

Warlord

Using the following rules, you can create a subgroup of warlord known as a flamelord.

Flamelord

Role: Leader

Power Source: Elemental and Martial

Ability Scores: Strength, Charisma

Starting Hit Points: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Armor Proficiencies: Cloth Armor, Leather Armor, Hide Armor, Chainmail; Light Shield

Weapon Proficiencies: Simple melee, simple ranged, military melee

Implement Proficiencies: Weapons with which you are proficient

Bonus to Defense: +1 Fortitude, +1 Will

Trained Skills: Arcana or Nature, plus three others. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Insight (Wis), Intimidate (Cha), Nature (Wis)

Heroic Tier

Level 1	<i>Inspiring word, firebending, inflame weapon, Child of the Flame</i> At-will, encounter, and daily powers
Level 2	Utility Power
Level 3	Encounter Power
Level 4	Purge Impurity
Level 5	Searing Word Daily Power
Level 6	Utility Power
Level 7	Encounter Power
Level 8	Phoenix Blessing
Level 9	Daily Power
Level 10	Fire Feeds Fire Utility Power

Level 1: Child of the Flame

You gain resist 5 fire and resist 5 cold.

In addition when you use your *inspiring word*, the target also gains a +2 power bonus to the next damage roll he or she makes before the end of his or her next turn.

This bonus increases to +4 at 11th level and +6 at 21st level.

Level 1: Firebending

You gain the *firebending* power.

Firebending

Flamelord Utility

Command the flame.

At-Will * Elemental

Minor Action

Ranged 2

Effect: You may do any one of the following:

- Move a burst of flame the size of a campfire from one point in range to another.
- Produce a burst of flame up to the size of a campfire within range.
- Lower or raise the rate at which fire burns, from a flickering ember to a raging bonfire
- Mold a campfire sized burst of flame within range into any shape until the end of your next turn.

Special: Nothing you create with this technique can deal damage, serve as a weapon or tool, hinder another creature's action or duplicate the effect of any other power.

Level 1: Inflamm Weapon

You gain the *inflamm weapon* power.

Inflamm Weapon

Flamelord Utility

Tongues of flame dance along the weapon you bless, ready to unleash a surge of power.

Encounter * Elemental

Minor Action

Close burst 2

Target: You or one ally in the burst

Effect: The next time the target makes a damage roll for a melee weapon attack before the end of your next turn, the target deals 4 extra fire damage.

Level 11: The extra damage increases to 6.

Level 21: The extra damage increases to 8.

Level 1: Inspiring Word

You gain *inspiring word*, which is identical to the warlord power. See *PHB1*.

Level 1: Flamelord Powers

Choose level 1 warlord powers from below: two at-will powers, one encounter power, and one daily power. Flamelords can access these powers with ease, but can also learn other warlord powers. Other warlords have trouble learning elemental warlord powers, but they are available to any warlord that knows a power with the fire keyword, such as *infernal wrath* or fire-based *dragon breath*.

Level 1 At-Will Powers

Whitefire Blade Warlord Attack 1

You beckon the spirits of flame with a howl as rage overcomes you. Your blade writhes with white-hot fire as you smite your foes.

At-Will * Elemental, Fire, Radiant, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1 [W] + Strength modifier fire and radiant damage.

Level 21: 2[W] + Strength modifier fire and radiant damage.

Special: When charging, you can use this power in place of a melee basic attack.

Consuming Wrath Warlord Attack 1

As you smash your foe with your weapon, you invoke the elements, and the weapon of one of your allies flares with power.

At-Will * Elemental, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Level 21: 2[W] + Strength modifier damage.

Effect: You or one ally within 5 squares of you gains a power bonus to his or her next damage roll against the target before the end of your next turn. The bonus equals your Charisma modifier.

Combustive Slash Warlord Attack 1

You swing your weapon through the air, and in its wake comes a shock-wave of flame.

At-Will * Elemental, Martial, Fire, Weapon

Standard Action **Close wall 3**

Target: Creatures within wall

Attack: Strength vs. AC

Hit: Strength modifier fire damage, and allies adjacent to the wall may shift 1 square.

Level 21: 1[W] + Strength modifier fire and damage.

Flare Volley Warlord Attack 1

You send a ball of blinding sparks and flame at the enemy.

At-Will * Elemental, Fire, Implement

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier fire damage, and the target takes a -2 penalty to the next attack roll it makes before the beginning of its next turn.

Level 21: 2d8 + charisma modifier fire damage.

Exhausting Wave Warlord Attack 1

"This heat is... fierce."

At-Will * Elemental, Psychic, Implement

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and the target takes a -2 penalty to defenses until the end of your next turn.

Level 21: 2d6 + charisma modifier psychic damage.

Level 1 Encounter Powers

Enflaming Strike Warlord Attack 1

You channel the essence of fire into your blade, which after smiting your foe, scatters across the battlefield to rejoin with other weapons so as to have a second taste of the foe.

Encounter * Elemental, Martial, Fire, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit 2[W] + Strength modifier fire damage.

Effect: The next time you or an ally hits the target before the start of your next turn, the target takes 3 extra fire damage.

Building Pyre Warlord Attack 1

You strike with fire as if stoking the funeral-flames of your foe.

Encounter * Elemental, Martial, Fire, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier fire damage. Until the end of your next turn, whenever an ally hits the target, the target takes fire damage equal to your strength modifier.

Explosive Strike Warlord Attack 1

You smite your foe with an a blow that explodes on contact, knocking the foe into vulnerability.

Encounter * Elemental, Fire, Implement
Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier fire damage, and the target grants you and your allies combat advantage until the end of your next turn.

Level 1 Daily Powers

Avenging Flame Warlord Attack 1

This is identical to the Cleric power of the same name, except it has the Elemental and Martial keywords instead of Divine. See *PHB1*.

Dragon Flare Warlord Attack 1

You reach out with your will, and dragon-shaped flames emerge to carry everything away.

Daily ♦ Elemental, Fire, Implement

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier damage, and you knock the target prone and push it a number of squares equal to your Strength modifier.

Miss: Half damage, and you push the target one square (not knocked prone).

Effect: You may slide allies adjacent to the target the same number of squares the target was pushed

Level 2: Utility Power

Choose one level 2 warlord utility power.

Erupting Charge Warlord Utility 2

You call out to your charging ally, channeling into him explosive might.

Encounter * Elemental, Martial, Fire

Free Action Close burst 5

Trigger: You or an ally within burst charge

Target: Triggering character

Effect: The target may move an additional 2 squares during the charge. If the attack hits, the target deals extra fire damage equal to your strength modifier.

Flamejump Warlord Utility 2

You jump into one fire, and out through another.

Encounter * Elemental, Fire, Teleportation

Move Action Close burst 5

Target: You or one ally you can see in burst

Requirement: The target must be adjacent to a fire source its size or larger

Effect: The target teleports to another square within the burst adjacent to a fire source its size or larger.

Rekindling Strength Warlord Utility 2

You relight your ally's inner flames, restoring energy and granting additional ferocity.

Daily * Elemental, Healing

Minor Action Close burst 3

Target: You or one ally in the burst

Effect The target can spend a healing surge. In addition, the target gains a +4 power bonus to damage rolls until the end of your next turn.

Level 3: Encounter Power

Choose one level 3 warlord encounter attack power.

Voidstrike Maneuver Warlord Attack 3

Like lightning you strike, burning a vacuum into the air. The rift you create slams your foe backwards and to the ground, while ushering your allies to position

Encounter * Elemental, Martial, Thunder, Weapon

Standard Action Melee weapon

Target: One enemy

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier thunder damage, and you can push the target 1 square and knock it prone.

Effect: You slide each ally within 3 squares of you up to 2 squares.

Burning Weapons Warlord Attack 3

For better or worse, weapons catch fire.

Encounter * Elemental, Fire, Implement

Standard Action Area burst 1 within 5

Target: Enemies within burst wielding weapons

Attack: Charisma vs. Fortitude

Hit: 1d8 + charisma modifier fire damage

Effect: Allies within burst deal 2 extra fire damage with weapon attacks that hit until the end of your next turn.

Fire Raid Warlord Attack 3

Your weapon ignites, and you throw it, striking all those in the way.

Encounter * Elemental, Martial, Fire, Weapon

Standard Action Ranged 5

Requirement: You must make this attack with a melee weapon

Target: One enemy

Effect: You throw your melee weapon at the target. It returns to your hand after the attack.

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier fire damage, and enemies providing cover to the target take fire damage equal to your Charisma modifier.

Special: If your melee weapon is a thrown weapon, the range on this power instead ranged weapon.

Level 4: Purge Impurity

You gain the *purge impurity* power.

Purge Impurity Flamelord Utility

"In ignis sanitas."

Daily * Elemental

Minor Action Close burst 5

Target: You or one ally in the burst

Effect: The target makes a saving throw with a +5 power bonus against each effect on him or her that a save can end. In addition, If the target suffers from a disease, he or she can spend a healing surge to improve the disease by 2 stages. The target regains no hit points for spending the healing surge. If the target is subject to a petrifying effect, that effect ends but the target loses any remaining healing surges.

Level 5: Searing Word

When you use your *inspiring word* power, one enemy of your choice adjacent to the target of the power takes fire damage equal to your Charisma modifier.

Level 5: Daily Power

Choose one level 5 warlord daily attack power.

Weapon of the Primordials Warlord Attack 5

This power is identical to the cleric power *weapon of the gods*, except it has the Elemental keyword instead of Divine, and deals fire damage instead of radiant. See *Essentials*.

Let it Burn Warlord Attack 5

For when you absolutely have to kill every chlorbag varblernilk in the room.

Daily * Elemental, Fire, Zone

Standard Action Close burst 1

Effect: The burst creates a zone of inferno that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action.

Creatures and objects that start their turns within the zone take 1d10 + your Charisma modifier fire damage. Flammable objects in the zone combust.

Sustain Minor: The zone persists.

Level 6: Utility Power

Choose one level 6 warlord utility power.

Flames of Prophecy Warlord Utility 6

As the fire surrounds you, you see images foretelling the future.

Daily ♦ Elemental, Fire

Minor Action Personal

Effect: Roll 1d20, and record the result. Once until the end of the encounter as a free action, you may use the recorded result in place of a d20 roll you or an ally makes that you dislike. You must decide to use the recorded result before you know whether the original roll resulted in success or failure.

Incinerate Enchantment Warlord Utility 6

You perform what little countermagic that can be mustered with fire. You burn or melt the spell to nothing.

Encounter * Arcane, Fire, Implement

Standard Action Ranged 10

Target: One conjuration, zone, hazard or trap with the cold or necrotic keywords

Attack: Charisma vs. Will, or the Will of the creator of the conjuration or the zone

Hit The conjuration, zone or hazard is destroyed, or the trap disabled. All effects or functions end, including those that normally last until a target saves.

Level 7: Encounter Power

Choose one level 7 warlord encounter attack power.

White Smite Maneuver Warlord Attack 7

In a combination of techniques, you throw your white-burning blade at an enemy, allowing you or an ally to jump through the flames and attack.

Encounter * Elemental, Martial, Fire, Radiant, Teleportation, Weapon

Standard Action Ranged 5

Requirement: You must use this power with a melee weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier fire and radiant damage.

Effect: You can teleport yourself or an ally within 5 squares of you to a square adjacent to the target. Your melee weapon also returns to your hand.

Level 8: Phoenix Blessing

You gain the *phoenix blessing* power.

Phoenix Blessing Flamelord Utility

As the sun, the phoenix, and every flame is reborn, so do your gifts rekindle the spark of life.

Daily * Elemental, Healing

Standard Action Melee 1

Requirement: You must use this power at the end of an extended rest.

Target: One creature that died no more than 24 hours ago

Effect The target is restored to life with full hit points and healing surges. The target takes a -1 penalty to attack rolls, skill checks, ability checks, and saving throws until it has reached three milestones or taken three extended rests.

Level 9: Daily Power

Choose one level 9 daily attack power

Flame Strike Warlord Attack 9

This power is identical to the cleric power, except that it is Elemental and not Divine, and uses Charisma instead of Wisdom. See PHB1.

Infernal Revenge Warlord Attack 9

When your allies are injured, wrath fills you. You channel that energy into punishment for your enemy.

Daily * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit 3[W] + Strength modifier damage, plus 5 damage per bloodied ally within 5 squares of you.

Miss: Half damage.

Level 10: Fire Feeds Fire

Whenever you use an elemental encounter attack power that has the fire keyword, you gain temporary hit points equal to 2 + your Charisma modifier.

Level 10: Utility Power

Choose one level 10 warlord utility power.

Battle Surge Warlord Utility 10

This power is identical to the cleric power by the same name, except it is Elemental and not Divine. See *Essentials*.

Rebellious Roar Warlord Utility 10

The elemental spark from within you fills your smote ally. Instead of falling, he bellows his will to live.

Daily * Elemental, Martial, Healing

Immediate Reaction Close burst 20

Trigger: An enemy attack reduces an ally within 20 squares of you to 0 hit points or fewer

Target: The triggering ally in burst

Effect: The target can spend a healing surge. In addition, the attacking enemy takes a -5 penalty to all defenses until the end of your next turn.

Paragon Tier

Level 11	Something Action [infernallord], Burning Resurgence [infernallord], Transcendent Blessing [infernallord]
Level 12	Utility Power [infernallord]
Level 13	Encounter Power
Level 14	
Level 15	Daily Power
Level 16	Utility Power, Infernallord Command [infernallord]
Level 17	Encounter Power
Level 18	
Level 19	Daily Power
Level 20	Daily Power [infernallord]

Level 13: Encounter Power

You gain one level 13 warlord encounter attack power. This new power replaces the warlord encounter attack power you gained at 1st level.

Hellfire Stroke Flamelord Attack 13

With heat that sears the soul, you set the enemy's spirit ablaze for each ally to further torture.

Encounter * Elemental, Martial, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier thunder damage.

Effect: The next time you or an ally hits the target before the start of your next turn, the target takes 5 extra thunder damage.

Level 15: Daily Power

You gain one level 15 warlord daily attack power. This new power replaces the daily attack power you gained at 1st level.

Ravenous Flame Warlord Attack 15

As you strike, a hungry fire elemental attacks your enemy, and consumes enemies all around.

Daily * Elemental, Martial, Fire, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: 2[W] + Strength modifier fire damage, and ongoing 10 fire damage (save ends).

While this power's ongoing damage is in effect, any ally of the target that starts its turn within 3 squares of the target takes 2d10 fire damage.

Miss: Half damage, and no ongoing fire damage.

Level 16: Utility Power

Choose one level 16 warlord utility power.

Profane Ground Cleric Utility 16

You speak a prayer to the elementals, not the gods, and the ground around you becomes profane, punishing those not under your protection.

Daily * Elemental, Zone

Standard Action Close burst 5

Effect: The burst creates a zone of profane ground. Enemies in the zone receive a -2 penalty to attack rolls, saving throws, and all defenses. The area remains profane until the end of the encounter.

Primordial Majesty Warlord Utility 16

As your foes draw near you, fear steals into their hearts.

Encounter * Elemental, Fear, Zone

Minor Action Close burst 3

Effect: The burst creates a zone of fear that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. The zone is difficult terrain for your enemies. While within the zone, any enemy takes a penalty to attack rolls equal to your Charisma modifier.

Level 17: Encounter Power

You gain one level 17 warlord encounter attack power. This new power replaces the warlord encounter attack power you gained at 3rd level.

Erupting Fury Warlord Attack 17

As you slam your weapon, and flames burst from the ground to punish your foes. Now, move in while they are weak.

Encounter * Elemental, Martial, Fire, Weapon

Standard Action Close blast 3

Target: Each enemy in the blast

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier fire damage, and you push the target up to 2 squares and knock it prone.

Effect: You slide each ally within 5 squares of you up to 3 squares.

Level 19: Daily Power

You gain one level 19 warlord encounter attack power. This new power replaces the warlord encounter attack power you gained at 5th level.

Fire Storm Warlord Attack 19

This is identical to the cleric power, except that it is Elemental and not Divine, and is based on Charisma and not Wisdom. See PHB1.

Detonation Sweep Warlord Attack 19

As you slash at your enemies, you implant destructive elemental magic in them.

Daily * Elemental, Martial, Fire, Weapon

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: A target takes 10 fire damage the next time you or one of your allies hits and damages it before the end of the encounter.

Paragon Path: Infernal Flamelord

Prerequisites

Only flamelords may be infernal flamelords

Level 11: Erupting Action

When you spend an action point to take an extra action, the next creature you hit with an elemental attack power before the end of your next turn is dazed. The condition lasts until the end of the creature's next turn.

Level 11: Blazing Resurgence

You gain the *blazing resurgence* power.

Blazing Resurgence Infernal Flamelord Util. 11

A fiery aura comes over you and your allies, restoring vigor and the will to fight.

Encounter * Elemental

Minor Action

Close burst 5

Target: You and one ally in the burst

Effect: Each target regains the use of his or her second wind. In addition, you regain the use of a warlord encounter attack power of level 20 or lower with the fire keyword.

Level 11: Infernal Emissary

You learn the Infernal language.

Also, when you hit with *whitefire blade*, you also push the target 2 squares.

Level 12: Utility Power

You gain the *wildfire fervor* power.

Wildfire Fervor Infernal Flamelord Utility 12

When you score a critical hit against an enemy, your inner fires burn even hotter. Out of control.

Daily * Elemental, Healing

Free Action Personal

Trigger: You roll a natural 20 when making a melee attack

Effect: Regain hit points as if you had spent two healing surges, or recover one daily power you have already used.

Once you use this power, you cannot recover it except by taking an extended rest.

Level 16: Infernal Legion Command

When you use *inspiring word*, you can slide yourself or one ally in the power's burst a number of squares up to your Charisma modifier.

Level 20: Daily Power

You gain the *hell's fury* power.

Hell's Fury Infernal Flamelord Attack 20

Your eyes begin to glow, and your inner flame manifests, encircling you in a living fireball.

Daily * Elemental, Fire

Standard Action Personal

Effect: Until the end of your next turn, you gain a +2 power bonus to attack rolls and damage rolls.

In addition, at the start of your turn, each enemy adjacent to you takes 10 fire damage.

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

Epic Tier	
Level 21	Epic Destiny Feature
Level 22	Utility Power
Level 23	Encounter Power
Level 24	Epic Destiny Feature
Level 25	Daily Power
Level 26	Epic Destiny Power
Level 27	Encounter Power
Level 28	
Level 29	Daily Power
Level 30	Epic Destiny Power

Level 22: Utility Power

You gain one level 22 warlord utility power

Jet Propulsion Fury	Warlord Utility 22
<i>You summon a scarcely visible fire fury. It hovers near your ally, who begins to shoot fire from his hands and feet.</i>	

Daily * Elemental

Standard Action **Ranged 10**

Target: You or one ally

Effect: The target gains a speed of fly 8 and a +4 power bonus to AC against opportunity attacks until the end of the encounter.

You can change the recipient of this power to another target within 10 squares as a minor action. A creature that no longer benefits from the effect lands on the ground safely.

Retreat to Chaos	Warlord Utility 22
<i>You open a rift to the Elemental Chaos, and whisk your ally away to a safezone filled with positive energy, and call her back before she explodes.</i>	

Daily * Elemental, Healing, Teleportation

Standard Action **Ranged 10**

Target: You or one willing ally

Effect: The target is removed from play and regains hit points up to its maximum. At the start of its next turn, it returns to play in an unoccupied space chosen by you within 5 squares of its previous location.

Level 23: Encounter Power

You gain one level 23 warlord encounter power. This replaces the encounter attack power you gained at 7th level.

Solar Convergence	Warlord Attack 23
<i>Like the birth of a star, direct fire elementals which pull you, your allies, and your blade to the enemy.</i>	

Encounter * Elemental, Fire, Martial, Radiant, Teleportation, Weapon

Standard Action **Ranged 10**

Requirement: You must use this power with a melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier fire and radiant damage.

Effect: Your melee weapon returns to your hand, You can then teleport yourself and up to three allies within 10 squares of you 10 squares adjacent to the target.

Level 25: Daily Power

You gain one level 25 warlord daily power. This replaces the daily attack power you gained at 7th level.

Primordial Battle Lord	Warlord Attack 25
<i>A fiery blast knocks your enemies to the ground. Foes who approach are smote by your radiance.</i>	

Daily * Elemental, Fire

Standard Action **Close burst 2**

Target: Each enemy in the burst

Effect: Each target falls prone. Until the end of the encounter, you gain a power bonus to melee damage rolls, to Strength checks, and to Athletics checks equal to your Charisma modifier. Also, until the end of the encounter, any enemy that ends its turn adjacent to you takes 10 fire damage.

Fission Strike	Warlord Attack 25
<i>As your weapon crashes into your foe, a pulse of elemental force straight from the rift smashes into enemies that thought they had you surrounded.</i>	

Daily * Elemental, Force, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier force damage, and the target is dazed (save ends).

Miss: Half damage.

Effect: Each enemy within 2 squares of the target takes 10 force damage.

Level 27: Encounter Power

You gain one level 27 warlord encounter power. This replaces the encounter attack power you gained at 13th level.

Blaze of the Dawn War Warlord Attack 27

You call on the ancient weapons of the elementals. You capture just an ember of that flame for a fiery assault.

Encounter * Elemental, Martial, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier fire damage, and the target is dazed until the end of your next turn.

Effect: The next time you or an ally hits the target before the start of your next turn, the target takes 10 extra fire damage.

Aspect of the True Flame Warlord Attack 29

As you raise your blade, your soul reveals itself to your foe, who cowers in fear.

Daily * Elemental, Martial, Fear, Fire, Psychic, Weapon

Standard Action

Melee 1

Target: One creature

Attack: Strength vs. Will

Hit: 6[W] + Strength modifier fire and psychic damage.

Miss: Half damage.

Effect: The target falls prone.

Level 29: Daily Power

You gain one level 29 warlord daily power. This replaces the daily attack power you gained at 15th level.

Primordial Storm Warlord Attack 29

You unleash a terrible storm from your father plane, a true inferno.

Daily * Elemental, Fire, Implement, Lightning, Necrotic, Radiant, Zone

Standard Action Area burst 5 within

Target: Each enemy in burst 20 squares

Attack: Charisma vs. Reflex

Hit: 6d10 + Charisma modifier fire, lightning, necrotic and radiant damage. Resistance doesn't reduce the damage unless the target has resistance to all four damage types, and only the weakest resistance applies. A target that has vulnerability to any one of the four damage types is subject to that vulnerability.

Miss: Half damage.

Effect: The burst creates a stormy zone until the end of your next turn.

Sustain Minor: When you sustain this power, make a Charisma vs. Reflex attack against every enemy within the zone, dealing 2d10 + Charisma modifier fire damage if you hit and half damage if you miss.

Feats

Heroic Tier Feats

Arsonist's Luck

Prerequisite: Halfling, flamelord, *second chance* racial power

Benefit: When you use *second chance* while being targeted by a fire attack, you do not expend the power.

Heat Distorting Word

Prerequisite: Flamelord, *inspiring word* power

Benefit: When you use *inspiring word*, the next attack made against the target before the end of your next turn takes a -2 penalty.

Deceptive Flames

Prerequisite: Changeling, flamelord

Benefit: You gain a +2 bonus to bluff checks made against targets that you have dealt fire damage to during or since your last turn or that are adjacent to or in the same square as a fire source.

Dragon Soulfire

Prerequisite: Dragonborn, flamelord, fire damage type *dragon breath* power

Benefit: Your *dragon breath* racial power targets enemies only. Allies within the blast of your *dragon breath* gain temporary hit points equal to your Charisma modifier

Fuel for Fury

Prerequisite: Tiefling, flamelord, *infernal wrath* racial power

Benefit: When you are hit by a fire power but take no damage, you regain the use of your expended *infernal wrath*.

Gift of Flame

Prerequisite: Elemental power source (fire)

Benefit: You gain the *gift of flame* feat power.

Gift of Flame	Feat Power
<i>You place a part of your elemental spark of power in an ally, fueling their flames for a time.</i>	

Daily ♦ Elemental, Fire

Minor Action **Close** burst 5

Target: One ally within burst

Effect: Until the end of the encounter, as part of the action used to make an attack, the target may choose to have a attack deal fire damage instead of the attack's original damage type.

Light of Clarity

Prerequisite: Kalashtar, flamelord

Benefit: You gain a +2 bonus to insight and perception checks while you are adjacent to or in the same square as a fire source.

Infernosoul

Prerequisite: Genasi, flamelord, *firesoul* and *cindersoul* manifestation

Benefit: May exhibit both *firesoul* and *cindersoul* manifestation simultaneously. When exhibiting both manifestations, you may use both *firepulse* and *firedeath* in the same encounter.

Pyromania

Prerequisite: Flamelord

Benefit: Creatures taking ongoing fire damage grant you combat advantage.

Pyrokineticist

Prerequisite: *Firebending* power

Benefit: Your *firebending* power now ranged 5. At 11th level your *firebending* power becomes ranged 10, and at 21st level it becomes ranged 15.

Predatory Arsonist

Prerequisite: Drow, flamelord, *darkfire* racial power

Benefit: If the target of your *darkfire* power is reduced to 0 hit points by fire damage before the effect ends, you do not expend the power.

Razing Flames

Prerequisite: Flamelord

Benefit: When attack and hit an object with a fire attack, the attack is a critical hit.

Resourceful Arsonist

Prerequisite: Human, flamelord

Benefit: You count squares containing small or larger fires or fire effects as allies when trying to flank enemies.

Resilient Arsonist

Prerequisite: Hobgoblin, flamelord, *hobgoblin resilience* racial power

Benefit: When you use *hobgoblin resilience* to end a fire effect, you do not expend the power.

Rites of the Flame

Prerequisite: Flamelord

Benefit: You can master and perform the Explorer's Fire, Delver's Fire, and Affect Normal Fire rituals as if you had the Ritual Casting feat, and once per day may cast one of them without paying the component cost.

You may also master and perform any divination ritual.

Shadow Weaver

Prerequisite: Drow, flamelord, *cloud of darkness* racial power

Benefit: Allies adjacent to or in the same square as a fire source are immune to the negative effects of *cloud of darkness*.

Shifty Arsonist

Prerequisite: Goblin, flamelord

Benefit: When you are missed by a fire attack, you may shift 1 square as a free action.

Timid Arsonist

Prerequisite: Gnome, flamelord, *fade away* racial power

Benefit: When you take fire damage, you may also use *fade away* without expending the power.

Successful Arsonist

Prerequisite: Half-elf, flamelord, *knack for success* racial power

Benefit: When the target of your *knack for success* power receives a bonus to their next attack roll and makes a fire attack, the target can roll twice and take the better result.

Special: The target may also roll twice if the target receive a bonus to their next skill check and the skill involves fire (DM's discretion.)

Warming Inspiration

Prerequisite: Flamelord, *inspiring word* power

Benefit: When you use inspiring word, the target gains resist 5 cold and fire until the end of your next turn.

These resistances improve to 10 paragon tier, and 15 at epic tier.

Paragon Tier Feats

Fire is Friendly

Prerequisite: Flamelord, 11th level

Benefit: Squares containing small or larger fires and fire effects you or an ally control grant you and allies cover.

Hidden in the Firelight

Prerequisite: Elemental power source (fire), trained in Stealth, 11th level

Benefit: You may hide as if you had total concealment in bright light emitted by natural fires larger than you.

Walking Through Fire

Prerequisite: Elemental power source (fire), 11th level

Benefit: You may ignore difficult terrain and damage caused by natural fires.