

# Legendary Abilities

## Fated

**Summoner:** By expending all your actions for a round, you may create a Minion anywhere within your [Melee] range. The Minions you create this way are always one level lower than you. These Minions die when you die, and collapse completely into dust, bones, or clay at the end of the [Encounter].

## Immortal

**Scourge:** With a gesture and a breath, you can annihilate most mundane objects. As a move action, you may fire a 45 ft cone that destroys most mundane objects and materials. This allows you to sear a path into the earth, blow away bridges, level hillocks, and decimate city streets like Godzilla on cocaine. Characters caught in this blast take [Fire] damage equal to your character level and are set [On fire].

**Emplaced:** With a week of effort, you can blend into the scenery, in a literal sense. By rendering yourself completely immobile for at least a week from the time you finish digging in, you gain an extra standard action every turn while you remain immobile.

**Colossus:** You're so big you're part of the terrain. Only [Flying] creatures or those that possess a climb speed can attack you, and you occupy 16 contiguous spaces in a single configuration of your choice. To be attacked, opponents must get up on one of those squares, and each square of you costs double to move through. However, opponents or allies on your squares are carried with you when you move. You gain Ruinous Charge as a bonus feat.