[There was a more updated version but I can’t find it. Until then, enjoy this one.]

**Primordial**

Elementals may be the embodiment of one of the four fundamental building blocks of nature, but you are the essence of nature itself. A spirit of the land, you can control and manipulate the many wonders of the earth. The trees sway and bow as you pass, the whistling wind quiets to a whisper as it whisks past you, and you never seem to get wet, even after walking through a rainstorm.

The abilities granted by this track are closely related to the Environment rules.

If you cast spells, your Key Ability Modifier for this track is your primary spellcasting ability. Otherwise, you can pick a mental ability, which is your KAM for this track.

**1st Circle – Primal Aura SU:** At the start of an [Encounter], your Primal Aura activates. Your Primal Aura is an aura that extends out to [Close] range. Opponents in this aura are affected as if in a Lesser elemental Unusual Area. You choose type of damage this deals at the beginning of each [Encounter].

**2nd Circle – Elemental Power:** You gain all of the following abilities:

 **Crush SLA:** You bury your enemies under a rain of rock, mud, snow, or a similar heavy material. As a standard action, you can create a 20 ft long by 20 ft wide cone issuing from a grid intersection anywhere in [Close] range. Opponents in this cone must make a Fortitude save (DC 10 + ½ your level + your KAM) or are affected as if by a Severity 2 Onrush for one [Round]. If the same opponent is affected by your Crush ability twice in the same [Encounter], the second time they are affected, they are affected as if by a Severity 4 Onrush. If the same opponent is affected by your Crush ability three times in the same [Encounter], the third time they are affected, they are affected as if by a Severity 5 Onrush.

 **Toss SLA:** You throw a foe up into the air, and send them crashing down again. As a standard action, you can make one opponent within [Close] range to make a Reflex save (DC 10 + ½ your level + your KAM) or be thrown sky-high, and then come tumbling back towards the earth, taking 5d6 damage as per a Hazardous Fall.

 **Cloud of Shadow SU:** As a move action, you can create one 10 ft radius burst emanation within [Close] range, lasting for two [Rounds]. Creatures inside the emanation must make a Will save (DC 10 + ½ your level + your KAM) or be affected by Obstructed-visibility conditions.

**3rd Circle – Strength of the Elders SLA:** You gain both of the following abilities:

 **Elemental Clouds SLA:** You summon a whirling vortex of primal force to attack your foes. As a standard action, you can create one 15 ft radius burst emanation within [Close] range, lasting for two [Rounds] that inflicts one of the following Hostile environments on opponents in the area: Bright, Foul air, Loud, On fire, Restful. The DC for resisting these conditions is 10 + ½ your level + your KAM.

 **Nature’s Friend SU:** You gain [Darkvision], you have [Immunity] to the negative effects of Dehydration, Starvation, and Suffocation, and you never take Falling damage.

**4th Circle – Fury of the Earth:** You gain all of the following abilities.

 **Primeval Aura SU:** When your Primal Aura activates, you may instead choose to affect your opponents as if by any of the following Unusual Areas: Draining, Folded space, No-fly zone, Pressurized, Standard elemental, Zero gravity. Additionally, every [Round] of combat at the beginning of your turn, you can switch which Unusual Area (or, at 7th Circle, Unusual Areas) you have active.

 **Swift Crush SLA:** You can use Crush as a move action, and opponents caught in the cone of your Crush take damage equal to your KOM.

 **Swift Toss SLA:** You can use Toss as a move action, and whenever you use Toss and the opponent you targeted takes damage, they also fall [Prone].

**5th Circle – Power of the Spirits:** You gain all of the following abilities:

 **Elemental Storms SLA:** Whenever you use Elemental Clouds, you can create two of the available emanations. Additionally, as a standard action, you can create one 15 ft radius burst emanation within [Close] range, lasting for two [Rounds] that inflicts one of the following Hostile environments on opponents caught in it: Deceptive, Haunted, Loud, Memetic hazard, Nauseating, Tricksy.

 **Nature’s Avatar SU:** Whenever you would be affected by a Hostile Environment, Onrush, or Unusual Area, you can choose to gain [Immunity] to it.

 **Clouds of Darkness SU:** You can use Clouds of Shadow as a swift action. As a move action, you can create one 10 ft radius burst emanation within [Close] range, lasting for two [Rounds]. Creatures inside the emanation must make a Will save (DC 10 + ½ your level + your KAM) or be affected by Zero-visibility conditions.

**6th Circle – Wrath of the Giants:** You gain both of the following abilities.

 **Sudden Crush SLA:** You can use Crush as part of a move action. Additionally, your Crush is treated as a Severity 3 Onrush the first time in an [Encounter] that an opponent is affected by it and as a Severity 5 Onrush the second time in an [Encounter] that that opponent is affected by it. For each time in an [Encounter] beyond the second that the same opponent is affected by it, that opponent takes a cumulative extra 2d6 damage.

 **Sudden Toss SLA:** You can use Toss as part of a move action, and whenever an opponent fails its save against your Toss, you add your character level to the damage you deal with it.

**7th Circle – Might of the Ancients:** You gain all of the following abilities:

 **Primordial Aura SU:** Your Primal Aura extends out to [Medium] range, and whenever you activate your Primal Aura, you may additionally choose to affect opponents in [Close] range as if by any of the following Unusual Areas: Greater elemental (you cannot activate this aura if your other active aura is Lesser or Standard elemental), Hard vacuum, Submerged.

 **Elemental Hurricanes SLA:** Whenever you use Elemental Storms, you can create two of the available emanations, and whenever you use Elemental Clouds, you can create three of the available emanations. Additionally, twice per [Encounter], you can use Elemental Storms or Elemental Clouds as a swift action.

 **Nature’s Soul SU:** Whenever any of your allies would be affected by a Hostile Environment, Onrush, or Unusual Area, you can choose to grant any or all of them [Immunity] to it.

 **Supreme Toss SLA:** Twice per [Encounter], as a standard action, you can force one opponent within [Close] range to make a Reflex save (DC 10 + ½ your level + your KAM) or take damage as per a Dramatic Plunge and fall [Prone].