *lifeguard bubble, shared vitality, vibrant inoculation, vital singularity* (reactive) *mortal reprieve* (refresh) *life cocoon* (ultimate) *amrita*

Actions

Bite. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage plus 1 radiant damage.

Pet Form

PHIDI
ELDADEX #142



COMMON NAME: LIFE SNAKE ELDAMON
HEIGHT/LENGTH: 2'03" WEIGHT: 1 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIFE	PET	RARE	ELDAMON

BATTLE FORM: CADUCEON
EVOLVED FORM: COLUBRIO
PREFERENCES: MEDICINE

DESCRIPTION:

Phidi are adorable golden snakes somewhat obsessed with the concept of medicine. They hiss about all sorts of different ideas for remedies, though their recipes don't necessarily work out without their own unique touch. Phidi try to use their medical expertise to help others, as the more they do so, the more they themselves prosper. It's no wonder many cultures find phidi good luck. Phidi can't stand to see their friends and allies hurt.

Battle Form

CADUCEON
ELDADEX #143



COMMON NAME: LIFE SNAKE ELDAMON
HEIGHT/LENGTH: 7'02" WEIGHT: 21 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIFE	BATTLE	RARE	ELDAMON

PET FORM: PHIDI
EVOLVED FORM: COLUBRIO
PREFERENCES: MEDICINE

DESCRIPTION:

A phidi forced into battle grows and creates a near duplicate body out of pure vital essence. As the two snakes interwine with each other to form a body like a long staff, their battle form of a caduceon. Rather than their usually golden eyes, the two halves of caduceon have green and red eyes. Typically, the green-eyed snake is the original, and the red-eyed body is the life force duplicate, though a caduceon can switch this up to confuse their foes.

Evolved Form

COLUBRIO
ELDADEX #144



COMMON NAME: LIFE SNAKE ELDAMON
HEIGHT/LENGTH: 14'01" WEIGHT: 145 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIFE	EVOLVED	RARE	ELDAMON

PET FORM: PHIDI
BATTLE FORM: CADUCEON
PREFERENCES: MEDICINE

DESCRIPTION:

A phidi who manages to discover a true medical breakthrough might evolve into a colubrio, combining the life force duplicate with their original body and growing yet longer into an enormous golden snake with multiple crests and ridges across their body. Golden crystallized jewels of life's elemental energy adorn a colubrio's chest, empowering its many special abilities as its eyes glow with overflowing vital essence.

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LET THERE BE LIGHT!

Light eldamon are constantly alight, shedding light like a torch: bright light in a 20-foot radius and dim light for an additional 20 feet.

Lemiure, Prism Lemur Eldamon

Lemiures always take the time to look at things from other points of view. That doesn't mean they're especially slow to decide, but they aren't likely to make snap judgments on their own. A lemiure is always eager to have their friends weigh in.

LEMIURE, LEMURUX, AND LUGHEMUR

Common light eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Dexterity, Charisma
Skills Acrobatics, Intimidation, Survival
Damage Vulnerabilities psychic, thunder; damage from darkness and mind elemental powers
Damage Resistances force, radiant; damage from death and light elemental powers
Special Senses darkvision 30 ft.
Languages Luxan

Evolution Condition. Helping lemiure learn from numerous people with different viewpoints and lived experiences.

Elemental Trait: Prism Power. When your foe is limned in light, your light powers deal additional damage. You gain a bonus to damage rolls with light powers against limned creatures. This bonus is equal to half your proficiency bonus (rounded down).

Form Trait: Prism's Perception. The prism on your head helps refine the sights around you and refract them into your view, making it easy for you to spot things. You gain proficiency in the Perception skill. At 9th level, you add double your proficiency bonus to Wisdom (Perception) checks that rely on sight, instead of your normal proficiency bonus.

Evolution Trait: Prismatic Cloak. The rainbow-colored cloak trailing behind you protects you from harm, especially from those dazzled by your light. You have resistance to nonmagical bludgeoning, piercing, and slashing damage dealt by creatures dazzled by your light powers.

Power Progression. 1st level: (active) *blade of light, lucent beam* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **3rd level:** (active) *lucent beam, shining guidance* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **5th level:** (active) *lucent beam, shining guidance, sunlight ray* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **7th level:** (active) *lucent beam, shining guidance, prism's refraction* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **9th level:** (active) *prism's refraction, lantern of revelation, shining guidance* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **11th level:** (active) *incandescent guardian, lantern of revelation, prism's refraction* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **13th level:** (active) *devouring light, incandescent guardian, lantern of revelation* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **15th level:** (active) *blinding brilliance, devouring light, incandescent guardian, lambent reflection* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **17th level:** (active) *blinding brilliance, effulgent explosion, incandescent guardian, lambent reflection* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **19th level:** (active) *blinding brilliance, effulgent explosion, incandescent guardian, lambent reflection* (reactive) *retributive dazzle* (refresh) *illuminating pulse* (ultimate) *areadbhair*

ACTIONS

Claws. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier slashing damage.

Pet Form

LEMIURE
ELDADEX #031



COMMON NAME: PRISM LEMUR ELDAMON
HEIGHT/LENGTH: 2'10" **WEIGHT:** 9 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIGHT	PET	COMMON	ELDAMON

BATTLE FORM: LEMURUX
EVOLVED FORM: LUGHEMUR
PREFERENCES: ACCEPTING DIFFERENCES

DESCRIPTION:

Lemiure is a light eldamon that appears like a lemur with a prism on their head and a tiny rainbow cloak of light on their back. Lemiures believe that working together with others who are different makes you stronger, just as the colors of the rainbow come together to make light, and so they are especially likely to find beloved mortal friends and learn from those differences. To a lemiure, being different isn't something to be ashamed of; it's something to cherish and wear with pride.

Battle Form

LEMURUX
ELDADEX #032



COMMON NAME: PRISM LEMUR ELDAMON
HEIGHT/LENGTH: 5'06" **WEIGHT:** 120 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIGHT	BATTLE	COMMON	ELDAMON

PET FORM: LEMIURE
EVOLVED FORM: LUGHEMUR
PREFERENCES: ACCEPTING DIFFERENCES

DESCRIPTION:

When faced with those who bring violence to their friends for being different, a lemiure assumes their lemurux battle form, growing larger with a ruff of fur around their neck and a longer rainbow cloak. Because of a lemiure's belief in accepting what makes them different and special, lemurux and lemiure look especially similar to each other, and those who don't understand eldamon sometimes mistake a lemurux protecting several lemiures for a parent with children.

Evolved Form

LUGHEMUR
ELDADEX #033



COMMON NAME: PRISM LEMUR ELDAMON
HEIGHT/LENGTH: 9'11" **WEIGHT:** 370 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIGHT	EVOLVED	COMMON	ELDAMON

PET FORM: LEMIURE
BATTLE FORM: LEMURUX
PREFERENCES: ACCEPTING DIFFERENCES

DESCRIPTION:

When a lemiure is able to learn from enough people with different viewpoints and lived experiences, they might evolve into a lughemur, emphasizing their own differences and increasing greatly in strength. As a lughemur, their rainbow cloak grows into a full rainbow trailing behind them as their ruffs of fur cover and protect them across their body, and their prism splits into three. Lughemurs wear golden friendship bracelets and anklets, representing their closest friends.

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GLOW UPS

Luciolas believe that everything can always be better as long as you believe in yourself. As such, they try to help people achieve "glow ups" where they engage in a transformation for the better, increasing their confidence and mental well-being in a way that raises their self-worth and often their attractiveness to others. For someone shrouded in gloom, a glow up might seem impossible, but luciolas find a way to help light their path.

Luciola, Glow Worm Eldamon

Luciola always looks at the bright side of life, both literally and figuratively. This helps them stay cheerful and hopeful, even in difficult circumstances, but they sometimes need a friend to help ground them if they get too ambitious.

LUCIOLA, LAMPYRA, AND LAMPYRIOS

Uncommon light eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Constitution, Charisma
Skills Acrobatics, Athletics, Intimidation
Damage Vulnerabilities psychic, thunder; damage from darkness and mind elemental powers
Damage Resistances force, radiant; damage from death and light elemental powers
Special Senses darkvision 30 ft.
Languages Luxan

Evolution Condition. Helping luciola learn to embrace their optimism and also temper it with realism.

Elemental Trait: Phosphorescent Glow. After your initial flash of light, you leave a momentary phosphorescent glow. Whenever the limned condition caused by one of your light powers ends, a pale blue glow limns the target until the end of your next turn. This limned condition is different from the one created by the original power, so it doesn't apply any additional effects from that power.

Form Trait: Glowing Tail. The glowing light energy stored in your tail allows you to surround your foe with light. When you use a light power, you can choose one target to become limned until the end of your next turn. Once you use this trait, you can't do so again until you finish a short or long rest.

Evolution Trait: Inner Light. The light within you spills out to sear your foes when you attack with your mandibles or when another creature cuts or pierces you. Your mandibles attack deals an additional 1d4 radiant damage (already included in the attack). In addition, whenever a creature within 5 feet of you deals piercing or slashing damage to you, that creature takes 1d4 radiant damage.

Power Progression. 1st level: (active) *blade of light, lucent beam* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **3rd level:** (active) *lucent beam, shining guidance* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **5th level:** (active) *brilliant raiment, lucent beam, shining guidance* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **7th level:** (active) *brilliant raiment, illuminate weakness, shining guidance* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **9th level:** (active) *brilliant raiment, illuminate weakness, lantern of revelation* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **11th level:** (active) *brilliant raiment, illuminate weakness, lantern of revelation* (reactive) *blinding flash* (refresh) *illuminating pulse;* **13th level:** (active) *blinding brilliance, illuminate weakness, lantern of revelation* (reactive) *blinding flash* (refresh) *illuminating pulse;* **15th level:** (active) *blinding brilliance, illuminate weakness, lambent reflection, lantern of revelation* (reactive) *blinding flash* (refresh) *dazzling double;* **17th level:** (active) *blinding brilliance, lambent reflection, lantern of revelation, solar flare* (reactive) *blinding flash* (refresh) *dazzling double;* **19th level:** (active) *blinding brilliance, lambent reflection, lantern of revelation, solar flare* (reactive) *blinding flash* (refresh) *dazzling double* (ultimate) *hyperion*

ACTIONS

Mandibles. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage (plus 1d4 radiant damage when evolved).

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Pet Form

LUCIOLA
ELDADEX #070



COMMON NAME: GLOW WORM ELDAMON
HEIGHT/LENGTH: 1'07" **WEIGHT:** 1 lbs.
ELEMENT: LIGHT **FORM:** PET **RARITY:** UNCOMMON **SOURCE:** ELDAMON
BATTLE FORM: LAMPYRA
EVOLVED FORM: LAMPYRIOS
PREFERENCES: OPTIMISM

DESCRIPTION:

The luciola is a cheerful glowworm eldamon who always looks on the bright side of things, their tiny little tail glowing with elemental light and optimism. That doesn't mean that a luciola is unwilling to accept hard truths when necessary. Instead, a luciola offers the kind of cheer that can help their friends make it through anxiety, sorrow, and rough patches while looking to the future.

Battle Form

LAMPYRA
ELDADEX #071



COMMON NAME: GLOW WORM ELDAMON
HEIGHT/LENGTH: 5'03" **WEIGHT:** 25 lbs.
ELEMENT: LIGHT **FORM:** BATTLE **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: LUCIOLA
EVOLVED FORM: LAMPYRIOS
PREFERENCES: OPTIMISM

DESCRIPTION:

Sometimes the world is too dangerous for an optimistic little luciola to simply hope for a better future. In those cases, they transform into their battle form, the lampyra, growing larger with notable mandibles and hornlike antennae. The glow on their tail condenses into a powerful sphere of light elemental energy, which they can use for their light powers to fight against a threatening foe.

Evolved Form

LAMPYRIOS
ELDADEX #072



COMMON NAME: GLOW WORM ELDAMON
HEIGHT/LENGTH: 11'03" **WEIGHT:** 475 lbs.
ELEMENT: LIGHT **FORM:** EVOLVED **RARITY:** UNCOMMON **SOURCE:** ELDAMON
PET FORM: LUCIOLA
BATTLE FORM: LAMPYRA
PREFERENCES: OPTIMISM

DESCRIPTION:

A luciola who learns to embrace their optimism and also temper it with realism might evolve into a lampyrios. When they do, they grow into an enormous form that mixes insectile and draconic features. Their tail expands longer and brighter as two of their legs grow into claws, and their eyes and mouth spill out elemental light, matching the color and intensity of the glow from their tail.

LIONIZING HEROES

Many tales exist that lionize heroes who fought alongside a soleo in dire circumstances, maintaining the courage to achieve their goal despite the odds. For instance, one land tells of a powerful, evolved soleonidas who led a group of only a few hundred warriors to hold a narrow pass against a massive army almost 1,000 times their size.

Soleo, Sun Lion Eldamon

Soleo is incredibly brave, but that doesn't mean they're foolish, or incapable of feeling fear or considering the chance of failure. Soleos have the wisdom to understand the fine line between bravery and folly, and they accede to caution when it's warranted rather than pursue a lost cause without rhyme or reason. Of course, sometimes that lost cause is worth the sacrifice, in which case a soleo won't hesitate.

SOLEO, SOLEONE, AND SOLEONIDAS

Uncommon light eldamon

Armor Class 16 (natural armor)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Constitution, Strength
Skills Acrobatics, Athletics, Intimidation
Damage Vulnerabilities psychic, thunder; damage from darkness and mind elemental powers
Damage Resistances force, radiant; damage from death and light elemental powers
Special Senses darkvision 30 ft.
Languages Luxan

Evolution Condition. Helping soleo understand the true meaning of courage or perform a heroic act of true bravery.

Elemental Trait: Dazzling Sparkles. Your light sparkles and twinkles more extensively than most, causing the dazzled condition to be more severe. A creature dazzled by one of your light powers takes a –1 penalty to attack rolls, in addition to having disadvantage.

Form Trait: Armor of Light. You wear armor formed of hardened light. Your AC becomes 16 and your speed becomes 25 feet (already included in the statistics above).

Evolution Trait: Courageous Sparkle. The light within you sparkles across your armor and body. Your AC becomes 18. In addition, when you end your turn frightened, the frightened condition on you automatically ends as you sparkle mightily. If the creature that made you frightened is within 30 feet of you when the frightened condition ends, that creature becomes dazzled until the end of your next turn, provided the creature can see you.

Power Progression. 1st level: (active) *blade of light, lucent beam* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **3rd level:** (active) *blade of light, shining guidance* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **5th level:** (active) *blade of light, brilliant raiment, shining guidance* (reactive) *intensify glare* (refresh) *illuminating pulse;* **7th level:** (active) *blade of light, brilliant raiment, shining guidance* (reactive) *intensify glare* (refresh) *coruscating flash;* **9th level:** (active) *blade of light, brilliant raiment, dazzling embrace* (reactive) *intensify glare* (refresh) *coruscating flash;* **11th level:** (active) *brilliant raiment, dazzling embrace, incandescent guardian* (reactive) *intensify glare* (refresh) *coruscating flash;* **13th level:** (active) *blinding brilliance, dazzling embrace, incandescent guardian* (reactive) *intensify glare* (refresh) *coruscating flash;* **15th level:** (active) *blinding brilliance, dazzling embrace, incandescent guardian, lambent reflection* (reactive) *intensify glare* (refresh) *coruscating flash;* **17th level:** (active) *blinding brilliance, incandescent guardian, lambent reflection, solar flare* (reactive) *intensify glare* (refresh) *coruscating flash;* **19th level:** (active) *blinding brilliance, incandescent guardian, lambent reflection, solar flare* (reactive) *intensify glare* (refresh) *coruscating flash* (ultimate) *hyperion*

ACTIONS

Bite. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier piercing damage.

SOLEO
ELDADEX #109

Pet Form



COMMON NAME: SUN LION ELDAMON
HEIGHT/LENGTH: 2'05" WEIGHT: 4 lbs.
ELEMENT: LIGHT FORM: PET RARITY: UNCOMMON SOURCE: ELDAMON
BATTLE FORM: SOLEONE
EVOLVED FORM: SOLEONIDAS
PREFERENCES: COURAGE

DESCRIPTION:

The soleo is a tiny lion eldamon with a mane of light floating hair filled with sparkling light energy. To a soleo, bravery and courage are of paramount importance. Not because soleos are never afraid; they experience fear in the same way as everyone else. But to a soleo, courage means being afraid but moving onward and doing what must be done despite that fear. After a particularly courageous act, many soleos enjoy hugging a close friend for comfort.

SOLEONE
ELDADEX #110

Battle Form



COMMON NAME: SUN LION ELDAMON
HEIGHT/LENGTH: 6'00" WEIGHT: 165 lbs.
ELEMENT: LIGHT FORM: BATTLE RARITY: UNCOMMON SOURCE: ELDAMON
PET FORM: SOLEO
EVOLVED FORM: SOLEONIDAS
PREFERENCES: COURAGE

DESCRIPTION:

When danger rears its head and the time for courage comes, a soleo assumes their soleone battle form, growing to about the size of a leopard as they transfer the sparkling light energy from their mane into a solid form around their body, forming an armor that appears superficially metallic, gleaming with the same sparkles. Finally, their paws grow claws ready for battle as the time comes to fight.

SOLEONIDAS
ELDADEX #111

Evolved Form



COMMON NAME: SUN LION ELDAMON
HEIGHT/LENGTH: 10'02" WEIGHT: 450 lbs.
ELEMENT: LIGHT FORM: EVOLVED RARITY: UNCOMMON SOURCE: ELDAMON
PET FORM: SOLEO
BATTLE FORM: SOLEONE
PREFERENCES: COURAGE

DESCRIPTION:

A soleo who understands the true meaning of courage or performs a heroic act of true bravery might evolve into a soleonidas. If so, they grow yet again, and their armor, formed from light, grows with them. With an abundance of overflowing light elemental power, the sparkling light energy suffuses their entire body, glimmering up and down both fur and armor more than ever before.

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DILE IT DOWN

A sundile traveling with a mortal companion often finds their new friend to be a muse or inspiration for the sundile's art. As a result, the creative energy between them can buzz almost tangibly, bringing the sundile's artistic fervor to greater and greater heights. Often, this is beneficial, but there can come a time when it's necessary to dial it down in order to fit with the current circumstances. For instance, a stealthy infiltration might not be the best time for a colorful display of art.

Sundile, Rainbow Crocodile Eldamon

Sundiles have the sensibilities of a true artist, both in terms of their creativity and in terms of their eccentricity and particularness. Those who understand the way a sundile thinks are destined to get along well with them.

SUNDILE, ARCADILE, AND RAINBOWBEK

Rare light eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	12 (+1)	17 (+3)	8 (–1)

Saving Throws Dexterity, Intelligence
Skills Acrobatics, Survival
Tools one type of artisan's tools
Damage Vulnerabilities psychic, thunder; damage from darkness and mind elemental powers
Damage Resistances force, radiant; damage from death and light elemental powers
Special Senses darkvision 30 ft.
Languages Luxan

Evolution Condition. Helping sundile complete an artistic masterpiece that truly embodies their vision.

Elemental Trait: Rainbow Light. When you deal damage with your light powers, instead of dealing radiant damage, roll a d8. On a 1, the light is red and deals fire damage. On a 2, the light is orange and deals acid damage. On a 3, the light is yellow and deals lightning damage. On a 4, the light is green and deals poison damage. On a 5, the light is blue and deals thunder damage. On a 6, the light is indigo and deals psychic damage. On a 7, the light is violet and deals force damage. On an 8, you choose one of the seven colors and damage types. If your power deals damage over time, you only roll once to determine the color of the light and the power's damage type.

Form Trait: Chromatic Ridges. Your ridges take on a coloration based on your mood, granting you resistance to a random energy type. When you roll initiative or phase in during an encounter, roll a d8 and consult the colors and damage types in Rainbow Light. Your ridges take on the color you rolled (or the color you chose, if you roll an 8), and you gain resistance to the associated damage type. If you roll a 7, since you already have resistance to force damage, instead of gaining it again, whenever you take force damage, reduce the damage you take by 1d6, after halving the damage for your resistance.

Evolution Trait: Rainbow Banner. The rainbow banner that flies from your tail can inspire your allies. Creatures you choose within 30 feet of you have advantage on saving throws against effects that would frighten them. In addition, you can use a bonus action to wave the banner and inspire one other creature you can see within 30 feet of you. If that creature can see your banner, the creature has advantage on the next attack roll it makes before the end of its next turn.

Power Progression. 1st level: (active) *blade of light, lucent beam* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **3rd level:** (active) *lucent beam, sunlight ray* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **5th level:** (active) *brilliant raiment, lucent beam, sunlight ray* (reactive) *intensify glare* (refresh) *illuminating pulse;* **7th level:** (active) *brilliant raiment, lucent beam, prism's refraction* (reactive) *intensify glare* (refresh) *illuminating pulse;* **9th level:** (active) *brilliant raiment, lantern of revelation, prism's refraction* (reactive) *intensify glare* (refresh) *illuminating pulse;* **11th level:** (active) *illuminating curtain, lantern of revelation, prism's refraction* (reactive) *intensify glare* (refresh) *illuminating pulse;* **13th level:** (active) *illuminating curtain, lantern of revelation, prism's refraction* (reactive) *intensify glare* (refresh) *dazzling double;* **15th level:** (active) *flickering fantasy, lambent reflection, prism's refraction, lantern of revelation* (reactive) *intensify glare* (refresh) *dazzling double;* **17th level:** (active) *effulgent explosion, flickering fantasy, lambent reflection, lantern of revelation* (reactive) *intensify glare* (refresh) *dazzling double;* **19th level:** (active) *effulgent explosion, flickering fantasy, lambent reflection, lantern of revelation* (reactive) *intensify glare* (refresh) *dazzling double* (ultimate) *areadbhair*

ACTIONS

Bite. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage.

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Pet Form

SUNDILE
ELDADEX #148



COMMON NAME: RAINBOW CROCODILE ELDAMON
HEIGHT/LENGTH: 2'06" WEIGHT: 4 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIGHT	PET	RARE	ELDAMON

BATTLE FORM: ARCADILE
EVOLVED FORM: RAINBOWBEK
PREFERENCES: PAINTING AND FINE ARTS

DESCRIPTION:

A sundile is a rare light eldamon in the shape of a crocodile, as ephemeral as a rainbow and equally beautiful. A sundile's ridges along their back contain all the colors of the rainbow, and their violet eyes shine with curiosity and a love of painting and the fine arts. When a sundile shows themselves to mortals, it's often in pursuit of an artistic ideal, hoping to find a muse or kindred spirit who can become a trusted friend. Such a friend helps a sundile slake the drive to visualize art by fulfilling the sundile's vision using their physical arms and legs.

Battle Form

ARCADILE
ELDADEX #149



COMMON NAME: RAINBOW CROCODILE ELDAMON
HEIGHT/LENGTH: 4'08" WEIGHT: 15 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIGHT	BATTLE	RARE	ELDAMON

PET FORM: SUNDILE
EVOLVED FORM: RAINBOWBEK
PREFERENCES: PAINTING AND FINE ARTS

DESCRIPTION:

When art or friends are in danger, a sundile transforms in a flashy and artistic transformation sequence into an arcadile, their battle form. They grow to the size of a small caiman, and their snout becomes longer, embodying one of the colors of the rainbow, depending on their mood and the situation, while the ridges take on a procession of colors and the arcadile's lower half transforms into an opposing color to their snout (such as red and green or blue and orange).

Evolved Form

RAINBOWBEK
ELDADEX #150



COMMON NAME: RAINBOW CROCODILE ELDAMON
HEIGHT/LENGTH: 12'06" WEIGHT: 700 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIGHT	EVOLVED	RARE	ELDAMON

PET FORM: SUNDILE
BATTLE FORM: ARCADILE
PREFERENCES: PAINTING AND FINE ARTS

DESCRIPTION:

With the help of a cherished friend, and when a sundile manages to complete an artistic masterpiece that truly embodies their vision, they might evolve into a rainbowbek. Their body and jaws become huge, and the rainbow ridges expand to cover their back and progress across their belly. Meanwhile, their tail trails a lengthy rainbow, waving it like a banner so all may see.

Mirror on the Wall

Some particularly ancient speculils gain the ability to show secret truths in their reflections that transcend beyond the inner self and into the world around them. Villains and cunning heroes who find such a speculil make an effort to befriend such a speculil, treating the mirror eldamon well and giving them a prominent place on the wall, where the mortal friend can indulge their ulterior motives by asking the light eldamon all sorts of questions.

Speculil, Silver Mirror Eldamon

Speculils often engage in self-reflection after they take action, analyzing their own decisions in a metaphysical mirror and trying to think about why they made the choices they did. Sometimes the answer is obvious in retrospect, but other times it comes as a great shock.

SPECULIL, SPECULIGHT, AND SPECUSPRIGHT

Rare light eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft. (fly 40 ft. when evolved)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Dexterity, Charisma
Skills Acrobatics, Athletics, Intimidation
Damage Vulnerabilities psychic, thunder; damage from darkness and mind elemental powers
Damage Resistances force, radiant; damage from death and light elemental powers
Special Senses darkvision 30 ft.
Languages Luxan

Evolution Condition. Helping speculil truly reflect on their inner self and discover the secret truths hidden within.

Elemental Trait: Repel Light. You use the power of mirrors to repel foes limned in your light. You gain a +1 bonus to AC against attacks made by creatures limned by your light powers.

Form Trait: Mirrored Rebound. When a foe's magic misses you completely, you use your stored light energy to bounce the magic back at them. Whenever a creature you can see targets you with a spell or power attack and rolls a 1 on the attack roll, you can force that creature to reroll the attack against itself. Once you use this trait, you can't do so again until you finish a short or long rest.

Evolution Trait: Inner Truth. Instead of becoming Large, your evolved form peels away all pretensions and reveals your inner core, transforming you into a Tiny fairy with mirror wings and a fly speed of 40 feet.



Power Progression. 1st level: (active) *blade of light, lucent beam* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **3rd level:** (active) *lucent beam, shining guidance* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **5th level:** (active) *brilliant raiment, mirror's reflections, shining guidance* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **7th level:** (active) *brilliant raiment, illuminate weakness, mirror's reflections* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **9th level:** (active) *illuminate weakness, lantern of revelation, mirror's reflections* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **11th level:** (active) *incandescent guardian, lantern of revelation, mirror's reflections* (reactive) *retributive dazzle* (refresh) *illuminating pulse;* **13th level:** (active) *incandescent guardian, lantern of revelation, mirror's reflections* (reactive) *retributive dazzle* (refresh) *dazzling double;* **15th level:** (active) *flickering fantasy, incandescent guardian, lambent reflection, mirror's reflections* (reactive) *retributive dazzle* (refresh) *dazzling double;* **17th level:** (active) *effulgent explosion, flickering fantasy, incandescent guardian, lambent reflection* (reactive) *retributive dazzle* (refresh) *dazzling double;* **19th level:** (active) *effulgent explosion, flickering fantasy, incandescent guardian, lambent reflection* (reactive) *retributive dazzle* (refresh) *dazzling double* (ultimate) *hyperion*

Actions

Slam. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier bludgeoning damage.

Pet Form

SPECULIL
ELDADEX #157



COMMON NAME: SILVER MIRROR ELDAMON
HEIGHT/LENGTH: 1'02" WEIGHT: 1 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIGHT	PET	RARE	ELDAMON

BATTLE FORM: SPECULIGHT
EVOLVED FORM: SPECUSPRIGHT
PREFERENCES: SELF-REFLECTION

DESCRIPTION:

A speculil is a rare and tiny light eldamon that takes a form resembling a mirror rather than a living creature like most other eldamon. Their mirrored body has two thin, handle-like feet, eyes with a smile in the center of a mirror, and stubby little hands. Speculils take on this particular shape due to their intense love for self-reflection and their desires to help others engage in some degree of self-reflection as well. Their mirror sometimes reveals the inconvenient truths hidden beneath the surface of their own understanding and that of their closest friends.

Battle Form

SPECULIGHT
ELDADEX #158



COMMON NAME: SILVER MIRROR ELDAMON
HEIGHT/LENGTH: 5'08" WEIGHT: 50 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIGHT	BATTLE	RARE	ELDAMON

PET FORM: SPECULIL
EVOLVED FORM: SPECUSPRIGHT
PREFERENCES: SELF-REFLECTION

DESCRIPTION:

When, on reflection, a battle is imminent, a speculil might choose to run away instead of engage. But when the battle is simply inevitable, they can transform into their battle form, the speculight. As a speculight, they grow more pronounced eyes and teeth, a purple skirt that matches their new eyes, and two large yellow crystals to store elemental light energy to use for their powers.

Evolved Form

SPECUSPRIGHT
ELDADEX #159



COMMON NAME: SILVER MIRROR ELDAMON
HEIGHT/LENGTH: 2'04" WEIGHT: 4 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
LIGHT	EVOLVED	RARE	ELDAMON

PET FORM: SPECULIL
BATTLE FORM: SPECULIGHT
PREFERENCES: SELF-REFLECTION

DESCRIPTION:

A speculil who truly reflects on their inner self and discovers the secret truths hidden within can evolve into a specuspright, shrinking down as they cast away their pretensions and illusions instead of growing larger like most evolutions. Their true form is a tiny fairy with a handheld mirror and a skirt, scarf, and yellow light elemental crystal. They flit about on four mirrored wings, displaying hidden truths to their foes.

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MEESES

There's some disagreement among the scholarly community about whether the plural of meese is the irregular plural meese or the regular plural meeses. As such, the two are sometimes used interchangeably in various texts. For their part, a typical meese doesn't really care about those sorts of things. They're far more interested in cataloging interesting gemstones and discovering more about precious jewels.

Meese, Psychic Mouse Eldamon

A meese can be a bit of a pack rat when it comes to gemstones of all sorts. As such, sometimes a community is worried a thief has come to town when it's really a curious meese collecting stones left out in the open. The meese doesn't mean any harm, but that doesn't help the person who lost the gem.

MEESE, RHODEN, AND PSYRAT

Common mind eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Dexterity, Charisma
Skills Acrobatics, Intimidation, Stealth
Damage Vulnerabilities thunder; damage from darkness, spirit, and time elemental powers
Damage Resistances lightning, psychic; damage from light and mind elemental powers
Special Senses darkvision 30 ft.
Languages Astral

Evolution Condition. Helping meese reach a pinnacle in their love for gemstones (such as by finding a truly amazing gem or completing a collection of different gems).

Elemental Trait: Exploit Lapse. Your mind powers deal more damage to creatures whose mind is vulnerable due to being befuddled or afraid. You gain a bonus damage rolls with your mind powers against creatures who are frightened or stupefied by your mind powers. This bonus is equal to half your proficiency bonus (rounded down).

Form Trait: Amethyst Sled. You use a mind amethyst to sled across scattered rubble, sand, or snow with ease. You ignore difficult terrain as a result of rubble, sand, or snow.

Evolution Trait: Quadruple Tails. Your tails split into four spiraling tails, increasing their reach to 20 feet (already included in the attack). In addition, your four tails help you steady your increasingly powerful amethyst sled, allowing you to ignore all difficult terrain on the ground, not just difficult terrain caused by rubble, sand, or snow.

Power Progression. 1st level: (active) *addling blast, stupefying inception* (reactive) *retributive mindlink* (refresh) *rush of insight;* **3rd level:** (active) *psychic thrust, stupefying inception* (reactive) *retributive mindlink* (refresh) *rush of insight;* **5th level:** (active) *brain blast, creeping dread, psychic thrust* (reactive) *retributive mindlink* (refresh) *rush of insight;* **7th level:** (active) *contagious folly, creeping dread, psychic thrust* (reactive) *retributive mindlink* (refresh) *rush of insight;* **9th level:** (active) *contagious folly, creeping dread, peaceful impulse* (reactive) *retributive mindlink* (refresh) *rush of insight;* **11th level:** (active) *contagious folly, creeping dread, peaceful impulse* (reactive) *implant taboo* (refresh) *rush of insight;* **13th level:** (active) *billowing terror, contagious folly, peaceful impulse* (reactive) *implant taboo* (refresh) *rush of insight;* **15th level:** (active) *billowing terror, cognitive chain, labyrinth of twisted thoughts, peaceful impulse* (reactive) *implant taboo* (refresh) *rush of insight;* **17th level:** (active) *billowing terror, brainstorm, cognitive chain, labyrinth of twisted thoughts* (reactive) *implant taboo* (refresh) *rush of insight;* **19th level:** (active) *billowing terror, brainstorm, cognitive chain, labyrinth of twisted thoughts* (reactive) *implant taboo* (refresh) *rush of insight* (ultimate) *nabu*

ACTIONS

Slam. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (20 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier bludgeoning damage plus 1 psychic damage.

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Pet Form

MEESE
ELDADEX #037



COMMON NAME: PSYCHIC MOUSE ELDAMON
HEIGHT/LENGTH: 1'03" **WEIGHT:** 2 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
MIND	PET	COMMON	ELDAMON

BATTLE FORM: RHODENT
EVOLVED FORM: PSYRAT
PREFERENCES: GEMSTONES

DESCRIPTION:

A meese is a tiny, curious-minded eldamon in the form of a mouse that loves gemstones and jewelry, especially amethysts and other purple-colored gems. Meeses even design and crystallize their own mind amethysts, purple gems in the shape of a disk that the meese can ride along the ground like a sled. Meeses love to admire gemstones, but that doesn't mean they greedily hoard them. They'd rather gift a gemstone to a special friend that they feel is the perfect color for that friend than keep the gem for themselves.

Battle Form

RHODENT
ELDADEX #038



COMMON NAME: PSYCHIC MOUSE ELDAMON
HEIGHT/LENGTH: 4'11" **WEIGHT:** 81 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
MIND	BATTLE	COMMON	ELDAMON

PET FORM: MEESE
EVOLVED FORM: PSYRAT
PREFERENCES: GEMSTONES

DESCRIPTION:

When a meese or their friend is in danger, they grow into their battle form, a rhodent. In addition to being much larger than a tiny meese, a rhodent crystallizes a gem of mental energy in their forehead to enhance their psychic power, grows a second tail, and expands their mind amethyst to allow their larger body to continue to use it for locomotion as they skirt around the battlefriend.

Evolved Form

PSYRAT
ELDADEX #039



COMMON NAME: PSYCHIC MOUSE ELDAMON
HEIGHT/LENGTH: 9'06" **WEIGHT:** 270 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
MIND	EVOLVED	COMMON	ELDAMON

PET FORM: MEESE
BATTLE FORM: RHODENT
PREFERENCES: GEMSTONES

DESCRIPTION:

When a meese is able to reach a pinnacle in their love of gemstones, such as by finding a truly amazing gem or completing a collection of different gems, they might evolve into a psyrat. In this evolved form, their forehead gem grows and expands into several smaller satellite gems, their tails split off again into four total tails, and a spiraling vortex of mental energy churns at their core. Their mind amethyst also grows to a massive size, allowing them to dart around the battlefield and even use it as both a shield and weapon.

Simiens, Mind Monkey Eldamon

What is the nature of reality? Of the concepts of good and evil? What is the meaning of life and the afterlife? Is this world just a cosmic game of the gods, who toy with us as pawns, watching and guiding our struggles for their own amusement? Simiens meditate on these and even deeper questions of the universe, hoping to achieve true wisdom through philosophy and their ever inquisitive nature.

Think No Evil

Most simens believe that the path to philosophical and moral enlightenment begins with the smallest thoughts. To be sublime is not only to see no evil, hear no evil, and speak no evil, but even to think no evil. That's easier said than done for all but the most wizened and spiritual of simiens, as it requires emptying the mind before the stray negative thoughts can drift across their consciousness in the first place. Simiens don't put themselves down if they can't achieve this perfection, since they know what a high standard it is. Instead, they simply strive harder to perform just a little bit better next time.

Simiens, Mnemonkey, and Semnostic

Uncommon mind eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	12 (+1)	17 (+3)	8 (–1)

Saving Throws Dexterity, Intelligence
Skills Acrobatics, Athletics, Stealth
Damage Vulnerabilities thunder; damage from darkness, spirit, and time elemental powers
Damage Resistances lightning, psychic; damage from light and mind elemental powers
Special Senses darkvision 30 ft.
Languages Astral

Evolution Condition. Helping siemens reach a philosophical breakthrough.

Elemental Trait: Moment of Contemplation. When you pause for a moment to contemplate during a battle, your mental defenses increase. When you use a refresh power on your turn, you gain a +2 bonus to Wisdom saving throws until the end of your next turn.

Form Trait: Manual Dexterity. As a monkey, you have more manual dexterity than other eldamon. You can hold and carry basic objects. This doesn't allow you to wield weapons, shields, or most magic items, but you can pick up potions and similar consumable magic items and administer them to yourself.

Evolution Trait: Mental Wreath. Your head and upper body are wreathed with powerful mental energy. Whenever a creature within 5 feet of you hits you with a melee weapon attack, that creature must make a Wisdom saving throw against your power save DC, taking 1d8 psychic damage on a failed save, or half as much damage on a successful one. At 19th level, this damage increases to 1d10 psychic damage.

Power Progression. 1st level: (active) *addling blast, stupefying inception* (reactive) *retributive mindlink* (refresh) *rush of insight;* **3rd level:** (active) *addling blast, intrusive analysis* (reactive) *retributive mindlink* (refresh) *rush of insight;* **5th level:** (active) *brain blast, creeping dread, intrusive analysis* (reactive) *retributive mindlink* (refresh) *rush of insight;* **7th level:** (active) *brain blast, creeping dread, intrusive analysis* (reactive) *retributive mindlink* (refresh) *mind palace;* **9th level:** (active) *brain blast, creeping dread, stupefying embrace* (reactive) *retributive mindlink* (refresh) *mind palace;* **11th level:** (active) *brain blast, creeping dread, stupefying embrace* (reactive) *implant taboo* (refresh) *mind palace;* **13th level:** (active) *brain blast, stoke aggression, stupefying embrace* (reactive) *implant taboo* (refresh) *mind palace;* **15th level:** (active) *cognitive chain, labyrinth of twisted thoughts, stoke aggression, stupefying embrace* (reactive) *implant taboo* (refresh) *mind palace;* **17th level:** (active) *brain death, cognitive chain, labyrinth of twisted thoughts, stupefying embrace* (reactive) *implant taboo* (refresh) *mind palace;* **19th level:** (active) *brain death, cognitive chain, labyrinth of twisted thoughts, stupefying embrace* (reactive) *implant taboo* (refresh) *mind palace* (ultimate) *muninn*

Actions

Bite. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage.

SIMIENS
ELDADEX #076

Pet Form



COMMON NAME: MIND MONKEY ELDAMON
HEIGHT/LENGTH: 1'09" **WEIGHT:** 25 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
MIND	PET	UNCOMMON	ELDAMON

BATTLE FORM: MNEMONKEY
EVOLVED FORM: SEMNOSTIC
PREFERENCES: PHILOSOPHY

DESCRIPTION:

Simiens are small contemplative mind eldamon in the form of monkeys who often sit with arms and legs together and their eyes closed, quietly pondering deep philosophical questions. While their eyes might be closed, this allows them to see with their mind's eye if they choose, with the same effects as normal vision. There's nothing better for a simiens than a lengthy period of quiet contemplation alongside a close friend, followed by a round of heated philosophical debate.

MNEMONKEY
ELDADEX #077

Battle Form



COMMON NAME: MIND MONKEY ELDAMON
HEIGHT/LENGTH: 4'10" **WEIGHT:** 120 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
MIND	BATTLE	UNCOMMON	ELDAMON

PET FORM: SIMIENS
EVOLVED FORM: SEMNOSTIC
PREFERENCES: PHILOSOPHY

DESCRIPTION:

When threatened or when a philosophical debate becomes too heated, a simiens assumes their mnemonkey battle form. A spiral of mental energy appears on their chest as their arms and legs become longer and their hands and tail glow with mental energy. In battle, a mnemonkey often contemplates the philosophical implications of the conflict as homorous irony, causing them to wear a cheeky grin.

SEMNOSTIC
ELDADEX #078

Evolved Form



COMMON NAME: MIND MONKEY ELDAMON
HEIGHT/LENGTH: 9'10" **WEIGHT:** 357 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
MIND	EVOLVED	UNCOMMON	ELDAMON

PET FORM: SIMIENS
BATTLE FORM: MNEMONKEY
PREFERENCES: PHILOSOPHY

DESCRIPTION:

A simiens who reaches a philosophical breakthrough might evolve into semnostic. They grow even larger, with their tail capable of supporting their entire substantial body weight. The spiral on their chest expands and infuses their entire body, causing the symbol to disappear as the semnostic becomes wreathed in a visible aura of mental energy. The tips of their fur on their head and tail turn a golden color from the increased flow of power.

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Myrmind, Hivemind Ant Eldamon

Myrminds feel a bit anxious and uncomfortable when they're completely alone, rather than in a comfortable group where they have a defined role and place. As such, they fit in well with adventuring parties and accept group decisions easily. To a myrmind, the needs of the group outweigh their own personal needs.

ANTS AND UNCLES

Myrmind's forms share their names with terms from myrmecology, the study of ants. Myrmind derives from the name of the field as a whole, while formipsy is named for the ant's genus formica, and hymontops comes from hymenoptera, an order of insects that also includes wasps and bees. For their part, myrminds don't really care about their eldamon name and are happy to take names that allude to the families of the insect world and make them part of the collective whole. Due to the familial connection to wasps and bees, legends tell of rare myrminds with coloration similar to that of a bee and stingers instead of mandibles.

MYRMIND, FORMIPSY, AND HYMONTOPS

Uncommon mind eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	13 (+1)	15 (+2)	12 (+1)	17 (+3)	10 (+0)

Saving Throws Constitution, Intelligence
Skills Acrobatics, Athletics, Stealth
Damage Vulnerabilities thunder; damage from darkness, spirit, and time elemental powers
Damage Resistances lightning, psychic; damage from light and mind elemental powers
Special Senses darkvision 30 ft.
Languages Astral

Evolution Condition. Helping myrmind truly become part of a group and fully embody their role in it.

Elemental Trait: Mental Assistance. Your powers guide your allies' strikes toward your enemies' weak points. When you use an active mind power that targets one or more creatures, choose one creature you successfully hit or that failed a saving throw against your power. The next attack against that creature before the end of your next turn has advantage.

Form Trait: Hivemind Antennae. Thanks to your connection to your allies, your antennae pick up your foes' movements. A creature can't be hidden from you or invisible to you so long as at least one of your companions can see the creature.

Evolution Trait: Compound Eyes. Your many compound eyes help you see more easily and transmit your visual data to help your allies avoid attacks. You gain proficiency in the Perception skill, and the range of your darkvision increases to 60 feet. In addition, so long as you can see a creature, that creature can't be hidden from other creatures or benefit from being invisible, unless you choose for them to be.

Power Progression. 1st level: (active) *addling blast, stupefying inception* (reactive) *retributive mindlink* (refresh) *rush of insight;* **3rd level:** (active) *intrusive analysis, stupefying inception* (reactive) *retributive mindlink* (refresh) *rush of insight;* **5th level:** (active) *brain blast, creeping dread, intrusive analysis* (reactive) *retributive mindlink* (refresh) *rush of insight;* **7th level:** (active) *bewitching meme, brain blast, creeping dread* (reactive) *retributive mindlink* (refresh) *rush of insight;* **9th level:** (active) *bewitching meme, brain blast, peaceful impulse* (reactive) *retributive mindlink* (refresh) *rush of insight;* **11th level:** (active) *bewitching meme, peaceful impulse, phrenic curtain* (reactive) *retributive mindlink* (refresh) *rush of insight;* **13th level:** (active) *bewitching meme, peaceful impulse, phrenic curtain* (reactive) *retributive mindlink* (refresh) *predict assaults;* **15th level:** (active) *cognitive chain, labyrinth of twisted thoughts, peaceful impulse, phrenic curtain* (reactive) *retributive mindlink* (refresh) *predict assaults;* **17th level:** (active) *brainstorm, cognitive chain, labyrinth of twisted thoughts, peaceful impulse* (reactive) *retributive mindlink* (refresh) *predict assaults;* **19th level:** (active) *brainstorm, cognitive chain, labyrinth of twisted thoughts, peaceful impulse* (reactive) *retributive mindlink* (refresh) *predict assaults* (ultimate) *muninn*

ACTIONS

Mandibles. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier slashing damage.

MYRMIND
ELDADEX #115

Pet Form



COMMON NAME: HIVEMIND ANT ELDAMON
HEIGHT/LENGTH: 1'02" **WEIGHT:** 1 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
MIND	PET	UNCOMMON	ELDAMON

BATTLE FORM: FORMIPSY
EVOLVED FORM: HYMONTOPS
PREFERENCES: CAMARADERIE

DESCRIPTION:

Myrminds are mind eldamons that look like ants that, while tiny, are still fairly large for an ant. Myrminds love to be around other sapient beings, especially groups, and they can grow lonely when left by themselves. In order to prevent them from being completely alone, myrminds have a minor hivemind connection to each other, but that's no substitute for the company of one or more cherished friends.

FORMIPSY
ELDADEX #116

Battle Form



COMMON NAME: HIVEMIND ANT ELDAMON
HEIGHT/LENGTH: 4'08" **WEIGHT:** 40 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
MIND	BATTLE	UNCOMMON	ELDAMON

PET FORM: MYRMIND
EVOLVED FORM: HYMONTOPS
PREFERENCES: CAMARADERIE

DESCRIPTION:

Whenever a myrmind's group is in danger, they can transform into their formipsy battle form and fight back. Their antennae grow and twist, gathering glowing mental energy that they can unleash as mind powers. From their mouth, two mandibles grow for self-defense, and their thorax expands and changes color, gaining small ridges that help store energy.

HYMONTOPS
ELDADEX #117

Evolved Form



COMMON NAME: HIVEMIND ANT ELDAMON
HEIGHT/LENGTH: 10'06" **WEIGHT:** 515 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
MIND	EVOLVED	UNCOMMON	ELDAMON

PET FORM: MYRMIND
BATTLE FORM: FORMIPSY
PREFERENCES: CAMARADERIE

DESCRIPTION:

When a myrmind truly becomes part of a group that accepts them and fully embodies their role, they might evolve into a hymontops. They grow more antennae, which straighten out and gather more and more motes of mental energy. Their eyes increase in number and acuity, and they grow additional limbs. Both their abdomen and their thorax expand, and the ridges become more complex, almost like the wrinkles on a brain, the better to store energy for their mind powers.

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BIG BRAIN IDEAS

Due to cerebellas' obsession with bizarre trivia, they sometimes have zany, eclectic, or unique ideas that depend on obscure facts. These ideas are occasionally brilliant, and other times they are simply outlandish and useless. Either way, people have sometimes taken to calling them "big brain" ideas, either praisingly or sarcastically, depending on the circumstances.

Cerebella, Brain Eldamon

Most eldamon can't quite remember things about the mortal world in the same way as mortal beings do. On the other hand, cerebella are literally brains. If it weren't for the fact that they were obsessed with obscure pieces of trivia rather than the sorts of knowledge most mortals tend to find useful, cerebella might be respected scholars in their fields. As-is, they're still a great teammate for a pub trivia night.

CEREBELLA, CEREBRO, AND CEREBOSS

Rare mind eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	13 (+1)	17 (+3)	8 (–1)

Saving Throws Constitution, Intelligence
Skills Arcana, Nature, Religion
Damage Vulnerabilities thunder; damage from darkness, spirit, and time elemental powers
Damage Resistances lightning, psychic; damage from light and mind elemental powers
Special Senses darkvision 30 ft.
Languages Astral

Evolution Condition. Helping cerebella master trivia to an excessive degree.

Elemental Trait: Magical Disruption. Your powers that stupefy foes disrupt spellcasting more than normal. The DC to cast a spell while stupefied by your mind powers is equal to 7 + the creature's stupefied value, instead of 5 + the creature's stupefied value.

Form Trait: Brain Power. Thanks to being a brain, when you're phased in, you can focus more easily than other eldamon on proximal threats to remember more about them. You gain a +2 bonus to Intelligence-based checks made to recall information about a creature you and your companions are fighting.

Evolution Trait: Brains in a Jar. You multiprocess thoughts through the brains in your jar, allowing you to fail gracefully and elude mental effects. When you fail an Intelligence, Wisdom, or Charisma saving throw, you can shunt the effects into your subsidiary brains in order to reroll the save and use the second result. Once you use this trait, you can't do so again until you finish a short or long rest.

Power Progression. 1st level: (active) *addling blast, stupefying inception* (reactive) *retributive mindlink* (refresh) *rush of insight;* **3rd level:** (active) *psychic thrust, stupefying inception* (reactive) *retributive mindlink* (refresh) *rush of insight;* **5th level:** (active) *brain blast, psychic thrust, stupefying inception* (reactive) *psychic scream* (refresh) *rush of insight;* **7th level:** (active) *contagious folly, psychic thrust, stupefying inception* (reactive) *psychic scream* (refresh) *rush of insight;* **9th level:** (active) *contagious folly, peaceful impulse, psychic thrust* (reactive) *psychic scream* (refresh) *rush of insight;* **11th level:** (active) *contagious folly, phrenic curtain, psychic thrust* (reactive) *psychic scream* (refresh) *rush of insight;* **13th level:** (active) *contagious folly, phrenic curtain, stoke aggression* (reactive) *psychic scream* (refresh) *rush of insight;* **15th level:** (active) *cognitive chain, contagious folly, labyrinth of twisted thoughts, stoke aggression* (reactive) *psychic scream* (refresh) *rush of insight;* **17th level:** (active) *brain death, cognitive chain, contagious folly, labyrinth of twisted thoughts* (reactive) *psychic scream* (refresh) *rush of insight;* **19th level:** (active) *brain death, cognitive chain, contagious folly, labyrinth of twisted thoughts* (reactive) *psychic scream* (refresh) *rush of insight* (ultimate) *nabu*

ACTIONS

Ridge. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + PB + your Dexterity modifier slashing damage.

Bite (Evolved Only). *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + PB + your Dexterity modifier piercing damage.

Pet Form

CEREBELLA
ELDADEX #154



COMMON NAME: BRAIN ELDAMON
HEIGHT/LENGTH: 1'02" **WEIGHT:** 5 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
MIND	PET	RARE	ELDAMON

BATTLE FORM: CEREBRO
EVOLVED FORM: CEREBOSS
PREFERENCES: TRIVIA

DESCRIPTION:

A cerebella is a rare mind eldamon that looks like a tiny brain with a cute face, two little tendril arms, tiny legs, and blue lines of mental energy in place of wrinkles. Cerebellas love collecting seemingly pointless trivia, though they still never really bring up facts relevant to any mortal associates. Someone who's always willing to listen to their incessant trivia nonetheless, without rolling their eyes or making a snippy comment, can find a friend forever in a cerebella.

Battle Form

CEREBRO
ELDADEX #155



COMMON NAME: BRAIN ELDAMON
HEIGHT/LENGTH: 5'11" **WEIGHT:** 94 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
MIND	BATTLE	RARE	ELDAMON

PET FORM: CEREBELLA
EVOLVED FORM: CEREBOSS
PREFERENCES: TRIVIA

DESCRIPTION:

When a cerebella needs to fight, they transform into their cerebro battle form. Their head expands into a larger brain, with golden nodes of mental energy tracing out glowing lines within their wrinkles. Protective spiked ridges formed of crystallized mental energy surround the bottom of their head, also serving as a form of unarmed attack. Their legs expand into a long, striped brainstem with numerous tendrils, allowing them to walk in a lurching fashion.

Evolved Form

CEREBOSS
ELDADEX #156



COMMON NAME: BRAIN ELDAMON
HEIGHT/LENGTH: 10'08" **WEIGHT:** 305 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
MIND	EVOLVED	RARE	ELDAMON

PET FORM: CEREBELLA
BATTLE FORM: CEREBRO
PREFERENCES: TRIVIA

DESCRIPTION:

A cerebella who masters their trivia to an excessive degree might evolve into a cereboss, attracting other manifestations of the mind element in the form of smaller brains as they become the boss of a multi-brain processor. As a cereboss, their arms grow long and gangly, and their brainstem tendril legs split further, increasing their stability. Most notably, however, their original brain and the new ones float together in a jar of crystallized mental energy, while the side of their main brain grows sharp teeth to replace the ridges that expanded into the jar.

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SCHEMES WITHIN SCHEMES

Sometimes it seems like a boteau's schemes have been foiled, only to reveal that the boteau had been wise enough to include another scheme hidden within the first, such that the deeper scheme would be fulfilled even though the original plan might have failed. Just as a boteau flows seamlessly between the land and the water, they ride the waves and tides between these plots and conspiracies with a natural ease.

Boteau, Water Dolphin Eldamon

Dolphins have a positive reputation as clever and friendly animals in many societies that boteaus, share as water eldamon with similar forms. Like their cetacean counterparts, boteaus have a conniving side, though more pronounced with their greater intelligence, leading them to instigate convoluted plans and tricks to get what they want. That doesn't mean boteaus aren't friendly, but they can be a bit tricky and manipulative too.

BOTEAU, BOTERRENT, AND BOTOCEAN

Common water eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed Speed 35 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Dexterity, Charisma
Skills Acrobatics, Athletics, Deception
Damage Vulnerabilities lightning; damage from electricity and wood elemental powers
Damage Resistances fire; damage from fire and water elemental powers
Special Senses darkvision 30 ft.
Languages Aquan

Evolution Condition. Helping boteau realize their schemes and fully connect between land and water.

Elemental Trait: Surging Currents. When you use a water power to move a hostile creature 10 feet or more, you can move them up to an additional 5 feet. When you move a hostile creature 30 feet or more, you can move them up to an additional 10 feet.

Form Trait: Amphibious Assault. You're especially quick both on land and in the sea. Your walking speed is 35 feet, and your swim speed is 40 feet.

Evolution Trait: Tentacle Tail. Your tail splits into eight tentacles, increasing its reach to 20 feet (already included in the attack). In addition, your walking speed increases to 40 feet, and your swim speed increases to 45 feet.

Power Progression. 1st level: (active) *aqua punch, sea spray* (reactive) *retributive wave* (refresh) *bubble swarm;* **3rd level:** (active) *aqua punch, ocean torrent* (reactive) *retributive wave* (refresh) *bubble swarm;* **5th level:** (active) *ocean torrent, storm surge, unrelenting jet* (reactive) *retributive wave* (refresh) *bubble swarm;* **7th level:** (active) *bubble burst, ocean torrent, storm surge* (reactive) *retributive wave* (refresh) *bubble swarm;* **9th level:** (active) *bubble burst, rushing current, storm surge* (reactive) *retributive wave* (refresh) *bubble swarm;* **11th level:** (active) *bubble burst, rushing current, storm surge* (reactive) *interrupting torrent* (refresh) *bubble swarm;* **13th level:** (active) *bubble burst, cloudburst, rushing current* (reactive) *interrupting torrent* (refresh) *bubble swarm;* **15th level:** (active) *cloudburst, flash flood, rushing current, water gaol* (reactive) *interrupting torrent* (refresh) *bubble swarm;* **17th level:** (active) *brain cloudburst, flash flood, tsunami, water gaol* (reactive) *interrupting torrent* (refresh) *bubble swarm;* **19th level:** (active) *cloudburst, flash flood, tsunami, water gaol* (reactive) *interrupting torrent* (refresh) *bubble swarm* (ultimate) *charybdis*

ACTIONS

Tail. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (20 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier bludgeoning damage.

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Pet Form

BOTEAU
ELDADEX #004



COMMON NAME: WATER DOLPHIN ELDAMON
HEIGHT/LENGTH: 1'11" **WEIGHT:** 20 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WATER	PET	COMMON	ELDAMON

BATTLE FORM: BOTORRENT
EVOLVED FORM: BOTOCEAN
PREFERENCES: COMPLEX PLANS AND SCHEMES

DESCRIPTION:

Boteau are playful, scheming water eldamon who live in rivers and other freshwater areas, concocting all sorts of complicated plans to have fun and enjoy themselves. At about half the length of the smallest natural dolphins, a boteau aren't made entirely of dense water since, otherwise, they wouldn't be able to float. Instead, the patterns of blue lines across their skin trace out paths of pure water energy throughout their body, imbuing them near massless and full of potential. This means they weigh less than you might expect compared to an eldamon like chillot, even though water is denser than ice.

Battle Form

BOTORRENT
ELDADEX #005



COMMON NAME: WATER DOLPHIN ELDAMON
HEIGHT/LENGTH: 6'07" **WEIGHT:** 330 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WATER	BATTLE	COMMON	ELDAMON

PET FORM: BOTEAU
EVOLVED FORM: BOTOCEAN
PREFERENCES: COMPLEX PLANS AND SCHEMES

DESCRIPTION:

Most botorrent prefers not to enter their battle form except when necessary, as it's easier to get away with their playful schemes and exploration in their smaller pet form. Nonetheless, they enter it when necessary to defend themselves or when they need to move about on land. In their battle form, their blue lines of water energy gather into speckles of power and form frills, and they defend their vulnerable underbelly with protective scales powered by that gathered water energy. Two legs offer amphibious locomotion, completing their preparations for when they need to go all out.

Evolved Form

BOTOCEAN
ELDADEX #006



COMMON NAME: WATER DOLPHIN ELDAMON
HEIGHT/LENGTH: 13'04" **WEIGHT:** 1,400 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WATER	EVOLVED	COMMON	ELDAMON

PET FORM: BOTEAU
BATTLE FORM: BOTORRENT
PREFERENCES: COMPLEX PLANS AND SCHEMES

DESCRIPTION:

When a boteau is able to fully actualize their connection to both land and the depths of the ocean, their battle form evolves into a botocean. Not only does a botocean have four legs to move quickly on land, but its tail splits into eight tendrils like an octopus's arms. A botocean's stronger defensive scales grow to cover their entire body, rather than just their underbelly, providing increased protection when their schemes go awry.

PUHIDE AND SEEK

Puhides love practicing their skills at hiding away from danger, and one of the ways they do so is through games. These games typically include some variation on one or more puhides hiding while a friend attempts to locate the hidden puhides. Afterward, the seeker and all the hiding puhides gather to discuss what worked about their hiding places and what didn't, anything that gave one or more of the puhides away, and how to hide better next time. This constructive cooperation makes these games a wonderful way for puhides to develop their skills.

Puhide, Eel Dragon Eldamon

While puhides are timid and quick to hide, these tiny eel eldamon hide hidden depths. If they can overcome their nerves and fear, they unleash the water dragon within them, unlocking their true potential.

PUHIDE, ANGUILLAKE, AND QINGLONGUE

Uncommon water eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	10 (+0)	17 (+3)	8 (–1)

Saving Throws Dexterity, Strength
Skills Acrobatics, Athletics, Stealth
Damage Vulnerabilities lightning; damage from electricity and wood elemental powers
Damage Resistances fire; damage from fire and water elemental powers
Special Senses darkvision 30 ft.
Languages Aquan

Evolution Condition. Helping puhide accept and work through their nerves and fear.

Elemental Trait: Sinuous Backflow. When you use a water power that affects an area, if you're within the area or the power originates from your space (such as in the case of a line or cone power), you can choose to let your power move you any distance your allies can choose to move. However, you must move in the opposite direction as the other creatures. For example, you move back and away from a high-tide line or cone, further distancing yourself from any creatures that were pushed away from you, and toward a low-tide line or cone, approaching creatures as they are pulled toward you. If the power affects an area with a radius and it's centered on you, you can move in whichever direction you choose, regardless of your tide.

Form Trait: Slippery Eel. It's especially difficult for your foes to hold onto you or find you when you're hiding from them. You gain a +2 bonus to ability checks made to escape a grapple, as well as to Dexterity (Stealth) checks made to Hide.

Evolution Trait: Dragon Soul. Your confidence surges, granting you the soul of a dragon to dispel your fears. You have advantage on saving throws against effects that would frighten you.

Power Progression. 1st level: (active) *aqua punch, sea spray* (reactive) *retributive wave* (refresh) *bubble swarm;* **3rd level:** (active) *ocean torrent, sea spray* (reactive) *retributive wave* (refresh) *bubble swarm;* **5th level:** (active) *ocean torrent, sea spray, storm surge* (reactive) *retributive wave* (refresh) *bubble swarm;* **7th level:** (active) *flowing river, ocean torrent, storm surge* (reactive) *retributive wave* (refresh) *bubble swarm;* **9th level:** (active) *flowing river, rushing current, storm surge* (reactive) *retributive wave* (refresh) *bubble swarm;* **11th level:** (active) *flowing river, rushing current, storm surge* (reactive) *interrupting torrent* (refresh) *bubble swarm;* **13th level:** (active) *flowing river, immortal water dragon, rushing current* (reactive) *interrupting torrent* (refresh) *bubble swarm;* **15th level:** (active) *flash flood, flowing river, immortal water dragon, rushing current* (reactive) *interrupting torrent* (refresh) *hidden in the mist;* **17th level:** (active) *calamitous deluge, flash flood, immortal water dragon, rushing current* (reactive) *interrupting torrent* (refresh) *hidden in the mist;* **19th level:** (active) *calamitous deluge, flash flood, immortal water dragon, rushing current* (reactive) *interrupting torrent* (refresh) *hidden in the mist* (ultimate) *leviathan*

ACTIONS

Bite. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage.

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Pet Form

PUHIDE
ELDADEX #043



COMMON NAME: EEL DRAGON ELDAMON
HEIGHT/LENGTH: 2'05" **WEIGHT:** 16 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WATER	PET	UNCOMMON	ELDAMON

BATTLE FORM: ANGUILLAKE
EVOLVED FORM: QINGLONGUE
PREFERENCES: HIDING

DESCRIPTION:

The puhide is a cowardly and nervous water eldamon that looks like a little eel with big eyes and a smile. At the first sign of danger, puhides typically go into hiding, even though not much can actually harm them given that they're eldamon. Puhides cherish friends who help protect them from their sense of danger and who are able to understand and sympathize with their irrational fears, gently helping them work through their past frights.

Battle Form

ANGUILLAKE
ELDADEX #044



COMMON NAME: EEL DRAGON ELDAMON
HEIGHT/LENGTH: 5'05" **WEIGHT:** 90 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WATER	BATTLE	UNCOMMON	ELDAMON

PET FORM: PUHIDE
EVOLVED FORM: QINGLONGUE
PREFERENCES: HIDING

DESCRIPTION:

When there's no other choice but to fight or a precious friend is in danger, a puhide transforms into their anguillake battle form. As an anguillake, they become much longer, with catfish-like whiskers and draconic scales, and their fin and tail emanate water elemental energy. Even in battle form, an anguillake often looks for a good opportunity to hide or retreat if that would be safer for themselves and their friends.

Evolved Form

QINGLONGUE
ELDADEX #045



COMMON NAME: EEL DRAGON ELDAMON
HEIGHT/LENGTH: 13'05" **WEIGHT:** 620 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WATER	EVOLVED	UNCOMMON	ELDAMON

PET FORM: PUHIDE
BATTLE FORM: ANGUILLAKE
PREFERENCES: HIDING

DESCRIPTION:

When a puhide is able to accept and work through their nerves and fear, they might evolve into a qinglongue and gain the draconic courage to press on. It's not only a qinglongue's spirit that grows vast. Their form becomes more draconic, with large pointy teeth, scale-covered draconic coils, and numerous fins full of water elemental energy growing out of their back and twisting around their tail like seaweed.

JUMPING THE SHARK

Some communities have a strange tradition of seeking out an evolved megalodrown to phase in and lurk below as they attempt to leap over the megalodrown without stabbing themselves on the shark eldamon's spikes. This daredevil-like activity is so dangerous and pointless that the tradition is typically frowned upon. For the most part, the only people who still attempt it are adventurers or others who rely on their physical prowess and who are beginning to feel the effects of aging. Thus, they try to convince both themselves and others that they are fine by leaping over the carcharain. To those who see this act for what it is, the expression "jumping the shark" has come to represent a desperate act of someone afraid of having peaked.

Etmoist, Water Shark Eldamon

Etmoists are deeply fascinated by the mortal ideas of kinship and family, even though such things are unusual by eldamon standards. Eldamon arise from elemental energies in a way that's not well understood, rather than from biological reproduction.

ETMOIST, CARCHARAIN, AND MEGALODROWN

Uncommon water eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Constitution, Strength
Skills Acrobatics, Athletics, Intimidation
Damage Vulnerabilities lightning; damage from electricity and wood elemental powers
Damage Resistances fire; damage from fire and water elemental powers
Special Senses darkvision 30 ft.
Languages Aquan

Evolution Condition. Helping etmoist truly come to see the meaning of family.

Elemental Trait: Raging Cycle. Your power and defenses fluctuate with the tides. When you use a high-tide power, you take a –1 penalty to AC until the start of your next turn. When you use a low-tide power, you gain a +1 bonus to AC until the start of your next turn. In addition, you gain a bonus to damage rolls with high-tide powers equal to half your proficiency bonus (rounded down).

Form Trait: Crimson Gullet. The raging water energy within you glows crimson when you're ready to use a high-tide power. While you're at high tide, you add the bonus to damage rolls from Raging Cycle to your bite attack. In addition, when you successfully grapple a creature, that creature takes bludgeoning damage equal to your damage bonus, due to the rampaging water energy.

Evolution Trait: Armor Spikes. You're covered in armored spikes that pierce your foes. Whenever a creature within 5 feet of you hits you with a melee weapon attack, that creature must make a Dexterity saving throw against your power save DC, taking 1d8 piercing damage on a failed save, or half as much damage on a successful one. At 19th level, this damage increases to 1d10 piercing damage.

Power Progression. 1st level: (active) *aqua punch, sea spray* (reactive) *retributive wave* (refresh) *bubble swarm;* **3rd level:** (active) *ocean torrent, sea spray* (reactive) *retributive wave* (refresh) *bubble swarm;* **5th level:** (active) *ocean torrent, sea spray, storm surge* (reactive) *liquefy air* (refresh) *bubble swarm;* **7th level:** (active) *flowing river, sea spray, storm surge* (reactive) *liquefy air* (refresh) *bubble swarm;* **9th level:** (active) *aqueous embrace, flowing river, storm surge* (reactive) *liquefy air* (refresh) *bubble swarm;* **11th level:** (active) *aqueous embrace, flowing river, relentless drench* (reactive) *liquefy air* (refresh) *bubble swarm;* **13th level:** (active) *aqueous embrace, immortal water dragon, relentless drench* (reactive) *liquefy air* (refresh) *bubble swarm;* **15th level:** (active) *aqueous embrace, immortal water dragon, relentless drench, water gaol* (reactive) *liquefy air* (refresh) *hidden in the mist;* **17th level:** (active) *calamitous deluge, immortal water dragon, relentless drench, water gaol* (reactive) *liquefy air* (refresh) *hidden in the mist;* **19th level:** (active) *calamitous deluge, immortal water dragon, relentless drench, water gaol* (reactive) *liquefy air* (refresh) *hidden in the mist* (ultimate) *leviathan*

ACTIONS

Bite. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier piercing damage.

ETMOIST
ELDADEX #082

Pet Form



COMMON NAME: WATER SHARK ELDAMON
HEIGHT/LENGTH: 1'08" **WEIGHT:** 10 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WATER	PET	UNCOMMON	ELDAMON

BATTLE FORM: CARCHARAIN
EVOLVED FORM: MEGALODROWN
PREFERENCES: FAMILIES

DESCRIPTION:

Etmoist are a curious water eldamon that takes the form of a cute baby shark. Etmoists, more so than most other eldamon, are deeply curious about the way living creatures form bonds of kinship and family, both families by birth and chosen families. Etmoists try to school themselves in these unfamiliar ways by observing living creatures from afar, though they often have trouble putting things into context and learn the wrong lessons. Someday, they want to form a family or a strong friendship of their own.

CARCHARAIN
ELDADEX #083

Battle Form



COMMON NAME: WATER SHARK ELDAMON
HEIGHT/LENGTH: 7'00" **WEIGHT:** 300 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WATER	BATTLE	UNCOMMON	ELDAMON

PET FORM: ETMOIST
EVOLVED FORM: MEGALODROWN
PREFERENCES: FAMILIES

DESCRIPTION:

When their family or close friends are under attack, an etmoist transforms into their battle form, the carcharain, growing into a fearsome shark with enormous teeth and glowing red water elemental energy within their maw. They also grow armor along their spine, and the red within the center of their eye expands to fill their entire eye as their anger builds their strength.

MEGALODROWN
ELDADEX #084

Evolved Form



COMMON NAME: WATER SHARK ELDAMON
HEIGHT/LENGTH: 11'01" **WEIGHT:** 1,250 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WATER	EVOLVED	UNCOMMON	ELDAMON

PET FORM: ETMOIST
BATTLE FORM: CARCHARAIN
PREFERENCES: FAMILIES

DESCRIPTION:

An etmoist who comes to truly understand the meaning of family might evolve into megalodrown. Their eyes glow bright red to match the glowing red water elemental energy within their mouth as their body length and teeth expand to enormous proportions. Armored spikes grow over their heads and backs, tipped with cyan points that collect water energy that they unleash into their foes.

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SEAPIA FILTERS

As a rare water eldamon, kuddle can help filter and purify water over time, especially while in their seapia or apamare form. While filtering water, they curl their little arms around the water, almost as if hugging it. Sometimes, when an area of water is particularly damaged by chemicals or other contaminants, multiple seapias must work together to form a powerful seapia filter, one day returning the water to its former pristine state.

Kuddle, Cuttlefish Eldamon

While it's possible to lightly contact a phased out eldamon in order to give it a pet or a hug, kuddle prefers the kind of prolonged contact that often requires either sharing phase in order to come into the physical world or melding into a creature in a sort of metaphysical hug. This philosophy makes them a bit unusual in the way they act, preferring to either find an eldamon trainer or to meld with a creature and remain a bit more active from within.

KUDDLE, SEAPIA, AND APAMARE

Rare water eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Constitution, Charisma
Skills Acrobatics, Athletics, Stealth
Damage Vulnerabilities lightning; damage from electricity and wood elemental powers
Damage Resistances fire; damage from fire and water elemental powers
Special Senses darkvision 30 ft.
Languages Aquan

Evolution Condition. Helping kuddle perfect the art of hugging.

Elemental Trait: Tentacles of Water. You can transform the motive force of your water powers into tendrils that throw off your foes' stance instead. If your water power would move a hostile creature 10 feet or more, you choose not to move that creature. If you do, the next attack against that creature before the start of your next turn has advantage. If your water power would move the creature 20 feet or more and you choose not to move it, the next attack against that creature before the end of your next turn has advantage. If your water power would move the creature 40 feet or more and you choose not to move it, all attacks against that creature before the end of your next turn have advantage.

Form Trait: Grappling Arms. Your many arms can easily grapple foes, even after using power attacks. Whenever you make an attack, until the end of your turn you can use a bonus action to grapple a creature you can see within your reach. In addition, you gain a +1 bonus to Strength (Athletics) checks made to grapple. This bonus increases to +2 if you're in your evolved form.

Evolution Trait: Camouflage. You can transform to any color necessary to blend in with your environment. You can make a Dexterity (Stealth) check to Hide even if you're not obscured.

Power Progression. 1st level: (active) *aqua punch, sea spray* (reactive) *retributive wave* (refresh) *bubble swarm;* **3rd level:** (active) *aqua punch, hydro bullet* (reactive) *retributive wave* (refresh) *bubble swarm;* **5th level:** (active) *hydro bullet, storm surge, unrelenting jet* (reactive) *retributive wave* (refresh) *bubble swarm;* **7th level:** (active) *hydro bullet, storm surge, unrelenting jet* (reactive) *retributive wave* (refresh) *water barrier;* **9th level:** (active) *rushing current, storm surge, unrelenting jet* (reactive) *retributive wave* (refresh) *water barrier;* **11th level:** (active) *rushing current, storm surge, unrelenting jet* (reactive) *interrupting torrent* (refresh) *water barrier;* **13th level:** (active) *cloudburst, rushing current, unrelenting jet* (reactive) *interrupting torrent* (refresh) *water barrier;* **15th level:** (active) *cloudburst, flash flood, unrelenting jet, water gaol* (reactive) *interrupting torrent* (refresh) *water barrier;* **17th level:** (active) *cloudburst, flash flood, tsunami, water gaol* (reactive) *interrupting torrent* (refresh) *water barrier;* **19th level:** (active) *cloudburst, flash flood, tsunami, water gaol* (reactive) *interrupting torrent* (refresh) *water barrier* (ultimate) *charybdis*

ACTIONS

Arm. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier bludgeoning damage.

KUDDLE
ELDADEX #121

Pet Form



COMMON NAME: CUTTLEFISH ELDAMON
HEIGHT/LENGTH: 1'06" **WEIGHT:** 23 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WATER	PET	RARE	ELDAMON

BATTLE FORM: SEAPIA
EVOLVED FORM: APAMARE
PREFERENCES: HUGS

DESCRIPTION:

Kuddle are a rare water eldamon in the form of a tiny round cuttlefish with big goofy eyes. Kuddles enjoy hugging, cuddling, and glomping onto things, and they spend most of their time doing so whenever they find something with a proper phase they can interact with, given they are eldamon. If that turns out to be a person or creature they can form a bond with, they hold on tight to their relationship with their beloved new friend and never let go.

SEAPIA
ELDADEX #122

Battle Form



COMMON NAME: CUTTLEFISH ELDAMON
HEIGHT/LENGTH: 5'06" **WEIGHT:** 170? lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WATER	BATTLE	RARE	ELDAMON

PET FORM: KUDDLE
EVOLVED FORM: APAMARE
PREFERENCES: HUGS

DESCRIPTION:

When they need to fight or want to give something a more serious hug, kuddle transforms into their battle form, seapia. Their mantle fills with bubbles of water elemental energy, and the green spots on their body grow out into fins and protrusions of water energy. Meanwhile, their arms grow longer and more capable.

APAMARE
ELDADEX #123

Evolved Form



COMMON NAME: CUTTLEFISH ELDAMON
HEIGHT/LENGTH: 10'10" **WEIGHT:** 660? lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WATER	EVOLVED	RARE	ELDAMON

PET FORM: KUDDLE
BATTLE FORM: SEAPIA
PREFERENCES: HUGS

DESCRIPTION:

A kuddle who perfects the art of hugging becomes able to evolve into an apamare. The bubbles within their mantle grow more powerful and numerous, changing into various colors as their camouflage capabilities increase. Meanwhile, the green water elemental energy surging through their body changes into a brilliant blue, and they grow two longer tentacles in addition to their arms.

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GOOD THINGS

They say that good things come in threes. Technically, they also say bad luck comes in threes, but lotusneks see no need to dwell on the negative. Looking for triplets of good things. can help lotusnek look on the bright side. Of course, lotusneks try to find all the triples in the world around them, often to excess. Point out a pair or dichotomy to a lotusnek and they'll somehow stretch to produce a third member or option. For instance, if you tell a lotusnek that something is like night and day, they might posit a triumverate of night, day, and twilight instead.

Lotusnek, Flower Snake Eldamon

Lotusneks are relatively common among wood eldamon, but that doesn't mean that many of them are traveling on adventures. Most lotusneks are quietly meditating on the nature of threes in verdant places.

LOTUSNEK, LOTUSERPENT, AND HYDRANTHER

Common wood eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Dexterity, Charisma
Skills Acrobatics, Stealth, Survival
Damage Vulnerabilities acid, cold, fire, poison; damage from acid, air, fire, ice, and poison elemental powers
Damage Resistances damage from earth, time, water, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Muan

Evolution Condition. Helping lotusnek reach the deepest levels of meditation on their triune nature.

Elemental Trait: Power of Three. When you harvest wood elemental energy, you bring down your wrath on your foes threefold. When you harvest using a wood power that deals damage, you gain a bonus to damage rolls against any creature in a space you harvest. This bonus is equal to half your proficiency bonus (rounded down).

Form Trait: Energy Flower. You travel entwined around a flower filled with wood energy (or use your three heads for the same effect if you're in your evolved form). This is a sowed plant in your space that moves with you and doesn't impair your movement. When you roll initiative or enter your evolved form, the flower is energized, allowing you to harvest it. Once harvested, the flower doesn't disappear, but it loses its energy until the next time you enter your battle form or your evolved form.

Evolution Trait: Triple Time. Three heads are better than one, so why not split up a power's effect amongst your three heads? When you use a wood power that deals damage to a creature in a cone, line, or area with a length or radius of at least 30 feet, you can instead create three smaller effects, one from each head. If you do, you create three lines or cones with one-third the power's original length (rounded down) or three areas with one-third the original radius (rounded down). A single creature can't take damage from the power more than once, even if it is in multiple areas of effect.

Power Progression. 1st level: (active) *piercing branch, spike seeds* (reactive) *retributive sow* (refresh) *reaping refresh;* **3rd level:** (active) *spike seeds, stiffening pine shot* (reactive) *retributive sow* (refresh) *reaping refresh;* **5th level:** (active) *enfolding roots, spike seeds, stiffening pine shot* (reactive) *harvest shield* (refresh) *reaping refresh;* **7th level:** (active) *enfolding roots, gather pollen, spike seeds* (reactive) *harvest shield* (refresh) *reaping refresh;* **9th level:** (active) *enfolding roots, gather pollen, spray of rampant leaves* (reactive) *harvest shield* (refresh) *reaping refresh;* **11th level:** (active) *enfolding roots, spray of rampant leaves, vine infestation* (reactive) *harvest shield* (refresh) *repeating refresh;* **13th level:** (active) *debilitating spore cloud, enfolding roots, vine infestation* (reactive) *harvest shield* (refresh) *reaping refresh;* **15th level:** (active) *debilitating spore cloud, enfolding roots, roots of the ancient oak, vine infestation* (reactive) *harvest shield* (refresh) *refreshing field;* **17th level:** (active) *debilitating spore cloud, nature overwhelming, roots of the ancient oak, vine infestation* (reactive) *harvest shield* (refresh) *refreshing field;* **19th level:** (active) *debilitating spore cloud, nature overwhelming, roots of the ancient oak, vine infestation* (reactive) *harvest shield* (refresh) *refreshing field* (ultimate) *padma*

ACTIONS

Bite. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier piercing damage.

Pet Form

LOTUSNEK
ELDADEX #013



COMMON NAME: FLOWER SNAKE ELDAMON
HEIGHT/LENGTH: 2'06" **WEIGHT:** 4 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WOOD	PET	COMMON	ELDAMON

BATTLE FORM: LOTUSERPENT
EVOLVED FORM: HYDRANTHER
PREFERENCES: MEDITATION, THREES

DESCRIPTION:

Serene and relaxed, lotusneks love to bask in a warm place and meditate quietly on the simpler things. They aren't averse to sharing their perfect spot with a friend, however, and they enjoy meditating together even more than doing so alone. Lotusneks believe in the significance of the number three, and they often look for and find triples in everyday life. Their lotus blossoms have a sweet, fruity scent that can help calm you down on a stressful day.

Battle Form

LOTUSERPENT
ELDADEX #014



COMMON NAME: FLOWER SNAKE ELDAMON
HEIGHT/LENGTH: 7'05" **WEIGHT:** 11 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WOOD	BATTLE	COMMON	ELDAMON

PET FORM: LOTUSNEK
EVOLVED FORM: HYDRANTHER
PREFERENCES: MEDITATION, THREES

DESCRIPTION:

While lotusneks are peaceful, when they're forced into battle as lotuserpents, they conjure up a magically energized flower and coil around it to draw forth wood elemental energy. This works similarly to the potential energy contained in a coiled spring and allows a lotuserpent to call upon sudden and powerful energies so they can go back to resting and meditating.

Evolved Form

HYDRANTHER
ELDADEX #015



COMMON NAME: FLOWER SNAKE ELDAMON
HEIGHT/LENGTH: 13'10" **WEIGHT:** 50 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WOOD	EVOLVED	COMMON	ELDAMON

PET FORM: LOTUSNEK
BATTLE FORM: LOTUSERPENT
PREFERENCES: MEDITATION, THREES

DESCRIPTION:

After a lifetime of obsession with triples and threes, a lotusnek who reaches the deepest levels of meditation with their triune nature can evolve their battle form into a hydranther, with three separate heads working in harmony. A hydranther has no need for an energized flower, as the synergy between their three heads provides all the power they need to win their battles.

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Peepkin, Pumpkin Eldamon

Every day's worthy of celebration to a peepkin, and that's why they love setting up decorations and going all out to make the most of festivals, parties, and other big holidays for the creatures around them. Peepkins are curious about how mortals celebrate and will listen for hours about local traditions.

GOURD NEIGHBORS

Peepkins often dwell in fields of crops, especially gourds, rife with wood elemental energy, which makes them especially likely to run into gourd leshies and other similar plant creatures. Peepkins absolutely adore having these sorts of neighbors, as it gives them someone to admire their decorations and celebrate alongside them. The only exception are overserious plant creatures who consider decorations to defile nature.

PEEPKIN, GOURDIAN, AND PUMPKINIGHT

Uncommon wood eldamon

Armor Class 12 (natural armor) + Dexterity modifier
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	8 (–1)	17 (+3)	12 (+1)

Saving Throws Dexterity, Charisma
Skills Acrobatics, Intimidation, Stealth
Damage Vulnerabilities acid, cold, fire, poison; damage from acid, air, fire, ice, and poison elemental powers
Damage Resistances damage from earth, time, water, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Muan



Evolution Condition. Helping peepkin celebrate with truly wonderful decorations.

Elemental Trait: Harvest Celebration. Whenever you harvest, you celebrate as the wood energy courses through you. When you harvest at least one space using a wood power, you gain a bonus to ability checks and saving throws until the end of your next turn. This bonus is equal to half your proficiency bonus.

Form Trait: Trick or Treat. You add double your proficiency bonus to Charisma (Intimidation) checks, instead of your normal proficiency bonus.

Evolution Trait: Wooden Sword and Shield. Your claws transform into the shape of a wooden sword and shield. You gain a +2 bonus to AC, and your claws attack becomes a blade arm attack that deals slashing damage equal to 1d6 + your proficiency bonus + your Dexterity modifier.

Power Progression. 1st level: (active) *piercing branch, spike seeds* (reactive) *retributive sow* (refresh) *reaping refresh;* **3rd level:** (active) *spike seeds, stiffening pine shot* (reactive) *retributive sow* (refresh) *reaping refresh;* **5th level:** (active) *ambush, enfolding roots, stiffening pine shot* (reactive) *retributive sow* (refresh) *reaping refresh;* **7th level:** (active) *ambush, enfolding roots, final harvest* (reactive) *retributive sow* (refresh) *reaping refresh;* **9th level:** (active) *enfolding roots, final harvest, spray of rampant leaves* (reactive) *retributive sow* (refresh) *reaping refresh;* **11th level:** (active) *enfolding roots, final harvest, spray of rampant leaves* (reactive) *grasping vines* (refresh) *repeating refresh;* **13th level:** (active) *debilitating spore cloud, final harvest, spray of rampant leaves* (reactive) *grasping vines* (refresh) *reaping refresh;* **15th level:** (active) *1,000 arboreal warriors, debilitating spore cloud, final harvest, spray of rampant leaves* (reactive) *grasping vines* (refresh) *refreshing field;* **17th level:** (active) *1,000 arboreal warriors, debilitating spore cloud, nature overwhelming, spray of rampant leaves* (reactive) *grasping vines* (refresh) *refreshing field;* **19th level:** (active) *1,000 arboreal warriors, debilitating spore cloud, nature overwhelming, spray of rampant leaves* (reactive) *grasping vines* (refresh) *refreshing field* (ultimate) *yggdrasil*

ACTIONS

Claws. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + PB + your Dexterity modifier slashing damage.

Blade Arm (Evolved Only). *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 10 ft., one target. *Hit:* 1d6 + PB + your Dexterity modifier slashing damage.

PEEPKIN
ELDADEX #052



Pet Form

COMMON NAME: PUMPKIN ELDAMON
HEIGHT/LENGTH: 1'04" **WEIGHT:** 15 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WOOD	PET	UNCOMMON	ELDAMON

BATTLE FORM: GOURDIAN
EVOLVED FORM: PUMPKINIGHT
PREFERENCES: DECORATING

DESCRIPTION:

Peepkin are a gentle wood eldamon resembling a medium-sized pumpkin with a cute smile who spends most of their time peacefully decorating fields and other areas rich with plant life and harvests. Jovial and nearly always smiling, peepkins are slow to anger and quick to celebrate just about any occasion. And what better way to celebrate than by decorating?

GOURDIAN
ELDADEX #053



Battle Form

COMMON NAME: PUMPKIN ELDAMON
HEIGHT/LENGTH: 4'10" **WEIGHT:** 100 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WOOD	BATTLE	UNCOMMON	ELDAMON

PET FORM: PEEPKIN
EVOLVED FORM: PUMPKINIGHT
PREFERENCES: DECORATING

DESCRIPTION:

When a peepkin's celebration is interrupted by violence or their decorations are ruined, their little head stem erupts into green wood elemental energy almost resembling a flame, with their eyes blazing with the same light as they transform into their gourdian battle form in order to fight. Their base twists into a flexible tail of vines that can carry their top-heavy body forward with surprising ease.

PUMPKINIGHT
ELDADEX #054



Evolved Form

COMMON NAME: PUMPKIN ELDAMON
HEIGHT/LENGTH: 9'09" **WEIGHT:** 450 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WOOD	EVOLVED	UNCOMMON	ELDAMON

PET FORM: PEEPKIN
BATTLE FORM: GOURDIAN
PREFERENCES: DECORATING

DESCRIPTION:

A peepkin who celebrates with truly wonderful decorations, often during a harvest festival or similar event, sometimes evolves into a pumpkinight. Their green wood energy becomes more powerful but also more controlled, appearing like the plume on a helmet, as they manipulate wood and vines to form a thicker body, complete with arms extending to the appearance of a wooden sword and a leaf shield.

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TENDING ONE'S GARDEN

To squishberry, cultivating one's own garden is the most important task in the world, equal parts meditative and intensely personal. Tending a garden for a squishberry is a metaphor for getting their own thoughts and house in order, focusing on what they can immediately control rather than being swept away in the flow of events that make up history. By ceasing to worry over that which they can't control, squishberry is able to create a magnificent garden and grow a bit more each and every day.

Squishberry, Fruit Snail Eldamon

Squishberries love taking caring of plants in their gardens, which become wonderlands of natural marvels with beautiful arrangements and rare plants. These same nurturing instincts apply when taking care of a group of mortals, though squishberries have a lot less skill in that arena, so they sometimes provide assistance that would work for a garden but not for a person.

SQUISHBERRY, FRAGARIOS, AND HELIXION

Uncommon wood eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	8 (–1)	17 (+3)	10 (+0)

Saving Throws Constitution, Strength
Skills Acrobatics, Athletics, Survival
Damage Vulnerabilities acid, cold, fire, poison; damage from acid, air, fire, ice, and poison elemental powers
Damage Resistances damage from earth, time, water, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Muan

Evolution Condition. Helping squishberry tend a garden with a truly diverse arrangement of plants, or a few especially rare plants.

Elemental Trait: Green Thumb. When you sow plants, you sow more. When you sow with a wood power, you can sow additional 5-foot spaces you can see within 5 feet of the area you sowed. The number of additional spaces you can sow is equal to half your proficiency bonus.

Form Trait: Retreat Into Strawberry. You can use a bonus action to retreat into your berry form until the start of your next turn. While the effect lasts, you gain a +2 bonus to AC, can't move, and can't use actions or reactions except to use reaction powers, or to use a bonus action to end the effect early.

Evolution Trait: Massive Growth. You grow larger than most evolved forms, and the reach of your massive body is even greater than normal. You are Huge instead of Large, and you have a reach of 20 feet (already included in your attack).

Power Progression. 1st level: (active) *piercing branch, spike seeds* (reactive) *retributive sow* (refresh) *reaping refresh;* **3rd level:** (active) *entangling vines, piercing branch* (reactive) *retributive sow* (refresh) *reaping refresh;* **5th level:** (active) *ambush, enfolding roots, entangling vines* (reactive) *retributive sow* (refresh) *reaping refresh;* **7th level:** (active) *ambush, enfolding roots, entangling vines* (reactive) *retributive sow* (refresh) *enduring verdure;* **9th level:** (active) *ambush, enfolding roots, spray of rampant leaves* (reactive) *retributive sow* (refresh) *enduring verdure;* **11th level:** (active) *ambush, arboreal curtain, spray of rampant leaves* (reactive) *retributive sow* (refresh) *enduring verdure;* **13th level:** (active) *arboreal curtain, imprison in thorns, spray of rampant leaves* (reactive) *retributive sow* (refresh) *enduring verdure;* **15th level:** (active) *1,000 arboreal warriors, arboreal curtain, imprison in thorns, spray of rampant leaves* (reactive) *grasping vines* (refresh) *enduring verdure;* **17th level:** (active) *1,000 arboreal warriors, arboreal curtain, imprison in thorns, needle storm* (reactive) *grasping vines* (refresh) *enduring verdure;* **19th level:** (active) *1,000 arboreal warriors, arboreal curtain, imprison in thorns, needle storm* (reactive) *grasping vines* (refresh) *enduring verdure* (ultimate) *padma*

ACTIONS

Slam. *Melee Weapon Attack:* PB + your Strength modifier to hit, reach 5 ft. (20 ft. when evolved), one target. *Hit:* 1d6 (1d8 when evolved) + PB + your Strength modifier bludgeoning damage.

Pet Form

SQUISHBERRY
ELDADEX #091



COMMON NAME: FRUIT SNAIL ELDAMON
HEIGHT/LENGTH: 1'03" **WEIGHT:** 8 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WOOD	PET	UNCOMMON	ELDAMON

BATTLE FORM: FRAGARIOS
EVOLVED FORM: HELIXION
PREFERENCES: GARDENING

DESCRIPTION:

Squishberry are a cheerful wood eldamon that appears like a cross between a slug and a partially ripe strawberry, with a big strawberry leaf on their head and a little green cheeks framing their typical smile. Even more so than other wood eldamons, squishberries love gardening and taking care of different kinds of plants. They enjoy collecting plants of all sorts to diversify their gardens and have a natural green thumb, even though they don't have thumbs.

Battle Form

FRAGARIOS
ELDADEX #092



COMMON NAME: FRUIT SNAIL ELDAMON
HEIGHT/LENGTH: 5'02" **WEIGHT:** 120 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WOOD	BATTLE	UNCOMMON	ELDAMON

PET FORM: SQUISHBERRY
EVOLVED FORM: HELIXION
PREFERENCES: GARDENING

DESCRIPTION:

When enemies intrude upon a squishberry's garden, they transform into their battle form, a fragarios, growing larger with a big strawberry like a snail's protective shell. As a fragarios, they take their time, even in battle, continuing to tend to plants even as they beat back the opposition and hiding in their oversized strawberry when necessary.

Evolved Form

HELIXION
ELDADEX #093



COMMON NAME: FRUIT SNAIL ELDAMON
HEIGHT/LENGTH: 15'00" **WEIGHT:** 5,000 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WOOD	EVOLVED	UNCOMMON	ELDAMON

PET FORM: SQUISHBERRY
BATTLE FORM: FRAGARIOS
PREFERENCES: GARDENING

DESCRIPTION:

A squishberry who is able to tend a garden with a truly diverse arrangement of plants, or a few especially rare plants, might evolve into a helixion. Their body becomes truly massive, allowing them to tend an entire new garden on their back, the field of plants providing greater protection than their strawberry ever could.

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ARBUSH AMBUSHES

Timing is important when it comes to jokes. Every once in a while, a joke that everyone can see coming can still stick a powerful landing. More often, a joke is more effective when it comes from just outside of expectations, enough that it makes sense in retrospect but wasn't predictable in advance. Arbushes are notorious for these humorous ambushes.

Arbush, Tree Eldamon

Arbushes are grinning trickster eldamon in the form of trees. Depending on personal opinions when it comes to jokes and humor, the fact that arbushes are quite rare is either a real shame or a saving grace. Between how hard it is to find an arbush in the first place and the fact that arbushes usually like to travel only with those who share their particular sense of humor, an eldamon trainer or other mortal friend with an arbush companion is rare indeed.

ARBUSH, ARBORRIOR, AND ARBASTION

Rare wood eldamon

Armor Class 14 (natural armor) + Dexterity modifier (max 2)
Hit Dice 1d4 per eldamon level
Hit Points at 1st Level 4 + Constitution modifier
Hit Points at Higher Levels 1d4 (or 3) + Constitution modifier per eldamon level after 1st
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	10 (+0)	17 (+3)	8 (–1)

Saving Throws Constitution, Intelligence
Skills Athletics, Stealth, Survival
Damage Vulnerabilities acid, cold, fire, poison; damage from acid, air, fire, ice, and poison elemental powers
Damage Resistances damage from earth, time, water, and wood elemental powers
Special Senses darkvision 30 ft.
Languages Muan

Evolution Condition. Helping arbush pull off the perfect joke, or a series of excellent jokes.

Elemental Trait: Wild Growth. When you sow plants, more plants grow around you. When you sow with a wood power, you can sow in your space or in additional 5-foot spaces you can see within 5 feet of you. The number of additional spaces you can sow is equal to half your proficiency bonus.

Form Trait: Plantwalker. You ignore difficult terrain as a result of plants and fungi, even those created by magic. In addition, you can Hide in areas of difficult terrain caused by plants, including plants you sowed, even if you wouldn't normally be obscured by the plants.

Evolution Trait: Moss Cover. When you're surrounded by plants, the moss on your body provides you protection. You gain a +1 bonus to AC and Dexterity saving throws while you are in an area of difficult terrain caused by plants, including plants you sowed.

Power Progression. 1st level: (active) *piercing branch, spike seeds* (reactive) *retributive sow* (refresh) *reaping refresh;* **3rd level:** (active) *entangling vines, piercing branch* (reactive) *retributive sow* (refresh) *reaping refresh;* **5th level:** (active) *ambush, enfolding roots, piercing branch* (reactive) *retributive sow* (refresh) *reaping refresh;* **7th level:** (active) *ambush, enfolding roots, piercing branch* (reactive) *retributive sow* (refresh) *enduring verdure;* **9th level:** (active) *enfolding roots, floral embrace, piercing branch* (reactive) *retributive sow* (refresh) *enduring verdure;* **11th level:** (active) *enfolding roots, floral embrace, piercing branch* (reactive) *grasping vines* (refresh) *enduring verdure;* **13th level:** (active) *enfolding roots, floral embrace, imprison in thorns* (reactive) *grasping vines* (refresh) *enduring verdure;* **15th level:** (active) *1,000 arboreal warriors, floral embrace, imprison in thorns, roots of the ancient oak* (reactive) *grasping vines* (refresh) *enduring verdure;* **17th level:** (active) *1,000 arboreal warriors, imprison in thorns, nature overwhelming, roots of the ancient oak* (reactive) *grasping vines* (refresh) *enduring verdure;* **19th level:** (active) *1,000 arboreal warriors, imprison in thorns, nature overwhelming, roots of the ancient oak* (reactive) *grasping vines* (refresh) *enduring verdure* (ultimate) *yggdrasil*

ACTIONS

Branch. *Melee Weapon Attack:* PB + your Dexterity modifier to hit, reach 5 ft. (10 ft. when evolved), one target. *Hit:* 1d4 (1d6 when evolved) + PB + your Dexterity modifier bludgeoning damage.

Pet Form

ARBUSH
ELDADEX #130



COMMON NAME: TREE ELDAMON
HEIGHT/LENGTH: 2'00" **WEIGHT:** 25 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WOOD	PET	RARE	ELDAMON

BATTLE FORM: ARBORRIOR
EVOLVED FORM: ARBASTION
PREFERENCES: JOKES

DESCRIPTION:

Arbush are a rare wood eldamon with a puckish personality. They appear as a tiny sapling with a bush growing from the top with yellow flowers containing faint wood elemental energy. Wearing their trademark grin, with eyes twinkling and narrowed mischievously, arbush frolic about looking for good jokes or those who enjoy hearing them.

Battle Form

ARBORRIOR
ELDADEX #131



COMMON NAME: TREE ELDAMON
HEIGHT/LENGTH: 6'00" **WEIGHT:** 100 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WOOD	BATTLE	RARE	ELDAMON

PET FORM: ARBUSH
EVOLVED FORM: ARBASTION
PREFERENCES: JOKES

DESCRIPTION:

When a joke goes wrong or requires more extreme measures, an arbush grows into its arborrior battle form, appearing more like a small tree walking on rootlike feet. Arborriors have grasping hands they can use to help play pranks, and their yellow flowers turn red as the wood elemental energy within them increases in intensity.

Evolved Form

ARBASTION
ELDADEX #132



COMMON NAME: TREE ELDAMON
HEIGHT/LENGTH: 11'00" **WEIGHT:** 900 lbs.

ELEMENT:	FORM:	RARITY:	SOURCE:
WOOD	EVOLVED	RARE	ELDAMON

PET FORM: ARBUSH
BATTLE FORM: ARBORRIOR
PREFERENCES: JOKES

DESCRIPTION:

An arbush who manages to pull off the perfect joke, or a series of excellent jokes, might evolve into an arbastion, growing larger still and taking on a more humanoid body shape covered with leaves. Their flowers become supercharged with wood energy, turning a vibrant blue color. Arbastions have one of the most humanoid forms among eldamon, even though they're obviously a plant, and they sometimes use that to trick others who don't understand eldamon into thinking they're the ghost of some kind of plant ancestry.

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