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Elementals in Legend are a mixed bag, capable of covering a wide variety of archetypes. This guide will address how to effectively utilize various combinations.

## Elementals

### Air elemental

Air elemental can function as your primary offense, or as support. It focuses on auto-damage; no saves ,no attack rolls, just direct damage. It also serves to hinder your opponent’s move speed, and target large areas. As a secondary aspect, it increases your mobility somewhat.

Circle 1: Gust provides a solid offense at low levels. Level+KOM is less damage than an elementalist’s burst or a weapon attack, but it is autodamage. Even if you have other offenses that you prefer, gust can be a good way to strike at high defense characters that would otherwise shrug off your attacks, and the movement speed penalty is icing. As you progress in levels and can throw extra attacks into it, the damage can remain respectable and the movement speed penalties can become significant. It is also worth considering that your iterative attacks are less likely to hit than your normal ones, so a martially inclined air elemental can make their normal and [bonus] attacks at full potency, then throw their iteratives into a gust attack. It has a pretty decent range on its own, so coupled with its movement speed penalties you can try for a fast, kiting approach, keeping out of reach of opponents.

Circle 2: Pressure provides more autodamage. However, as gust is a SLA, it does provoke attacks of opportunity, so you don’t generally want to hang out in melee range if you are planning on using gust a lot. The anti-stealth aspect of it also has a lot of uses. If you suspect there are opponents hiding, you can flush them out. melee range extenders are a useful pairing to get more area, and possibly allow you to get enemies in your pressure while still being far enough away to use gust.

Circle 3: The flight is flight, and saves you from getting it someplace else. With your ranged SLAs you don’t need to worry about being in the same movement mode as your opponents, and you are probably best off being in the opposite mode. Pay attention to what the enemies and your allies are doing - just because you can fly doesn’t mean you always have to. Pressure, despite being tied to your [melee] range, is a spread, and hence will hit people regardless of their movement modes, so you can still get the full benefit of your air elemental abilities while avoiding enemy movement modes.

Circle 4: Windstorm is an excellent ability. You gust can now be AoE to everything in [Close] range, which can greatly extend your damage output. Sacrificing attacks to gust can really pay off now, as you can be damaging and slowing many enemies at once. On top of this, you can also gust as a move action, so you can stack more gusty goodness on top. At this point, it is easy to use gusts as your secondary offense, as they are an excellent move-action ability. You can still operate at [Medium] range if you want to stick to single targets (or if there is only a single targer, no reason to stay close to the lone boss), but you can be a terror against groups.

Circle 5: Vacuum wave provides a useful swift action movement. That by itself is handy, but this also avoids attacks of opportunities, making it very useful for a quick escape. Swift actions are extremely useful, so knocking out an opponent’s is a useful side effect. If you have enough movement speed to go through several enemy’s squares, this becomes a clear advantage in action economy.

Circle 6: Ominous Wind is a very useful ability. No additional action cost, as it augments one of your core abilities. As an air elemental, you really should be gusting at some point, or you are missing out on the heart of this track. So, this becomes a large AoE [battered]/[blown away] combo. Shut down enemy healing, knock them around, give yourself some space, shove enemies into dangerous things, and its free once per [Encounter]

Circle 7: Hurricane takes your gusts and turns it up to the next level. No more deciding between long range, single target sniping or up close AoE. You just hit everything around you. Period.

Good combinations:

Lich works very well. You are using a lot of abilities which trigger the healing, and hellfire empowerment to increase the range of gust is great. you will get [medium] range area gusts at 4th circle, rather than 7th, and by 7th you are hitting everything out to [long]. The [long] range single targets in between are also useful.

Just Blade: Gust is a valid target for channeling, dealing level+KOM extra damage. Not exactly the most heavy hitting ability, granted, and just blade likes its own move actions, but you can switch between gusts and just blade abilities as the enemies demand. You can also pull off an arcane brtual 3 weapon which will also augment your gusts, and you can sacrifice iteratives to fuel extra gusts. Between your movement speed penalizing and yanking opponents back, you can make it hard for people to escape you.

Destruction: boost your melee range, inflict pressure, whirlwind and cleave through things, and then turn those leftover single attacks into gusts, and turn yourself into an AoE machine, with a nasty combination of melee range effects.

Swashbuckler: making your single attack, then burning the rest for a powerful gust is a great way to kick off your once more! chain. The swift action movement is also useful.

Acrobatic Adept: It is certainly thematic, but more importantly, immunity to attacks of oppurtunity. You now have no fear of getting up close and personal while using gust and pressure at the same time. It does make the swift action move less special, but it has enough going for it besides that to make it still useful. The [Bonus attack] is also useful, either to fuel gust or to add another strong main attack, as you see fit.

Rime wand: This functions very similarly to gust, allowing you to sacrifice an attack to get level+KOM damage to a target. If you are already commited to sacrificing attacks for autodamage, This lets you sacrifice two attacks for 2xlevel+2xKOM damage to a target, rather than level+2xKOM. You do lose out on the movement speed penalty, and later the multitargeting aspect, so its not always ideal, but for single target damage it is a boost. If you have an [Arcane] [Brutal] weapon, then the extra damage would apply both to the gust and the Rime wand, which further increases the single target damage it allows you.

### Earth elemental

Earth elemental is a mix of defensive and offensive abilities. It can add support damage, increase your DR, let you make long range attacks, counter aerial enemies, and toss people around.

Circle 1: Earthspike is a solid move action autodamage. If you don’t have other demand on your move ations, you could go far worse than using earthspike. The area is modest at first, but gets to be respectable. It is a [Ground] effect, so it does hit [burrowing] creatures, but fliers are immune. Luckily, you will be able to counter fliers.

Circle 2: Earth affinity provides [Damage reduction] equal to your con. This is just begging for a high con, vigor trained character, for a total of 2xCON DR. That is nothing to sneeze at.

Circle 3: Earthen Pull is your first anti flight ability. It has a decent range, but doesn’t deal all that much damage. However, it will allow you to completely knock out their flight, which can be a useful opening for an earth elemental, esp. if you are dealing with a single opponent. The ability to ignore things that make you fly is interesting, and has some useful cases, but it probably irrelevant most of the time.

Circle 4: Core Principles offers an interesting choice. Digger’s instincts is [Tremorsense] with [Burrowing]. You can get a decent level of protection from burrowing, and earthspike can still hit everything, while tremorsense lets you see things still. Mass driver is great for melee characters, as they can now swat fliers out of the sky, and reach really far. Swat them out of the air, then earthspike them. earthen pull is still useful if you need them to stay down, but mass driver augments martial abilities far more.

Circle 5: Striking granite gives you some solid battlefield manipulation. If you got mass driver, you can now reach out to people within close range and shove them around to new places. Knocking them prone makes it a great start, so you can follow up the rest of your attacks against those delicious prone penalties. Its basically a free combination bull rush+trip. Sadly, its not that useful for spellcasters looking to this track for some durability.

Circle 6: Gravity well is handy if you have other effects that trigger against adjacent opponents. It seems like a good precursor to earthspike, but earthspike would already hit everything effected by it.See if you can find other things to do to the people you pull- establishing dangerous areas they will get dragged through, for instance. Teamwork can also be beneficial, as an ally could help create those zones, or followup with an AoE that hits them all now that they are conveniently clustered.

Circle 7: Superior earthspike gives you more flexibility in how you activate your earthspike. If you need to move into position first, this allows it easily. This may also help other tracks by freeing up your move actions.

Tracks:

Nearly any martial track will benefit from earth elemental’s boosts.

Destruction: While this sounds like a good combo, it is still tied to [melee] range in particular, so the mass driver does not augment it, and the drive to get within [melee] range to use it negates a lot of the benefit of mass driver. If you don’t take mass driver, then it is not particularly problematic, but it still doesn’t have much notable about it.

Path of the Ancestors: Con/Vigor synergy here. Very defensive combo, not sure what else to say.

Discipline of the Serpent: Serpent likes to tie people into knots in melee. Earth elemental likes to do melee at range. Combat maneuvers out to close is a really nice combo, and monk has Con KDM, so there is stat synergy as well. Also makes Striking granite more effective, due to boosted DCs, though it doesn’t trigger any of monk’s goodies for successful combat maneuvers. It probably removes your need to trip, giving you more leeway to use the other maneuvers.

Utter Brute: Con KOM works wonderfully with the DR. General martial synergies as well. Mass driver means you can skip the +reach options, the extra hp is nice.

General:

[Greater Resistance] physical to deflect axes with your face.

Feats:

Towering: towering combos well with earth elemental. You get lesser resistance to things on the ground, and get to knock everyone out of the air.

three body collision: you get free bull rush attempts, may as well use them to get extra damage

justice,blind can add damage to your mass driver attacks. Sacrificng an attack one round to get the +level bonus to your next attack can be used to make sure your earthen pull hits next round.

Dartmuth secret: This will switch both your track’s con bonus to DR to int as well as your normal/vigor bonus. You get just as much DR as a con based character, but using a stat which is (presumably) better for your build. You can use multiclass flexibility for other stats, but then you are lacking the doubling up that con gets. Useful for constructs, if you want to make a golem.

Legendary abilities:

Earthspike is an AoE, so it is subject to expantion by the [Bigger] line of effects.

You are already resistant to physical damage, so picking up woldhewn and its later ability to stave off energy damage can force opponents to attack your strong defenses. Taking indestructable can fortify your physical defenses further, but taking both it and titan will render the con DR pointless.

### Fire elemental

Fire elementals are primarily about dealing damage and setting everything on fire. It is easy to combine it on many types of builds for that extra oomph, and its ability to heal from fire damage can also make it a useful healing track.

Circle 1: Flame kiss is not very exciting at circle one, as it is a standard action. It does have good range and the burning effect is significant at this level. Compared to Gust, it is less initial damage, but the burning damage makes up for it at first. However, the ability to heal from fire damage is very useful. There are numerous ways to exploit this, such as fire AoEs, or having allies with fire weapons.

Circle 2: Persistent Inferno kicks flame kiss off properly, moving it to a move action. This frees your standard actions for whatever else you want, and moves fire elemental to a supporting role. Healing based on burning creatures will reward your use of flame kiss if you stay within close. In general, you need 6 creatures burning to max out the health gain, as circles are ⅓ level and you max out at 2x level healing.

Circle 3: Fire’s embrace makes your healing from fire damage 1:1, making it a very effective avenue of healing at this point. Flame kiss also reaches its full power, being useable as part of a move action, or twice as a single move action.

Circle 4: Firewalker gives you some tactical abilities. You can set people on fire with flame kiss, and then not!teleport to their location, retaining mobility as you spew fire everywhere. Removing the ability of opponents to put themselves out is quite significant due to how burning grows. At this level, it may be ignorable at first, but look at the cummulative damage per round:

1:1d4

2:3d4

3:6d4

4:10d4

5:14d4

6:19d4

7:25d4

It can build to some significant damage when not dealt with, and since it is a move action to put it out, if they spend their move action getting away from you, then they don’t have a move action left to put it out, and you can be right on their heels for next round. There are ways around this, of course; anything that lets you move without a move action, for instance. Still, this requires significant effort on your opponent’s part to deal with, which is effort not spent trying to kill you.

Circle 5: Unbearable Radiance: building on your newfound desire and ability to stick close to enemies, your melee range is now very unpleasant. Character level damage, [burning], and save based [Fatigued] is a very nice combo. This also provides more reasons for enemies to try to put out their [burning], and more reason for you to not let them.

Circle 6: Sudden Inferno: Suddenly, everything is on fire. blaze markers create a bunch of areas that deal damage to opponents, inflict more delicious burning, and allow you easy navigation across the board. Consider the terrain carefully when placing them. If you can cover an area with them it can be a significant hazard, whilst spread out ones make it easier for enemies to avoid them but give you more freedom to move between them. Moving through the areas is fine for enemies as long as they don’t end their turn in it, so you can make intentional clear spots to lure enemies to certain squares.

Circle 7: Sirocco leaves wonderful walls of flame everyplace you go. This synergizes wonderfully with sudden inferno, as you can very quickly moved between those spots and cover the battlefield in a net of fire. A high movement speed helps you cover more squares. Abilities to move targets can allow you to toss them through walls of flame. You can also run through them yourself for extra healing.

Tracks:

Fire elementalist: The obvious combo, but effective. Fire burst comes with immunity penetration, allowing you to deal with other fire elementals, and the swift actions for the extra bursts are generally free from this track. Forced Vulnerability is the clear choice, as you are already immune to fire, and you are inflicting fire damage left and right. Fireball is a good choice, and you can drop it on yourself for the healing power, and later on the forced movement from it can shove guys through your sirocco effects. The fire elementalist effects also inflict more burning, making it even easier to reap the full benefits of persistent infero. Fire wall gives you a solid battlefield control option and can add onto the massive amounts of damage areas you will be creating, or you could pick elemental shield for more damage and protection. Evoker’s wraith will let you rain down fire on everyone, fire mastery will help all of your abilities pierce resistances(which really are something you need to worry about), and fire rift can cover even more ground with fire. A triple-overlapped rift with ember and blaze tokens in it with a fire wall, with you standing in it, will be an extremely unpleasant place for other creatures.

Path of the Ancestors: This can increase the healing you get from fire effects, which can add up quickly if someone is attacking you with a [fire] weapon. training vigor can increase this even more, and the free use lets you keep your partial moves free. This is more useful than it typically is, as it is easier to get hit with many instances of fire damage.

Shaman spells: The vulnerability inflicted by the shaman spell lasts for the entire encounter, the uses should be obvious. Plus, plenty of fire spells of its own to add into the mix, and to hit yourself with. Fire elemental works excellently as a shaman’s path on a straight shaman, using move actions while you spend your standard and swifts doing typical shamany stuff.

Combat Alchemist: Due to its love of move actions, it is probably not best to have it on the same character, but as a teammate it can be very useful, esp. the brews to inflict vulnerability. painter’s comfort can provide a low level of healing for you-more with vigor+ancestors. If you use the full move action fire kiss you can even accept brews to use. Also, equivalent exchange can change your foe’s energy attack into fire damage, co-opting it into healing.

Serpent: Pushing blow+sirocco. Create areas of doom, toss enemies into it, then grapple and trip them so they stay there, and get stuck to you while burning. You love being in the center of an inferno, your opponent probably doesn’t, so holding them there works wonders

Dervish: War dance+ fire elemental = disco inferno. That is all.

Crane: Extra movement speed is useful for sirocco, and swift->moves can be used for more sirocco or more flame kiss.

Dragon: Lets you spew fire at everyone while you claw them to death. Very dragonlike.

Vigilante: Brutal kick lets you get around while leaving your move actions free for flame kiss. movement speed bonus synergizes with this for strong sirocco synergies.

Mounts: Turbo works great with sirocco, giving you double the movement distance for the round. The item to charge twice can also combo with this to very quickly cover a large area in flame.

artifacts: bittersea depths can make irresistable siroccos. Sirocco can be a lot of damage, but it gets hit by restances hard.

### 

### Water elemental

Water elementals offers a ton of mobility. Not so much speed, but certainly mobility, between extra 5ft steps and directly shifting your location, as well as offering a hindrance to your foes’ movement. It generally has a light action cost, and so can mix onto many builds easily, while also offering some latter offensive power of its own.

Circle 1: Agile sea starts you out with extra mobility. An extra 5ft step is not much from a speed perspective, but it does offer a significant amount of mobility, esp. since you can use it on turns you want to move. You can step out of someone’s reach, then move freely, or close that last square against someone with reach on you. The difficult terrain part also increases your mobility. To top this off, you get a [Swim] speed, which, again, is more mobility.

Circle 2: Hungry ocean is a great boost to just about anybody. You do have to take offensive actions to trigger it, but that is hardly a stretch. Martial characters get it on their attack, spellcasters get it on their spells, and everyone is happy. This also gives you some nice healing ability. If you have a low-damage ability(less damage than the hungry ocean hp reduction), opening with it can allow hungry ocean to deal more hp reduction than it does damage, getting you a small damage boost.

Circle 3: Mist aura is flexible in which action it takes, and is a nice group buff. You are [concealed] in it, your allies are as well, but not your enemies. Mmmm, delicious miss chance.

Circle 4: Surfing grants you even more mobility. Movement to within close as a rider effect on your mist aura is very handy. You should be able to slip out of many tight spots with it. Tidal wave is a solid standard action AoE, which can knock down your opponents and give you extra movement.

Circle 5: Thickening mist hinders your opponent’s movement, and hence grants you a further mobility advantage.

Circle 6: Maelstrom both hinders your opponent’s mobility and increases yours. Placing them far apart can help you cover a lot of distance, and enemies getting sucked into the center of them will mess up their plans. Maelstrom is probably most effective if you can put something nasty in the center for people to get sucked into, otherwise its just movement hindrance.

Circle 7: Frozen Abyss extends your mist aura out to close, making it a much more credible hinderance, and its a free action to use, which in turn makes surfing free, so yay, more mobility.

Tracks:

Utter Brute is good for hp reduction stacking.

Swashbuckler benefits from the extra mobility and movement. Hungry ocean of course applies, but the extra 5ft step is useful for snagging once mores, and the surfing movement helps them get an attack while still allowing their normal 5ft step to apply, and open up dancing enchantments.

Wildborn mixes well, you are generally free to use tooth and claw, and it can further hinder opponent’s movement, further securing a mobility advantage. The movement hinderance can also help keep enemies stuck in maelstrom.

Arcane Secrets or Tactician spellcasting can give you battlefield control to complement your mobility

Bag of tricks can give you surgical precision, which can do cool things with tidal wave. Besides reshaping it to hit more opponents, you get to move to within the new area. The length of the cone is the range, so you can’t get more movement... but you could move someplace other than in the area of the cone, so you could nail a bunch of enemies and then jaunt off to wherever you please. Bait and switch is also handy, as you can use your mobility to get into position, then move a less agile ally there, or conversely swap places with someone who is in a jam, then slip out.

legendary:

The mist aura is subject to the Bigger line, which can turn into a significant suppressive force once thickening mist hits. Tidal wave would also be affected, which can mean further movement.

### 

## Paraelementals

Paraelementals possess two elemental tracks. This opens up a lot of potential synergies, but also carries some risk of conflict.

### Air/Earth

Sandstorm Elemental

Circle 1: At low levels, you will use your moves to earthspike and your standard actions to gust. Since earthspike is adjacent and gust provokes, you will generally want to 5ft step away after the earthspike. You should also decide if you want to invest in martial skill or not. As with air elemental, you can go full gust offensive, or use gust to augment martial skill. Keep in mind that earth elemental can boost the martial skill as well.

Circle 2: As pressure and your DR come active, your durability improves as well as your nastyness to be next to.

Circle 3: Next you get flight and earthen pull. This can be a potent combination, as you can fly, then ground anyone who likes to melee you.

Circle 4: Windstorm and core principles are next. Here you need to decide, do you want martial prowess? If you do, grab mass driver and enjoy raining melee attacks from the air while you swat other people down. Sacrificing iteratives to gust will often be appealing, due to the area it hits, and you can choose between earthspike and gust as your move action as the target availability and nearness demands. If not, pick up digger’s instincts. The tremorsense is useful, and you now have the choice of flight or burrow. Earthspike is more useful when burrowing, but you also shut down a lot of your air elemental abilities. Pressure will still work while burrowed, however.

Circle 5: Striking granite helps out if you are doing martial, but otherwise will go unused. Vacuum wave fits comfortably alongside earth elemental with no action conflict.

Circle 6: Gravity well and vacuum wave are actually synergetic. You can gravity well enemies next to you, move action to earthspike them(or move action to gust them first, whichever you prefer), then use vacuum wave to get away. And, since they are all next to you, it is possible to move through all of them and suck up their swifts. Ominous wind will work on whatever gust you find time to throw out.

Circle 7: Superior earthspike and hurricane let you fully unleash your abilities. You can now earthspike with your swift, gust with your move, and hit everything in medium with it, then continue with your prefered standard actions. At this point you have 3 autodamage zones, at medium, close, and melee, so it becomes progressively more painful to get close to you.

### Air/Fire

Smoke Elemental

Circle 1: Flame kiss and gust conflict initially. Flame kiss will do more damage due to the burn at first, and the fire healing is useful. However, if an opponent doesn’t put out their [burning], you can hit them with gusts to fan the flame, I mean get more damage and penalize their move speed.

Circle 2: Persistent inferno lets you use gusts with your standard and flame kiss with your move, letting you get both tracks going. Pressure fits in nicely, giving its autodamage near you.

Circle 3: Fire’s embrace gives you the double flame kiss and proper healing, and air elemental gives you flight, so a nice increase in ability.

Circle 4: Windstorm and firewalker are both solid boosts. windstorm makes your gust definitely better than a flame kiss, so use your moves to gust and your partial move for the extra flame kiss. Firewalker lets you follow up with the movement, helping with the mobility and making it easier to engage pressure, and later unbearable radiance

Circle 5: Vacuum wave and unbearable radiance are both swifts, but of occasional use so there shouldn’t be any problems. Unbearable Radiance+pressure means that your melee range is mighty unpleasant. you have this oppressive hot air around you, the full force of the desert. Vacuum wave retains its standard uses. Also note that if an opponent is prone, and you vacuum wave them such that you end next to them, they can’t stand as their swift, and so must use their move to stand, meaning it won’t be available to put out their burning, and they are still next to you so they can’t even continue laying on the ground in order to put it out.

Circle 6: Ominous wind and sudden inferno come next. Ominous wind provides its normal uses, but now, it can be used in conjunction with sudden inferno! If you put the sudden inferno areas behind opponents, you can blow them into it. This works best if you use the ominous wind afterwards, as you could drop the sudden inferno on them directly to start.

Circle 7: Sirocco hurricane are where things really get going for the combo. Sirocco is very synergetic. Ominous wind can now be used to blow many enemies through your walls. vacuum wave lets you put walls directly over your enemies, or even circle around them without AoO to force them to walk through a bunch of it to escape, barring abilities of their own.

### Air/Water

Mist elemental

Circle 1: Agile sea works alongside gust to help you keep clear of enemies who would take AoOs.

Circle 2: Hungry ocean+gust may actually net more damage from hp reduction than the base gust, depending on your level and amount of investment in the gust. For instance, at level 20, I’d expect the move action gust to do about 29 damage, while the hp reduction is 40. You can leverage this by opening with the weaker gust to get more damage. The ability to disentangle yourself from foes and re-entangle with water elemental abilities makes it easier to gust and hit enemies with pressure on the same round without AoO.

Circle 3: Mist aura and flight kick in next. Nothing notable about this combination.

Circle 4: Surfing, tidal wave and windstorm. You are suddenly an AoE machine. Tidal wave and surfing can be used to keep you clear to activate gusts, with swift action for surfing allowing maximum freedom to use gusts. Hungry ocean is 90 damage at 20, a full standard action gust is 56-64. So, depending on the saves of your opponents, their positioning, and your need to relocate, either gust or hungry ocean can be a good option.

Circle 5: Thickening mist and vacuum wave give you a new mobility advantage. Vacuum wave is extra mobility to complement the water elemental’s mobility, and it opens up additional ways to move while using your move actions for mist or gusts.

Circle 6: Maelstrom works nicely with gust, as the movement speed penalties you are piling on make it harder for opponents to leave. at 7th circle, 40ft reduction in speed means they need at least 100 movement speed to escape the maelstrom if they fail their save and are subject to its difficult terrain. Ominous wind can be used to blow people who did escape the maelstrom back into it.

Circle 7: Frozen abyss is great for action economy. If you were devoting your swifts to it before, now is a good time to find something to spend them on- a feat or item, perhaps, if you have nothing else. The widened mist aura also makes it easier to hit opponents with difficult terrain and keep them in the maelstroms. Hurricane is a nice area of effect bonus, as always.

### Earth/Fire

Lava/Magma elemental

Circle 1: Earthspike and flame kiss start out to give you a move and a standard offensive pair.

Circle 2: Persistent inferno and earth affinity then give you a solid defensive combo, reducing and healing damage you take. flame kiss is a move action now, so you have to choose between it and earthspike- which one is best will depend on the circumstance.

Circle 3: Earthen pull gives you a standard action to use, and fire’s embrace lets you flame kiss as part of a move as you earthspike. Fire elemental doesn’t really care if enemies are flying or not, so there isn’t any additional synergy with earthen pull.

Circle 4: Firewalker can help you earthspike. partial move to flame kiss someone, firewalk to them, then earthspike. Your earthspike will be extending to [close] around this time, which makes this less useful against a single target, as you could earthspike anything you can firewalk to, but it still lets you get closer to them, and perhaps get some more opponents in the area. Core principles presents its standard choice again. Flame kiss is targeted abilities, so burrowing is less appealing, but it comes down to whether you find martial attacks useful or not. The next fire elemental abilities coming up are area effects, and hence would work when burrowed, you just have to give up flame kiss.

If you take mass driver, you are a lava elemental. if you take digger’s instincts, you become a magma elemental.

Circle 5: unbearable radiance is always nice, and it works from [burrowed] for magma elementals. Striking granite is good for lava elementals. You can use the bull rush to pull people into your unbearable radiance.

Circle 6: Gravity well can also pull people into your unbearable radiance, and you can use sudden inferno to make the area even more dangerous. Both of which work on magma elementals

Circle 7: Superior earthspike allows you to get the double flame kiss out, if you so desire. Gravity well can pull people through your sirocco, which can be a lot of damage if you set it up right. Striking granite can also be used for tossing people through your walls. One maneuver you can pull is to move directly towards an enemy, then striking granite them through the fire you just left behind.

### Earth/Water

Ooze elemental

Circle 1: The extra 5ft step from agile sea can help you position yourself for an earthspike.

Circle 2: Hungry ocean can easily be applied to earthspike, or whatever else you decide to do. the damage reduction from earth affinity is a nice defensive boost to go with your mobility, though its difficult terrain ignoring ability is redundant.

Circle 3: Mist aura will work best as your swift most of the time, since earth elemental wants to use moves for earthspike. Earthen pull has no special synergies with water elemental.

Circle 4: Surfing, tidal wave, and earthen aspect make 4th circle interesting. mist aura and tidal wave are both AoEs, and hence would work perfectly fine while you are burrowing. Burrowing also fits with water elemental’s mobility focus. Surfing and tidal wave are also great for positioning yourself for earthspikes, as they let you get close to enemies without spending your move action. If you don’t like being surrounded, you can tidal wave next to enemies, earthspike, then surf out to a distance. This combination can let you get your full offensive suite out while remaining underground. If you are attempting a more martial character, then mass driver remains a good option, and you can use your mobility to keep a distance between you and your enemies while still using melee attacks.

Circle 5: Thickening mist and striking granite augment your existing actions. Thickening mist is a good combo with burrowing, as you can position yourself under the battlefield and create a zone of difficult terrain for opponents to cross, rather than a zone for them to enter to attack you. You can park yourself directly next to opponents to hinder their attempts to flee, and help lock them down. Striking granite is still great for martial builds, and gives you the ability to control your opponent’s position on the battlefield as well as your own.

Circle 6: Gravity well and maelstrom are both about pulling opponents towards a point. gravity well can be used to pull people into the maelstrom, and hence force them to deal with it. moving between maelstroms has an action conflict with earthspike, so it is not directly useful for positioning yourself, unless you have other abilities to get other move actions.

Circle 7: Superior earthspike allows you to earthspike with your swift action, just as frozen abyss removes the demand on your swift actions. Great action handoff here. The expanded area of the mist aura will improve your existing uses for it, and the free action cost makes it really simple to utilize.

### Fire/Water

Steam elemental

Circle 1: You can flamekiss and move around well. Nothing notable at this point, as flamekiss doesn’t care about being far from enemies.

Circle 2: Flamekiss then moves to a move action, and you get hungry ocean. hungry ocean works great on flamekiss, as it can take the KOM damage and up it to 2x level if you open with it. You can fully exploit this by targeting someone other than your primary target with the flamekiss, such that each one has its maximum impact, as as it is [hp reduction], it can’t be recovered from. Then, when you are ready to deal with them directly, they are softened up. Say you spend two rounds killing the first guy before you turn to the second. Two rounds of flamekiss, plus opening with another flamekiss on that round is 6xlevel hp reduction. the extra 5ft step can help you retain some mobility while using move action flamekisses.

Circle 3: Mist aura as a swift while using 2 flame kisses as your move is a natural way to combo these tracks, but don’t be afraid to do mist aura as your move and a flame kiss as the partial move if you have other demands for your swift actions. You have quite a bit of action flexibility here, so the best combination will depend on your specific build.

Circle 4: Surfing, tidal wave, and firewalker will give you awesome mobility on the battlefield. That can be 200ft of movement at level 20, without actually walking anyplace. tidal wave works nicely as this combination has no other innate use of its standards (except for flame kiss, ha ha right), but the rest of your build will determine how viable that actually is.

Circle 5: Unbearable radiance and thickening mist will make it unpleasant to be next to you, and hard to escape. You can use any of your mobility options to get right up next to an opponent, and force them to claw their way through your thickening mist if they want to get away.

Circle 6: Maelstrom and sudden inferno both are standard action effects which create zones on the battlefield that you can move between while hindering opponents. Have fun! You can put a sudden inferno in the center of your maelstrom to make it more dangerous. You can’t completely enclose a maelstrom with sudden infernos, but you can use them in conjunction for greater battlefield control. putting several next to each other along the edge of a maelstrom makes it much harder for enemies to get out of the maelstrom without landing in the inferno’s area, which can help keep enemies away from areas, or at least make it much less convenient.

Circle 7: Frozen abyss is good for hindering opponents as always, and comes with the typical action economy slacking. Sirocco can take advantage if the water elemental mobility, however, the surfing/tidal wave movements don’t fill the intervening squares, so you need to decide how best to leverage it. Filling a maelstrom with sirocco can be a potent combination, as people will take damage when getting sucked into it, then take the damage again as they try to walk out, possibly several times. Typical water elemental synergies with frozen abyss to help keep enemies in the maelstrom are still applicable for this.

## Polymentals

In general, a polymental will still be able to pull off everything any of the individual pairings could, though how to best integrate a third track may complicate things. conflicts are more likely, but they can be worked around.

### 

### Air/Earth/Fire

Drought elemental

Circle 1: Flame kiss, earthspike, and gust start you out with a wide variety of offensive actions. Earthspike is your move at first, and gust/flame kiss feature their normal tradeoff.

Circle 2: Persistent inferno moves flame kiss from conflicting with gust to conflicting with earthspike. Earthspike will probably be better if you have multiple opponents in range, or your target is already burning, whilst flamekiss will work better at range. pressure encourages you to get up close, while earth affinity gives you the durability to survive in close quarters.

Circle 3: flight offers its normal benefits, with earthen pull allowing you to ensure arial superiority, and fire’s embrace lets you flame kiss while you earthspike, or throw out two flame kisses if earthspike isn’t useful at the moment.

Circle 4: Mass driver or digger’s instinct is an important choice. mass driver fits most naturally, allowing you to make your initial melee attacks, then back it up with gusts. Gust becomes another option for your move, offering [close] range mass targeting. Pressure and earthspike work from underground, but flame kiss does not. This build can function like a magma elemental, but air elemental is not very happy about being [burrowed] (who would have guessed?), making it less appealing. Firewalker will help you position yourself for earthspikes/gusts, though moving next to opponents makes gusting harder.

Circle 5: Unbearable radiance stacks onto pressure to make your melee range very problematic for foes. Striking granite with mass driver can be used to bull rush enemies towards you, basically pulling them into the blast furnace around you. If you do this, you can do your gusts first to avoid the AoOs. Vacuum wave is not a good followup to that, as you want to remain next to them, but it could be used to move up to them if it fails.

Circle 6: Ominous wind, gravity well, and sudden inferno come in together. Gravity well and sudden inferno are both standard actions, but they are synergetic. Gravity well can pull everyone around into your blast furnace, and sudden inferno can be used to make the area even more inhospitable. Vacuum wave remains a good followup to penalize everyone’s swifts, and gust’s movement speed penalties can hinder those trying to flee your presence.

Circle 7: Improved earthspike frees up your move actions for flamekisses or gusts, and hurricane boosts your gust’s effectiveness nicely. Sirocco has many uses here. Ominous wind can toss people through the walls, and gravity well can pull them back through again. Striking granite is still a great option for tossing people through sirocco, possibly pulling them into your aura in the process. Vacuum wave now leaves fire trails, allowing you to directly harm enemies with it. You could Vacuum wave up through an opponent, then striking granite them back through the fresh trail.

### Air/Earth/Water

Erosion elemental

Circle 1: Gust and earthspike give you a standard action/move pairing for offense, with water elemental backing it up with mobility.

Circle 2: Earth affinity gives you toughness, pressure melee range damage, and hungry ocean boosts your existing attacks.

Circle 3: Earthen pull and fly can lock you into aerial superiority, while the mist as your swift action offers you cover.

Circle 4: Digger’s instinct isn’t very appealing due to its conflicts with air elemental, but mass driver remains useful. surfing lets you get up close for earthspikes, or position yourself optimally for windstorms. Standard mass driver/gust pairing is in effect here. Tidal wave has an action conflict with it, so you need to choose which is more useful to you in any given situation.

Circle 5: Vacuum wave lets you position yourself more easily,striking granite can combo on the mass driver attack alongside gust, and thickening mist hinders your opponents.

Circle 6: Ominous wind, gravity well, and maelstrom all move opponents around. Maelstrom can serve as a lockdown area, with the movement speed penalties from gust making it hard for opponents to escape. Ominous wind can blow people back into the maelstrom, or your can stand inside it and use gravity well. striking granite can also toss people into it.

Circle 7: Frozen abyss+gust= serious movement hampering for the opponents, which is great for keeping people locked into maelstrom. Superior earthspike lets you utilize your now-free swifts for earthspikes, and leave your moves free for more gusts. Hurricane acts as a general boost to your gusts, and helps you smear the movement speed penalties all over everyone.

### Air/Fire/Water

Climate elemental

Circle 1: This has the same balancing act between gust and flamekiss as smoke elemental. Water elemental offers its mobility advantage, allowing you to give yourself space for gust as you need it.

Circle 2: Pressure helps you do damage in melee, you can use water elemental’s mobility to back off to do gusts, then get back into melee range to inflict pressure. Hungry ocean is still a great bonus to flamekiss, and with flamekiss as a move action it can be done alongside your gusts.

Circle 3: Flight will suit you perfectly fine, with full ability to attack either air or ground. Fire’s embrace will be useful when your move action gusts kick in, until them its good for double flame kisses. mist aura can fill your swift action’s nicely.

Circle 4: Surfing is a useful mobility boost to get gusts and pressure without AoOs. Tidal wave conflicts with using attacks for gust, but retains tactical potency. Firewalker can also be very useful for getting back into melee range- a useful pattern can be to surf out to where you have space to work, activate your gusts, and end with a move action gust which you use to firewalk up to your target and hit them with pressure. windstorm makes using the gusts more appealing, to better hinder all of your targets, so being able to free yourself to use them is handy.

Circle 5: Vacuum wave requires you to drop your mist aura, unless you have extra swifts, but it is useful for maneuvering, if water elemental isn’t enough. Unbearable radiance further increases the benefits of maneuvering back to enemies after you are done attacking. Thickening mist makes it more challenging for opponents to leave the area. your melee rach is probably 15-20ft, base movement speed is 50, you can penalize it up to 30 with gust, half speed from difficult terrain and they may only make it 10 feet. If you bring everything to bear and they are not fast, you could prevent them from escaping your melee range- useful for keeping them burning, useful for slapping them if they try to provoke AoOs, it can be quite potent. It is far from reliable though.

Circle 6: Maelstrom can form the basis of your lockdown. Sudden inferno can spice up the area to make it more dangerous, and ominous wind can knock people back into it.

Circle 7: Sirocco is great for filling in the maelstrom, and for ominous wind to toss people through. Your gusts become much more potent, and mist aura no longer takes a swift. You may consider finding an alternative use of your swifts at this point. The larger mist aura will help a lot with lockdown.

### Earth/Fire/Water

Tectonic elemental

Circle 1: Move actions for earthspike, maneuver with water elemental, and slap things with flamekiss as your standard.

Circle 2: Earth affinity will help your durability, but persistent inferno outs flame kiss in conflict with your earthspikes. hungry ocean is still a good boost to flamekiss.

Circle 3: Partial move flamekisses move then out of the action conflict. earthen pull offers you a standard attack, and mist aura offers you more protection on your swifts.

Circle 4: Surfing offers you mobility to close for earthspikes, as does firewalker. Either choice for core principles can work. Digger’s instinct precludes flamekiss, but most of your abilities are AoE. This also makes tidal wave more viable as a regular attack. Mass driver is good if you prefer a more martial approach to your attacks, but even then your upcoming abilities take a lot of standard actions.

Circle 5: Unbearable radiance makes it more appealing for you to get enemies close to you. Striking granite can be used to pull them in close, or you can use tidal wave to position yourself. Thickening mist helps keep opponents there.

Circle 6: Maelstrom, as always, offers you battlefield control and lockdown, and sudden inferno can spice it up to be more dangerous, while gravity well can pull enemies back into it.

Circle 7: Sirocco can further make the maelstrom deadly, and frozen abyss can help keep people trapped in it, while freeing your swift for superior earthspike.

## Omnimental

### Air/Earth/Fire/Water

You are the avatar, a raw incarnation of elemental power, the essence of nature itself. All of the elements are at your beck and call, and you can bring forth the very environment around you to attack your foes. Your are the omnimental, the pinnacle of elemental wrath.

ways to become an omnimental:

The easiest way is to start with the elemental pony race from the [My Little Legend](http://www.ruleofcool.com/wp-content/uploads/2011/12/My-Little-Legend.pdf) supplement. Don’t worry about it being a pony if you are not so inclined, it is easily refluffed as a basic elemental. Then take the shaman class. Trade out incantation or spellcasting for your racial elemental track, then use shaman’s path for the second. Multiclass your third track to the third elemental, and use full buy in to get the last. You can put the tracks in any combination of speeds you want.

You can also use guild initiation in place of either shaman’s path or the racial track, but if you are the race there is no reason not to take the shaman’s path, and if you are a shaman you want the race to get a good BaB. Unless you have a specific reason not to, just do the first method, as the second costs a feat and will probably give a worse basis.

ideally you will have Dex/Con as your primary stats. Con for earth elemental’s DR, which will synergize with Con DR from vigor. Dex for deft strike, which, as I’ll elaborate on, is extremely useful.

#### General overview:

Omnimentals have a lot of versatility. Their 4 tracks are diverse and give a good mix of capabilities and defenses. The price of this versatility is that they can’t do everything at once. There is no simple pattern to using an omnimental, not prescribed sequence of actions, anymore than there is a specific set of spells for a tactician to use. The capabilities of your foes, how many there are, the terrain at your disposal, your own team, and your goals will all influence how best to utilize your capabilities.

Every elemental trick and combination that has been discussed so far is at your disposal.

The primary weakness of an omnimental, however, is resistances. While there is a lot of damage potential, it tends to come in a ton of smaller hits, and hence has a hard time piercing resistances. Earth elemental likes to simply punch things, so if you are dealing with magic resistance you can fall back on martial skill, however without a martial track nor items at your disposal, you will be hard-pressed to invest in melee attacks properly, and so will likely have a hard time against physical resistance as well.

However, even if your opponents have resistances, by the levels in which they kick in you should have considerable battlefield control capabilities. If your allies are capable of dealing the damage, you can still be a valuable asset in the fight.

As pretty much all of the combinations between your abilities have already been explored in this guide, this section will focus on presenting your action options .

Circle by circle:

Circle 1:

|  |  |
| --- | --- |
| swift | - |
| move | move  Earthspike |
| partial move | - |
| standard | Flamekiss  Gust  attack |
| attack replacement | Gust |
| free/none | 5ft step |
| passive | ignore difficult terrain  heal ½ fire damage  [Swim] movement mode |

Starting out, you just have some basic direct-damage attack options. Since you want a high CON due to earth elemental, and elemental pony makes it your KDM, training vigor is clear choice. It will provide you with more DR later, but for now it can take up your partial move actions. Diplomacy could also be an option if you choose Cha as your KOM, for more AC, but intimidate, bluff, and perception are not as useful since you aren’t making attacks or causing saves at this point.

Circle 2:

|  |  |
| --- | --- |
| swift | - |
| move | move  Earthspike  Flamekiss |
| partial move | - |
| standard | Flamekiss(but don’t)  Gust  attack |
| attack replacement | Gust |
| free/none | 5ft step  Hungry ocean  Pressure on/off |
| passive | ignore difficult terrain  heal ½ fire damage  [Swim] movement mode  Con DR  heal from [burning] creatures |

You primarily gain passive effects at this circle.

Circle 3:

|  |  |
| --- | --- |
| swift | Mist aura |
| move | move  Earthspike  Flamekiss  Mist aura |
| partial move | Flamekiss |
| standard | Flamekiss(but don’t)  Gust  Earthen pull  attack |
| attack replacement | Gust |
| free/none | 5ft step  Hungry ocean  Pressure on/off |
| passive | ignore difficult terrain  heal all fire damage  [Swim] movement mode  Con DR  heal from [burning] creatures  [flight] movement mode  may ignore [flight] against you |

Your actions are now nicely fleshed out. Whether flamekiss or a skill is better for your partial move varies, but flamekiss is still an excellent conduit for Hungry ocean, and burning helps you heal.

Circle 4:

|  |  |
| --- | --- |
| swift | mist aura+surfing  ---  ping tremorsense |
| move | move | + firewalker  earthspike  flamekiss  mist aura+surfing  gust |
| partial move | flamekiss |
| standard | Flamekiss(but don’t)  Gust  Earthen pull  Tidal Wave  attack |
| attack replacement | Gust  ---  Mass driver |
| free/none | 5ft step  Hungry ocean  Pressure on/off  Whirlwind |
| passive | ignore difficult terrain  heal all fire damage  [Swim] movement mode  Con DR  heal from [burning] creatures  [flight] movement mode  may ignore [flight] against you  [close] range cannot put out [burning]  [Close] range melee attacks  -or-  [Burrow] and [Tremorsense] |

The most important distinction at this circle is mass driver or digger’s instincts. Air elemental does not like being underground, so you may be better off with a tectonic elemental if you want to burrow. Mass driver works best for striking granite later, with your gusts on your iterative attacks, however, the oncoming glut of standard actions means you may not get many chances to use it. However, if you do get the chance, attacking from [close] range makes it a lot easier to add in some gusts

Circle 5:

|  |  |
| --- | --- |
| swift | mist aura+surfing  Unbearable Radiance on  Vacuum wave  ---  ping tremorsense |
| move | move | + firewalker  earthspike  flamekiss  mist aura+surfing  gust |
| partial move | flamekiss |
| standard | Flamekiss(but don’t)  Gust  Earthen pull  Tidal Wave  attack |
| attack replacement | Gust  Striking Granite  ---  Mass driver |
| free/none | 5ft step  Hungry ocean  Pressure on/off  Whirlwind |
| passive | ignore difficult terrain  heal all fire damage  [Swim] movement mode  Con DR  heal from [burning] creatures  [flight] movement mode  may ignore [flight] against you  [close] range cannot put out [burning]  Thickening mist  [Close] range melee attacks  -or-  [Burrow] and [Tremorsense] |

vacuum wave and unbearable radiance both want swifts. they are both occasional, but still interfere with your mist aura. Nothing says your unbearable radiance can’t remain on between encounters, so you are best off leaving it on as much as possible.

Circle 6:

|  |  |
| --- | --- |
| swift | mist aura+surfing  Unbearable Radiance on  Vacuum wave  ---  ping tremorsense |
| move | move | + firewalker  earthspike  flamekiss  mist aura+surfing  gust |
| partial move | flamekiss |
| standard | Flamekiss(but don’t)  Gust  Earthen pull  Tidal Wave  Gravity Well  Sudden Inferno  Maelstrom  attack |
| attack replacement | Gust  Striking Granite  ---  Mass driver |
| free/none | 5ft step  Hungry ocean  Pressure on/off  Whirlwind  Ominous Wind |
| passive | ignore difficult terrain  heal all fire damage  [Swim] movement mode  Con DR  heal from [burning] creatures  [flight] movement mode  may ignore [flight] against you  [close] range cannot put out [burning]  Thickening mist  [Close] range melee attacks  -or-  [Burrow] and [Tremorsense] |

Here you hit 3 single use standard action attacks all at once. Use your judgement as to when they are necessary and useful. Their uses are primarily tactical, so don’t feel like you need to use them all just to get your maximum oomph.

Circle 7:

|  |  |
| --- | --- |
| swift | Earthspike  Unbearable Radiance on  Vacuum wave  ---  ping tremorsense |
| move | move | + firewalker  earthspike  flamekiss  gust |
| partial move | flamekiss |
| standard | Flamekiss(but don’t)  Gust  Earthen pull  Tidal Wave  Gravity Well  Sudden Inferno  Maelstrom  attack |
| attack replacement | Gust  Striking Granite  ---  Mass driver |
| free/none | 5ft step  Hungry ocean  Pressure on/off  Whirlwind  Ominous Wind  Mist aura+surfing  Hurricane |
| passive | ignore difficult terrain  heal all fire damage  [Swim] movement mode  Con DR  heal from [burning] creatures  [flight] movement mode  may ignore [flight] against you  [close] range cannot put out [burning]  Thickening mist  Sirroco  [Close] range melee attacks  -or-  [Burrow] and [Tremorsense] |

Sirocco based shenanigans are potent against enemies lacking resistances, or who have resistances that can be overpowered(such as stoneskin). Even against [Resistance] it can be significant if you have an [Arcane][Brutal 3] [Magnum] weapon, as that will boost the damage back up to 20@20, which is where it is expected to be. Sirocco can still be useful for self healing, even if its offensive power is stopped. However, against [Greater resistance], it will be useless, and hence is more likely to pose a threat to your allies. Earthspike has migrated to your swift actions.

#### 

#### Feats:

-breakneck pace can enhance your mobility, and cover more ground with sirocco

-battleforged can let you get an arcane weapon to boost your myriad of abiliteis, while still using a normal weapon for your actual attacks, and get normal property bonuses on it.

-Exit stage left can get you more move actions. Useful early on before you get mist aura, and later on it can be useful if you want more damage rather than your aura for a round.

-multiclass flexibilty can change your earth elemental DR to a different stat- such as your KOM. This likely isn’t worthwhile if Con is your KDM, but it can help consolidate things

-open lesser/greater binding are both useful, as you are item strapped being full buy in.

-The earth cracks grants you tremorsense. If you are wisdom based, you can get a good spot check, so you can use the tremorsense to try to find creature’s using strealth,

-Three body collision can help you toss people around with earth elemental. At first, it would just be an additional bull rush, later it would let you do 2 bull rush attacks each round. The second half where you can shove them into obstacles or creature’s for damage can trigger off either striking granite or its own bull rush, so you have more chances to trigger it.

-Towering gives you lesser resistance against opponents who are not flying, which combos well with earth elemental

-wake combos well with the overall mobility you have. You can use one of your psuedo-teleports to move next to someone, 5ft step to trigger wake, then use a different ability to do it again, then use your second 5ft step to activate wake the second time.

-juggernaut can make you large, thereby increasing your [melee] range, and improving all abilities based on it, and improve the bull rushing you will be doing.

-Justice, blind can augment your earth elemental stuff as it does for a normal earth elemental, but doesn’t offer you anything beyond that

-Epic flail gives you [reach], which helps boost your melee range abilities. Also, since [reach] does nothing when making [close] range attacks, you can always claim the attack bonus.

-the scattering wind can give you some anti-magic capabilities. You don’t need to hit very often for this to be effective, so your few occasional attacks should be enough to utilize it. If your opponent has stoneskin or the like, this can be a huge boost to your ability to kill them, but it is generally useful even without that.

-Arcane magister can boost your savign throw DCs for one track. This is useful, but consider what each track gains from it:

air elemental has no DCs

earth elemental’s only DC is on bull rush

fire elemental has a save on unbearable radiance

water elemental has a save on tidal wave and maelstrom

so, water elemental would be the clearest choice, and is particuarly appealing if you like tidal wave or maelstrom alot.

-arcane recitation takes a swift, but the +3 bonus applies to anything you activate for a round. This means you can boost your unbearable radiance with it while outside of combat, and it is useful for an ongoing effect like maelstrom which opponents may have to save against frequently.

-Earthen liege is not amazing AC, but since you are full buy in it can be a significant boost.

-Earthshaper warden is decent survivability, resistances are always nice, and can act as a prereq for liege.

-Earthshaper journeyman can allow you to get burrow if you also want mass driver

-Martial magister can improve the DCs for your bull rushes

-deft strike can help you pierce resistances

#### Weapon properties:

-[arcane] [brutal 3] [magnum] - you have a ton of SU abilities per round, this adds a lot of damage and helps you deal with resistances. It does require a lesser weapon to get, but it can allow you to punch through [Resistance], which is invaluable. I’d say that the magnum is more important than the brutal- brutal may be more generally applicable, but magnum helps you deal with resistances more, which is what will cause you the most problems. If you have a second weapon, you may also consider:

devastating: improve those bull rushes from striking granite and/or 3 body collision

elemental(fire): so you can punch yourself back to health.

guardian weapons for delicious AC

reach can improve your melee range, and in doing so boost all of your abilities that trigger off of melee range

reacting weapons can be used for a 5ft step even if you move, but you are not likely to get much chance to use it with all of the non-move movement you can do and the demands on your move actions.

#### magic items:

you don’t have many being full buy in, so choose wisely

lesser:

+stat items: getting a +KOM item can have a lot of effect, as many of your abilities key off of KOM. This can be well worth the investment. If you get a second, a CON/KDM item can help.

Turbo: double move speed is good for laying down sirocco

sophisticated weapon: for getting the last [brutal] or [magnum] on your weapon

greater:

abondoned arsenal: magnum and reach are both properties you find useful, and it can save you from getting a sophisticated weapon

relic:

mote of fear: if you are charisma based, this can be a great debuff for enemies for no action cost on your part

true symbol: an extra swift can help you keep your mist aura up while doing other things, and is an avenue for activating Exit Stage Left to get more of your move action abilities out.

magic weapons, armor, and shields are generally useful

#### Dealing with [Greater Resistance]

As I’ve mentioned, nothing hurts an omnimental like [Greater Resistance]. It is important to figure out how you will deal with it when you encounter it.

[Arcane][Brutal 3] [Magnum] gets you 20 extra damage at level 20, which still means they have 20 resistance left you have to overcome. However, if you take deft strike, and succeed on your larceny check, you can ignore your level in resistance, which lets you pierce through the last bit. This will allow the base damage of all of your abilities to get through, and would ignore normal resistance. If you fail the check, you will need to resort to higher power attacks to punch through

Tidal wave does 1d8/level, save half. This is 90 or 45 damage on average, which is 70 or 25 damage after the resistance. This means it can still deal damage, but them failing their save is more crucial. Taking arcane recitation and arcane magister on water elemental can help. Since your swift and move action attacks would bounce off of someone with greater resistance, you can activate your mist aura as a move, and use your swift for arcane recitation.

Gust does level+KOM, + KOM for each additional attack. If you have a KOM of 9 at 20, and full bab you will have 4 attacks, so 20+9\*4=56, or 65 if you have a [bonus attack](an ally cast haste, for instance). This is enough to pierce the resistance, and while not as strong as tidal wave on a failed save, it is much better than tidal wave with a successful save. This also has the added benefit of providing maximum movement speed reduction.

Earthen pull does 2\*level+KOM, which lets level+KOM pierce the resistance, which would be 29 damage. This requires an attack roll still,so its not very useful for your main damage output against a [greater resistance] foe, but it will deal some damage which removing their flight. You will have to judge for yourself how useful grounding them is.

If they do not have physical resistances, you can always resort to wailing on them with your fists. How effective this is depends on how much effort you put into your martial attacks, which probably isn’t much.

Gravity Well does 2xlevel damage, which means level damage through their resistance. Not as good as your other options, I would only recommend this if you need to move them for some reason.

flame kiss is actually useful here. Sure, the KOM damage will be swallowed easily, but if you channel your hungry ocean into it, the 2xlevel [hp reduction] will hit just fine. 40 damage as a partial move is looking pretty good compared to the other options. Sadly, this doesn’t keep up if you are doing other damage, but you could pick the [greater resistance] foe as your hungry ocean punching bag while dealing with other enemies, assuming others are present. The [burning], on the other hand, ignores resistances.If you can stay alive and keep the burning on, it can add up to some useful damage.

You could also grab stone fist as one of your items. This would let you deal 2\*level [hp reduction] as a swift every other round. If you have 3 rounds before turning your attention to the [greater resistance] foe, between this and hungry ocean you can build up 160 hp reduction before you start attacking. first round, 80, second 40, third 80, then go at them.