

ECOLOGY OF THE GENASI

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*“I might despair, to see the aimless way
Such lawless elements exert their sway.
Yet no despair shall my resolve benumb;
Here I might struggle, here might overcome!”*

–Johann Wolfgang von Goethe, *Faust*

*“Nature that framed us of four elements,
warring within our breasts for regiment, doth
teach us all to have aspiring minds.”*

–Christopher Marlowe, *Tamburlaine*

Imagine for a moment that every day, when you awaken, the first thing you feel is the heartbeat of the world around you. Imagine that each day, as you go about your tasks, you feel the ebb and flow of the very elements. Imagine that the elements are so strongly a part of you that your body feels bonded to the world around you. Imagine that the most common elements of the world are not just ingrained into your very being, but are also yours to command and to bend to your will. Imagine that this power was not learned or given to you, but is merely a part of who you are, and that the most powerful forces from deep in the Elemental Chaos course through your veins and react to your whims. Imagine the feeling of having the wildest, most primitive energies at your fingertips, beckoning you to call upon them.



Imagine that your thoughts and emotions swirl within you like a tempest, and every day you struggle not only to control the latent power you possess but also to keep from being swept up in a torrent of chaos that threatens to wipe away any sense of discipline or resolve you might have. This constant give and take, the struggle between the raw, elemental power in your blood and the rational, logical part of your mind, is an ever-present reminder of your tumultuous nature. Imagine that every time an obstacle comes into your path, you must struggle not to smite it with fire, stomp it into the earth, or flee from it with the swiftness of wind or water.

This is what it means to be a genasi.

HISTORY

The true dawn of the genasi race has been long lost in the tumult of the ages, but stories abound regarding their origins. The most prominent origin story, and the one sages near and far believe is true, is that the genasi are the result of dalliances and pacts made between ancient humans and elemental beings such as efreet and genies. Long ago, human wizards known as sha'irs bound themselves to elemental beings with magic, bargaining with genies to gain the knowledge and wisdom those ancient elemental beings possessed. After spending decades in such close proximity to their gens, these wizards became infused with elemental power, so much so that their own offspring were transformed by these elemental energies. Other humans engaged in more traditional unions with elemental creatures that had disguised themselves as humans, and eventually enough children of such unions were born to create a true breeding race, which would come to be known as the genasi. As a result, the genies, dao, djinn, and other humanoid elemental beings of the world are seen by genasi as

distant cousins, even ancestors, and are afforded a greater degree of respect than other races offer.

A darker twist on the genasi origin tale, and one considered an insulting heresy by genasi, is that the genasi were created long ago by agents of the primordials. This tale, often whispered in dark corners by those who secretly revere the primordials, tells of human worshipers who were taken from their homes and twisted using elemental magic, creating men and women who could command the elements as easily as most humans eat or breathe. These new beings were meant to be the scions of the primordials and were commanded to go forth into the world and multiply. Adherents to this origin story believe that when the agents of the primordials created the genasi, they did so with the intention that the genasi would be the heirs to the world and would pave the way for a future where humans, elves, dwarves, and other races had been wiped out and replaced by the superior genasi race. This belief is widely held by heretics who worship the primordials and is not a tale genasi acknowledge.

Yet another tale tells of a brave band of human warriors, their names and identities long lost in the annals of time, who traveled to the Elemental Chaos to steal the primordials' power. Of the many who set out on this quest, only five survived to see it through to its end. The craftiest, most powerful, most cunning, and bravest of these heroes snatched the elemental power away from the primordials, in the process becoming forever changed. These five heroes became the progenitors of the genasi race, and each one embodied a different manifestation and became revered by those who believed this tale to be true. Their names have become common names in genasi society, and tales of their adventures are staples of genasi households.

Yet a fourth origin story declares that the genasi race originated in the depths of the Elemental Chaos. Like other origin tales, this one also has the

genasi beginning as humans. These humans became trapped in the Elemental Chaos, living for years and raising their children on that dangerous plane. Over time, the offspring of these humans began to take on the qualities of the plane around them, absorbing the chaotic powers of the elements. Eventually, the descendants of those who originally became trapped on the Elemental Chaos made their way back to the world of their forefathers, where they became the first of the new genasi race.

Regardless of which one (if any) of these stories depicts the true origin of the genasi, over time the genasi went through a transition period where they passed from being half-breeds into a full-fledged race of beings with their own unique culture and physiology. This transitory period began when genasi of all different types began drifting together, forming small communities and living among their own kind. These settlements started small and remained small, since many of the early genasi were already well integrated into other societies by virtue of their ancestors. However, as more and more genasi began forming pocket communities, a true genasi culture took form.

While many races rose from small settlements to form vast Empires, like the tieflings' Bael Turath or the dragonborn empire, Arkhosia, the genasi never truly formed the alliances necessary to forge a vast, far-reaching civilization. At best, some of the genasi communities became thriving city-states, but the chaotic nature of the genasi made extending the authority of these city-states difficult. For example, the windsoul genasi are reluctant to take part in any sort of permanent establishment, while firesoul genasi have quick tempers that make it difficult to maintain long-term diplomatic relationships. Many of the genasi city-states crumbled as their inhabitants scattered to the four corners of the world, and others were taken over, either through hostility or through an influx of outsiders, by other races.

The recent history of the genasi people sees them integrating themselves into multicultural environments and thriving there. Possibly because genasi share so many traits with humans (indeed, there is a reason that all the genasi origin stories involve humans in the creation of their race), genasi fit in well alongside humans, and most human cities are also safe havens for genasi. Likewise, genasi with different manifestations have made themselves valuable members of other communities; earthsoul genasi, for example, commonly make their homes among the dwarves, who share their affinity for the stone and

steel. In modern times, the genasi remain scattered, but they live in nearly any civilized settlement.

PHYSIOLOGY

Genasi resemble humans in many ways, but they have strong elemental features tied to their manifestation. Every genasi has a series of elemental lines etched into the skin from birth, and these lines glow with a color associated with the element they manifest.

These energy lines, called *szuldar* in primordial, are unique to each genasi. Similarities can exist in the *szuldar* patterns between genasi of the same family, or even living in the same area due to intermingling bloodlines, and genasi speak of a “family resemblance” when comparing *szuldar*. For many genasi, one’s *szuldar* are a point of pride, and many wear clothes designed to show off the *szuldar*. Some genasi are known to acquire tattoos designed to highlight or otherwise enhance their *szuldar*, and almost every genasi has an extremely sensitive understanding of even the subtlest variations in *szuldar*.

When a genasi is born, most of his *szuldar* are already fully formed in the patterns that remain for the rest of the genasi’s life. Sometimes physical alterations to a genasi’s body, such as scarring or intentional modification, can also alter the *szuldar* patterns, but this is a rarity. In fact, since genasi strongly identify their individuality with their *szuldar*, most see actual alterations to their *szuldar* as causing a loss of self-awareness, and avoid it. Some genasi, particularly those on the run from the law, have their *szuldar* altered by scarring or magical means to hide their true identities, but this is typically a last resort.

Though their origins are likely tied to a blending of bloodlines, genasi are a true breeding race that produces offspring that share their elemental traits. Genasi who produce children typically share at least one elemental manifestation, though rare exceptions to this rule exist. Likewise, the child’s primary manifestation is a matter of genetics; if both parents share the same primary manifestation (or, if both parents have only one manifestation and they share the same one), chances are extremely high that the child has the same manifestation. In essence, firesoul genasi have firesoul genasi children. Heredity becomes a bit muddled when the parents are of mixed manifestations, or if a particular family has a mixture of different primary manifestations throughout the generations. Essentially, a genasi child’s manifestation

KNOWLEDGE OF THE GENASI

Arcana

- DC 15:** Genasi are a race of humanoids who have been infused with great elemental power and affinity.
- DC 20:** A genasi manifests a single element from birth, which determines its appearance and the element with which it has an affinity.
- DC 25:** A genasi’s elemental manifestation also grants special powers tied to that element. An Arcana check at this DC can also identify the racial power of a particular genasi elemental manifestation.
- DC 30:** Some genasi learn to manifest multiple elements, which grants them access to the powers tied to each element. A small number of genasi can even manifest two elements simultaneously.

Dungeoneering

- DC 20:** Abandoned genasi cities and settlements contain elemental traps. These traps are the remnants of security systems used by the genasi who inhabited the settlement.
- DC 25:** Most genasi-made traps can be bypassed through the application of elemental power or manifestation, which allows genasi with certain manifestations to avoid the trap entirely.

History

- DC 20:** The genasi have never had a major empire, but they did build several great city-states, most of which have fallen into ruin or been taken over by other races.
- DC 25:** Many of the genasi city-states were built in places favored by the manifestations of the population. Earthsoul genasi built city-states high in the mountains, while firesoul genasi built city-states in the deep desert.

Religion

- DC 20:** Genasi worship deities tied to their own primary manifestations. In general, stormsoul genasi worship Kord, watersoul genasi worship Melora, earthsoul genasi worship Moradin, and firesoul and windsoul genasi worship Pelor.
- DC 25:** Among cults dedicated to the primordials, genasi hold high-ranking positions and are among the most dedicated followers.
- DC 30:** Secret sects of Tharizdun worshipers exist in almost every settlement with a large number of genasi. Most genasi consider worship of Tharizdun to be heresy, but a few revere Tharizdun as the master of all things elemental.

is inherited from his or her ancestors, just as humans inherit hair and eye color or other physical traits.

Genasi children are born with a single manifestation that typically remains their primary and only manifestation through young adulthood. Since genasi of the same manifestation gravitate toward one another, genasi children spend a good deal of time around others with their same manifestation, and they develop their mastery of elemental powers through exposure to other genasi doing the same. Similarly, genasi children that are exposed to other manifestations are more likely to develop a second elemental manifestation. Though the relationship between a genasi child's upbringing and the ability

to manifest a second element is not fully understood, scholars believe that proximity to alternate elemental manifestations is enough to trigger a second manifestation in a genasi. Likewise, genasi children that grow up in regions where the environment does not mirror their own elemental manifestation are highly likely to develop another manifestation later in life. For example, a watersoul genasi that grows up in a dwarven hold high in the mountains is likely to develop an earthsoul manifestation upon reaching adulthood. Developing a second manifestation does not occur until young adulthood, but some genasi adolescents have been known to manifest a second element early. Going through one's first shift between manifestations can be a harrowing experience for young genasi, since the transformation can come on suddenly and is typically physically uncomfortable, even painful.

For genasi, shifting between two elemental manifestations takes a physical toll, though a small one. The process of shifting manifestations is more than just a change of clothes; doing so is more like rebuilding oneself piece by piece out of new materials, and the result is feeling like having one's mind placed in an alien (if not unfamiliar) body. The change happens quickly, and genasi with multiple manifestations are so numbed to the physical trauma that changing manifestations is no more than a passing discomfort. It is no wonder that genasi with multiple manifestations develop multiple identities; such massive reconstruction of one's physical self can be horrifying the first time it is undergone.

A rare few genasi control their inner elemental turmoil and manifest multiple elements simultaneously. The genasi, known as tempests, are in a constant state of flux between two elements. These genasi embrace the chaos of elemental power within them, allowing it to wash over their bodies. In much the same way as genasi allow the elements to rebuild their bodies during the transition between two elements, these genasi tempests keep their bodies constantly changing—in part or in their entirety—between the elements they manifest. These genasi have a unique appearance, since their bodies appear to shift between two manifestations constantly. A genasi tempest's body flickers between elemental states, and they experience a constant physical strain of elemental flux—a feeling that they embrace.

NEW GENASI HEROIC FEATS

Any feat in this section is available to a genasi character who meets the prerequisites.

GENASI FIRE AFFINITY [GENASI]

Prerequisite: Genasi

Benefit: If you have resistance to fire, increase that resistance by 2. Whenever a creature makes a saving throw to end ongoing fire damage from one of your powers, that creature gets -1 penalty to the roll.

EARTHSHOCK MASTER [GENASI]

Prerequisites: Genasi, earthsoul manifestation

Benefit: Your *earthshock* power deals 1d8 damage when it hits, and it gains the Reliable keyword.

FAST MANIFESTATION [GENASI]

Prerequisites: Genasi, Extra Manifestation

Benefit: Once per day you can change your elemental manifestation as a minor action. If you have already used an encounter power associated with your elemental manifestation, you can still use the



encounter power associated with your newly changed elemental manifestation.

FIREPULSE MASTER [GENASI]

Prerequisites: Genasi, firesoul manifestation

Benefit: Your *firepulse* power gains the Reliable keyword and deals an extra 1d6 damage over its normal damage.

GENASI FROST AFFINITY [GENASI]

Prerequisite: Genasi

Benefit: If you have resistance to cold, increase that resistance by 3. You are immune to any slow and immobilize effects caused by cold powers.

PRIMORDIAL SURGE [GENASI]

Prerequisite: Genasi

Benefit: Whenever you successfully use a genasi racial power, you gain temporary hit points equal to 5 + your Strength, Constitution, or Dexterity modifier (your choice).

PSYCHOLOGY

The most important thing to understand about genasi is that their lives are dominated by the chaotic nature of their elemental aspect. A constant struggle takes place in the mind of a genasi, who must keep its chaotic urges in check—at least long enough to interact with members of other species. Even those genasi with the best self control are described as passionate by their comrades, since flashes of joy, anger, or sadness still break through even the most disciplined genasi exterior. There is no such thing as a true stone-faced genasi (though earthsoul genasi probably come the closest), and cracks appear in even the calmest genasi repose. Though it might seem like genasi are impulsive and prone to outbursts, the truth is that, with difficulty, most genasi control their inner turmoil enough so that they are no more chaotic than the average human.

Genasi philosophers believe that, regardless of the truth behind their race's origins, the genasi people came into being out of a cosmic sense of balance. These philosophers believe that the genasi people serve as the fulcrum on which the balance between the chaos of the primordials and the order of the mortal races rests. According to this philosophy, the genasi race came into existence when forces beyond the gods or the primordials—believed by many to be Fate, or something akin to it—deemed that the world and all the planes needed something to serve as an intermediate point between raw Elemental Chaos and the law of divine creation. As a result, this philosophy, which is embraced by many genasi, organizes them into two distinct camps: those who embrace their role as a tamer of chaos, and those who believe that they were created to break free of the shackles of order.

The genasi that believe that the genasi race was meant to tame chaos strive to do so first within themselves and then in the world around them. These genasi are among the most lawful, ordered beings, and they work hard to fit in among the other mortal races, to whom they feel more attached. After all, they reason, the genasi were meant to be brothers to the mortal races, those races created by divine beings, who could transform the chaos into order. These genasi discipline themselves and keep their emotions in check—they do not allow their passions to rule their minds. That accomplished, genasi of this philosophy then turn their attention to the world around them, seeking to maintain order and stamp out lawlessness. However, this philosophy, while lending itself well to civilization, does not always equate to goodness. Many genasi tyrants have embraced these same philosophies, and they took it upon themselves to impose order at the point of a sword. It is no surprise that genasi who believe in this philosophy join militaries or law enforcement organizations, such as town guards of night watches.

AMBIENT ENVIRONMENTAL EFFECTS

One way Dungeon Masters can bring the elemental nature of the genasi to life is through the use of ambient environmental effects. A genasi is strongly tied to one or more of the primordial elements, and as a result their bodies sometimes warp the environment around them, particularly when the genasi is experiencing strong emotions. For example, when an earthsoul genasi is angry, the DM can describe the room as trembling slightly—just enough that the player characters are aware of it, as the earth rumbles beneath the genasi's feet. A firesoul genasi might raise the temperature in the room by a few degrees as he makes a passionate plea for assistance from a local lord, while thunder might rumble or lightning might flash when a storm-soul genasi is troubled. A thin mist might precede a watersoul genasi as she enters a room where she fears danger might wait, and a slight breeze could accompany the righteous wrath of a windsoul genasi cleric who rebukes the forces of evil. These ambient environmental effects shouldn't have any mechanical benefit, but could serve as ways to flavorfully describe the elements bowing to the chaotic emotions of genasi player characters and NPCs.

On the other hand, those genasi who see themselves as chaos made flesh take a decidedly different approach. They embrace their emotions and have no compunctions about letting their passions dictate their course of action. These genasi see their role in the world as the breakers of chains (namely, the chains of law), and they believe that their elemental infusion is a gift, given to them by the primordials or other cosmic forces, so that they can show the other races of the world that chaos can liberate. These genasi are wild, passionate, and excitable, but not necessarily evil. Genasi who embrace this philosophy lead rebellions against tyrants, steal from the wealthy to help the poverty-stricken, and follow their passions wherever they might lead.

One trait that all genasi share, regardless of their level of self-discipline, is a strong sense of ambition. Genasi have an inherent desire to better themselves, or at least improve their station in life. They might do so through the pursuit of power, or by earning the respect of their peers, but nearly all genasi have great dreams and aspirations. Genasi chase their dreams with gusto, and though patience isn't their strong suit, genasi can put years of work into the pursuit of an individual goal. The passionate nature of the genasi keeps them pursuing their goals long after other, less dedicated races would have given up.

Genasi are passionate beings, which is a result of the surging elemental turmoil present in the fiber of their very being. Even those genasi who have a strong sense of discipline are susceptible to strong emotions. They rage with more anger, they love with more passion, and they mourn with more sorrow than any other race. Though genasi might keep a tight rein on their emotions, once they allow their feelings to show, there can be no question of their strength. Genasi clerics thunder with righteous wrath, while genasi rogues revel in the chaos they sow with maddened glee. Regardless of their chosen profession, their passions

reach the highest peaks and the lowest valleys, many times within the span of a single day.

Genasi are surprisingly good at adapting, for all their strong emotions might make them passionate about their own ways. Most genasi embrace change, either as an inevitability (spawned by the swirling chaos of existence) or as a natural part of existence to be welcomed and celebrated. Change, in their personal lives or in the wider world, brings about new experiences, new opportunities, and new allies. With the ambitious nature of the genasi, every new opportunity could be a means of growing one step closer to achieving one's goals. In many respects, genasi are among the most flexible races when it comes to accepting the changes that their lives have undergone. Genasi bend with the breeze, but they do not break, and they can adapt to almost any course of events that their lives take.

Just as a genasi's elemental manifestation is an important part of its physiology, it is also a major component to its psychology. All genasi have a primary manifestation from birth, and it is this manifestation that defines the genasi's basic personality. Most genasi identify themselves, the very essence of their beings, by their primary manifestation. Even if a genasi learns to manifest other elements, its primary manifestation is at the very core of who it is as a person. Humans and other races would call this their identity, but for the genasi the personality defined by their primary manifestation is so much more: It is a touchstone that the genasi uses to maintain the integrity of its true self.

Likewise, genasi that learn to manifest multiple elements might also develop multiple personalities, each one associated with a different manifestation. These personalities are not completely distinct from one another (unlike those developed by humans with mental illnesses), but rather are radically different aspects of the genasi's primary identity. A genasi with multiple manifestations effectively has strong person-

ality traits that come to the surface when a particular element is manifested. A genasi who is manifesting one element might behave completely differently when manifesting another, though the same knowledge remains through both manifestations. Similarly, a genasi might change its manifestation to better match or express its mood, physically reflecting the emotions it feels at the time.

The rare genasi tempest that manifests multiple elements simultaneously also has two strong personalities struggling for control at once. These genasi can be called mercurial at best, since they switch between strong emotions at the opposite ends of the spectrum in the blink of an eye. A genasi tempest manifesting two elements might seem somewhat schizophrenic at first glance, even talking to itself as its manifestations war for control of its psyche, though in truth these genasi are no more unstable than anyone under great stress or strain.

Though it might seem like genasi families would be prone to breaking apart when passions run hot, in truth genasi parents are monogamous and remain so for most of their lives. Perhaps because the relationships between genasi rarely lose their spark or become boring, genasi have large families with many children, and in turn have large extended families with dozens of aunts, uncles, and cousins. The fact that genasi refer to other genasi as "brother" or "cousin" is more than just a colloquialism—there is a chance that the person they are talking to is, in fact, a distant relation.

The following section includes notes about the general personality traits of different genasi elemental manifestations. These personality traits are commonly seen in genasi manifesting the related element, though exceptions exist even within these common personality manifestations.

EARTHSOUL GENASI

Earthsoul genasi are frequently stubborn and immovable. They are strong like they mountains and they know it. Earthsoul genasi also are proud and confident, and sometimes this spills over into vanity. Coupled with the inherent genasi ambition, many earthsoul genasi bend their strength into domination—physical or otherwise—of their enemies. Of all the genasi elemental manifestations, earthsoul genasi come the closest to possessing patience and engaging in contemplation. However, the true strength of all earthsoul genasi becomes visible when someone tries to push them in a direction they do not want to go. When this happens, earthsoul genasi resist with the might of the stone and the earth, and they knock down anyone that stands in the way.

FIRESOUL GENASI

Of all the genasi manifestations, firesoul genasi embody the passionate nature of their race the best. Firesoul genasi are the most aggressive, most impulsive, and the easiest to anger. Among all the genasi manifestations, they are the most in tune with the raw power of their elemental heritage. Firesoul genasi feels the raw energy at their fingertips and are among the most eager to use it. They are highly competitive as well, since they constantly seek a productive outlet for their passions. The tempers of firesoul genasi burn hot, but also fast, and once the heat of the moment has passed, they are just as likely to jump from rage to elation in a matter of seconds.

STORMSOUL GENASI

Wild and powerful as a sudden thunderstorm, stormsoul genasi are of the same mercurial nature as all genasi, but while they can be slower to rouse, they can be a far more terrible sight to behold. Stormsoul genasi lash out at those that trouble them, like a light-

ning strike that is accompanied by a roar of thunder. Stormsoul genasi are prone to brooding, but when the storm of their emotions rolls in, nobody can do much to stop it. Unlike firesoul genasi, stormsoul genasi can control themselves under great duress for long periods of time, but when they reach their breaking point, they snap and strike with sudden ferocity. Stormsoul genasi in the grip of their own emotions can be extremely unpredictable, since once they reach the point of unleashing their rage, they must do so until their wrath has run its course.

WATERSOUL GENASI

Watersoul genasi are strongly independent and determined to make their way on their own. Watersoul manifesters, feeling close ties to rivers and oceans, see themselves as possessing the same deep strength as those great bodies of water. In many ways, watersoul genasi can be recalcitrant, preferring to remain as untamed as the rushing river. Watersoul genasi have much of the same pride as earthsoul genasi, which manifests itself in a kind of fearlessness unmatched among others of their race. Since they can live both on land and beneath the sea, they have a strong sense of superiority; after all, they can go places where no other members of their own race can go, so they feel empowered by the ability to determine their own path in life.

WINDSOUL GENASI

Quick of speech and of gait, windsoul genasi are prone to flights of fancy and rapid changes in mood. They drift from one emotion to the next, though most have an air of carelessness about them. Windsoul genasi embody the genasi passion by quickly latching onto emotions and riding them for a short time, then just as quickly abandoning them. Windsoul genasi don't form strong attachments, at least not without great reason, and as a result windsoul genasi are seen

as loners and drifters. Likewise, windsoul genasi are among the most adaptive, and they can take whatever comes their way with aplomb.

CULTURE

Genasi are one of the most culturally diverse races—perhaps second only to humans. Owing to the fact that they integrate well into other societies, genasi culture is a melting pot of traditions drawn from those of many other races. Despite their ability to adapt to the customs of other races, genasi have developed unique practices of their own as well. The strong passions of the genasi people have made their culture vibrant and dynamic, and life in genasi society is compared to an ever-changing tapestry woven of the brightest threads.

SOCIETY

Genasi society is nearly as tumultuous as the genasi themselves. The strong sense of ambition fostered by the genasi leads to a constant struggle between those in power and those seeking power. Likewise, one's social status is far from static; the genasi have no real concept of a social class that cannot be transcended, and few genasi would even understand the meaning of "knowing one's place." Indeed, the genasi are constantly rising and falling in social status, and where a genasi might be a revered member of the community one week, he might be forgotten the next as another genasi's star is on the rise. As a result, few genasi look down upon any other being based on social standing, since the beggar you shun one day might be the governor of the town mere months later—at least in the genasi view.

Genasi have no concept of nobility or hereditary leadership, at least not of their own. They might adopt these concepts when blending into other societies,

but left to their own devices the genasi people do not divide themselves into social classes. There are only genasi on the rise, and genasi falling out of favor. The genasi do not believe in divine right, royal or noble bloodlines, or any transference of prestige from parents to offspring. Each genasi must achieve its goals on its own merits, and competition between genasi is fierce. Although this creates a somewhat level playing field as far as social prestige is concerned, the end result is that genasi society is like a constantly bubbling vat, where the entire social structure churns and boils, and can be radically different from one week to the next.

Since genasi society is so mutable, genasi truly believe (and rightly so) that no matter their current situation things change eventually. Genasi find it difficult to feel downtrodden in its society when fate has brought ill fortune, since it truly is only a matter of time before it can once again be in the limelight. Likewise, wealthy and powerful genasi are rarely as callous and unaware of the repercussions of their actions as human nobles can be, and though their fiery nature can lead them to be capricious and even hedonistic, they never forget that all their stature could be brought crashing down the next moment.

FAMILY

A genasi's family holds a very important place. Because it can be difficult for a genasi to form bonds with others without a great deal of time and effort, the genasi family is regarded as one of the few groups where a genasi can establish true life-long bonds. Though genasi families share the same problems and issues as families in other races, it is far rarer that genasi offspring become truly estranged from their parents. For genasi, family might be the only other people that they can rely on to understand them. Even the bitterest feuds might lead to only a temporary separation, and even when family members are spread to

the four corners of the world, they still look forward to their reunion.

In most cases, genasi children are raised by family members who share an elemental manifestation with the child. However, genasi parents go out of their way to make sure their children spend time with genasi of other manifestations, so that they gain a greater appreciation for the differences between members of their own race. This is particularly prevalent when members of the genasi's family have different primary manifestations; in some cases, genasi children go to live with relatives with other manifestations for weeks or months at a time, in the hopes that the child can come to respect those genasi who are different. In families with multiple manifestations, parents see the exposure of their children to multiple manifestations as being of utmost importance.

MANIFESTATIONS

For the genasi, their elemental manifestation is central to the fiber of their being. Culturally, genasi of different manifestations are not very different, much like humans of different temperaments still share most cultural trappings. However, a genasi's manifestation is as important to it as its religion or profession, if not more so. Though genasi respect the differences between members of their race, when confronted with prejudice against their manifestation, they anger quickly. Anyone who discriminates against a genasi due to its elemental manifestation might find the full force of an enraged genasi confronting him or her, since insults to a manifestation are the most offensive anyone can make. Genasi are proud of their manifestations, but also sensitive, and they can be very touchy about the subject unless it is breached with care.

MAGIC

As beings of great elemental power, genasi favor elemental magic as well. Genasi wizards are common, and when studying the ways of the arcane, genasi wizards research spells that are tied somehow to their elemental manifestations. Since the genasi have a built-in affinity for certain elements, they also have greater control over elemental magic and bend such spells to their will. When a genasi lashes out with elemental magic, most beings know to stay out of the way.

Though the excitable nature of the genasi makes it difficult for them to maintain the discipline of wizardly life, what they lack in control they make up for in natural accuracy. Genasi spellcasters harness raw power through strength of will and not through any sense of finesse or study. However, since the genasi knowledge of elemental forces is so great, other wizards value the insight of genasi spellcasters since they can see things that wizards of other races would never be aware of.

RELIGION

Genasi favor deities that share elements of their portfolio with the genasi's primary manifestation. Genasi with multiple manifestations might also be prone to calling upon multiple deities when in need, depending on the current manifestation they have. Regardless, genasi feel comforted knowing that something that is so integral to their very being is under the watchful eye of a powerful deity. Particularly religious genasi feel the hand of the divine guiding their actions, believing that, more so than any other race, they are intimately connected to the divine by the elements in the gods' portfolios.

Most genasi have small shrines to their gods in their homes, and they do not attend religious services at larger temples. Genasi tend to worship whenever the mood strikes them, which rarely conforms to the



more rigid schedules of worship held in organized temples. Genasi are rarely fond of formal ceremonies and rituals, instead preferring to confer their worship on their chosen gods at their own pace and in their own way. Genasi independence is present even in their religious practices, which, like the genasi themselves, are full of passionate belief and a willingness to embrace change.

THE PRIMORDIALS

A controversial subject among the genasi is that of the primordial. The ancient elemental beings known as the primordial are rivals to the gods themselves, and many genasi are well aware of this fact. Some genasi revere the primordial as though they were gods, conferring worship upon them in secret. These genasi believe that they were created to serve the primordial and spread chaos, and, as a result, this reverence for elemental forces takes the place of religion in their lives. Particularly zealous followers of this belief even seek to make pacts with beings of Elemental Chaos to bring themselves one step closer to the primordial.

Worse yet, a few misguided souls even seek out the Elder Elemental Eye, Tharizdun. These genasi are typically among the most evil and chaotic of their race, and some would argue insane, since they seek the means to free Tharizdun and unleash his destructive power upon the world. These misguided genasi think that Tharizdun placed them on the world, and that they were created when the Chained God strained against his restraints long enough to touch the world. They believe that the genasi race is a remnant of his awesome power, and that they were created at the moment he touched the world with the intent that they become his liberators.

At the same time, genasi see the primordial as beings of great evil and destructive power. These genasi revile the primordial, believing that the conflict within themselves (that between Elemental

Chaos and mortal order) embodies a great struggle in the universe. Since the genasi are mortal, they place themselves on the opposite side of the struggle from the primordial. These genasi believe that it is the duty of the genasi to harness the power of chaos and tame its destructive power, while the primordial continues to try to tear down these good works.

ART

Genasi art is nothing if not exciting. Genasi crafts embody the wild, untamed nature of the genasi soul, and even the simplest or most practical items (like furniture) look as though they were merely snatched out of the Elemental Chaos whole. Genasi art uses bright, vibrant colors that express a wide range of emotions, and carvings and sculptures feature swirling or bursting patterns that resemble surges of power or even explosions. For more functional items, such as weapons, genasi artisans like to make their mark with swirling color patterns, bright gems, and elaborate carvings that give the surface of weapons and armor a flamboyant feel.

Most genasi artists see their craft as a means of gaining prestige in society. Likewise, genasi artisans want nothing more than to be in high demand, so most work hard not only to please their own sensibilities but also to please their intended audience. For example, though genasi blacksmiths might not be as skilled as dwarves when it comes to creating swords, they go to great lengths to tailor the swords to the person who plans to wield it. As a result, genasi weapons are intended for use by a specific individual, and they can sometimes seem unwieldy in the hands of others.

LEISURE

Genasi love athletics and games of all kinds, thanks to their competitive nature. Most genasi see leisure time as just another opportunity to improve their standing in the eyes of their peers. Genasi prefer to remain extremely active during their leisure time, which allows them an outlet for their wilder urges and impulses. Festivals and celebrations in genasi communities are frequently marked by footraces, feats of strength, and other physical competitions.

Team athletics are somewhat more rare (mostly due to the fact that genasi teammates turn on one another when the pressure is on), though genasi find themselves quite at home in gladiatorial competitions and the like. In fact, many genasi actively pursue careers in the gladiator arena because it gives them a chance to vent their frustrations and bask in the adoration of others, all at the same time. Gladiatorial events play both to the genasi's pride and their uncontrollable nature, making for an excellent spectacle.

ENEMIES AND ALLIES

Despite their unpredictable nature, genasi work rather well with most races, especially humans. Genasi and humans share a number of common traits, including strong emotions and a sense of ambition, and any race that mixes well with humans is also likely to mix well with genasi. Elves and eladrin are uncomfortable around genasi, since their more reserved, measured perspective on life does not mix well with the genasi's impulsiveness.

With no inherent racial conflicts, the genasi can make allies anywhere they go, depending on the degree of control they keep over their more chaotic urges. However, when genasi make enemies, their rivalry forms quickly and burns hot. Genasi show their enemies none of the discretion they offer their allies, and they are not afraid to unleash their full potential on someone who has crossed them. Though genasi try to abide by the laws of the land, many genasi cannot restrain themselves from incinerating their enemies, which sometimes put the genasi in conflict with the authorities even if the killing was done in self-defense. A genasi enemy is likely to be ruthless and aggressive, two traits that combine to make genasi extremely dangerous.

Most genasi see themselves as related, if only distantly, to beings of elemental power and origin. They are inclined to show respect, if not reverence, to elemental creatures that they deal with, unless that creature is overtly hostile to the genasi. When encountering beings of great elemental power, genasi go out of their way to try to make peace with, or even make allies of, these beings in the hopes of fostering the bond between two creatures of the elements.

ENCOUNTERS

Genasi are aggressive and, in combat, violent without reservation. They call upon elemental power when dealing with enemies, and they prefer to use elements associated with their manifestation when possible.

GENASI FLAMECHASER

The genasi flamechaser is a firesoul genasi that has mastered the ability to create and manipulate fire. It needs no weapons since it creates them from pure flame.

Genasi Flamechaser		Level 6 Artillery
Medium natural humanoid		XP 175
Initiative +6	Senses Perception +8	
HP 61; Bloodied 30		
AC 18; Fortitude 19, Reflex 18, Will 18		
Speed 6		
⚔ Dagger of Flame (standard; at-will) ♦ Fire		
+10 vs. Reflex; 1d6 + 4 fire damage.		
⚡ Fire Bolt (standard; at-will) ♦ Fire		
Ranged 20; +11 vs. Reflex; 1d10 + 4 fire damage.		
† Firepulse (immediate reaction; when hit by a melee attack; encounter) ♦ Fire		
+13 vs. Reflex; 1d6 + 4 fire damage.		
⚡ Explosive Burst (standard; recharge ⏳ ⏳ ⏳) ♦ Fire		
Ranged 10; +11 vs. Reflex; 3d6 + 4 fire damage, and the genasi flamechaser makes a secondary attack against each creature adjacent to the target. Secondary Attack: +11 vs. Reflex; 1d10 + 4 fire damage.		
⚡ Lingering Flameburst (standard; encounter) ♦ Fire		
Ranged 10; +11 vs. Reflex; 3d6 + 4 fire damage, and any creature that starts its turn adjacent to the target takes 5 fire damage (save ends).		
Alignment Unaligned	Languages Common, Primordial	
Skills Perception +8		
Str 14 (+5)	Dex 16 (+6)	Wis 11 (+3)
Con 19 (+7)	Int 11 (+3)	Cha 16 (+6)

GENASI FLAMECHASER TACTICS

The genasi flamechaser opens combat with its *explosive burst* or *lingering flameburst* powers, depending on whether their targets are clustered close together. From there, the flamechaser attempts to stay back, lobbing *fire bolts* and *explosive bursts* (if it recharges), only resorting to *firepulse* if enemies move in too close.

GENASI STORMMASTER

A genasi stormmaster is a stormsoul genasi that combines swordplay with a mastery of thunder and lightning. The stormmaster sweeps across the battlefield like a maelstrom.

Genasi Stormmaster		Level 9 Controller	
Medium natural humanoid		XP 400	
Initiative +9		Senses Perception +7	
HP 97; Bloodied 48			
AC 23; Fortitude 21, Reflex 23, Will 21			
Speed 6			
⊕ Longsword (standard; at-will) ♦ Weapon			
+14 vs. AC; 1d8 + 5 damage.			
⊕ Storm Sword (standard; recharge ☒ ☒) ♦ Lightning, Weapon			
+14 vs. AC; 3d8 + 5 lightning damage, and slide the target 5 squares. At the end of the slide, enemies adjacent to the target take 1d8 + 5 lightning damage.			
✱ Wrath of the Thunderstorm (standard; recharge ☒ ☒) ♦ Lightning			
Area burst 2 within 10; +12 vs. Fortitude; 2d10 + 8 lightning damage the target slides 3 squares.			
Promise of Storm (minor; encounter) ♦ Lightning, Thunder			
Personal; until the end of its next turn, the genasi stormmaster deals an extra 1d8 damage with a lightning or thunder power it uses.			
Thunderclap Rebuke (immediate interrupt; when hit by a melee attack; encounter)			
The attacking creature is pushed 5 squares.			
Alignment Unaligned		Languages Common, Primordial	
Skills Arcana +14			
Str 10 (+4)	Dex 11 (+4)	Wis 16 (+7)	
Con 17 (+7)	Int 21 (+9)	Cha 13 (+5)	
Equipment longsword			

GENASI STORMMASTER TACTICS

The genasi stormmaster is a melee combatant who uses its sword to enhance its controller abilities. The stormmaster approaches its enemies, opening the combat with the *storm sword* power. If distant enemies are on the battlefield, the stormmaster uses its *wrath of the thunderstorm* to move enemies into position for further attacks.

GENASI TEMPEST

A genasi tempest has learned to manifest two elements at once. This particular tempest has a dual manifestation of earth and water.

Genasi Tempest		Level 8 Skirmisher	
Medium natural humanoid		XP 350	
Initiative +11		Senses Perception +5	
HP 89; Bloodied 44			
AC 22; Fortitude 20, Reflex 21, Will 20			
Speed 6			
⊕ Rapier (standard; at-will) ♦ Weapon			
+13 vs. AC; 1d8 + 5 damage.			
⊕ Rush of the River (standard; recharge ☒ ☒ ☒) ♦ Weapon			
+13 vs. AC; 3d8 + 5 damage, and the genasi tempest can shift up to 2 squares before or after making this attack.			
↖ Earthshock (minor; encounter)			
Close burst 2; affects one creature in burst that is touching the ground; +13 vs. Fortitude; target is knocked prone.			
↖ Thundering Earth (standard; encounter) ♦ Thunder			
Close blast 3; +11 vs. Fortitude; 2d10 + 4 thunder damage, and the target is pushed 2 squares.			
Pity is for the Weak			
The genasi tempest deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.			
Swiftcurrent (move; encounter)			
The genasi tempest shifts up to 6 squares over ground or liquid terrain, taking no penalties for squeezing. The genasi tempest can move through enemy spaces, ignore difficult terrain, and take no damage if the surface it moves across would normally deal damage to it.			
Alignment Unaligned		Languages Common, Primordial	
Skills Acrobatics +14			
Str 13 (+5)	Dex 20 (+9)	Wis 13 (+5)	
Con 17 (+7)	Int 12 (+5)	Cha 17 (+7)	
Equipment leather armor, rapier			

GENASI TEMPEST TACTICS

A genasi tempest tries to gain combat advantage when possible. If it cannot flank its targets, the genasi tempest uses its *earthshock* power to knock a target prone, and then uses *rush of the river* to approach

the target and strike, or (if the target is more than 2 squares away) uses *swiftcurrent* to cross the battlefield safely as a move action before making its attack.

ENCOUNTER GROUP

The following is a sample group of genasi cultists of Tharizdun. It represents a small cell of cultists that might operate in any small town or city, including the stormmaster leader of the cultists, his tempest followers, and an elemental emissary from their hidden masters (a bloodfire harpy).

Level 8 Encounter (XP 1,850)

- ♦ 1 genasi stormmaster (level 9 controller)
- ♦ 1 bloodfire harpy (level 9 soldier)
- ♦ 2 genasi tempests (level 8 skirmisher)
- ♦ 2 genasi flamechasers (level 6 artillery) ☼

About the Author

Rodney Thompson is a game designer at Wizards of the Coast, Inc. His previous design credits include the *Star Wars Roleplaying Game Saga Edition*, *Starships of the Galaxy*, and *Knights of the Old Republic Campaign Guide*.