

Elementals

Creatures infused with one of the classical elements, either through a bloodline, exposure to strange magic or some other means, are transformed by that influence and granted a measure of power over the element. While the transformation is not a drastic enough change to make them count as a different race, these individuals nevertheless possess a drastically altered appearance to match their array of elemental abilities.

Characters with these tracks have the [Elemental] type in addition to any other types they may have.

Air Elemental

Creatures with a connection to the element of Air tend to rush into things, but that does not mean they are unprepared! Their vast array of elemental abilities gives them more than enough power to toss aside anyone foolish enough to stand in their way.

1st Circle – Gust^{SLA}: As a standard action, you unleash a small but powerful burst of wind against one creature within [Medium] range. The gust deals damage equal to your character level + Key Offensive Modifier, and reduces all of the target's move speeds by 5 ft. This penalty stacks and lasts for one [Round] per circle of Air Elemental you possess.

2nd Circle – Pressure^{SU}: Air Elementals create an area of heavy pressure around themselves. Enemies within your [Melee] range take damage equal to your Key Offensive Modifier at the end of your turn. Being damaged by Pressure automatically reveals a character using the Stealth skill, and you cannot use the Stealth skill while using Pressure. You can turn Pressure off or on as a free action.

3rd Circle – Fly^{EX}: You gain a fly speed of 60 ft.

4th Circle – Whirlwind^{SU}: Once per [Encounter] as a move action, you can conjure a powerful whirlwind, extending out to [Close] range. Each turn after the first, you can spend a move action to maintain the Whirlwind for that turn. It ends when you choose not to spend this action

or the end of the [Encounter], whichever comes first. While the Whirlwind persists, any opponents inside its area at the end of your turn take 1d6 damage for every circle of Air Elemental you possess, Fortitude save (DC 10 + ½ character level + your Key Offensive Modifier) for half damage. You can take actions as normal while in the Whirlwind. You may end the Whirlwind at any time as an immediate action.

5th Circle – Vacuum Wave^{SU}: Twice per [Encounter], as a swift action, you may move up to your fly speed. You may move through occupied squares and do not provoke attacks of opportunity at any point during this movement. Opponents in squares through which you move lose their next swift action.

6th Circle – Ominous Wind^{SU}: Once per encounter, as a standard action, you let out a 45 ft cone of air. Opponents within this cone are [Battered] for three rounds and are [Blown Away].

7th Circle – Hurricane^{SU}: Your whirlwind extends to [Medium] range.

Earth Elemental

Creatures linked to the element of Earth wield a great power, for the very ground on which they stand is their greatest weapon. They prefer to consider their options carefully before acting, and their adversaries should likewise think twice before engaging an Earth Elemental in battle.

1st Circle – Earthspike^{SU}: Once per [Round], you can spend a move action to deal damage equal to your character level + Key Offensive Modifier to each adjacent opponent via a burst of small spikes. This increases to enemies within [Close] range at level 10. This is a [Ground] effect.

2nd Circle – Earth Affinity^{EX}: You gain [Damage reduction] equal to your Constitution modifier (minimum 1). In addition, you ignore difficult terrain.

3rd Circle – Earthen Pull^{SU}: As a standard action, you may make a ranged attack against one [Flying] target

within [Medium] range. If the attack hits, the target loses [Flying] and the ability to fly until the end of the [Encounter] and is pulled to the ground, taking damage equal to twice your character level + Key Offensive Modifier.

4th Circle – Mass Driver^{SU}: A sudden, momentary rearrangement of gravitational fields hits your foe as hard as any hammer. You may make melee attacks at [Close] range. If your melee attacks hit a [Flying] creature, it loses [Flying] but not the ability to fly.

5th Circle – Striking Granite^{SU}: As a standard action, you may make a single melee attack. If the attack hits, you initiate a free bull rush against the opponent. You do not need to move with the opponent and can continue to push the opponent without spending a move action or moving. In addition, the opponent is knocked [Prone] at the end of the movement and is no longer [Flying]. You cannot use this ability if you are [Flying].

6th Circle – Gravity Well^{SU}: Once per [Encounter], as a standard action, you pull all opponents within [Close] range to squares adjacent to you, or as close as possible to adjacent in the event that all adjacent squares are occupied, then activate Earthspike as a free action. Opponents adjacent to you take double damage from the Earthspike.

7th Circle – Superior Earthspike^{EX}: Earthspike can now be activated as a swift action.

Fire Elemental

A creature in tune with the element of Fire can bask and flourish in conditions that few others can barely survive. Hard to pin down and even harder to take out, a Fire Elemental is a dangerous foe and a valuable, if somewhat volatile, ally.

1st Circle – Flame Kiss^{SU}: If you would take [Fire] damage, you are instead healed for half the damage you would have taken. Additionally, as a standard action, you may hurl a small fireball at any target within [Medium] range. This fireball sets your target [On fire] and deals [Fire] damage equal to your Key Offensive Modifier.

2nd Circle – Persistent Inferno^{SU}: At the beginning of your turn, you are healed one hit point per circle of Fire Elemental you possess for each creature [On fire] within [Close] range. This can never heal you more than twice your character level at a time.

Additionally, you may use Flame Kiss as a move action.

3rd Circle – Fire's Embrace^{SU}: Flame Kiss now heals you for all the damage you would have taken instead of half the damage. Additionally, you may use Flame Kiss as part of another move action, or instead spend a single move action to hurl two separate Flame Kiss fireballs at two different targets.

4th Circle – Firewalker^{EX}: If a foe is [On fire], they do not have the option of using a move action to extinguish the flames while you are adjacent to them. Furthermore, during any move action, you may transport yourself adjacent to any creature within [Close] range that is [On fire]. This counts as your 5 ft step for the round, and is not a [Teleportation] effect.

5th Circle – Unbearable Radiance^{SU}: At will, as a swift action, you can activate an aura of intense heat that affects all creatures within [Melee] range. Creatures who begin their turn in this area are set [On fire] and must make a Fortitude save (DC 10 + 1/2 your character level + your Key Offensive Modifier) or take damage equal to your character level and be [Fatigued] while they remain [On fire]. You can turn this aura off as an immediate action.

6th Circle – Sudden Inferno^{SU}: As a standard action, once per [Encounter], you can raise an inferno from nothing. This creates 7 pillars of fire, arranged as desired within [Medium] range. Each column fills a 5 ft square, and provides line of sight, but not line of effect, for you within that square. Any time you are within one of these columns, you may calculate movement paths and costs as though you occupied any of the seven pillars. Opponents who end their turns within 15 ft of a Sudden Inferno column take [Fire] damage equal to your character level + your Key Offensive Modifier and are set [On fire].

7th Circle – Sirocco^{SU}: The very wind of your passing becomes a wake of cinders and devastating heat. You may opt to leave behind a trail of fire any time you move, as long as the movement does not occur by [Teleportation]. Your fiery wake takes the form of a billowing wall of flame, filling each square you pass through and stretching to terrifying heights that even [Flying] creatures cannot reach. These walls persist for the duration of the encounter. Creatures who enter a wall or start their turn inside one take [Fire] damage equal to your character level and are set [On fire].

When moving between the pillars of fire created by Sudden Inferno, you may draw your trail as though you had actually moved through the intervening distance. However, while this makes it easy to criss-cross the battlefield with fire, characters only take damage if they actually pass physically through your fire walls. Thus you can't just jump back and forth between pillars to heal yourself with the [Fire] damage.

Water Elemental

A Water Elemental creature is a slippery fighter that's tough to pin down. Water Elementals win fights through attrition, battering their opponents about while avoiding retaliation.

1st Circle – Agile Sea^{EX}: You ignore difficult terrain and can take two 5 ft steps per [Round], but only if they are in the same direction.

2nd Circle – Hungry Ocean^{SU}: As a standard action, you make a single melee attack. If it hits, it does normal damage and reduces the target's maximum hit points by 1 point per your character level until the end of the [Encounter]. You heal hit points equal to the maximum hit point reduction plus the damage dealt.

3rd Circle – Mist Aura^{SU}: You can spend a move action to summon a veil of mist that fills all squares within [Melee] range. This effect is an emanation centered on you. The veil lasts until your next turn and makes all creatures within [Concealed] to all creatures within it. You ignore the [Concealed] condition granted by Mist Aura to any enemy. You may sustain the Mist Aura by spending a swift action at the start of your turn. If you

choose not to do so, the mist ends at the end of that turn and may be reactivated with another move action.

4th Circle – Tidal Wave^{SU}: You transform into a wave of water. As a standard action, creatures in a 30 ft cone in front of you take 1d8 cold damage per your character level, and are [Knocked down]. A successful Reflex save (DC 10 + 1/2 your character level + your Key Offensive Modifier) halves the damage and negates the [Knocked down]. You reform in any unoccupied square within the cone.

5th Circle – Thickening Mist^{SU}: Opponents within your Mist Aura treat those squares as difficult terrain even if they are [Flying].

6th Circle – Maelstrom^{SU}: Once per [Encounter], as a standard action, you can summon two vortexes of elemental water within [Medium] range, each of which has a 60 ft radius and counts as difficult terrain for all other creatures. While the vortexes are active, you may move from any square within the effect to any other square in the effect, as a move action, regardless of distance. This movement never provokes attacks of opportunity.

Opponents who begin their turn in the area of the vortexes must make a Fortitude save (DC 10 + 1/2 your character level + your Key Offensive Modifier) or be moved 30 ft towards the center of the vortex. A creature who fails this save is also unable to benefit from effects with the [Teleportation] descriptor until the beginning of its next turn.

At the end of the [Encounter], the vortexes shrink to nothingness and release anyone still caught inside them.

7th Circle – Frozen Abyss^{SU}: Your Mist Aura now extends to [Close] range. You may activate it as a swift action instead of a move action if you wish, and can maintain it as a free action.