

The cover art depicts a dramatic scene in a dark, cavernous setting. In the center, a large, jagged rock formation is illuminated by a bright green glow, with two small, glowing red eyes visible within its crevices. To the left, a young boy with brown hair, wearing a red and white plaid shirt and a dark jacket, is shown from the side, reaching out with his right hand towards a large, bright orange and yellow flame. To the right, a character's legs and feet, clad in ornate, dark, patterned boots and garters, are visible as they appear to be falling or suspended in the air. The background is filled with dark, jagged rock formations and some green, crystalline structures. The overall atmosphere is one of mystery and danger.

PATHFINDER[®]

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PLANES OF POWER

HSHURHA

Duchess of all Winds, Hshurha lives in the Verglas Precessional on the Plane of Air, where she concocts convoluted schemes in her translucent castle of air. Hshurha grants access to the Air, Destruction, Evil, and Weather domains, and access to the Clouds, Fear, Storms, and Wind subdomains. Hshurha's favored weapon is the longbow.

AYRZUL

Wallowing in irradiated toxicity is the mysterious Fossilized King, who lairs deep in cyclopean carcasses at the heart of the deadly Blistering Labyrinth on the Plane of Earth. Ayrzul grants access to the Destruction, Earth, Evil, and Strength domains, and access to the Caves, Fear, Ferocity, and Metal subdomains. Ayrzul's favored weapon is the morningstar.



YMERI

The Queen of the Inferno lives on the Plane of Fire in her Auroric Palace, constructed fully of crystallized flames that flicker brightly and reflect her dangerously mercurial moods. Ymeri grants access to the Destruction, Evil, Fire, and War domains, and access to the Ash, Catastrophe, Fear, and Tactics subdomains. Her favored weapon is the longsword.

KELIZANDRI

The Brackish Emperor resides on the Plane of Water in a realm named after him, Kelizandrika, where he swings between bloodthirsty activity and lethargy. Kelizandri grants followers access to the Destruction, Evil, Travel, and Water domains, and access to the Catastrophe, Exploration, Fear, and Oceans subdomains. His favored weapon is the trident.



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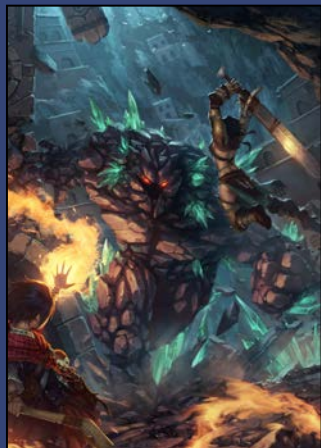
Bestiary 50

Eight new creatures—two native to each of the Elemental Planes—are presented in colorful detail, along with the new elemental-infused creature template and the elemental lord Ymeri, Queen of the Inferno.

Reference

This book refers to several Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Intrigue</i>	UI
<i>Bestiary 2</i>	B2	<i>Ultimate Magic</i>	UM



ON THE COVER

In this stunning cover by artist Setiawan Lie, Amiri leaps into action while Yoon wields a fiery whip during an intense battle against a raging earth elemental deep in the bowels of the Eternal Delve.



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Unveiling the Elemental Planes

“Out of chaos grew the four elements. From these, the gods shaped the multiverse, blending these fundamentals as if the Inner Sphere were a cosmic palette used to paint creation itself. Like the progression of souls that live, serve, die, and then dissolve to begin anew, all the greatest works eventually crumble and fade—unless properly maintained. As mortals, we have a responsibility to understand this artistic medium and to learn to shape it to our will. A novice might know that rocks are hard and fire is hot, but she can only consider herself a master by traveling to the Elemental Planes to study these fundamental forces at their source. Only with this knowledge can we create masterpieces as enduring as Abadar’s own, preserving our works—and others’—for countless generations to come.”

—Hao Jin, the Ruby Phoenix



A PLANAR PERSPECTIVE

Gazing into the multiverse—or even contemplating the very idea of it—can reveal monumental truths. When mortals look beyond the Material Plane to the realms beyond, they often reflect upon the afterlives and moral directives encapsulated in the Outer Planes. Sages ponder the River of Souls, which winds through transitive planes, the generative and recycling currents of the Positive and Negative Energy Planes pulling it along infinitely. Sorcerers cast their wills across astral space, and spiritualists study ethereal secrets. Few linger in the humble Elemental Planes, yet these represent the basic building blocks of matter itself, without which the multiverse would cease to function—or at least would collapse into a terrifying state of nothingness.

While idealists clash over the concepts of chaos, evil, good, and law, pragmatists grow rich on the Elemental Planes' bounty, for wealth abounds in these realms for those who know where to look and how to survive long enough to claim it. Hidden within these planes' untamed expanses exist floating cities, complex ecologies, buried secrets, and lost treasures that would boggle the mortal mind. The very idea of the Elemental Planes inspires awe and the places themselves hold countless wonders, but just as many perils.

The pages that follow explore the Elemental Planes, their inhabitants, and some of their greatest sites.

Exploring the Planes: Reaching the Elemental Planes isn't easy. Those who risk the journey or channel the planes' energies rely on an array of magical tools and esoteric techniques. Even once these explorers arrive, only by understanding the Inner Sphere's nature and nuances can they survive to tell of their experiences.

The Planes: Chapters 2 through 5 explore each of the Elemental Planes in detail, presenting common ways to get around, notable populations, points of interest, and a gazetteer centered on a famous metropolis that can serve as a base of operations for planar explorers. Although the Elemental Planes each represent the essence of a fundamental element, their individual ecologies, societies, and politics are nuanced and complex.

Bestiary: Although the most common inhabitants of the Elemental Planes appear in the *Pathfinder RPG Bestiary* volumes, the following pages mention several hitherto undocumented creatures that are detailed in the final chapter. Each plane presents a new, intelligent creature inclined to converse with travelers, as well as a powerful beast capable of tearing intruders limb from limb. In addition, the new element-infused template enables nearly any creature to manifest the elemental properties of a plane. Finally, Ymeri, the Queen of the Inferno herself, makes an appearance in that chapter, with a full description and set of statistics to threaten even the most powerful heroes.

The Nature of the Planes

For all the planes' potential, some of their greatest mysteries remain theories at best and well-intentioned myths at worst. In part, these hypotheses have persisted because few creatures beyond the gods have the perception and perspective to confirm mortal claims, and even deities rarely provide direct answers about academic minutiae. As a result, no one has managed to reconcile the apparent paradoxes of the planes; despite their theoretically infinite size in all dimensions, the Inner Planes abut one another at known boundaries. This phenomenon is most apparent between the Elemental Planes. For example, the juncture between Air and Water causes heavy rain clouds to slough off into the former and bubbles to oxygenate the latter. Yet, this permeability somehow allows only the occasional mixing of neighboring elements; otherwise, the Plane of Water would pour into the Plane of Air, and the vacuum of space in the Material Plane would fill with the displaced gases.

The prevailing theory holds that the Inner Planes are technically bounded but functionally limitless—so vast in all directions that time has not existed long enough for any being to have crossed from one side to the other by mundane means. Sages have long debated which food analogy best describes the phenomenon. The pitted fruit model, in which the pit symbolizes the Material Plane and the flesh represents the Inner Sphere's inset shells especially held sway during the Age of Enthronement.

Since Aroden's death, however, planar scholars have encouraged more rigorous direct observation and less reliance on divine epiphany, resulting in the prevailing onion model. The innermost core (the Material Plane) lies wrapped in interlocking layers (the other Inner Planes), each of which is kept separate by thin, membranous skins. Like an onion, the Inner Planes seem to have a supernatural boundary that physical matter cannot cross readily, limiting the diffusion of creatures and elements. There exist hidden pathways between neighboring realms, but even these are minor (albeit well-guarded) secrets, like smugglers' paths across international borders. They often make for treacherous passage, for the planar friction and combination of elements result in dangerous swaths of molten rock, razor-sharp coral, and jagged ice that can shift with little notice.

The Outer Planes are commonly understood as the destination of healthy souls. But what befalls the cleric of an elemental lord or similar elemental devotees? Should they not travel to their patron's realm? Furthermore, if not a soul, what then grants an elemental creature sapience and life? The existence of petitioners (*Pathfinder RPG Bestiary* 2 208) tied to the Elemental Planes remains poorly documented, yet some of the unidentified outsiders that congregate where the elemental forces are at their strongest may point to an elusive tributary of the River of Souls.

UNVEILING THE
ELEMENTAL
PLANES

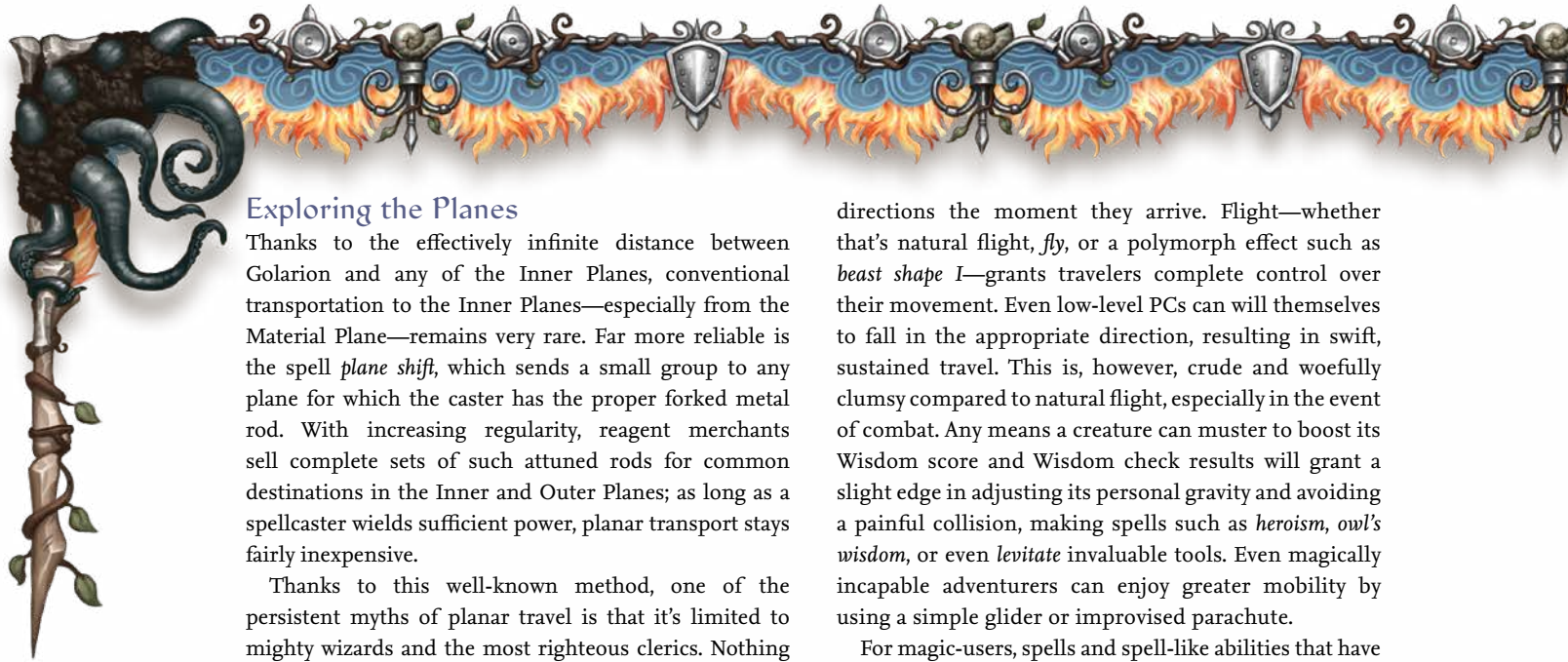
PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY



Exploring the Planes

Thanks to the effectively infinite distance between Golarion and any of the Inner Planes, conventional transportation to the Inner Planes—especially from the Material Plane—remains very rare. Far more reliable is the spell *plane shift*, which sends a small group to any plane for which the caster has the proper forked metal rod. With increasing regularity, reagent merchants sell complete sets of such attuned rods for common destinations in the Inner and Outer Planes; as long as a spellcaster wields sufficient power, planar transport stays fairly inexpensive.

Thanks to this well-known method, one of the persistent myths of planar travel is that it's limited to mighty wizards and the most righteous clerics. Nothing could be further from the truth. All genies are capable of traveling between the Inner Planes and often entertain bargains to ferry mortal adventurers. They usually ask a quite modest price, for this service is far easier than granting a wish. Still, travelers should consider negotiating a fare and means of return in advance, so that the genie neither extorts nor strands them.

Where elemental forces are at their most powerful, rifts to the corresponding Elemental Planes sometimes form spontaneously. Conversely, some of the strongest elemental phenomena sometimes result from an active rift. In either case, a rift forms a crude, temporary gateway to an Elemental Plane. Most rifts are fairly short lived, tearing open at the heart of a tornado and gradually healing over several days. Others have lifetimes measured over centuries, such as those that tear open near volcanoes or in deep-sea trenches. These conditions make rifts a dangerous option, all the more perilous due to the elementals that sometimes haunt the premises and the aeons that inevitably find and repair the tear in reality.

Arriving is only half the struggle. Once explorers reach an Elemental Plane, they must withstand the realm's environment—typically hostile to mortals. Just as *plane shift* offers a universal approach to planar travel, *planar adaptation* (*Pathfinder RPG Advanced Player's Guide* 236) serves as the first step for withstanding many elemental woes. Even so, it solves only the immediate concerns, such as breathing and not catching on fire. Actually moving about and accomplishing any action of note requires magic, creativity, or both. For those able to cast it, *elemental body* provides a short-term solution to nearly any environmental hazard, and magic such as *elemental speech* (*Advanced Player's Guide* 218) can make negotiations with resident life forms much easier.

Plane of Air: Although air-breathing creatures have no difficulty surviving here, the most immediately disconcerting feature is the plane's subjective gravity. Everything falls, yet travelers who enter the plane together might find themselves falling in opposite

directions the moment they arrive. Flight—whether that's natural flight, *fly*, or a polymorph effect such as *beast shape I*—grants travelers complete control over their movement. Even low-level PCs can will themselves to fall in the appropriate direction, resulting in swift, sustained travel. This is, however, crude and woefully clumsy compared to natural flight, especially in the event of combat. Any means a creature can muster to boost its Wisdom score and Wisdom check results will grant a slight edge in adjusting its personal gravity and avoiding a painful collision, making spells such as *heroism*, *owl's wisdom*, or even *levitate* invaluable tools. Even magically incapable adventurers can enjoy greater mobility by using a simple glider or improvised parachute.

For magic-users, spells and spell-like abilities that have the air descriptor or that use, manipulate, or create air function as if the caster level were 2 higher than normal. Spells and spell-like abilities with the earth descriptor or that use or create earth are impeded. This means the caster must succeed at a concentration check (DC = 20 + the spell's level) or the spell does not function (but is still expended as a prepared spell or spell slot). A successful check means the spell functions normally.

Plane of Earth: Unlike the Plane of Air and its excessive mobility, the Plane of Earth restricts movement. Most of the inhabitants are capable burrowers or can swim through stone as if it weren't there, whereas humanoids typically must stick to tunnels. Even large caverns offer no guaranteed respite, for with few natural wind currents, pockets of stale air can suffocate unsuspecting spelunkers. Cave-ins are common, burying creatures alive or sealing off viable routes that lay open moments before. Fortunately, a wealth of magical effects can ease the process.

Stone shape, *soften earth and stone*, *burrow* (*Pathfinder RPG Ultimate Magic* 210), and *transmute rock to mud* can all turn an insurmountable barrier into a modest hurdle. *Passwall* can bypass a cave-in entirely, though one must take care to make the return trip before the spell expires or be confident in one's ability to handle whatever lies beyond. Of course, none of these work effectively if explorers don't know where they're going, making spells such as *commune with nature*, *find the path*, and *stone tell* invaluable sources of guidance. Even low-level adventurers can reap great riches with tools such as the pickaxe and shovel, and it's a foolish party that travels here without several of each.

For magic-users, spells and spell-like abilities with the earth descriptor or that use, manipulate, or create earth function as if the caster level were 2 higher than normal. Spells and spell-like abilities with the air descriptor or that use or create air are impeded. This means the caster must succeed at a concentration check (DC = 20 + the spell's level) or the spell does not function (but is still expended as a prepared spell or spell slot). A successful check means the spell functions normally.



Plane of Fire: The Plane of Fire easily ranks as the most hostile of the Elemental Planes, thanks to the fire-dominant trait, which (with a few exceptions) deals 3d10 points of fire damage every round to all creatures. As a result, any visitor with less than fire resistance 30 is at risk, making even *planar adaptation* an imperfect precaution. Only fire immunity or spells such as *energy resistance* cast by an 11th-level spellcaster imparts total peace of mind—and even then only as long as the spell lasts, making it prudent to prepare the spell multiple times and use an extradimensional space such as *mage’s magnificent mansion* to escape the heat, then rest and prepare spells again.

Travelers must contend with hazardous terrain, from unstable slopes of packed ash to treacherous fumaroles to oceans of bubbling lava, making at least limited means of flight handy to bypass the worst obstacles. Although the air is typically safe to breathe, banks of cinder-laden smoke can obscure vision and leave visitors choking on poisonous gases. *Air bubble* (*Pathfinder RPG Ultimate Combat* 222), *life bubble* (*Advanced Player’s Guide* 230), or a *necklace of adaptation* resolves any breathing problems, and any source of blindsight or mitigating feats such as Blind-Fight can help overcome any foes concealing themselves within the plane’s sight-distorting heat. Even mundane precautions such as goggles, mesh masks, and fire-resistant clothing can provide lower-level groups a narrow window to explore and escape without lasting harm.

For magic-users, spells and spell-like abilities with the fire descriptor or that use, manipulate, or create fire function as if the caster level were 2 higher than normal. Spells and spell-like abilities with the water descriptor or that use or create water are impeded. This means the caster must succeed at a concentration check (DC = 20 + the spell’s level) or the spell does not function (but is still expended as a prepared spell or spell slot). A successful check means the spell functions normally.

Plane of Water: Unless visitors can breathe underwater, they can survive on the Plane of Water for only several minutes. Fortunately, a wealth of magical means exist to survive here, including spells such as *air bubble*, *beast shape*, *life bubble*, *ride the waves* (*Ultimate*

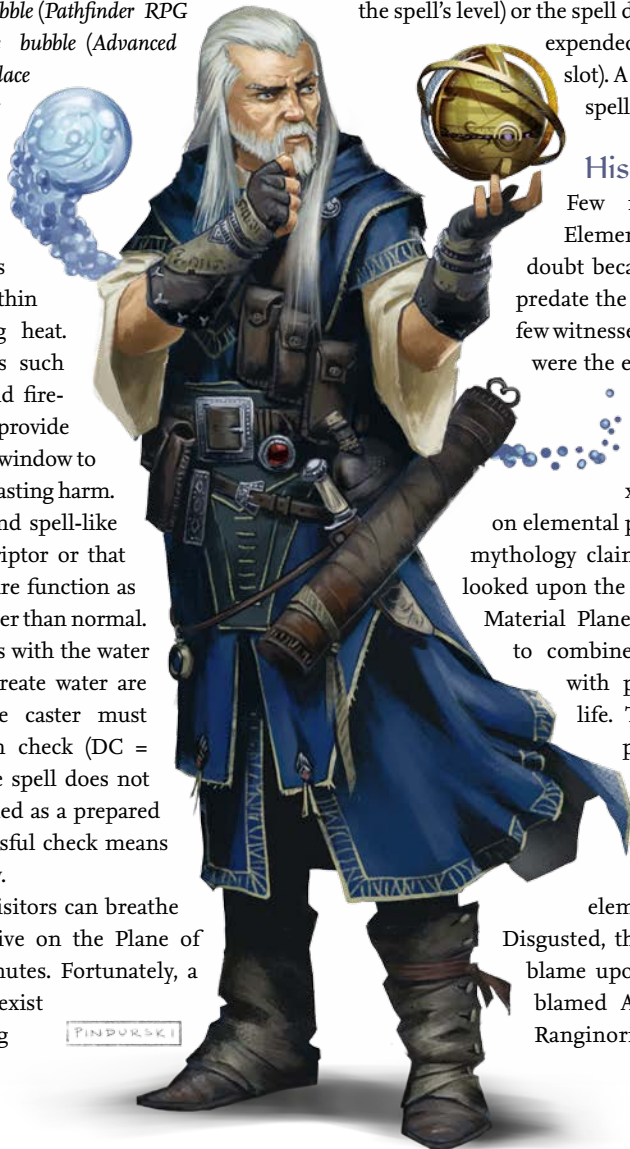
Magic 235), and the classic *water breathing*. Those who prefer magic items should consider a *cloak of the manta ray*, a *helm of underwater action*, a *necklace of adaptation*, a *pearl of the sirines*, or *plate armor of the deep*. Even if explorers can breathe, they won’t get very far without being able to swim. Although investing ranks in Swim is an excellent way to move with confidence, adventurers have many means to gain a swim speed, including the spells *ride the waves*, *slipstream* (*Advanced Player’s Guide* 244) and *touch of the sea* (*Advanced Player’s Guide* 250). Even the less magically inclined can significantly extend their visit by using air bladders (*Pathfinder RPG Ultimate Equipment* 58).

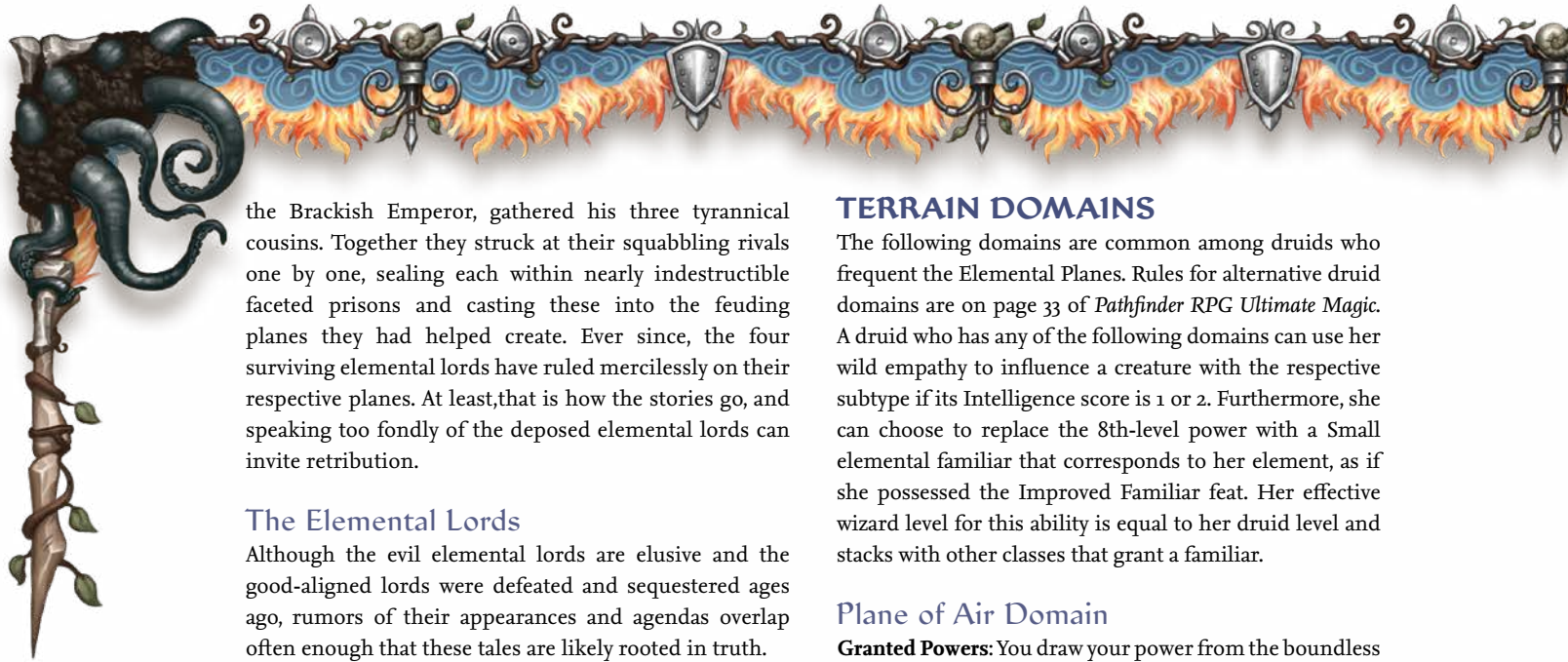
For magic-users, spells and spell-like abilities with the water descriptor or that use, manipulate, or create water function as if the caster level were 2 higher than normal. Spells and spell-like abilities with the fire descriptor or that use or create fire are impeded here. This means the caster must succeed at a concentration check (DC = 20 + the spell’s level) or the spell does not function (but is still expended as a prepared spell or spell slot). A successful check means the spell functions normally.

History of the Planes

Few records remain of the Elemental Planes’ earliest eons, no doubt because the four realms likely predate the Material Plane. Among the few witnesses to these primordial times were the eight elemental lords—four wise rulers dedicated to using their respective elements for good, and four xenophobic tyrants intent on elemental purity. The uncorroborated mythology claims the good-aligned lords looked upon the growing void in which the Material Plane was forming and agreed to combine their talents to seed it with planets, stars, oceans, and life. Their selfish counterparts protested but were too disorganized to resist.

As the benevolent four looked on, life evolved and began shaping the elements for malevolent uses. Disgusted, the four despaired and cast blame upon one another. Lysianassa blamed Atria for enabling arson, Ranginori blamed Sairazul for metal shaped into weapons, and so it went. Meanwhile, Kelizandri,





the Brackish Emperor, gathered his three tyrannical cousins. Together they struck at their squabbling rivals one by one, sealing each within nearly indestructible faceted prisons and casting these into the feuding planes they had helped create. Ever since, the four surviving elemental lords have ruled mercilessly on their respective planes. At least, that is how the stories go, and speaking too fondly of the deposed elemental lords can invite retribution.

The Elemental Lords

Although the evil elemental lords are elusive and the good-aligned lords were defeated and sequestered ages ago, rumors of their appearances and agendas overlap often enough that these tales are likely rooted in truth.

Atreia (NG lord of fire, purification, and radiance): The Lambent Prince now languishes in the *Garnet Brand*, though in past ages, his avian form soared across the Plane of Fire on six wings of trailing stars as his three ibis heads sought out evil with glowing eyes.

Ayrzul (NE lord of buried secrets, earth, and metal): The Fossilized King dwells deep within the radioactive reaches of the Blistering Labyrinth on the Plane of Earth.

Hshurha (NE lord of air, last breaths, and windstorms): The Duchess of All Winds builds monuments of dust and ice and destroys settlements as befits her whim. Due to her natural invisibility, few can speak to her true form.

Kelizandri (NE lord of drowning, water, and waves): The Brackish Emperor spends much of his time in hibernation before waking to claim territory and destroy all he finds. Few stand a chance against this immense draconic demigod composed of metal and crystal.

Lysianassa (NG lord of currents, tides, and water): The Empress of the Torrent patrolled her kingdom as a powerful sailfish made of coral and streaked with mother-of-pearl. Ever since she disappeared into the *Gaspig Pearl*, the Plane of Water's currents have slowed at a geological yet inevitable rate.

Ranginori (NG lord of air, thunderstorms, and welcome breezes): The Duke of Thunder is an immense, lion-headed serpent spun from forbidding clouds with hundreds of clawed feet and a mane that dances with lightning. He is now trapped within the *Untouchable Opal*.

Sairazul (NG lord of caves, earth, and gems): The Crystalline Queen's true form was that of a termite queen carved from a perfect, multihued, luminescent gemstone. She birthed several outsider species before being sealed in the *Moaning Diamond*, and her few surviving consorts still search for her prison.

Ymeri (NE lord of deserts, fire, and volcanoes): The Queen of the Inferno revels in her followers' obeisance while planning her next move against her rival Ayrzul. She takes the form of a reptilian centaur with multiple arms and flaming wings (see pages 54–55 for more information).

TERRAIN DOMAINS

The following domains are common among druids who frequent the Elemental Planes. Rules for alternative druid domains are on page 33 of *Pathfinder RPG Ultimate Magic*. A druid who has any of the following domains can use her wild empathy to influence a creature with the respective subtype if its Intelligence score is 1 or 2. Furthermore, she can choose to replace the 8th-level power with a Small elemental familiar that corresponds to her element, as if she possessed the Improved Familiar feat. Her effective wizard level for this ability is equal to her druid level and stacks with other classes that grant a familiar.

Plane of Air Domain

Granted Powers: You draw your power from the boundless expanse of air and clouds. In addition, Fly is a class skill for you, and you can take ranks in the skill even without first having a reliable means to fly or glide.

Aerial Agility (Ex): You can navigate the air unhindered. As a free action, you automatically succeed at your Wisdom check to change your direction in an area of subjective gravity, and you can increase or decrease your falling speed by 10 feet per druid level during the first round after you change the direction of gravity. When you are in areas of light, normal, or heavy gravity, activating this ability instead grants you a bonus equal to your druid level on Fly checks and Acrobatics checks to jump for a number of rounds equal to your Wisdom modifier. You can use this ability a number of times equal to 3 + your Wisdom modifier.

Wind Savant (Su): At 8th level, you treat the penalties from natural or magical wind effects as two steps less severe. In addition, you are surrounded by a cushion of air that grants you a bonus equal to 1/2 your druid level on saving throws against gases, gaseous breath weapons, inhaled poisons, and similar effects.

Domain Spells: 1st—*feather fall*, 2nd—*elemental speech*^{APG}, 3rd—*fly*, 4th—*planar adaptation*^{APG}, 5th—*overland flight*, 6th—*mass planar adaptation*^{APG}, 7th—*mass fly*^{APG}, 8th—*mass invisibility*, 9th—*winds of vengeance*^{APG}.

Plane of Earth Domain

Granted Powers: You can navigate the untold wonders of the Plane of Earth with ease.

Spelunker (Su): You ably clamber through underground areas. As a free action, you can ignore difficult terrain from stony surfaces, you take no penalties for squeezing through rocky areas, and you gain damage reduction 5/— against rocky hazards such as *spike growth*. This effect lasts for 1 round, and you can use this ability a number of times per day equal to 3 + your Wisdom modifier.

One with the Stone (Su): At 8th level as a swift action, you gain the earth glide universal monster ability (*Bestiary* 2 296) with a speed equal to your base speed. You can

breathe normally while using this ability. You can use this ability for a number of rounds per day equal to your druid level, and these rounds don't need to be consecutive.

Domain Spells: 1st—*stone fist*^{APG}, 2nd—*elemental speech*^{APG}, 3rd—*burrow*^{UM}, 4th—*planar adaptation*^{APG}, 5th—*passwall*, 6th—*mass planar adaptation*^{APG}, 7th—*stone to flesh*, 8th—*repel metal or stone*, 9th—*clashing rocks*^{APG}.

Plane of Fire Domain

Granted Powers: You embrace the destructive flames and ever-roaring volcanoes of the Plane of Fire, having proven yourself impervious to its heat.

Fire Hardened (Ex): You ignore fire damage from the fire-dominant planar trait, and you gain fire resistance 5. If you have natural fire resistance, it increases by 5 instead, and if you are naturally immune to fire, you heal hit points and ability damage at twice the normal rate when resting on a fire-dominant plane. You can touch a willing creature to grant these benefits for 1 hour. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

All-Consuming Flames (Su): At 8th level, you can channel the extraplanar heat into your allies' weapons within 30 feet as a standard action. For 1 minute, the affected weapons gain the *cold-outsider-bane*, *fire-outsider-bane*, or *flaming* weapon special abilities. You must grant each weapon the same ability, and this ability affects no more than two of any ally's weapons. You can use this ability once per day, plus an additional time per day for every four levels beyond 8th.

Domain Spells: 1st—*obscuring mist* (creates smoke), 2nd—*elemental speech*^{APG}, 3rd—*ash storm*^{UM}, 4th—*planar adaptation*^{APG}, 5th—*scorching ash form*^{ARG}, 6th—*mass planar adaptation*^{APG}, 7th—*delayed blast fireball*, 8th—*destruction*, 9th—*fiery body*^{APG}.

Plane of Water Domain

Granted Powers: You are at one with the Plane of Water, able to navigate it and weaponize it at will.

Aquatic Veil (Su): As a standard action, you can sheathe your body in a thin layer of water for a number of rounds equal to your Wisdom modifier. This grants you a bonus on Swim checks equal to 1/2 your druid level and allows you to breathe normally underwater. You can end the effect when delivering a touch spell to create a pseudopod of water that extends your effective reach by 5 feet for that attack. When used underwater, the pseudopod instead increases your reach by 10 feet. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Hydraulic Crush (Sp): At 8th level, you can strike an area with a pressurized blast of water in a 5-foot-radius column 30 feet tall with a range of 60 feet. Creatures in the area take 1d6 bludgeoning damage per druid level and are knocked prone. When used underwater, the radius and height

double, and the effect instead creates a powerful eddy that causes affected creatures to lose their Dexterity bonus to Armor Class for 1 round instead of knocking them prone. A successful Reflex save halves the damage and prevents the secondary effect. You can use this ability once per day, plus an additional time for every 6 levels beyond 8th.

Domain Spells: 1st—*touch of the sea*^{APG}, 2nd—*elemental speech*^{APG}, 3rd—*water breathing*, 4th—*planar adaptation*^{APG}, 5th—*solid fog* (functions underwater), 6th—*mass planar adaptation*^{APG}, 7th—*fluid form*^{APG}, 8th—*seamantle*^{APG}, 9th—*tsunami*^{APG}.

OTHER CLASS OPTIONS

These options are available to characters who qualify for them. Those options for rogues and barbarians are compatible with characters built using the core classes as well as classes in *Pathfinder RPG Pathfinder Unchained*.

Elemental Purist (Kineticist Archetype)

An elemental purist spurns all elements that are not her own, for utter devotion can allow one to accomplish even seemingly impossible heroics.



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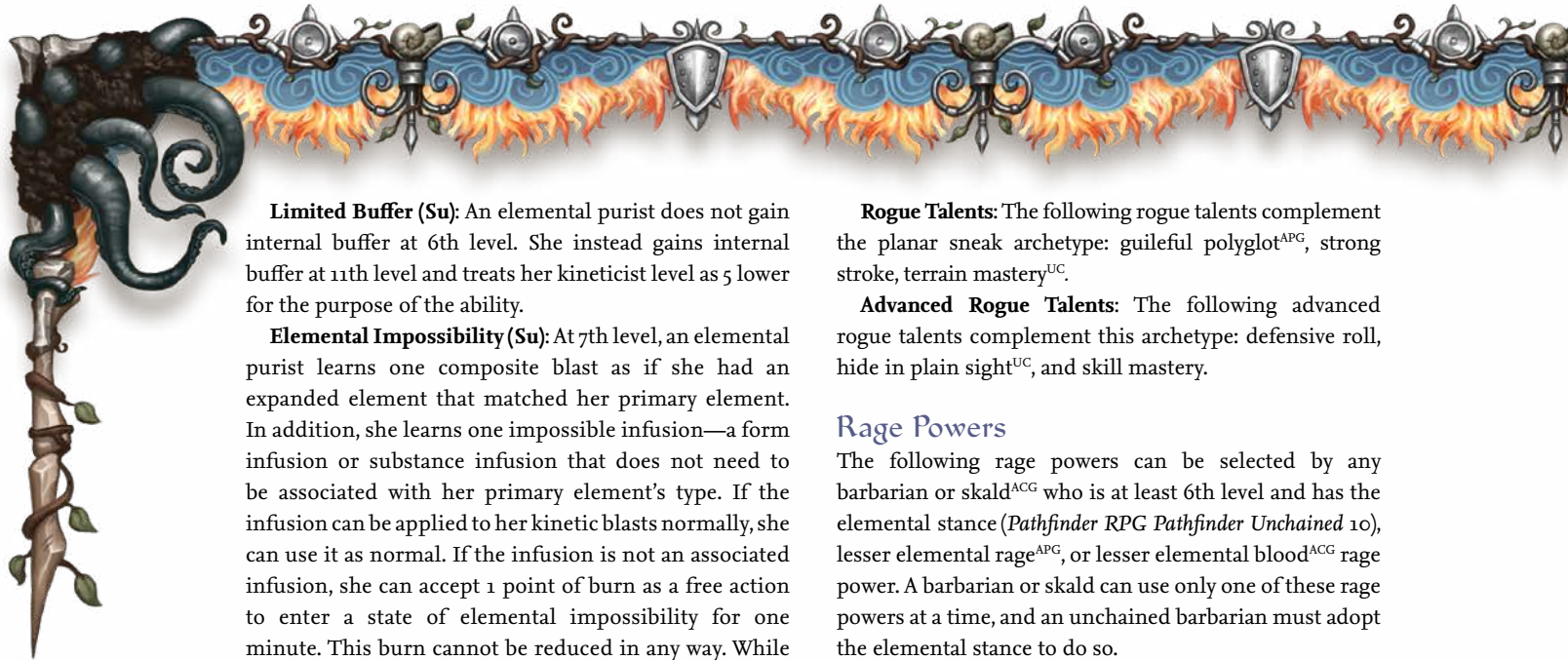
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Limited Buffer (Su): An elemental purist does not gain internal buffer at 6th level. She instead gains internal buffer at 11th level and treats her kineticist level as 5 lower for the purpose of the ability.

Elemental Impossibility (Su): At 7th level, an elemental purist learns one composite blast as if she had an expanded element that matched her primary element. In addition, she learns one impossible infusion—a form infusion or substance infusion that does not need to be associated with her primary element's type. If the infusion can be applied to her kinetic blasts normally, she can use it as normal. If the infusion is not an associated infusion, she can accept 1 point of burn as a free action to enter a state of elemental impossibility for one minute. This burn cannot be reduced in any way. While in this state, she can apply her impossible infusions to her kinetic blast, even if it is not an associated infusion for the blast type; however, if an infusion can be applied only to energy blasts or only to physical blasts, she can apply it only to a kinetic blast of that type. The elemental purist learns one additional impossible infusion at 11th, 15th, and 19th levels.

This ability replaces expanded element, as well as the 11th- and 19th-level infusions.

Elemental Apocalypse (Su): At 20th level, an elemental purist learns the apocalypse universal form infusion (**Level** 9; **Burn** 5; **Associated Blasts** any; **Saving Throw** Reflex half) that she can use once per day. The apocalypse form infusion functions as the explosion form infusion, except the elemental purist can center the spread anywhere she can see within 1 mile, and she can choose to set the radius anywhere between 5 feet and 360 feet.

This ability replaces omnikinesis.

Planar Sneak (Rogue Archetype)

A planar sneak finds creative ways to defy conventional limitations when trying to overcome extraplanar obstacles.

Planar Sense (Ex): At 3rd level, a planar sneak gains a +1 bonus on saving throws against all effects with the air, chaos, earth, evil, fire, good, law, or water descriptors. This bonus increases by 1 for every 3 rogue levels thereafter (to a maximum of +6 at 18th level).

This ability replaces trap sense.

Elemental Execution (Su): At 4th level, a planar sneak treats creatures with the elemental subtype as though they were vulnerable to her sneak attack, but she deals only half as much sneak attack damage as she normally would. She can confirm critical hits against such creatures, though 50% of the time, the critical hit is automatically negated and damage is instead rolled normally. At 8th level, this ability also applies to all outsiders otherwise immune to critical hits and sneak attack damage.

This ability replaces uncanny dodge and improved uncanny dodge.

Rogue Talents: The following rogue talents complement the planar sneak archetype: guileful polyglot^{APG}, strong stroke, terrain mastery^{UC}.

Advanced Rogue Talents: The following advanced rogue talents complement this archetype: defensive roll, hide in plain sight^{UC}, and skill mastery.

Rage Powers

The following rage powers can be selected by any barbarian or skald^{ACG} who is at least 6th level and has the elemental stance (*Pathfinder RPG Pathfinder Unchained* 10), lesser elemental rage^{APG}, or lesser elemental blood^{ACG} rage power. A barbarian or skald can use only one of these rage powers at a time, and an unchained barbarian must adopt the elemental stance to do so.

Aryzul's Curse (Su): When raging, the barbarian emanates a 5-foot-radius aura of radioactivity. Each round that another creature begins its turn within this aura, it takes a cumulative -2 penalty to Strength (Fortitude negates, DC = 10 + 1/2 the barbarian's level + her Constitution modifier) for the duration of the rage. A creature's Strength penalty from this ability cannot exceed the barbarian's class level. At 12th level, the barbarian can choose to create a 10-foot-radius aura of radioactivity when she begins her rage.

Hshurha's Veil (Su): When raging, the barbarian can use Stealth, and she gains a bonus equal to 1/2 her barbarian level on Stealth checks plus the benefits of concealment against ranged attacks and attacks of opportunity.

Kelizandri's Tide (Su): When the barbarian rages, enemies find it difficult to escape the vortex of her fury. As a full-round action while raging, the barbarian can attempt a single combat maneuver check against each creature within 10 feet of her. If her roll equals or exceeds a creature's CMD, she moves that creature 5 feet closer to her. Once per day after attempting this maneuver, she can attack each adjacent creature as a free action as if using the Whirlwind Attack feat. If she has the Whirlwind Attack feat, she can also use it as a free action in this way one additional time per day.

Ymeri's Pyre (Su): The barbarian visibly burns with an inner flame that consumes all impurities affecting her. Each round that the barbarian rages reduces the duration of negative spells and effects inflicted upon her as if 2 rounds had passed; this has no effect on the duration of such effects against other creatures. Once per day, the barbarian can expend 5 rounds of rage to attempt a new saving throw against each nonpermanent effect currently affecting her. Each successful saving throw ends the related effect, and she can choose not to make a save against an effect.

NEW SPELL AND MAGIC ITEMS

The Elemental Planes' inhabitants and visitors have spent ample time inventing new ways to navigate those realms.

JANNI'S JAUNT

School conjuration (teleportation); **Level** cleric 4, medium 3, psychic 4, shaman 6, sorcerer/wizard 6, summoner 5, witch 6
This spell functions as per *plane shift*, but with the following exceptions. First, you are able to transport only willing creatures. Second, the spell can transport you and any other willing targets only to an Elemental Plane, the Astral Plane, or the Material Plane.

PLANEFARER'S BAND		PRICE 30,000 GP
SLOT ring	CL 10th	WEIGHT —
AURA moderate transmutation		

Once per day, the wearer of this ring can attune it to one of the four Elemental Planes for 24 hours. While on that plane, the ring grants the wearer the corresponding benefits below. Once per day on command, the wearer can gain these benefits even when on a different plane, but the effects last only 10 minutes.

Plane of Air: The wearer gains a fly speed of 20 feet (average) and gains a +4 insight bonus on Wisdom checks to change the direction of gravity in an area with the subjective gravity planar trait.

Plane of Earth: The wearer gains darkvision with a range of 60 feet, and she can walk across rock, metal, and other earthen surfaces as if under the effects of *spider climb*.

Plane of Fire: The wearer gains fire resistance 20 and is able to walk atop lava, bubbling tar, and other dangerously hot surfaces as if under the effects of *water walk*.

Plane of Water: The wearer can breathe underwater and gains a swim speed of 40 feet.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP
---------------------------	----------------

Forge Ring, *planar adaptation*^{APG}

RIFT-RENDING BRACERS		PRICE 18,000 GP
SLOT wrists	CL 7th	WEIGHT 1 lb.
AURA moderate conjuration		

When worn by a kineticist, these bracers develop finely inscribed patterns on their once-plain surfaces that reflect the wearer's elemental connection. As a full-round action, a kineticist wearing the bracers can accept 3 points of burn to tear open a brief rift between her current location and the Material Plane, Ethereal Plane, or an Elemental Plane; this behaves as per *plane shift*, but the rift is able to transport only her. By accepting an additional point of burn, she can allow up to 8 willing creatures to travel with her. When traveling to or from the plane that corresponds to her elemental focus, the total burn cost required to activate the bracers is reduced by 1.

Rift-rending bracers must be worn for 24 hours before a kineticist can activate them.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP
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Craft Wondrous Item, *plane shift*

ELEMENTAL MAGIC

Some wizards choose to master one of the elemental forces rather than one of the classic schools of magic (*Pathfinder RPG Advanced Player's Guide* 142, *Pathfinder RPG Ultimate Magic* 87). The following list presents a number of spells introduced since those books were published that also belong to these respective elemental schools.

Air: 3rd—*communal resist energy*^{UC}. 4th—*communal protection from energy*^{UC}.

Air: 1st—*air bubble*^{UC}, *gentle breeze*^{ACG}, *windy escape*^{ARG}; 2nd—*aggressive thundercloud*^{ACG}, *gusting sphere*^{ARG}; 3rd—*air geyser*^{ACG}, *hostile levitation*^{UC}; 4th—*absorbing inhalation*^{ARG}, *cloud shape*^{ARG}, *greater aggressive thundercloud*^{ACG}, *miasmatic form*^{ARG}; 5th—*fickle winds*^{UM}, *lightning arc*^{UM}, *wind blades*^{ARG}; 6th—*path of the winds*^{ARG}; 7th—*scouring winds*^{UM}; 9th—*ride the lightning*^{UM}.

Earth: 1st—*corrosive touch*^{UM}, *mudball*^{ARG}, *stone shield*^{ARG}, *thunderstomp*^{ACG}; 2nd—*molten orb*^{ACG}, *stone discus*^{ACG}; 3rd—*burrow*^{UM}, *greater thunderstomp*^{ACG}, *heart of the metal*^{ACG}, *raging rubble*^{ARG}; 4th—*earth glide*^{ARG}, *obsidian flow*^{UC}, *vitriolic mist*^{UM}; 5th—*acidic spray*^{UM}, *communal stonesskin*^{UC}, *corrosive consumption*^{UM}; 6th—*tar pool*^{UC}; 7th—*caustic eruption*^{UM}.

Fire: 1st—*touch of combustion*^{ARG}; 2nd—*fiery shuriken*^{UC}, *molten orb*^{ACG}; 3rd—*ash storm*^{UM}, *fire stream*^{ARG}, *fire trail*^{ARG}, *flash fire*^{UC}; 4th—*controlled fireball*^{UI}, *greater flaming sphere*^{ACG}, *obsidian flow*^{UC}, *scorching ash form*^{ARG}, *volcanic storm*^{UM}; 5th—*damnation stride*^{ARG}; 6th—*chains of fire*^{ARG}, *tar pool*^{UC}.

Metal: 1st—*body capacitance*^{ACG}, *mirror polish*^{ACG}, *reinforce armaments*^{UC}, *shock shield*^{UC}; 2nd—*aggressive thundercloud*^{ACG}, *bullet shield*^{UC}, *bullet ward*^{ACG}, *warding weapon*^{UC}; 3rd—*pellet blast*^{UC}, *silver darts*^{ACG}; 4th—*greater aggressive thundercloud*^{ACG}, *named bullet*^{UC}; 5th—*wreath of blades*^{UC}; 6th—*greater named bullet*^{UC}; 7th—*arcane cannon*^{UC}, *awaken construct*^{OA}.

Water: 1st—*damp powder*^{UC}, *icicle dagger*^{UM}, *marid's mastery*^{ARG}, *wave shield*^{ACG}; 2nd—*frigid touch*^{UM}, *frost fall*^{UC}, *river whip*^{ACG}, *unshakable chill*^{UM}; 4th—*ride the waves*^{UM}; 5th—*icy prison*^{UM}; 6th—*cold ice strike*^{UM}, *ice crystal teleport*^{UM}; 7th—*ice body*^{UM}; 9th—*mass icy prison*^{UM}.

Wood: 1st—*cultural adaptation*^{UI}, *handy grapnel*^{UI}, *illusion of calm*^{UC}, *liberating command*^{UC}, *quintessence*^{OA}; 2nd—*companion life link*^{ACG}, *extreme flexibility*^{ACG}, *life pact*^{ACG}, *squeeze*^{ARG}; 3rd—*air geyser*^{ACG}, *anchored step*^{ACG}, *pack empathy*^{UI}; 4th—*lesser age resistance*^{UM}; 5th—*mass charm person*^{UI}, *plant shape I*; 6th—*age resistance*^{UM}, *plant shape II*, *serenity*^{UM}; 7th—*greater age resistance*^{UM}, *plant shape III*; 9th—*wooden phalanx*^{UM}.

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Plane of Air

For days I wandered the empty palace halls, never quite certain when a gentle breeze against my cheek would become a solid wall. Desna's magic prevented thirst and hunger, but even the Great Dreamer's power could not free me from this labyrinth. It confounded my magic and my intellect. No matter my methods, each time I felt certain I neared the exit, I'd meet an invisible barrier of swirling air, and a cruel woman's cackle would echo in my ears. It must have been a fortnight before the duchess tired of me and I suddenly plummeted toward a waiting cyclone of raging gusts. My spell was ready, though, and Lady Luck caught me in her arms. As she carried me away, the wind howled and shrieked, as if a beloved plaything had been stolen.

—Excerpt from the journal of Melia Versa, Desnan envoy

THE ENDLESS SKY

Just beyond the Material Plane floats the infinite, seemingly peaceful blue firmament of the Plane of Air. Known to many as the Endless Sky, this plane is shot through with enormous clouds, floating cities of fantastic design, meandering sheets of ice and crystal, strange spheres of brass and iron, and far more astounding features. Towering cloud walls mark the borders it shares with the Material Plane, and gigantic water bubbles—oceanic ecosystems in their own right—pepper the areas abutting the Plane of Water. Although its population is scant in comparison to those of the other elemental planes, the Plane of Air is still home to a grand djinni society, dozens of mephit kingdoms, and a plentitude of diverse creatures.

Breathable air is the plane's most dominant substance, making the Plane of Air the most hospitable of all the elemental planes for visitors from the Material Plane. Flying creatures have great advantages here, though nonnatives of all sorts might find themselves constrained by the lack of solid ground. It does exist, in the form of great chunks of drifting ice originating from the adjacent Plane of Water and magically suspended hunks of earth and crystal—but such places are few and far between.

These rare patches of solid ground are interspersed between planet-sized storms, infinite gusts and sky streams, and hazards even more wondrous and terrible, all lit with a gentle glow that emanates from the air itself. Travelers typically require careful and conscientious guides. Luckily, native inhabitants are often willing to fill such roles, although most are capricious, and many have hidden agendas or are outright predatory.

For those beings who must eat to survive, some of the intermittent masses of solid ground even support farms and ranches that produce a variety of foods. These operations typically rely on magical springs for irrigation, or harvest and melt elemental ice for water. They often ship their goods to markets or trade directly with passing travelers.

Whether they be visitors or permanent residents of the Plane of Air, nonnative creatures quickly learn that directions are relative in the Endless Sky, where nothingness is found on all sides. Gravity is also subjective there—creatures determine their own up or down. On vessels or large pieces of floating land, the mind can orient itself to the “correct” interpretation, but this becomes more challenging on smaller objects and in midair. Imagine the difficulty of choosing which direction to fall when there are no physical objects around for reference! Some scholars and mystics have trained themselves to alter their perception of gravity so quickly that they can simulate flight, but for most people, falling is a disorienting means of travel. The

EXPLORING THE PLANE OF AIR

Creatures native to the Plane of Air usually have innate means of reaching a desired destination. Visitors who would explore the wonders of the Endless Sky must plan ahead, but fortunately, there are many ways to accomplish this.

Airships: Often the property of the djinn, airships are typically made from crystal and silver mined from the far reaches of the multiverse, and they come in a wild array of shapes. Some are magically powered, but all airships have sails or wings of some kind. Many owners eagerly hire them out to travelers.

Flying Mounts: Many creatures on the Plane of Air can fly. Travelers often bring flying animals with them, though naturally terrestrial beasts need to find places to rest occasionally. Herds of dragon-like horses dwell on some of the larger outcroppings of land that dot the plane. These intelligent beings might be convinced to serve as short-term mounts, though they are as headstrong as they are morally sound, and they are notoriously choosy about their allies.

Magic: The vast distances between some locations necessitate the use of spells more powerful than *fly* or even *overland flight*. Teleportation is a popular choice. The noble djinn even have a network of portals that connect important sites, but only their citizens may use them freely. Those caught using these portals illegally often pay a hefty price.

Sky Streams: Countless sky streams—currents of air dense enough to carry ships—flow through the Plane of Air. They range from a few feet to a dozen miles in width, and are invisible and ever-changing. Despite their mutability, sky stream routes still connect major locations. Sky sailors know how to navigate these currents, but unprepared travelers can easily become stranded.

plane's enormous expanses of pale blue sky have few points by which to navigate, but there exist pinpoints of light, brighter and whiter than the surrounding blue, that airship sailors use to determine their position via methods similar to those practiced by sailors on the Material Plane's oceans.

As for the passage of time, visitors must bring their own timekeeping devices, because most of the plane lacks a diurnal cycle. There is no night—only the constant light of midday. Strangely, this illumination still creates shadows, which always appear as though a noonday sun were resting overhead, no matter where or for how long one travels. Some scholars believe this represents the subtle explorative forays of creatures from the Plane of Shadows, though their endgame remains a mystery.

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INHABITANTS

Although it is the least populated of the elemental planes due to its lack of solid ground, the Plane of Air still teems with life. Listed below are several prominent or noteworthy peoples who planar travelers might encounter.

Djinn: The Plane of Air's native genies are the true lords of the Endless Sky. Powerful beings in their own right, they focus on art, culture, trade, and especially the acquisition of knowledge, which brings them great wealth and even greater influence. Calmer and more peaceful than genies native to other planes, the djinn are nonetheless quick to remind everyone that they have been the plane's undisputed masters since before the mortal races appeared. This sense of superiority, combined with their paternalism toward nongenies, has earned the djinn a widespread reputation of insufferable self-importance.

Despite the djinn's stuffy proclamations, some believe that their superiority has not always been uncontested. The mysterious metal spheres scattered throughout the

plane fuel rumors of a long-vanquished foe. A recent theory involves an ancient war between the djinn and a contingent of extraplanar outsiders, or perhaps gods. Some claim that these spheres actually imprison the genies' rivals. The djinn's failure to acknowledge these rumors, plus their refusal to build upon or even touch these spheres, has done nothing to quell such speculation.

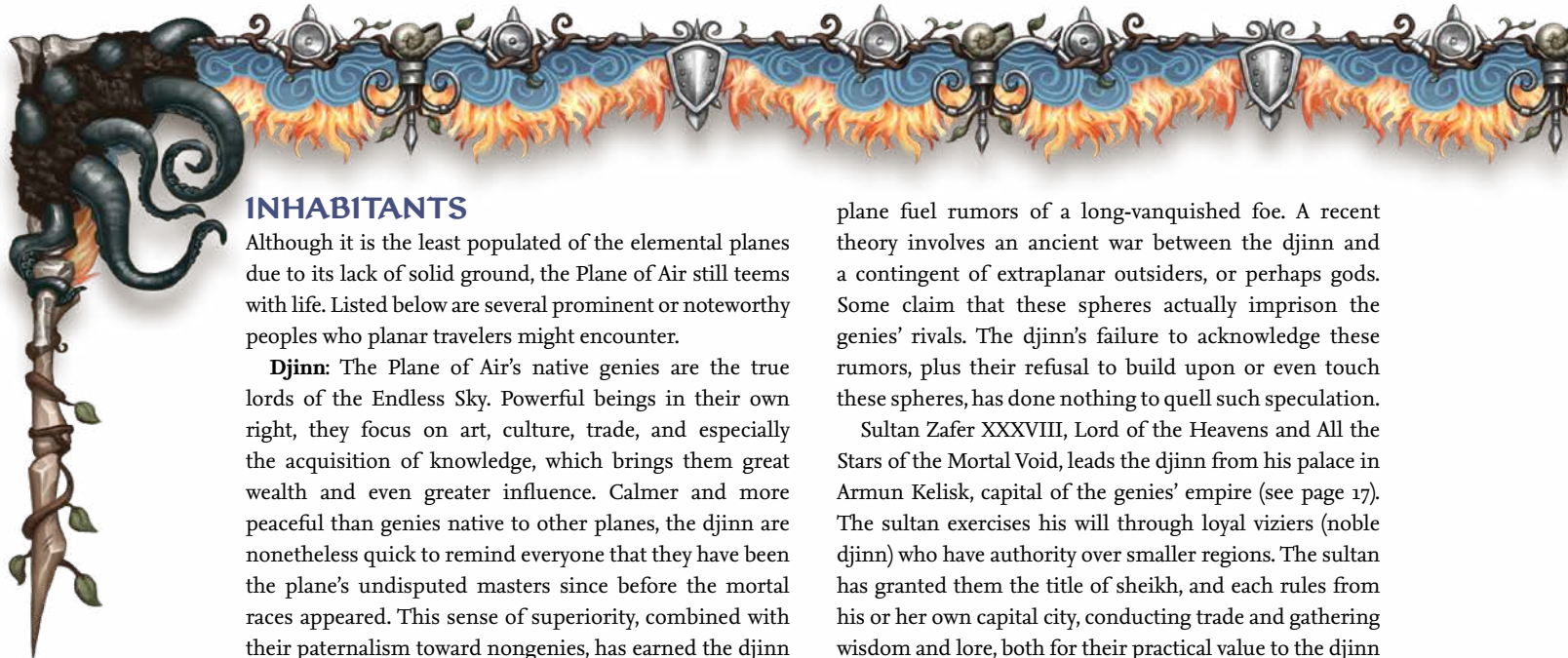
Sultan Zafer XXXVIII, Lord of the Heavens and All the Stars of the Mortal Void, leads the djinn from his palace in Armun Kelisk, capital of the genies' empire (see page 17). The sultan exercises his will through loyal viziers (noble djinn) who have authority over smaller regions. The sultan has granted them the title of sheikh, and each rules from his or her own capital city, conducting trade and gathering wisdom and lore, both for their practical value to the djinn and for their intrinsic value to others. The djinn are known for their curiosity-driven alliances with many of the plane's natives, including entire clans of wandering jann, which are key to the djinn's mercantile pursuits.

More than any other genies, the Plane of Air's djinn welcome new experiences, lead relatively carefree existences, and enjoy learning from others—though the latter does not apply to the efreet, for whom djinn harbor undying hatred. Despite their openness, the djinn are still genies and extremely proud of this heritage. While diplomats can redirect djinni tendencies to treat mortals as children, those who forget themselves and treat a djinni rudely are quickly reminded of the power these ancient beings wield.

Dragons: Long ago, scholars believed no dragons were native to the Plane of Air and that the immigrant populations of silver and white dragons were the Endless Sky's primary draconic residents. The discovery of primal cloud dragons (*Pathfinder RPG Bestiary 2* 96) ultimately proved that assertion false.

Cloud dragons love indulging the ficklest of their whims and are known for flitting unhindered through the expanse of the Endless Sky. They possess an innate curiosity and may begin a quest for lore or a lost bauble, only to allow a distraction to sidetrack them for years. Cloud dragons' whimsical journeys sometimes take them away from their home plane; most cloud dragons on the Material Plane traveled there for a specific but now long-forgotten purpose and, finding Golarion's mountain peaks quite hospitable, decided to stay.

One such side trek brought the ancient cloud dragon **Neghemelu** (CN male wyrm cloud dragon^{B2} bard 5) to Golarion. For generations he laired in an abandoned castle in Varisia's Kodar Mountains, and his forays into the surrounding settlements led to humans' discovery of his species. Neghemelu has long since returned to the Plane of Air, though mortals from Golarion sometimes seek





him out there for his vast knowledge of ancient Varisian customs and lore. He receives visitors in his home within a gigantic spike of quartz that slowly tumbles end over end as it floats along one of the plane's sky streams. Mated pairs of veldenars (see page 63) are known to lurk nearby, happily feeding on weaker travelers who lose their way.

Silver and white dragons also call the Plane of Air home. The two cold-loving dragon species clash regularly, and not just because of their ancestral hatred for one another. White dragons seek to claim a set of artifacts called the *Shastiled*, which legend says could give them the power to rule over all other dragons. They believe the silver dragons hold the artifacts within an icy stronghold called Citadel Cardekriel (see page 14). The silver dragons are determined to prevent their enemies from gaining entry to this fortress, regardless of what it contains.

Elementals: Though just as disorganized as any other planar elementals, air elementals have their own culture and are known for being more gregarious than others of their kind. They are intelligent, but their mind-sets and emotions can change as quickly as the winds from which they are born. The elementals' "mother-goddess" Hshurha, Duchess of All Winds, commands obeisance from all but the most rebellious air elementals.

Air elementals are not the realm's only elementals. In the places where the azure sky turns dark with violent storms, lightning elementals dash about like children playing in the sea, all the while unleashing great bolts of electricity.

Personification of Fury, Gozreh's herald (*Pathfinder Campaign Setting: Inner Sea Gods* 290), is known to take part in this revelry when not going about its deity's business—though some say that a dangerous amalgamation of various elementals is actually masquerading as the herald.

Ice elementals also venture to this plane, despite being native to the Plane of Water. Immigrant ice elementals claim the scattered ice islands that hover near the border with the Plane of Water, sometimes orbiting great waterfalls that flow for hundreds of miles. Ice elementals owe no allegiance to Hshurha and jealously guard their frozen homes against those who would harvest ice to sell to the plane's residents.

Invisible Stalkers: Insidious and treacherous, invisible stalkers serve the plane's noble djinn and its sultan. These enigmatic and dangerous creatures usually travel in small groups, living in a manner similar to nomads, but on perpetual assignment for their masters. Invisible stalkers often work reconnaissance missions but might also serve as assassins. More than a few of their missions over the millennia have quietly quelled extraplanar threats to the Djinni Empire. Heavily invested in their roles on their native plane, invisible stalkers resent mortal spellcasters who summon them to other realms. Some stalkers detest such service so much that they attack any travelers on the plane whom they believe to be magic-users.

Mephits: Three types of mephits dwell on the Plane of Air: air, dust, and ice mephits. These miniscule creatures sometimes serve the powerful entities that dwell on the Plane of Air and are often seen flitting about the plane's great cities, delivering messages or running errands.

Many mephits, however, choose to remain independent. These mephits create small kingdoms or nations on the plane's scattered islands, and each nation's strictures and social mores depend on the type and personality of its self-proclaimed mephit ruler. These kingdoms often have confusing and contradictory laws and customs, making it easy for visitors to unknowingly break them. What's more, familiarity with the customs of one nation never provides much help in understanding the rules of another.

Sylphs: Although not common on their progenitors' home plane, highly capable sylphs (*Bestiary* 2 258) have left the Material Plane in fair numbers to reside on the Plane of Air. Often high-level aerokineticists (*Pathfinder RPG Occult Adventures* 14), sky druids (*Pathfinder RPG Advanced Race Guide* 158), or wizards, they work as commanders of airship fleets or extraplanar diplomats for the djinn—or, more rarely, the elemental population. Still others are high-priced guides for the plane's most esteemed or influential visitors. Some scholars posit that such sylphs act as spies for extraplanar forces that wish to eventually challenge the djinn for dominance of the plane, but practically no one—the air genies included—gives that theory any credence.

GAZETTEER

The Plane of Air is full of fantastic places to visit and explore, not to mention the countless natural and artificial landing sites where the natives' commerce and culture thrive. Below are descriptions of some of the plane's most noteworthy features.

Armun Kelisk: The undisputed jewel of the Plane of Air, the breathtaking djinni capital sprawls across seven stone, ice, and silver platforms in an homage to the rolling terrain of a terrestrial city. Armun Kelisk is fully detailed on pages 17–19.

Caves of Zarentavi: One unusually large mass of solid ground has an "upper" surface that looks like a wide plain with rolling hills and streams, where a herd of translucent cattle grazes on the grass growing in the rich soil. Despite the herd's odd appearance, an outside observer might see this idyllic outcropping of land as the perfect place to make camp or establish a base. However, would-be homesteaders soon learn that the island is named for the tunnels that run through it—tunnels maintained by a powerful colony of thriae (*Pathfinder RPG Bestiary* 3 263).

These thriae somehow immigrated or were sent to the plane many generations ago, but if the creatures remember what brought them here, they do not speak of it with foreigners. The hive's oracles gather information from all over the multiverse, both to protect themselves



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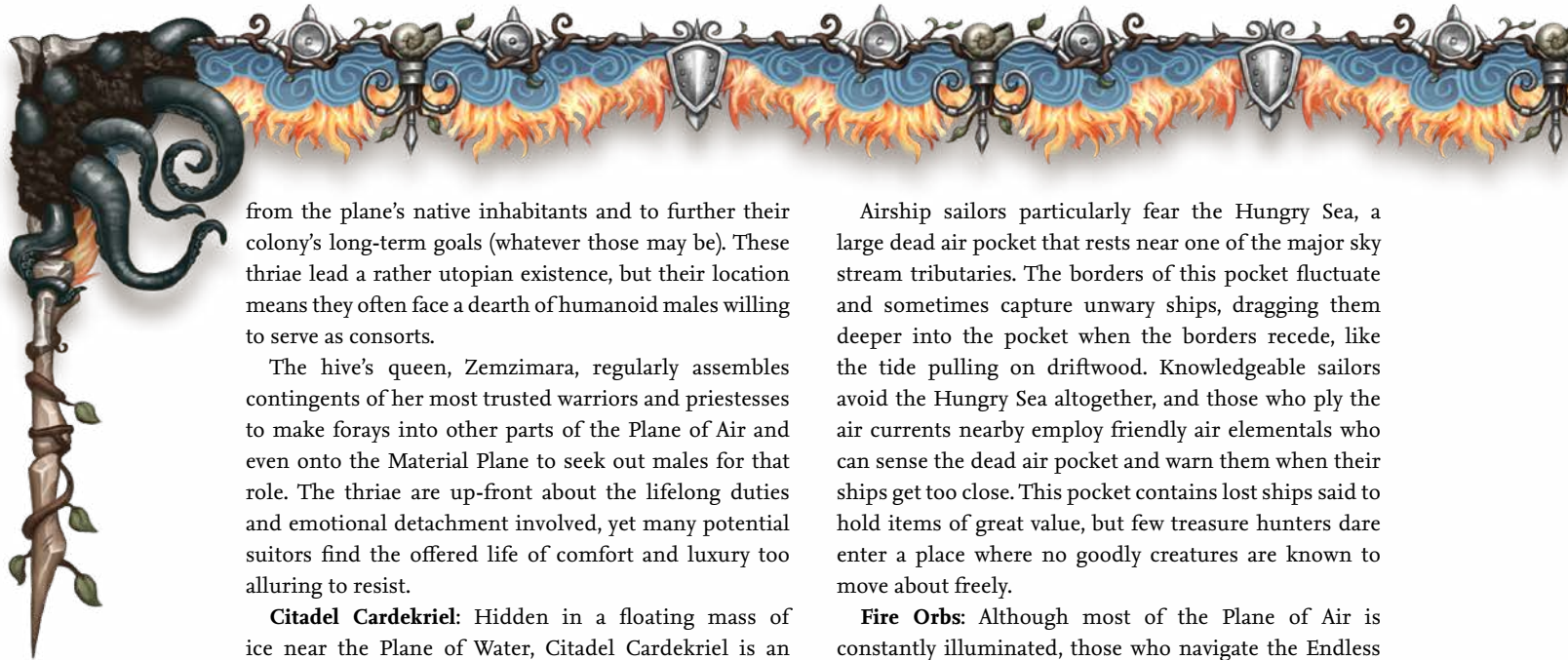
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from the plane's native inhabitants and to further their colony's long-term goals (whatever those may be). These thriae lead a rather utopian existence, but their location means they often face a dearth of humanoid males willing to serve as consorts.

The hive's queen, Zemzimara, regularly assembles contingents of her most trusted warriors and priestesses to make forays into other parts of the Plane of Air and even onto the Material Plane to seek out males for that role. The thriae are up-front about the lifelong duties and emotional detachment involved, yet many potential suitors find the offered life of comfort and luxury too alluring to resist.

Citadel Cardekriel: Hidden in a floating mass of ice near the Plane of Water, Citadel Cardekriel is an imposing fortress guarded by a knightly order of silver dragons who occupy the citadel, as well as a number of outposts on nearby ice islands. The silver dragons defend their fortifications against regular assaults by the white dragons who dwell in their own hidden caves in the ice.

The white dragons believe that Citadel Cardekriel holds the *Shastiled*, a set of powerful artifacts that would supposedly give them power over other dragons. The evil dragons are led by an ancient white dragon, Shelsikarsis, who constantly schemes and strategizes to get into the citadel and find what she seeks; however, her minions have yet to defeat the citadel's forces. A few draconic scholars aware of the ongoing conflict suggest that the silver dragons don't actually possess the *Shastiled* and just let the white dragons believe it's there to keep them from looking for the artifacts elsewhere.

Whether or not the fortress holds the *Shastiled*, Citadel Cardekriel does protect relics dedicated to Apsu, the Waybringer and patron deity of good dragons, as well as powerful items of draconic origin once owned by great warriors on Golarion and other worlds. Those who can reach the citadel and convince its commandant, the ancient silver dragon Pratinaxis, that their intentions are worthy could receive permission to use one or more of these items.

Dead Air Pockets: There are spaces within the Endless Sky where the air becomes inexplicably dense, heavy, and still; travelers cannot breathe it or navigate through it. Invisible and nearly undetectable, these places are a particular bane to sky sailors, because an airship with sails loses propulsion as soon as it enters a dead air pocket.

Most of these air pockets are unstable. They seem to break apart and dissipate on their own over the years. Some, however, have existed for millennia. Those who know about dead air pockets have been inspired to produce vials that hold captured samples of this air (*Pathfinder Companion: Blood of the Elements* 19), but such samples typically don't last very long.

Airship sailors particularly fear the Hungry Sea, a large dead air pocket that rests near one of the major sky stream tributaries. The borders of this pocket fluctuate and sometimes capture unwary ships, dragging them deeper into the pocket when the borders recede, like the tide pulling on driftwood. Knowledgeable sailors avoid the Hungry Sea altogether, and those who ply the air currents nearby employ friendly air elementals who can sense the dead air pocket and warn them when their ships get too close. This pocket contains lost ships said to hold items of great value, but few treasure hunters dare enter a place where no goodly creatures are known to move about freely.

Fire Orbs: Although most of the Plane of Air is constantly illuminated, those who navigate the Endless Sky do so by taking fixes on the plane's distant pinpoints of light, which gleam brighter than the surrounding air. Centuries ago, curious extraplanar explorers traveled vast distances to learn more about these lights and discovered that many, if not all of them, are stationary spheres of intense heat and light. Some believe that these spheres are created by intrusions from the Plane of Fire, although there's no real evidence of this.

This very notion makes the djinn nervous, however, because it might suggest that the powerful efreet are planning to mount an assault. The fact that no attack has ever happened, going as far back as anyone can remember, indicates that either the theory is incorrect or some issue within the Plane of Fire prevents the efreet from passing through these fiery spheres.

Regardless of their origins, exploring the fire orbs is impossible without using powerful magic. Most airships cannot even get close to them for fear of igniting in spectacular blazes—the fate that befell the first curious planar explorers to venture near the orbs. Additionally, the plane's subjective gravity turns the “rising” hot air generated by these orbs into a chaotic rush of air currents, all twisting and colliding as they blast outward from the sphere's surface. As a result, navigation is almost impossible for hundreds of miles around them. Air pilots know to steer clear of these regions, but those unfamiliar with them can quickly lose control of their vessels, providing easy meals for the aerial predators that lurk nearby.

Grazulk's Resplendent Fastness: Near the border with the Material Plane hovers an island unlike any other in the Plane of Air. Rather than rock and soil, this island is formed from a conglomeration of various ores, as well as precious and semiprecious stone deposits. Atop this untapped treasure trove rests a huge fortress with gilded walls and towers of silver.

According to the legends, Grazulk, a very powerful apprentice to the great Runelord Karzoug, built the Resplendent Fastness. The conjurer constructed this fortress to store the wealth and magical tomes that he had



accumulated, and when he escaped the servitude of the runelord well before Earthfall, he retreated here.

The cloud giants who live in the Resplendent Fastness today are the descendants of those who either escaped with Grazulk or joined him later. They still practice sin magic, and they wield powerful spells and deadly weapons to defend the fastness. Although conventional wisdom states that Grazulk died of old age many years ago, some say that he somehow lives on in the depths of his fortress, guarding his untold wealth of jewels, magic items, and ancient knowledge. Outside of the fortress, several nephleis (see page 60) have established lairs in the surrounding clouds, observing the cloud giants' activities with bemused curiosity.

Port Eclipse: One can buy unusual items in many establishments throughout the Endless Sky, but the djinn operate most of these. The air genies' tendency to collect even the most private information about other people makes buying anything from them very risky—but there is one place where discretion is nearly assured.

Port Eclipse is an airship harbor hidden inside a gigantic, hollowed-out island. All of the port's structures—docks, warehouses, inns, taverns, shops, and more—are built on the inner wall of a massive, spherical space. Port Eclipse's current mayor is a semiretired airship captain who goes by the name of **Vendria** (N female sylph^{B2} swashbuckler^{ACG 7}). Vendria and her fellow captains keep the location of the entrance to the island's interior a closely guarded secret, and only their most trusted airship pilots learn the safe route through the stone tunnels leading into Port Eclipse. The captains make good money taking passengers and goods into the port and use magic to verify the claims of those looking for passage.

The port offers a less restrictive business environment than the trade district of Armun Kelisk, but it makes no promise of safety while parties conduct that business. Those who live or harbor in the port value fortitude and self-reliance, and those who cannot defend their health or wealth here often lose both. The few people

willing to come to a stranger's aid likely have unsavory motives. With strength and cunning, however, one can make a tidy profit here, trading illicit goods while avoiding taxes imposed by the arrogant djinn.

Captain Vendria has been running Port Eclipse for only a decade or so and has earned a reputation as a fair mayor, but rumors are spreading that another airship captain has set his sights on her job. Vendria hasn't yet learned the identity of her rival, but pirates have begun attacking airships carrying cargo on her behalf more frequently. She has lost some items of significant value and might be willing to cut a deal with someone who can track down her stolen property and unmask the captain looking to replace her as the leader of Port Eclipse.

Ruins of Nebrindae: If two cities composed entirely of mosques and cathedrals were built on opposite sides of a huge quarry of sharp rocks, and then smashed together in such a way that only the minarets, towers, and steeples protruded, that might just begin to suggest the shape and appearance of Nebrindae. A roughly spherical asteroid of bristling spire-flanges and perches embellished with elaborate statuary, Nebrindae was supposedly once a massive temple consecrated to the worship of psychopomp ushers. Today, though, it lies in ruin, with over half of its original spires crumbled and many of the countless statues that adorn it broken or defaced.

The vast structure falls endlessly through the plane, occasionally reaching planar eddies or focal



VENDRIA

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points that alter its subjective gravity, sending it careening toward an alternative definition of “down.” That the ruin hasn’t dashed itself upon one of the plane’s other massive solid bodies is a testament either to the unfathomable size of the plane or to the piloting skill of some unknown power. The latter could well be possible—even though it lies in ruins, Nebrindae is far from abandoned. Numerous clans of gargoyles inhabit the ominous spheroid. Some grim, marble-like gargoyles claim to be descended from Nebrindae’s original protectors, servitors of the little-known psychopomp usher Vavaalrav, the Steeple’s Skull. Others gargoyles, such as the Reignsol clan, the Silvered Scars, the Dawnbeak Raiders, and the Ascendancy of Wind Seers, arrived later, carving out territories throughout the ruins. While the gargoyle factions often squabble,

their skirmishes end whenever the ruins near another potentially valuable body drifting through the plane. At such times, hundreds of gargoyles sweep from the ruins like a swarm of stone locusts, raiding and stealing what they will. While some gargoyles may bargain with outsiders, Nebrindae is far from united and so is avoided as an unpredictable menace by most of the Plane of Air’s inhabitants. However, some worshipers of the psychopomp ushers, Pharama, and the infernal goddess Mahathallah believe that secrets of the psychopomp race lie hidden in Nebrindae. Thus, these followers launch rare—and often ill-fated—expeditions into the ruins.

Sea of Night’s Embrace: Not all of the Endless Sky is filled with daylight. In the Sea of Night’s Embrace, the plane’s illumination ranges from a permanent twilight all the way to a lightless void. The deeper one travels into the sea, the darker the plane becomes, until the only light available is that which explorers take with them.

The Sea of Night’s Embrace is mysterious and dangerous, populated by undead horrors and creatures akin to those found in the Material Plane’s deepest oceans. Some say a portal to the Negative Energy Plane rests at the center of the Sea of Night’s Embrace. Others claim an entity from the Dark Tapestry dwells there, consuming light. They say it currently sleeps, but if it were to fully awaken, its hunger could plunge the entire plane into darkness. This tale usually suffices to deter wanderers from venturing into the sea, but the umbral essences and singularities of absolute darkness that sometimes coalesce within the region lead shadowy spellcasters to fund investigations of the area. Those few who survive sometimes return with enough rarities to make them rich and with stories of obsidian palaces that seem to hunt potential trespassers.

Sparkling Principality of Hautansia: Among the mephit nations, the Sparkling Principality of Hautansia is the most infamous. Formed from a collection of rocky islands bound together with a thick layer of solid ice, Hautansia is ruled by His Frozen Majesty, King **Eshakhar I** (NE male ice mephit sorcerer [boreal^{APG}] 10). Eshakhar puts his unusually powerful ice magic to work in maintaining his kingdom. His spells knit the islands together and keep his fellow ice mephits loyal to him. Of course, his popularity is also bolstered by the fact that mephits are not forced into subservience or disrespected in Hautansia. In the Sparkling Principality, the ice mephits are the clear masters.

Deep within the tunnels of ice and stone, prisoners taken from passing airships or mercantile caravans must mine for the gems and precious metals that give the Sparkling Principality its name. Some of the stones taken from Hautansia’s mines are so rare



ESHAKHAR I



and pure that powerful rulers send envoys to negotiate purchases directly from Eshakhar. Those who fail to show the king proper respect (or who simply annoy him) are either thrown into the mines or encased in blocks of ice, which the king later carves into art exhibits that please his twisted sensibilities. The king has set his designs on eventually eclipsing the Djinni Empire. As absurd as that notion might be, if he ever found an ally powerful enough, that goal might actually come within reach.

The Spheres: Among the Endless Sky's strangest features are the enormous bronze and steel spheres that drift through various parts of the plane. Of unknown origin, these structures bear immense carvings on their surfaces that appear to be writing of some kind. The djinn's records indicate that the ornate script was once much more deeply inscribed into the spheres' surface, and perhaps predates the Djinni Empire. When questioned, some among the eldest deities exhibit a momentary flicker of regret or refuse to speak of the spheres entirely. Regardless, the spheres themselves offer no answers, and their symbols defy even magical translation. Nor has anyone succeeded in cutting into the spheres to determine what lies inside. Divination magic probing their interiors reveals only disturbing impressions of churning masses of bloody teeth; not surprisingly, spellcasters who probe the spheres risk going entirely insane.

Those who've built settlements on the spheres in defiance of the djinn's taboo—bear an even greater risk. Such settlements have regularly disappeared, leaving no mark or trace that they were ever there. Many believe that some ancient power that once rivaled the djinn is trapped within the spheres, and these disappearances might be manifestations of this entity's wrath.

Some have chosen to study the spheres in less direct ways. Following her lifelong obsession, a scholar, planar traveler, and Pathfinder named **Zennia Lyn** (NG female human monk [ki mystic^{APG}] 14) has undertaken the task of plotting the languid movements of the spheres. She believes that the paths they follow are not random and that their past and future movements document and predict great cosmic happenings. According to rumor, she has already made discoveries that point to terrifying truths, and she balances on the cusp of uncovering some incredibly prescient information. Others say that the djinn know about her investigations and work to indirectly impede her or even eliminate her. If so, it is possible that the Pathfinder may be close to exposing a truth that the djinn wish to keep hidden at all costs.

Storm of Fangs: The Plane of Air is home to many permanent storms, and the djinn often give them evocative names, usually referencing particularly notorious warring silver and white dragons. The Storm of Fangs, though, dwarfs them all. This perpetual maelstrom, roughly the size of Golarion's moon, has devoured countless travelers

in its eons of existence. Drifting within the tempest are storm-lashed pieces of the Material Plane, on which roost lightning elementals, belkers, mihstus, and even stranger creatures. At the very center is said to stand the fortress-like abode of **Shanaria** (NE female elder air elemental rogue 6), who was once the right hand of Hshurha and is rumored to have overseen the duchess's more clandestine endeavors. It's said that the air elemental broke with the duchess over a series of disputes centuries ago, though the nature of those disagreements is up for debate. All that's known for certain is that Shanaria lives here, in mandated or self-imposed exile, and is building some sort of following for her own nebulous purposes.

Verglas Precessional: The palace of Hshurha, Duchess of All Winds, is a translucent construction of air coated with a thin layer of ice. Those within its walls are subject to unpleasant surprises as walls and even floors move or disappear to suit the whims of the self-proclaimed mother-goddess of air elementals and Elemental Lord of air.

Those familiar with the Plane of Air usually know to respect—and fear—Hshurha. The duchess surrounds herself with a court of air elementals, various planar and extraplanar dignitaries, and esteemed travelers. A cruel, tyrannical being, she enjoys toying with all others who enter her demesne and behaves in an especially vicious manner to any creature with a solid or semisolid physical form. Only beings of gaseous or incorporeal nature have a chance of gaining her respect. She may treat with others, but only if she can clearly see value in it for herself.

Entire areas within the Verglas Precessional have naturally invisible walls and sometimes even unmarked openings in the floor, making navigation of the palace treacherous. The palace slowly rotates as it hovers above a vortex, at the center of which rests a pinpoint of utter blackness. Those who displease Hshurha literally fall out of her favor and risk being sucked into this void.

Hshurha's schemes are often so convoluted that they seem insane, but she is an ancient entity whose very nature is as mercurial as the wind, after all. Outwardly, she maintains a cool peace with the djinn, but some say that she consorts with efreet or even employs her own secret cabal of invisible stalkers to weaken the djinn's rule over the plane.

ARMUN KELISK

Armun Kelisk is the Djinni Empire's capital and grandest city. Its splendor reflects the civilization's power and majesty, which is also embodied in the genies' ruler, Sultan Zafer XXXVIII, who presides over his holdings from his Sussurran Palace. This magnificent city stretches across seven enormous platforms of stone, crystal, ice, and silver, each capable of holding a city nearly three times the size of Absalom.

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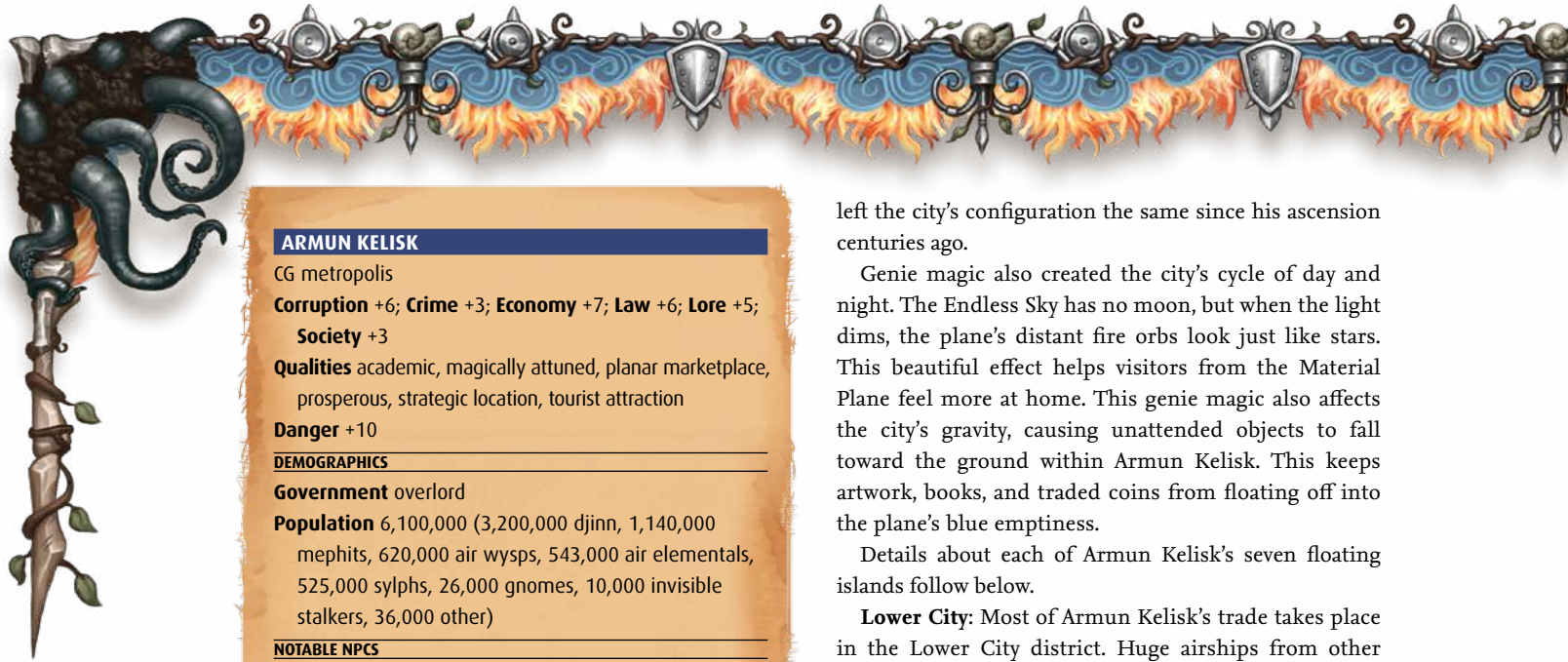
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ARMUN KELISK

CG metropolis

Corruption +6; **Crime** +3; **Economy** +7; **Law** +6; **Lore** +5; **Society** +3

Qualities academic, magically attuned, planar marketplace, prosperous, strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government overlord

Population 6,100,000 (3,200,000 djinn, 1,140,000 mephits, 620,000 air wysps, 543,000 air elementals, 525,000 sylphs, 26,000 gnomes, 10,000 invisible stalkers, 36,000 other)

NOTABLE NPCs

General Ambra Shelaraskeh (CG female noble djinni magus^{UM} 9)

Guildmistress Ursimina Vadovar (NE female human fighter 2/cleric of Norgorber 6)

High Priest Athlikern (N male sylph^{B2} cleric of Gozreh 10)

Kavanaugh and Tagritallia Riddlestone (NG male and female gnome experts 8)

Sultan Zafer XXXVIII (CG male noble djinni conjurer 16)

MARKETPLACE

Base Value 29,600 gp; **Purchase Limit** 170,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 8d4; **Major Items** 6d4

SPECIAL QUALITIES

Planar Marketplace Armun Kelisk forms a major hub of interplanar trade, and buyers can find many incredible items in its vast marketplaces. (*Double the medium and major items available.*)

The platforms, really more like floating islands, hover at different elevations and are carved or cast to resemble the undulating terrain of a terrestrial city.

Each of the city's islands offers myriad airship docks and perches for flying mounts, allowing ready access to the city for nonflying visitors held in high esteem by the djinn. Each island also features several plazas with magical portals to transport residents and honored visitors from one city district to another. The plazas are well guarded, and anyone who wishes to take a portal to the High Palaces must be in possession of a special crystal that indicates the sultan's favor.

The djinn take particular pride in Armun Kelisk's configuration—more specifically, the genies delight in reminding mortals that the city's magic allows its layout to change at the sultan's whim. Traditionally, upon their ascension, new sultans rearrange the city's structure extensively to suit their tastes. While Sultan Zafer XXXVIII has taken advantage of this opportunity, he has largely

left the city's configuration the same since his ascension centuries ago.

Genie magic also created the city's cycle of day and night. The Endless Sky has no moon, but when the light dims, the plane's distant fire orbs look just like stars. This beautiful effect helps visitors from the Material Plane feel more at home. This genie magic also affects the city's gravity, causing unattended objects to fall toward the ground within Armun Kelisk. This keeps artwork, books, and traded coins from floating off into the plane's blue emptiness.

Details about each of Armun Kelisk's seven floating islands follow below.

Lower City: Most of Armun Kelisk's trade takes place in the Lower City district. Huge airships from other floating islands, as well as stranger vessels from places beyond the Endless Sky, deliver goods and people—explorers, artists, scholars, and myriad others—to the docks that encircle the island. The middle region is crowded with buildings stacked practically one on top of the other, towering over a chaotic jumble of warren-like roads. Occasionally, the urban sprawl opens up to reveal beautiful parks, communal gardens, and even greens where livestock graze, all of which serve to support the city's population.

Visitors from the Material Plane typically stay in the Lower City's Terrestrial Gardens. Though they are considered little more than a neighborhood within the Lower City, the Gardens are as large as some cities on Golarion. They host many options for drinking and dining, as well as inns of varying quality. Those travelers with coin to spare are encouraged to visit the Four Winds, a restaurant owned by the gnome siblings Kavanaugh and Tagritallia Riddlestone. These two famous chefs create wondrously flavorful dishes that float above their plates, tiny bubbles that burst to release delicious aromas, and a thousand other delights that make a meal at the Four Winds a memorable experience.

Cyan Keep: Above the Lower City, Cyan Keep serves as the djinn's military district. This island supports seven great fortresses, each housing a regiment of djinn soldiers. General Ambra Shelaraskeh leads these collective regiments. Air genies generally despise warfare, but the general and her sultan understand the need for readiness. Maintaining a standing force ensures that the sultan can defend his people or seize an opportunity to destroy his foes.

Cyan Keep also contains mercenary barracks, several schools of combat, and even a temple to Irori where the monks incorporate aerial acrobatics into their fighting style. The island as a whole has its own landing platform (as does each djinni fortress), and though security here is extremely tight, visiting dignitaries and guests with personal ties to the sultan can sometimes get guided tours.



Silversky Markets: Higher up floats the island that hosts the famed Silversky Markets and their colorful stalls and shops. In the Silversky Markets, visitors can buy, sell, or trade the most amazing—and expensive—items. Special barges carry trade goods from the Lower City to docks around the island's edge or land in heavily guarded compounds that belong to powerful trading syndicates.

One noteworthy merchant compound is the Guildhall of the Windtraders. Outwardly, the building is just the headquarters for the Windtraders' merchant company. Unknown to the city's residents at large—and to many low-ranking members of the Windtraders themselves—the guildhall also houses a hidden church of Norgorber, the Reaper of Reputation, led by Guildmistress Ursimina Vadovar, who manages the guild's business. The guildmistress and her agents secretly intercept pieces of lore and hide them before they can make it into the archives of the Luminous Court.

Luminous Court: The entire city of Armun Kelisk is a piece of art, but the Luminous Court is truly the city's masterpiece. The Luminous Court boasts dramatic landscapes, from mountain peaks with brilliant blue waterfalls to a wide lake surrounded by white beaches to a dense forest of ancient trees. Among these wonders are museums, libraries, and shrines, all dedicated to various schools of art, philosophy, and learning. Here, the djinn's love of culture and knowledge is on prominent display. Scholars travel from across the multiverse to study here, especially at Azure Hall, the city's greatest museum and library complex.

Cirussean Ward: Above the Luminous Court hangs the Cirussean Ward. The ward's gardens and parks rival the beauty of the artists' and scholars' district, but they are meant to please the wealthy and powerful djinn who inhabit the island's villas and towers. These djinn may live in luxury, but they still hold a rank below the viziers, who dwell closer to the sultan. The Cirussean Ward also houses embassies from several planes.

Godsward: The Godsward represents the religious center of Armun Kelisk. On the whole, djinn are not particularly pious people, but in Armun Kelisk many faiths that venerate the sky can commune with the element that their deities hold dear.

Greatest among the ward's many temples is Gozreh's House of the Infinite Strata. High Priest Athlikern runs the open-air temple dedicated to Gozreh's wind and sky aspect. It features a towering statue of a man rising from a pool of water, piercing several layers of clouds as he ascends. Whipping winds sometimes fill the temple, and the clouds form into thunderheads that release rain and harmless flashes of lightning.

Also in the Godsward lies the City of the Departed. Here, the djinn build temples to their minor gods and shrines to their ancestors. Djinn visit these sacred

grounds to remember the deeds of past heroes and to keep in mind that, while their bodies in many ways prove quite hardy, if slain, they vanish from the world for good.

High Palaces: Placed above all others, this district is home to the sultan, his extended family, and the rest of his court. The entire platform is covered with gorgeous parks, brilliant white walkways, and fantastical structures where the most powerful djinn pass their time savoring succulent dishes and heady wines, while mephits and air wyps dart about fulfilling their assigned tasks.

The Sussurran Palace, Sultan Zafer XXXVIII's seat of power, is truly a wonder, built from the purest marble, inlaid with semiprecious stones and gems, and highlighted with gold, silver, and other valuable metals. The royal family conducts all business here, forging and maintaining alliances, strategizing with generals and spies, and just as importantly, simply enjoying what pleasures the multiverse has to offer.

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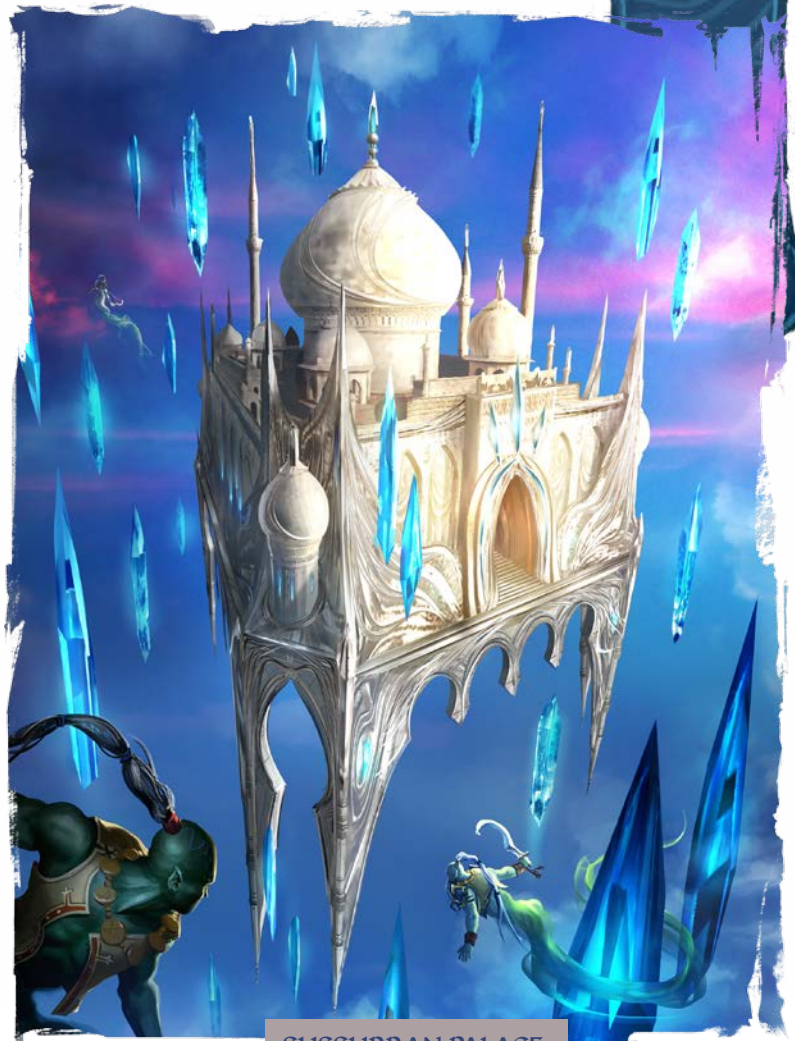
PLANE OF AIR

PLANE OF EARTH

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SUSSURRAN PALACE



Plane of Earth

“Explorers may downplay the Plane of Earth’s gloriousness, not to mention its vast veins of unbelievably valuable minerals. They may say that the whole plane is nothing more than a hunk of rock, but I can confirm that it’s full of all those incalculable wonders and more. Getting to the riches is far from easy, though. There are the genies of the so-called Peerless Empire, who push contracts of servitude onto anyone gullible enough to hear their terms. Beyond that are innumerable trifling societies, each battling the other for resources. Yet past primordial cities rests the mysterious domain of what may be the plane’s greatest power... but you’ll need to buy me another drink to hear that.”

—Sibbrist Varcaran, planar traveler and guide from Galisemni

THE ETERNAL DELVE

The most fixed and permanent of the elemental planes, the Plane of Earth is a limitless domain of vast and interconnected deposits of dirt, stones, and metals. Conventional wisdom states that in primordial times, this plane was once a single solid object that barred all but the most acclimated or cunning species from entering. Since the Material Plane came into being, though, the essences of the other elemental planes have insidiously infected the Plane of Earth—especially the adjacent ribbons of fire and water. The impact of planar convergences combined with the arrival of new inhabitants turned the Plane of Earth into the endless expanse of interlocking cave systems, bottomless crevasses, and vast ecologies that it is today.

There is no true end to this claustrophobic nature, as there are always ceilings above and solid ground underfoot. Some creatures find solace in the plane's planet-sized chambers, but the knowledge that they're still entombed or that, at any moment, countless tons of crushing stone could bury all the eye can see typically tempers that relief.

While Golarion's own Darklands might present an obvious parallel to the twisting caves of the Plane of Earth, the plane is vastly different than the subterranean domains of any Material Plane world. It is not simply one massive network of rocky, unlit caverns. The ceaseless mingling between the Eternal Delve and the other elemental planes highlights these differences even more starkly. The Plane of Fire's influence, for example, is evident in the Plane of Earth's volcanic tunnels and rivers of super-heated magma. Meanwhile, intrusions from the Plane of Water manifest as passages with walls made of pure salt, vertical limestone architecture that drips mineral-rich water into the spaces below, and vast, lightless seas contained within far larger bowls of solid stone. Even the Plane of Air has made the tiniest of impacts on the Eternal Delve, and the occasional cloud formation floats languidly near the tops of the Plane of Earth's most massive hollowed-out complexes.

Along the immeasurable borders between the Planes of Earth and Fire, stoic shaitan genies maintain bustling outposts geared toward trade, exploration, and general maintenance of their Peerless Empire's borders. Officially, the empire's capital, the Opaline Vault (see page 27), has ordered these stations to monitor for incursions of efreeti forces from the Plane of Fire, and most maintain at least a nominal defensive military force. However, the warring between the shaitans and the efreet is limited to a specific conflict between the Opaline Vault and the City of Brass, and in general, shaitans harbor no enmity for their fiery counterparts. On the contrary, the two types of genies sometimes even work together when their interests align.

EXPLORING THE PLANE OF EARTH

With its copious tunnels and caverns, traversing the Plane of Earth may seem like an effortless endeavor. However, visitors should be aware of the many hazards inherent in traveling here, including but not limited to venturing into places with no real means of escape.

Earthly Hazards: Cave-ins are the most common hazard to non-residents of the Plane of Earth, and visitors should always understand the risk of being suffocated by the earth in the blink of an eye. Similarly, caustic and poisonous gasses are a common threat near the borders of the Plane of Fire. Closer to the heart of the plane, dangerous radiation seeps throughout the Blistering Labyrinth, and rocks and bones inadvertently removed from it spread their infection throughout the plane.

Treading Stone: The crisscrossing tunnels that thread the plane's interior still leave large swaths of the Eternal Delve untouched. Many of these areas thus require unique means of travel to reach. Magic effects such as *teleport* are one way to move within the Plane of Earth, but can easily lead to places still cut off from other important regions. The easiest solution is for visitors or residents to have some means of continually shaping or melding with stone or an innate burrow speed, or to find a guide with such an ability.

Tunnels: Most creatures from the Material Plane require some sort of open space in order to survive. Luckily, numerous tunnels fill the Plane of Earth. Running the breadth of the plane, most of these tunnels originate near the borders between other elemental planes. The greatest of these tunnels is known as the Vent, and stretches from the far edge of the Plane of Fire through the Plane of Earth and exits onto the Plane of Water. The Vent includes continent-sized stretches of territory that the shaitans and xiomorns separately control.

Fully beyond the reaches of the Peerless Empire is the Blistering Labyrinth, where the elemental lord Ayrzul sleeps. Innumerable cities of primeval architecture surround the Blistering Labyrinth's expanse, which consists of experimentation sites and homes to some of Ayrzul's worshippers: xiomorns, the race that created the vast vaults of Orv in the deepest Darklands. Many of the xiomorns' enormous cities lie abandoned, their inhabitants having moved on to expand their work throughout the Material Plane. Between the lands of the elemental lord and the shaitan empire's outer reaches, city-states, provinces, and nations rise and fall within the Plane of Earth's infinite warrens. Uncharted domains and untapped resources cover much of this territory wedged between the two greater powers of the Plane of Earth—appropriate, given the limitless geography of the plane itself.

UNVEILING THE
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INHABITANTS

Many native beings and creatures that are thoroughly adapted to the environment live on the Plane of Earth. The plane is more populous than most realize, as entire societies can thrive within nooks and crannies even the most experienced guides don't know exist.

Crystal Dragons: Draconic entities infused with elemental energy, the crystal dragons (*Pathfinder RPG Bestiary* 2 98) of the Eternal Delve claim dominion over several small, personal empires. The flighty nature of these dragons doesn't particularly predispose them to the rigors of ruling a nation, but their trade savvy—especially when it comes to precious gems and metals—and their altruistic natures often land them in such roles. Crystal dragons are benevolent rulers and are known for convening multiracial, inter-empire confederations; their individual kingdoms are often composed of diverse populations that include dwarves, jann, mephits, oreads, and even small exiled groups of shaitans. The dragons fiercely protect those in their domains, affording comfortable living conditions free from the slavery that so deeply permeates shaitan society.

Elementals: Earth elementals are some of the eldest inhabitants of the Eternal Delve, and are so attuned to their home plane that they spend entire decades or centuries fused with their surroundings, never revealing their existence until their whims move them to action. Other earth elementals traverse the plane's interior like swarms of insects, moving in dizzying and often unintelligible patterns. Many earth elementals—and mud elementals (*Bestiary* 2 120) to a lesser extent and mostly near the border of the Plane of Water—are reclusive and territorial, clinging ferociously to their ever-changing homes. They have few, if any, reasons to communicate with other inhabitants of the plane, and most view them as a natural hazard inherent to existence here. On occasion, though, a great threat to the plane has mustered the elementals' strength, and the shaitans of the Opaline Vault are constantly scheming to enlist them in their war against the efreets of the City of Brass.

Mephits: As one of the Plane of Earth's most populous

species, mephits are considered akin to pests by their domineering shaitan neighbors. The Peerless Empire subjugates earth and salt mephits without a second thought, but due to their sheer number, for every one captured another five go free. More often than not, the shaitans push extended contracts of servitude on any mephits they apprehend, or find them in gross violation of the empire's draconic laws and require the creatures to work off their sentences. Ironically, many such mephits come to appreciate their newfound existence under shaitan rule, for it allows them to live among the trappings of power and opulence. The oldest of these mephits sometimes move on to become seneschals or minor power brokers within the rigid slave castes of the Peerless Empire.

The mephits residing in the fractious interior domains of the Plane of Earth pursue all manners of lives. Entire nations of earth and salt mephits exist in the plane's wilder regions. The most notable of these is the Voracious Domain of the Jeweled Demigod Empress Althrana, which has recently become a vassal state to the holdings of the crystal dragon Messentrel the Purple. Beyond these notable mephit holdings, mobs of mephits dwell closer to the center of the plane. Such mobs often earn the xenophobic ire of the nearby xiomorns. The angered Vault Builders and Vault Keepers unleash their powers in displays of overwhelming force, exterminating these mephit infestations, which the xiomorns believe are a clear affront to their patron, the great Ayrzul.

Oreads: With its abundance of open-air tunnels and caverns, especially those created by agrawghs (see page 52), the Eternal Delve has historically appealed to several races more commonly found on the Material Plane, including dwarves, humans, and even elves.

However, the most populous of these races are oreads (*Bestiary* 2 205), whose ancestors hailed from the Eternal Delve. Although relatively common, they typically live in smaller, more isolated populations or scattered among great cities full of other creatures. Oreads mix easily with most of the native creatures here, but often never feel truly at home. Most leverage their resiliency and adaptability to serve as envoys between xorns and shaitans, or even between xiomorns and shaitans.

PEERLESS EMPIRE SHAITAN



However, these roles are inherently risky, and more than a few oreads have found themselves on the wrong side of shaitans' laws or accidentally delivering a fatal insult to the Fossilized King in front of the proud xiomorns.

Scanderigs: More commonly known as “forgefiends” on the Material Plane, scanderigs (*Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition* 409) are weapons of warfare that emerged eons ago on the Plane of Earth. Most scholars believe that the first forgefiends came about during the early days of the war between the genies of the Opaline Vault and the City of Brass; some think they arose spontaneously from those first slag-strewn battlefields, while others believe that they were the product of some sort of strange genie magic. Regardless of the truth of their creation, the scanderigs readily play both sides of this inter-city war, offering their services to the shaitans or efreet in exchange for precious mineral veins or acting as double-agents against hated enemies. Scanderigs' tasks often see the outsiders take up residence in Lavaloch (see page 25) or the Opaline Vault, but they avoid prolonged forays to the Plane of Fire since not all natives there take kindly to their underhanded ways. The Eternal Delve's dwarves fear the scanderigs and avoid them religiously. This treatment doesn't bother the scanderigs, as they'd prefer not to see the dwarves join forces with miffed shaitans to expel the forgefiends from their home plane for good.

Shaitans: These large, proud humanoids maintain an expansive empire that spans the borders of the Plane of Earth, engaging in robust trade, various mining operations, and complicated relationships with the planar natives and inhabitants of the other elemental realms. The Peerless Empire operates with ruthless efficiency, exploiting a vast network of slaves. The earth genies are consummate contractors and use their talents to bind a wide array of creatures into serving everything from their business interests to their immaculate homes. They prefer willing slaves, and some beings are ready to sell themselves into magical servitude, providing their diverse talents in exchange for some concession from the genies or their allies. Only those who fully oppose shaitans are forced into servitude, often spending their remaining existence toiling in the Peerless Empire's distant mining operations. Shaitans have some manner of diplomatic relationship with nearly every race that exists on the Plane of Earth, and even tentatively deal with the efreet, although the shaitans of the Opaline Vault remain at war with the fire genies and refuse to participate in any dealings with them.

Xiomorns: The xiomorns (*Pathfinder Module: The Emerald Spire Superdungeon* 158) are a race of primordial builders and experimenters who tend to seize upon and lose interest in their endeavors relatively quickly. While in recent centuries they have been primarily building

enormous vaults on the Material Plane, the Eternal Delve's center is full of immense, abandoned caverns all of which the xiomorns created, containing incredible and alien-seeming cities, and abandoned, apparently on a whim. Their activities might seem capricious, but the xiomorns claim that meticulous purposes and goals are behind everything they do, though they refuse to share further details. Xiomorns are divided into two distinct types: the Vault Builders and the Vault Keepers. The Vault Builders are mythic beings who rule over their lesser Vault Keeper counterparts. Most of those xiomorns who dwell on the Plane of Earth are dedicated to either crafting new vaults or venerating their patron, the elemental lord Ayrzul.

Xorns: Driven by hunger, xorns are commonly found in the wilderness regions of the Plane of Earth, far removed from the territories the shaitans and xiomorns control. They live alone, or in small communities known as clusters. Xorns prefer an excitement-free life, residing far away from the open tunnels that break up the plane. They inhabit areas with an abundance of minerals, with larger xorn clusters taking over areas with prime deposits. Only burrowers or creatures capable of moving through the earth can hope to come across these particularly unsociable xorn communities.

However, other races' advances can call the xorns to action. When the shaitans' slaves uncover a new mineral deposit, their genie overseers often call for the xorns' assistance in the mining, and xorns offer their skillful services in exchange for the choicest minerals. Much of the plane's shaitan mining operations are based on such arrangements, with hundreds of xorn satrapies dotting the Plane of Earth in even the most unlikely places.

GAZETTEER

Far more than a solid, unyielding mass of rock, the Plane of Earth is home to innumerable locations of interest. Below are descriptions of some of the plane's most noteworthy places.

Amberbrand Grot: As close to traditional gardens as anything that exists in the Eternal Delve, Amberbrand Grot is a series of gorgeous, crystal-encrusted caverns full of natural gemstone formations, riverlike veins of precious metals, and crisp, pleasing air. Illuminating this natural beauty is a constant pulse of warm, calming light that seemingly resonates from the crystals themselves. Many oreads and other elementally infused humanoids seek refuge within the relative quiet of the grotto to bask in the pleasing resonance of the various idyllic scenes as well as enjoy the company of the remarkably peaceful crysmals (*Bestiary* 2 61) within. Those spending more than a few hours within the grotto are subject to a unique effect—a temporary gold-tinged glow that lasts only a few days. The so-called “amber brand” lasts longer the more time one spends in the region, and it has no

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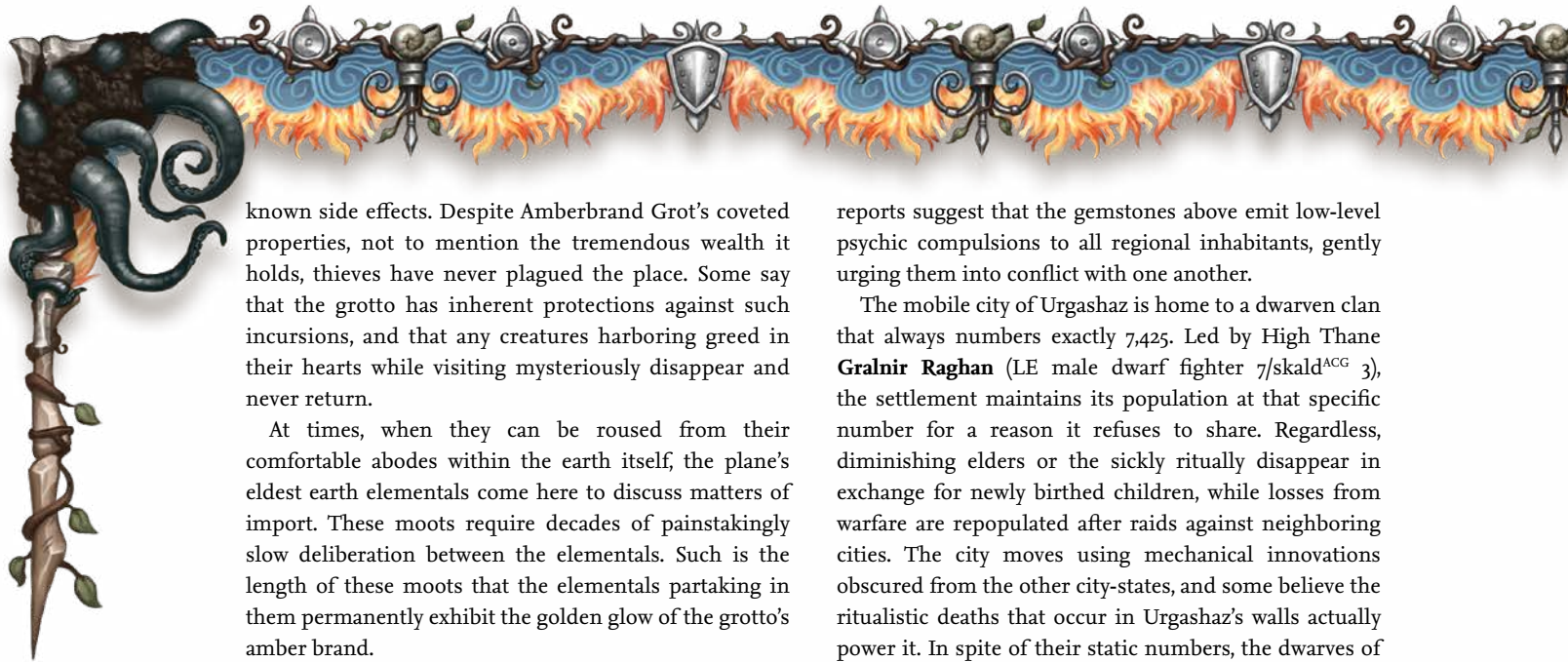
PLANE OF AIR

PLANE OF EARTH

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known side effects. Despite Amberbrand Grot's coveted properties, not to mention the tremendous wealth it holds, thieves have never plagued the place. Some say that the grotto has inherent protections against such incursions, and that any creatures harboring greed in their hearts while visiting mysteriously disappear and never return.

At times, when they can be roused from their comfortable abodes within the earth itself, the plane's eldest earth elementals come here to discuss matters of import. These moots require decades of painstakingly slow deliberation between the elementals. Such is the length of these moots that the elementals partaking in them permanently exhibit the golden glow of the grotto's amber brand.

The eighth and most recent moot began just over 100 years ago and continues to this day—the longest moot in recorded history. What the eldest elementals discuss is unknown, for comprehension of their speech evades even their lesser kin, with some believing that these exceptionally aged elementals speak a version of the Terran language from before the emergence of the plane's first crack.

Blistering Labyrinth: This silent land of unseen radiation houses the elemental lord Ayrzul, also known as the Fossilized King. Elementals, mephits, and xiomorns are the only creatures known to be immune to the unnatural entropy of the Labyrinth, though xiomorns have little tolerance for the presence of mephits in their patron's sacred lands. Though the Blistering Labyrinth has no formal border markers, the blackened and warped bones of countless creatures form a jagged circumference around it, and the further one travels into the region, the truer the name becomes. Increasingly caustic, leaching heat rises from the rock, threatening to burn even the most powerful visitors. At its innermost point, the Blistering Labyrinth becomes a maze of cyclopean bones, with every step taken treading on the remains of those who have come before. At the labyrinth's center lives the Fossilized King, an insular ruler who has never been seen outside of his realm. As a result of his enigmatic nature, Ayrzul is the subject of wild rumors throughout the plane, including that he was once a shaitan wizard, an undead crystal dragon, or even a fragment of another long-dead deity. For his part, wholly unconcerned with the politics of the Eternal Delve, Ayrzul spends his day plotting against his bitter rival, the fiery elemental lord Ymeri.

Citrinide: Immense stalactites of pure citrine line the roof of the cavernous expanse of Citrinide. Unnatural light pulses from within the topaz-like ceiling, bathing everything beneath in a pale yellow glow. Nearly 40 city-states vie for dominance in this continental cavern, each made up of an eclectic assortment of races. Outsider

reports suggest that the gemstones above emit low-level psychic compulsions to all regional inhabitants, gently urging them into conflict with one another.

The mobile city of Urgashaz is home to a dwarven clan that always numbers exactly 7,425. Led by High Thane **Gralnir Raghan** (LE male dwarf fighter 7/skald^{ACG} 3), the settlement maintains its population at that specific number for a reason it refuses to share. Regardless, diminishing elders or the sickly ritually disappear in exchange for newly birthed children, while losses from warfare are repopulated after raids against neighboring cities. The city moves using mechanical innovations obscured from the other city-states, and some believe the ritualistic deaths that occur in Urgashaz's walls actually power it. In spite of their static numbers, the dwarves of Urgashaz vow to fight to control all of Citrinide.

Beyond Urgashaz, the idyllic city of Topallah displays incredible architecture and is one of Citrinide's true wonders. Curved edifices of gem-lined stone rise from the outer walls, which are adorned with frescoes of the city's numerous victories in battle. The people of Topallah consist almost entirely of elemental-infused humanoids (see the template on page 56), but outsiders are permitted within. The crystal dragon **Amchromis** (CG female very old crystal dragon^{B2}) is venerated as the city's benign ruler, but no one outside the city has seen her for decades. In truth, the people rose up and imprisoned Amchromis deep below the city when she opposed ongoing warfare against neighboring city-states, but that is a secret the residents of Topallah have so far managed to keep.

The Deadground: It's hard to define how stone feels "alive" or how mud feels "vital," but when it doesn't, most living creatures can tell. There's a weakness, a wrongness, that pervades such materials, like ashes pressed together or soil dried and scoured into dust. The Deadground is worse. A continent-sized knot of weaker-than-ash debris threaded through with tunnels and cavities, the whole region feels like a massive blast shadow or a land scorched by an instant of killing flames. What induces the Deadground's wrongness is unclear, as is whether it originated in the distant past or is a continuing malady. Regardless, the massive, verminous nightshades known as nightcrawlers (*Bestiary* 2 200) are frequently encountered in and around the region, preventing those who fear the worst from investigating what might be a plane-jeopardizing threat.

Goldhive: Housing countless miles of raw gold, Goldhive is one of the Peerless Empire's 86 Treasured Resource Holds. Intersecting tunnels—the work of the empire's slave armies in ages past—crisscross Goldhive's interior, and centuries of mining operations have yet to make even the smallest impact on the hive's resources. The Peerless Empire has focused less on managing

Goldhive in recent years, but to maintain some presence and preserve it as a holding, the shaitans have coerced a cluster of xorns to oversee operations there.

Elder xorn **Nyagvard** (N advanced xorn sorcerer 4) runs the small settlement of Goldenhome on behalf of the Peerless Empire, using the place's veneer of friendliness as a kind of planar propaganda. This gold-encased village welcomes creatures from all walks of life, and often hosts a large number of visiting elves, dwarves, and humans who managed to find their way to the Plane of Earth. Visitors to Goldenhome receive respectful treatment from the resident xorns, who fulfill even roles they would normally consider unimportant, such as entertainers and cooks. The unique nature of the village is deceptive, and the xorns maintain their hospitable front merely to reinforce the illusion of shaitan benevolence. Visitors lured there by tales of such an idyllic community should also be wary of the natural predators that lurk throughout Goldhive, as they can slay mundane humanoids with ease. Those visiting the settlement may be surprised to find gold has no value as currency here. Instead, both platinum and silver command high prices in Goldenhome.

Those expecting to leave Goldhive with an overabundance of gold soon find themselves the target of the Peerless Empire. The shaitans maintain watch over the hold using a network of spies and various magical wards. Even the accommodating settlement of Goldenhome is a falsity; the resident xorns report any major theft of gold, as well as any troublesome visitors, to the empire. The shaitans' skilled hunters mercilessly track those who escape the plane with ill-gotten Goldhive gold as well as any who partake in the gold's trafficking. In this way, the shaitans can, by their laws, legally venture to the Material Plane to capture gold thieves. Invariably, the punishment for such actions is slavery within the Peerless Empire.

Lavaloch: The citadel of Lavaloch rests on the border of the Planes of Earth and Fire. Here, magma-dripping towers of blackened metal soar amid tangled rivers of molten slag. A city of efreeti taskmasters and toil-worn slaves resides just past the fortress's outermost walls. Larger bastions rise from the inner city, forming a center that is at once militarized and civilized. To the majority of the shaitans on the plane, the settlement is simply an efreeti outpost that partakes in diplomatic relations with the Peerless Empire. However, to the stubborn leaders of the Opaline Vault, Lavaloch is an unacceptable incursion into their lands on the part of a hated enemy. The disconnect between the empire's official position of cautious diplomacy with the fire genies and the Opaline Vault's open enmity with them is a constant source of strife among all shaitans. The

efreet tend to mirror these complex relations; in general, they see the shaitans as useful potential allies, but there are some among the fire genies who would rather see the Opaline Vault burn.

Leading Lavaloch is General **Baalzakeem** (LE male efreeti fighter 7), who officially holds a title in the efreeti army but is openly known as an exile from the Plane of Fire after being judged too temperamental by his superiors. Though he is the face of Lavaloch, the efreeti has little actual power in the settlement, which has a functional government that consists of a general council of powerful genies. Though complex, this situation generally sits well with the efreet and the shaitans, who know that the continued presence of Lavaloch requires a delicate balance to keep all interested parties appeased.

Opaline Vault: The capital of the shaitans' Peerless Empire, the Opaline Vault is a magnificent locale full of beautiful sites and complex politics. The Opaline Vault is fully detailed on pages 27–29.

Saline Sarcophagus: A vast, planet-sized chamber, the Saline Sarcophagus has a ground made of sand-fine salt and as open of a "sky" as one could hope to find



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on the Plane of Earth. Concealed sinkholes mar the chamber's floor. Each leads through winding, mile-long shafts that end in small, two-way portals, many of which connect with the Plane of Air. In some cases, these portals open to the skies of worlds on the Material Plane. The presence of these planar gateways contributes to the region's desiccating aura; most humanoid creatures find their skin cracking and peeling within hours of arrival, and require five times the normal amount of water to remain hydrated.

Acting as guardians and gatekeepers of the various portals are numerous living sandstorms (*Pathfinder Adventure Path #83: The Slave Trenches of Hakoteh* 86). These storms assist wandering, unprepared travelers while doing their best to contain any creatures that enter the Plane of Earth from the portals' other sides. Even though the rest of the Plane of Earth shuns the sandstorms, they still dutifully keep their vigil. As tradition dictates, the living sandstorms tell travelers who seek to leave the Plane of Earth via one of these numerous portals that such a journey must be one way. Those who attempt to return through these gateways inevitably earn the violent ire of their sandstorm protectors.

Most scholars attribute the cause of the rampant desiccation within the Saline Sarcophagus to the vast amount of salt here. Some believe that, in ages past, one

of the four elemental gems that housed the spirit of a progenitor elemental lord lived here. The spirit within the gem supposedly affected the nearby area, changing it into the salt-strewn lands that exist to this day. The nature of the salt and the area's numerous portals to the Plane of Air lead some to theorize that this spirit was that of Ranginori, Duke of Thunder, from the Plane of Air. Though whether the gem even existed, or still exists today, is not known, and these extrapolations are far from any certain truth. Regardless, the Saline Sarcophagus is now a shattered edifice at the heart of the region, and few pay heed to the vast edifice that is little more than an empty container.

The Slipped Vein: It might be nothing more than a legend, a story passed between desperate miners and hungry xorns, but tales tell of a mile-long vein of gold and ruby or silver and sapphire so brilliant and so pure that it's hard to even look upon. If ever there was a treasure to make a dwarf weep or a shaitan sweat, it would be the Slipped Vein. But regardless of its composition and who dreams of it, the Slipped Vein is—predictably—a mystery. Not because it is lost, hidden, or locked away by mighty forces, but because stories say that it's actually alive. Like some great worm or undammed river, this thread of precious metal and gemstones courses through the plane, beautiful but sometimes deadly. Reports tell of hidden communities that have vanished or gone silent, only to be discovered later with its buildings and inhabitants trapped within lethal gilding. Some particularly adventurous prospectors seek to chase, capture, or otherwise tame the glistening river. These vein-chasers are a fractious lot, largely consisting of oreads and dwarves, though daring xorns are not uncommon. As likely to cooperate as to sabotage one another's hunts, vein-chasers are always looking for up-to-date reports on unexpected geological events and miraculous appearances of precious metals and minerals. Should such events occur, it's not uncommon for this area to experience a brief gold rush of sorts, as competing vein-chasers and their aurumvorax "blood hounds" pursue their elusive quarry.

Somnisphere: Rings of concentric glass, which prevent native elementals from using their earth glide ability to breach or escape it, encompass the land known to outsiders as the Somnisphere. Smaller, strangely reinforced glass cells fill the Somnisphere's interior. The Somnisphere's cells vary in size; each cell has magically sealable doors, and only the vast compound's jailers know how to work them. Between the cells and other glass-encased sections zigzag a maze of tunnels, which menial pech laborers use to move throughout



NYAGVARD



the facility like worker ants. The pech ensure that the cells are properly sealed and report any damage to the greater structure's outer barriers.

The pech report to several jailers, who vary in race from elemental-infused humanoids to elder elementals to shaitans to even the occasional crystal dragon. **Keevauchtum** (LN xiomorn mesmerist^{OA} 4; *Pathfinder Module: The Emerald Spire Superdungeon* 158) acts as the Somnisphere's warden. Having once maintained a Material Plane vault of its own, it lost its charge in some long-forgotten catastrophe. Whatever purpose once drove it, this Vault Keeper now manages the Somnisphere as equal parts jail and refuge for wild elementals. The cells of Somnisphere also rehabilitate nascent ozimats (see page 62) who fail to properly understand the enlightenment of their former construct forms. Those elementals too dangerous to leave the Plane of Earth stay within the prison's magically reinforced glass. Keevauchtum presides over the binding and subsequent pacification methods used on these enraged elementals.

Stonetide: Buffering the borders with the Plane of Water, Stonetide is a gargantuan confederation of cities. Shaitans are the most numerous leaders of these settlements. Thus, most cities have strong ties to the Peerless Empire, but these settlements nonetheless operate independently. Each is built upon a constantly eroding base of sludge-like rock that routinely collapses into the adjacent Plane of Water's churning tides. The shaitans' slaves work endlessly to expand Stonetide's infrastructure away from the border, but as the cities expand in one direction, they inevitably shed older districts into the quagmire of ooze on the opposite side.

The Ascending Metropolis is the largest of the shaitan-operated cities within Stonetide. Rather than building against the Plane of Water's waves, though, these shaitans build upward, constantly adding higher levels as the lower ones sink. Ongoing trade with the marid genies of the Plane of Water sustains the metropolis, which openly invites all travelers to undertake business ventures within its growing walls. **Shahzade Baahir Nagi** (LN female shaitan bard 4) rules the Ascending Metropolis in name, but secretly pays homage to the Sultana of the Peerless Empire, as the Sultana facilitated Baahir's rapid political rise.

For its part, the Peerless Empire has great interest in maintaining a strong partnership with the Ascending Metropolis—if not eventually annexing it outright—thanks to the city's robust trading operations. In contrast to the wealth of the upper city, though, the lowest sections are home to impoverished individuals who have repeatedly resisted offers of consensual indentured servitude to the shaitans. On top of all of this intrigue, every few years, an eruption of gelatinous earth consumes the sublevels of the city like a tidal wave of molasses.

Another Stonetide settlement is the muck-strewn islet of Annoyance, which is the demesne of ooze mephits displaced from the Plane of Water. The confederation's other inhabitants—namely the shaitans—first coined the name of the ooze mephits' home, which became its official title. Few merchants or planar travelers see any reason to visit Annoyance, and the ooze mephits encourage this prejudice, because they secretly own almost a dozen *wells of many worlds* (*Pathfinder RPG Ultimate Equipment* 325)—magic items capable of planar transportation. Chief **Ougmugh** (N female ooze mephit abjurer 8) happened upon these items while exploring Stonetide, and realizing they were a lost shipment from the Plane of Water, she claimed them in secret. Now, the ooze mephit wizard operates her community as a combination of extraplanar safe house and transportation hub between the planes.

The Violent Road: Suffering a dramatic defeat upon the Material Plane, the olethrodaemon (*Bestiary* 2 70) Garav, Mother of Hunger, barely escaped with her life. Her retreat lead her to the Plane of Earth, where she became trapped within a labyrinth of diamond for centuries. Rage and imprisonment seem to have driven Garav mad, inspiring her current plan: to consume the Plane of Earth. What began as a one-demon job has expanded over the centuries into an army of demons, purple worms, and worse that endlessly burrow through the plane. Their aimless, fiend-haunted path has become a well known, if dangerous, thoroughfare. While most planar explorers avoid it, the route passes relatively close to the borders of the Peerless Empire, making it a easy to navigate if otherwise fraught passage to the shaitan empire.

OPALINE VAULT

The great city of the Opaline Vault is the capital of the Peerless Empire, and the ancestral home of many shaitans. Built along a 30-mile-wide geode, the city resides relatively near the elemental border between the Planes of Earth and Fire. Much of the city's architecture has a pearly white veneer, but ubiquitous enchanted, glowing spheres of light produce a kaleidoscope of dizzying colors that refract off the geode's walls, resulting in one of the plane's most incredible sights. In fact, these beautiful vistas have earned the Opaline Vault the moniker of "The Rainbow Metropolis."

Vast towers of intermixed gold and platinum rise from the cracked center of the geode—the city's heart. The greatest palaces of the Peerless Empire stand atop these spires amid a lake of acid-melted gemstones. The coloration of the churning lake constantly shifts, changing based on the specific gems in ascendance and the manipulations of the shaitan wizards responsible for the lake's ongoing maintenance. Powerful telekinetic magic keeps the numerous castles' spires from tumbling into the acidic brew. Soaring bridges span the varied

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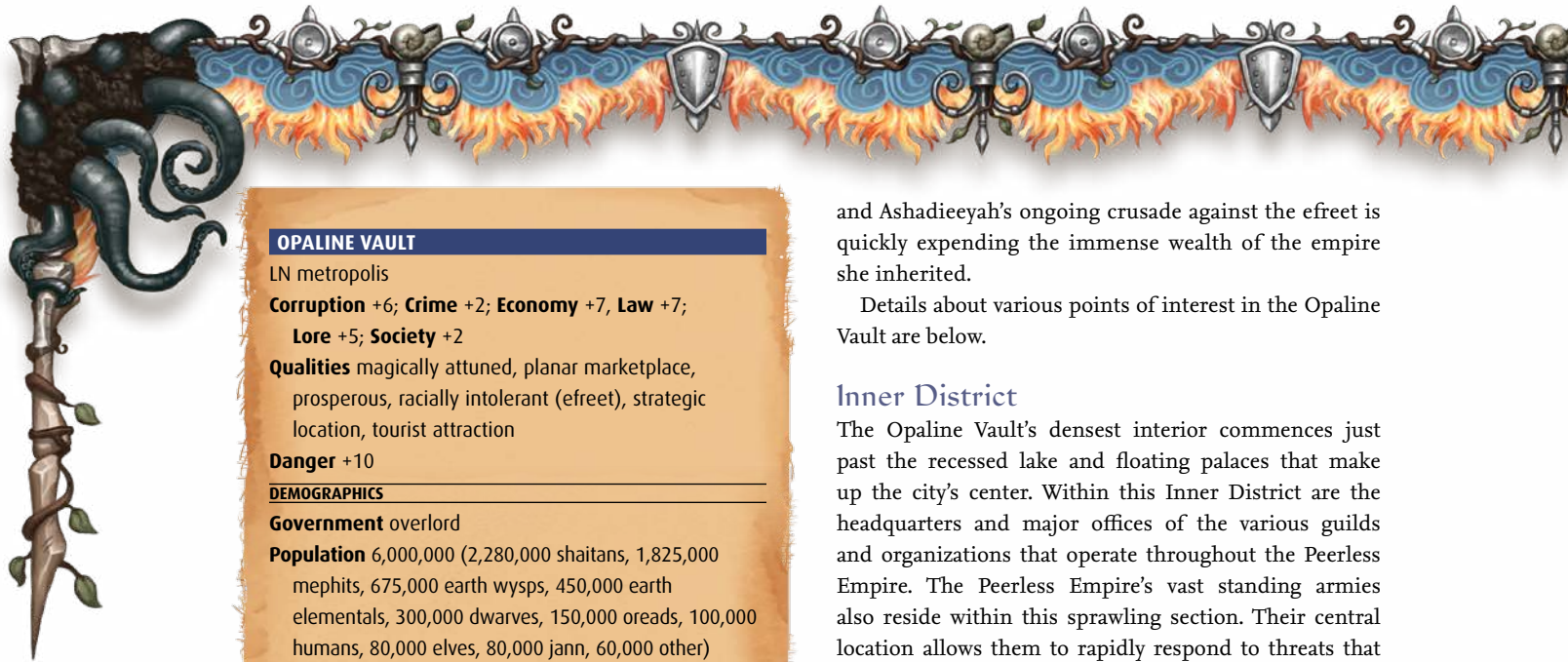
PLANE OF AIR

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OPALINE VAULT

LN metropolis

Corruption +6; **Crime** +2; **Economy** +7, **Law** +7;

Lore +5; **Society** +2

Qualities magically attuned, planar marketplace, prosperous, racially intolerant (efreet), strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government overlord

Population 6,000,000 (2,280,000 shaitans, 1,825,000 mephits, 675,000 earth wysps, 450,000 earth elementals, 300,000 dwarves, 150,000 oreads, 100,000 humans, 80,000 elves, 80,000 jann, 60,000 other)

NOTABLE NPCs

Grand Vizier Mahuroos Tepani (LN male noble shaitan abjurer 6/master spy^{APG} 4)

Krayler Cauchemar (LE male dwarf alchemist^{APG} 2/rogue 6)

Resolute-General Naseema Bilalai (LN female shaitan fighter 10)

Sultana Ashadieeyah bint Khalid (LN female noble shaitan geokineticist^{OA} 14)

MARKETPLACE

Base Value 29,600 gp; **Purchase Limit** 170,000 gp;

Spellcasting 9th

Minor Items nearly all available; **Medium Items** 8d4;

Major Items 6d4

SPECIAL QUALITIES

Planar Marketplace The Opaline Vault is the center of the shaitans' Peerless Empire and, as such, a major hub of interplanar trade. Many incredible items can be found in its vast marketplaces. (*Double the medium and major items available.*)

islands, which are home to pashas (the shaitan nobility), and also connect with the sultana's personal spire dominating the geode's center.

The sultana of the Opaline Vault, Ashadieeyah bint Khalid, reigns over the Peerless Empire, having inherited the position following her father's death at the efreet's hands some 500 years ago. The metropolis has seemingly always been at war with the City of Brass, but since then, Ashadieeyah has only intensified the conflict. Massive wealth flows into the Opaline Vault, thanks to the shaitans' relatively peaceful relations with other planar residents, not to mention the city's powerful guilds and established trade partnerships. However, an equally impressive amount of gold evaporates through the construction of weapons and payment of mercenary contracts that fuel the sultana's vendetta. The past centuries have not been kind to the Peerless Empire,

and Ashadieeyah's ongoing crusade against the efreet is quickly expending the immense wealth of the empire she inherited.

Details about various points of interest in the Opaline Vault are below.

Inner District

The Opaline Vault's densest interior commences just past the recessed lake and floating palaces that make up the city's center. Within this Inner District are the headquarters and major offices of the various guilds and organizations that operate throughout the Peerless Empire. The Peerless Empire's vast standing armies also reside within this sprawling section. Their central location allows them to rapidly respond to threats that occur at any area within the Opaline Vault.

Argyle Commerce Guild: Three separate shaitan families operate this immense trading guild, which is based around the import and export of precious gems from controlled mining operations throughout the plane. Many of the precious minerals they seek have no corollary on the Material Plane, such as aki-loug, deporox, eye snare, sarrotounge, thak tooth, and stranger stones. Most of the guild's operations are based in remote outposts and involve the plane's few unaligned shaitans. Still, the Argyle Commerce Guild maintains a robust presence in the Opaline Vault's inner district—a necessity for remaining close to the Peerless Empire's heart of power.

Recently, two of the owning families, the Bahjati and the Ghameni clans, have joined together to covertly seek adventurers who can uncover damning evidence against the third stakeholder in the guild, the Farhiwan clan. The desire for an investigation comes amid scandalous rumors that the matriarch of the Farhiwans allows a tryst between one of her children and an efreeti from the City of Brass.

Slab Garrison: The reputation of this squat, mile-long structure, also referred to simply the Slab, extends throughout the Plane of Earth and even beyond. In its walls, the single greatest concentration of the Peerless Empire's shaitan soldiers prepare and train for their continued war with the efreet of the City of Brass. Thousands of humanoid slaves tend to the soldiers' needs, performing tasks ranging from armor and weapon maintenance to food preparation. Resolute-General Naseema Bilalai personally tours the facility every 300 days, ensuring that both soldiers and trainers are performing to her exacting expectations.

Noble's Rise

This district of the city is found in the center of the geode, suspended above a churning lake of acid-melted gemstones. Here, the ruling leaders of the Peerless Empire and the shaitan race maintain their personal palaces.



Grand Vizier's Hall: An inherited palace, the Grand Vizier's Hall traditionally houses the current advisor to the sultan or sultana. The brass-and-steel palace still bears scorch marks from an efreeti raid launched from the City of Brass—an event that directly precipitated a failed shaitan retaliation, resulting in the deaths of the Peerless Empire's last sultan and the former vizier. Mahuroos Tepani, the current grand vizier, has yet to properly claim the palace as his own, despite the 500 years he has had to do so. Mahuroos has been too busy partaking in clandestine missions to the Plane of Fire to instigate rebellion and secret alliances with the resident fire mephits, and as a result, the palace remains empty.

As the previous vizier was a well-known and paranoid crystal dragon, the Peerless Empire's military is hesitant to enter the palace for fear of triggering the long-dead dragon's plentiful traps. Several of these traps have accidentally activated in the past few decades, causing much chaos among the noble families living on nearby islands. Mahuroos Tepani only recently began searching for adventuring parties to clear the Grand Vizier's Rise. This he did more to alleviate the growing concerns about the abandoned palace than out of any interest he has in claiming it for himself.

Soaring Radiance: Visible from anywhere in the city, this tower is the personal demesne of the sultana and the seat of power for the Peerless Empire. Covered in precious jewels and worked metals, the tower glistens in the skyline of the Opaline Vault's high-vaulted cavern ceiling. Over a thousand trained shaitan royal guards patrol the floating island that supports the palace, with a contingent stationed within the palace itself. These guards are known as the Opaline Host and wear black mourning armor in honor of the previous sultan, who died under their protection. Despite the time that's passed since the sultan's death, the sultana has yet to lift the period of mourning, reflecting the deep anguish she still feels over the loss even today.

Outer District

Beyond the guild halls and military bases, the outermost district of the Opaline Vault, is inhabited entirely by the Peerless Empire's merchants and indentured slaves. Shaitans typically allow slaves to own small domiciles and live with their families as a means of better tending to their overall well-being.

Aspis Enclave: A small envoy from Golarion's Aspis Consortium is located among hundreds of similar outposts from

various other Material Plane worlds. A silver agent by the name of Krayler Cauchemar runs the enterprise, offering to facilitate any trade the Opaline Vault's other mercantile interests may have with Golarion. So far, the Aspis have found little success in their venture, but are seeking to embed their agents among the military forces of the Peerless Empire as guides or servants, with the goal of heightening their prestige and forging connections with the massive planar empire.

Peerless Embassy: Known for their diplomacy—with the exception of the city's vendetta against the City of Brass—the shaitans of the Opaline Vault take great pride in the embassy that emerges directly from the city's encompassing cavern. The embassy's large central structure houses the empire's many diplomats, hosting envoys from all over the multiverse. Small adjoining wings are reserved for diplomats on extended assignments from the other elemental planes. These include the Sky Wing for envoys from the Plane of Air and the Sea Wing for envoys from the Plane of Water; there is also the Furnace Wing, which once housed non-efreet diplomats from the Plane of Fire. Since Ashadieeyah ascended to the throne, however, she has ordered that wing closed and placed off-limits on pain of immediate exile.

UNVEILING THE
ELEMENTAL
PLANES

PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY



PEERLESS EMBASSY



Plane of Fire

Fire destroys, but it also generates new life. It burns away that which is unnecessary and transmutes what remains, making it stronger, purer, and more resilient. The Plane of Fire burns away the sight of the weak, yet is gazing upon its lethal beauty not worth the risk? Its winds sear the lips like a goddess's kiss, but is that not a small price to pay to taste their sweetness? The secrets of creation lie within the heart of flame, and only the elite can read its blazing scripture. Few creatures can survive a visit to the Plane of Fire, and even fewer can make a home here. But those who do come to abide in the Eternal Furnace understand that intensity is not the same as agony, and that destruction must precede rebirth.

—Mephit philosopher Chryxeis Althal, *Sermons from the Heart of Flame*



THE ETERNAL FURNACE

Like the brilliant, fiery colors that dance within an all-consuming blaze, the Plane of Fire is both astonishingly beautiful and inimically hostile to many forms of life. Visitors able to safely traverse it are few and far between, and the plane quickly engulfs those without proper protection. Those who can weather its smoldering terrain—and the domains of its mercurial and often terribly cruel inhabitants—earn serious bragging rights back on their home planes, not to mention the wealth of treasure and adventure they might find here. For some elite explorers, the Plane of Fire's scintillating beauty is reward enough for visiting, though the dangers here are as unrivaled as they are alluring.

While much of the plane consists of rolling seas of fire, rivers of molten metal and stone, volcanic mountains, burning plains, and skies filled with flame, smoke, and rains of liquid mercury, there are landscapes here that are even stranger. An abundance of flora and fauna has uniquely adapted to this deadly home, not to mention the creatures that have built cities and empires beyond most mortals' wildest dreams. No matter where one goes, even a brief visit to the Eternal Furnace is a transformative experience; like fire itself, it burns away weakness and forges strength.

Experiencing the plane's most stunning vistas isn't easy. In some areas, searing, sulfurous fumes supplant all breathable air; even those places with a livable atmosphere are often so hot that organic materials instantly sear to a crisp, leaving a landscape largely consisting of forged metal. In other cases, massive columns of fire that engulf regions contain their own unique ecosystems. Much of the plane's solid and semisolid surfaces are seas of liquid fire, molten metal, flowing lava, or other hazardous materials. Rains of melted metal, incendiary mists, and volcanic eruptions occur throughout the plane, often randomly and without warning.

Like their home, the denizens of the plane are changeable and voracious. There is the efreet's infamous Dominion of Flame, which sprawls across the plane in great cities of bronze, iron, and brass, often suspended above roiling seas of magma or molten metal. The efreeti realm's byzantine laws and xenophobic customs are inscrutable, and the genies are quick to punish or subjugate those who run afoul of a system clearly tilted against outsiders; all the while, the genies plot against their numerous hated rivals. The rituals and taboos of the plane's mephit theocracy, known to many as the Realms of the Living Goddess, are just as unknowable, though many approach the much more reasonable Ninefold Matriarch for their cross-planar trade or travel needs. Between these civilizations are innumerable lands that teem with mercurial fire and magma elementals, eccentric and often violent magma dragons, rast strongholds, tenacious

EXPLORING THE PLANE OF FIRE

In a few choice places on the Plane of Fire, fire resistance or complete immunity to fire is unnecessary, as settlements such as Zjarra (see page 37) and the cruel efreet's City of Brass are carefully tailored to accommodate a variety of visitors. However, outside of these places, traveling on the Plane of Fire can quickly become deadly; even for those with immunity to fire, travel is perilous. Below are some common ways to negotiate the plane.

Airships: Flying is the most direct way to travel on the Plane of Fire, though it is far from easy. The atmosphere's extreme heat incinerates most materials that are light enough to serve as balloons or gliders. Efreeti caravans use vacuum airships with asbestos exteriors and powerful magical ribs that keep them from collapsing upon themselves. Traveling with an efreet caravan is expensive and usually dangerous, but it is often the best option for most visitors. Less-affluent travelers must make do with ships of compressed mica that are propelled with oars or engines.

Magic: To avoid the constant fire damage the planar environment inflicts, more powerful magic than low-level effects is needed. Strong fire resistance (from spells such as *resist energy*) is often necessary, and many casters and magic-peddlers offer such services at wildly varying costs. Even then, only total immunity to fire or a powerful effect such as *planar adaptation* can guarantee complete protection. These effects are often available for purchase, though sometimes at a gouging price or with hidden requirements attached.

Mounts: The safest method of travel on the Plane of Fire is to ride a flying creature native to the plane's skies. The plane's magmins and the occasional visitor-friendly mephit community are famed for their stables of such creatures, and might rent them to trusted individuals. However, even the most well-trained mounts tend to be prideful when sentient, and undomesticated when less intelligent, making such steeds dangerous in their own right.

magmin enclaves, and sprawling wilds filled with many more wondrous and terrible creatures.

The Plane of Fire may hold a thousand ways to kill even the hardest visitors, yet travelers brave the place with regularity. Some seek out its beauty and exotic destinations both urban and wild. Most, however, come for its riches, or for the prospect of securing powerful planar alliances. Superheated plasma, rare gases, fission products, and other fuels and sources of energy also draw advanced delegations from across the multiverse. As volatile as many of the plane's great societies can



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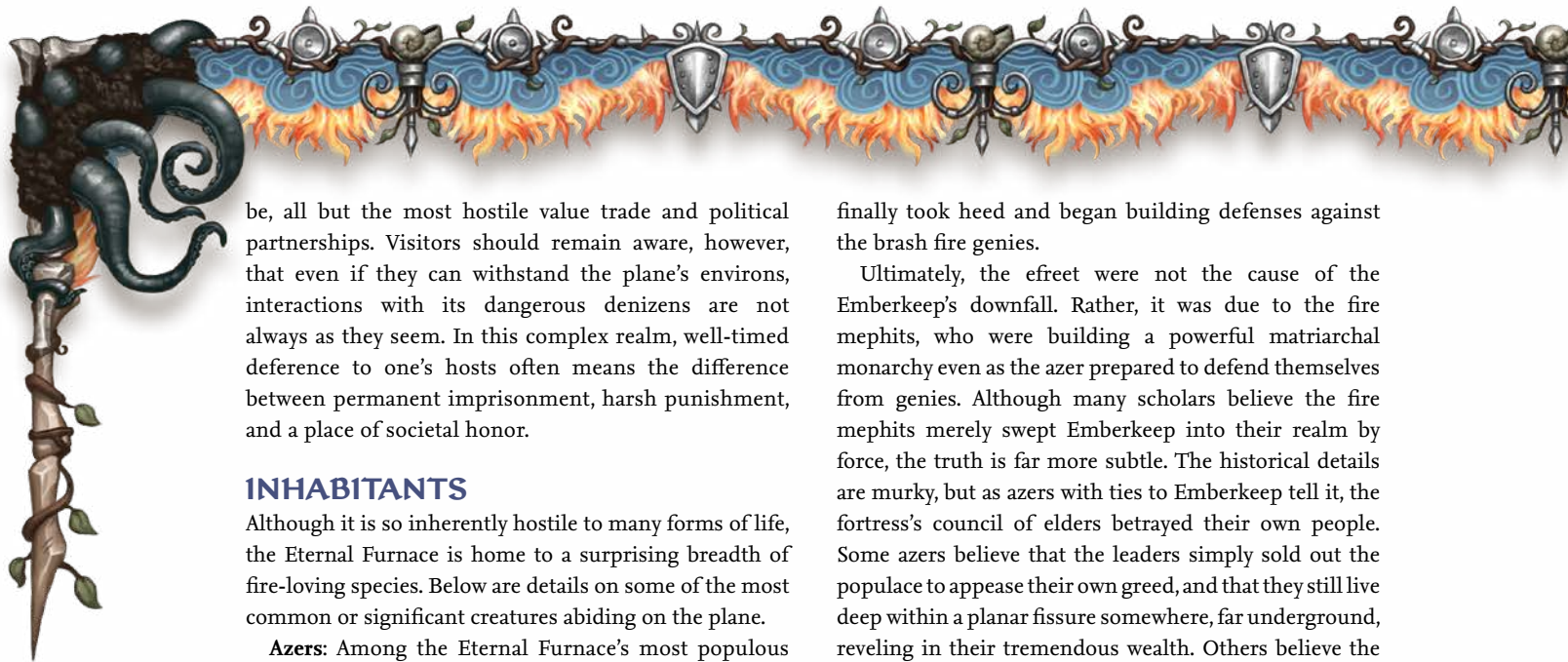
PLANE OF AIR

PLANE OF EARTH

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be, all but the most hostile value trade and political partnerships. Visitors should remain aware, however, that even if they can withstand the plane's environs, interactions with its dangerous denizens are not always as they seem. In this complex realm, well-timed deference to one's hosts often means the difference between permanent imprisonment, harsh punishment, and a place of societal honor.

INHABITANTS

Although it is so inherently hostile to many forms of life, the Eternal Furnace is home to a surprising breadth of fire-loving species. Below are details on some of the most common or significant creatures abiding on the plane.

Azers: Among the Eternal Furnace's most populous creatures, azers (*Pathfinder RPG Bestiary 2 39*) have a long, complex, and in many ways tragic history on the plane. These sturdy, dwarflike people are known to be hard-working and self-sufficient folk, and they once lived in carefully ordered societies secluded in fortresses of iron and brass that were scattered across the plane. However, while these societies had internal hierarchies that ensured they functioned as efficiently as clockwork, the ancestral azer realms never paid much attention to each other, nor to their homelands' defenses, and this left the race ripe for exploitation.

Ages ago, the wicked efreet first noticed the azer clans' weaknesses, and as the genies' cities grew to astonishing proportions, they began overrunning abutting azer strongholds as they pleased. The efreet simply executed the headstrong azer leaders, afterward taking the unmoored clans into their cities to form an openly oppressed—and sometimes outright enslaved—bottom-ranking class. One by one, the mighty azer fortresses fell, their inhabitants unaware of the injustices happening to their planar kin. Eventually, the lone major azer holdout, Emberkeep,

finally took heed and began building defenses against the brash fire genies.

Ultimately, the efreet were not the cause of the Emberkeep's downfall. Rather, it was due to the fire mephits, who were building a powerful matriarchal monarchy even as the azer prepared to defend themselves from genies. Although many scholars believe the fire mephits merely swept Emberkeep into their realm by force, the truth is far more subtle. The historical details are murky, but as azers with ties to Emberkeep tell it, the fortress's council of elders betrayed their own people. Some azers believe that the leaders simply sold out the populace to appease their own greed, and that they still live deep within a planar fissure somewhere, far underground, reveling in their tremendous wealth. Others believe the elders knew of some great catastrophe destined to befall

them that only the mephits could help the azers avoid, and that their servitude was the price for the monarchy's help. Most who subscribe to this theory believe that the azers' servitude to the mephits involves a contract that lasts only 66,666 years.

If this is true, with that time period now coming to a close, the mephits' monarchy may soon find itself facing an enormous slave class ready to demand its freedom.

Beyond the azer communities that are systematically oppressed or subjugated, very few free holds remain, and empty and ruined fortresses dot the landscape like iron husks.

However, rumors tell of a mighty azer empire that exists far below the plane's surface, embedded in the side of a massive basalt cliff behind a raging waterfall made of lava. This empire has supposedly never had contact with any other intelligence races on the plane and has access to ancestral construct magic the likes of which no one else in the multiverse has seen. Many intrepid explorers have set out to find this empire, but none have been successful. Those few who have returned live out the rest of



DOMINION OF FLAME EFREETI



their short days in a strange, horrified haze, repeating the words, “Anything to sate the All-Father.”

Efreet: By far the most widely recognized creatures native to the Plane of Fire are the efreet, and for good reason: the fire genies operate the most powerful empire in the Eternal Furnace. The imperial efreet call their holdings the Dominion of Flame, and their cosmopolitan cities span the realm, bringing the genies’ overbearing racial elitism, deviousness, and cruelty to nearly every corner of the plane.

The efreet’s enemies are legion; the efreet universally despise the djinn, consider themselves several orders of magnitude superior to the plane’s mephit monarchy, and the efreet of the City of Brass remain in a state of open warfare with the shaitans of the Opaline Vault. The efreet think nothing of enslaving any creatures they can overpower, no matter on how large of a scale. However, despite their cruelty and volatility, the efreet maintain a remarkable sense of terrible logic. The Dominion of Flame maintains a tense, though not openly violent, view toward the shaitans of the Plane of Earth as a whole, and they sometimes work together when the conditions are right. Although the efreet clearly believe all geniekin are inferior, and their cities are especially unkind to these humanoids, ifrits in particular find that the efreet come to respect them once they’ve proven their guile and strength.

Much of the efreet’s limited acceptance of other species is tied to practical purposes, since trade as much as conquest has immensely enriched their mighty dominion. The dominion’s ruler, Grand Sultana Khalidlah II, is ruthless in her ambition and strategies, but sees the larger picture, and seeks to stabilize the mighty and militant efreeti empire as much as she looks for ways to expand it. The sultana rules from her palace in the City of Brass, detailed further on page 37.

Elementals: The most abundant beings in the Eternal Furnace are its fire and magma elementals. Were they to form any large-scale cohesive society, they could undoubtedly vie for control of the entire plane, but the elementals simply don’t think in those terms. Fiercely independent, but open to negotiating with any nonhostile being, the elementals see themselves more as natural forces than as a cohesive part of any larger whole.

Although they sometimes live within civilizations when it suits them, elementals as a rule enjoy roaming the wide expanses of the Eternal Furnace, indulging in whatever activities their whims dictate. Of course, this often sees them embroiled in complex political schemes, mostly involving the efreet or mephits, but the elementals somehow tend to remain outside these machinations. The only creatures they reliably partner with are fire wysps (*Pathfinder RPG Bestiary 5 283*), which often harmoniously buzz about them like symbiotes.

Some wysps even consider the elementals their masters, though the lumbering beasts often don’t register or fully pay attention to these relationships.

One exception to fire elementals’ mercurial ways is Inferno’s Bliss (see page 35), a settlement in which the resident elementals have taken humanoid shape. These creatures seem to act as mysterious advisors and ambassadors to other races on behalf of Ymeri, elemental lord and Queen of the Inferno, though many believe the settlement has far darker implications.

Magmins: Small but quite numerous pockets of these fiery humanoid-shaped creatures (*Pathfinder RPG Bestiary 3 189*) exist throughout the Eternal Furnace. Perhaps because the magmins’ settlements tend to offer little plunder of value, or simply because the suspicious folk quickly annihilate visitors they believe are threats, no major conquerors have arrived at their doorsteps. It’s said to be nearly impossible for an extraplanar visitor to gain a magmin enclaves’ trust, but those who make the attempt often look to the creatures’ sacred magma pools for inspiration. Because magmins use the pools for everything from sustenance to bathing to recreation, offering precious minerals to add to the magma or protecting it from imminent threats can ingratiate a community of magmins to their helpers. The creatures can also prove to be loyal allies and terrifying enemies, as evidenced by the rasts (*Bestiary 2 229*) and cinderghosts (see page 53) they call friends and the magma dragons (*Bestiary 2 100*) and thoqqas (*Bestiary 2 262*) with whom they remain locked in fierce conflict.

Mephits: Unlike the mephits of other elemental realms, the Eternal Furnace’s fire mephits are notable for their highly developed society. The theocratic mephits have expanded much in power over recent centuries, and as the holdings of the Realms of the Living Goddess have grown, their customs, taboos, and rituals have increased in complexity to a degree just short of those of the efreet. However, though they are not kind creatures—their conquest of the Emberkeep azers proves this—they are not nearly as haughty or self-obsessed as their genie counterparts. The mephits’ queen, Dirimalia VI, the Ninefold Matriarch of Holy Sublimation, wisely positions her kingdoms as much more welcoming to inter- and extraplanar visitors, especially trading caravans. She has even gone so far as to secretly ally with the shaitans on the Plane of Earth, though whether she intends this collusion to eventually oppose the efreet remains to be seen.

GAZETTEER

The Eternal Furnace is the deadliest of the Elemental Planes to creatures that hail from the Material Plane, and much of the plane deals 3d10 points of fire damage to individuals every round they are on it. There are some exceptions, though, and many places where fiery creatures

UNVEILING THE
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PLANES

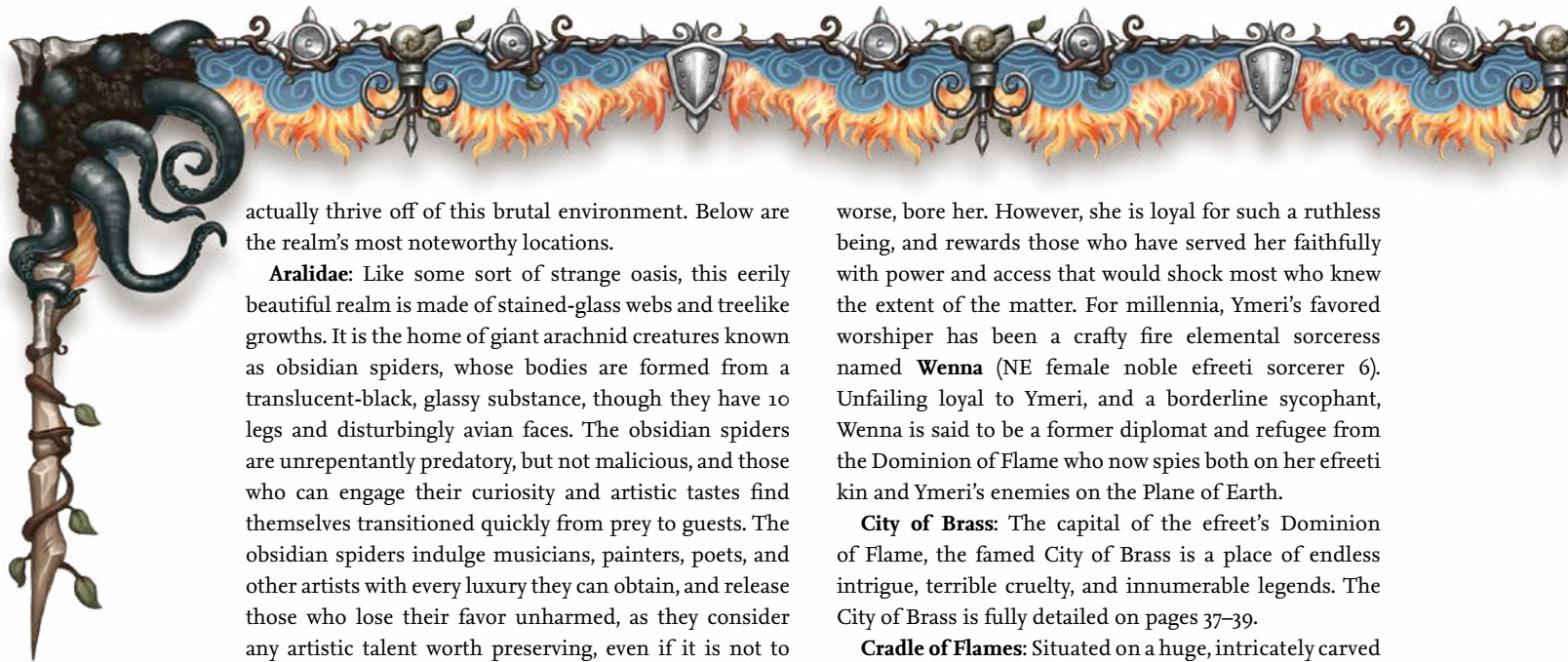
PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

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BESTIARY



actually thrive off of this brutal environment. Below are the realm's most noteworthy locations.

Aralidaae: Like some sort of strange oasis, this eerily beautiful realm is made of stained-glass webs and treelike growths. It is the home of giant arachnid creatures known as obsidian spiders, whose bodies are formed from a translucent-black, glassy substance, though they have 10 legs and disturbingly avian faces. The obsidian spiders are unrepentantly predatory, but not malicious, and those who can engage their curiosity and artistic tastes find themselves transitioned quickly from prey to guests. The obsidian spiders indulge musicians, painters, poets, and other artists with every luxury they can obtain, and release those who lose their favor unharmed, as they consider any artistic talent worth preserving, even if it is not to an individual spider's taste. It is said that the obsidian spiders' ancient leader, a creature known only as Ydiliyn, resides at the heart of Aralidaae and has actually merged with the glass forest itself.

Aralidaae sits in the midst of a vast geographic feature known as Ophianos, or the Obsidian Plains, which is a massive black mirror of volcanic glass that stretches for hundreds of miles. The enormous predators that lurk underneath the mirror's surface would seemingly keep all visitors away, but strangely, the delicate music that floats from Aralidaae appears to supernaturally draw creatures into the spiders' home—though the spiders vehemently deny possessing or using such magic.

Auroric Palace: On the edge of the Plane of Fire, standing sentinel against incursions from the Plane of Earth, is the Auroric Palace, home of Ymeri, Queen of the Inferno, who is one of the four elemental lords. The massive palace is constructed of crystallized flames that flicker brightly, stubbornly resisting the pull of the nearby Plane of Earth. It rests upon a massive slab of crystal, metal, and stone that continually boils from the building's heat, rising in a mist of vaporized metal and producing shimmering rains of mercury and magma. The auroras of fire that hang in the sky above the palace in scintillating hues of green, yellow, blue, and white can be seen for hundreds of miles, and denizens believe that particular combinations of color reflect Ymeri's changing moods. In contrast, the Queen of the Inferno supposes that the auroras reflect the ultimate submission of the element of earth to that of fire, and manipulates events between the City of Brass's efreet and the Opaline Vault's shaitans to weaken her lifelong enemy, Ayrzul, the Fossilized King.

Inside the palace, Ymeri's cult of efreet, ifrits, mephits, and elementals worship their paragon, trying to fan the flames of her divine power until it engulfs all of the Inner Sphere. Ymeri prizes passion and a sharp wit in her courtiers above any other qualities, though she is quick to turn cruel toward those who displease her—or

worse, bore her. However, she is loyal for such a ruthless being, and rewards those who have served her faithfully with power and access that would shock most who knew the extent of the matter. For millennia, Ymeri's favored worshiper has been a crafty fire elemental sorceress named **Wenna** (NE female noble efreeti sorcerer 6). Unfailing loyal to Ymeri, and a borderline sycophant, Wenna is said to be a former diplomat and refugee from the Dominion of Flame who now spies both on her efreeti kin and Ymeri's enemies on the Plane of Earth.

City of Brass: The capital of the efreet's Dominion of Flame, the famed City of Brass is a place of endless intrigue, terrible cruelty, and innumerable legends. The City of Brass is fully detailed on pages 37–39.

Cradle of Flames: Situated on a huge, intricately carved dais of polished obsidian that floats in the middle of a column of brilliant flames, the Cradle of Flames is the home of Feronia, the mysterious demigoddess known as the Fertile Flame. Despite her realm's perilous location, the dais's surface is entirely free of cleansing fire. Flora in the form of flaming-red bushes and vines wind elegantly throughout the dais's rocky terrain, sustaining all manner of strange wildlife, including intelligent, rabbitlike creatures with fiery tails who, curiously, do not actually burn with any heat. Other creatures that live here include an expansive community of fire veelas (*Pathfinder RPG Bestiary 5* 265) who worship their beloved Feronia absolutely.

Feronia spends much of her time in a great commune built atop the dais's tallest spires. Most believe she lives there with her fiery children, whom she's said to have conceived over the millennia with various divine and semidivine beings. Her most famous and only confirmed son is Ragathiel, the product of Feronia's short-lived marriage to the archdevil Dispaten; while their son was still a babe, Feronia amicably left Hell, taking Ragathiel with her, and nurtured him until he became an empyreal lord. The number of other nascent divinities Feronia currently protects remains unknown, but she is said to have thwarted several divine plots to retrieve or slay her charges. Similarly, suitors—even those of a divine nature—who try to insinuate themselves into the Cradle of Flames are invariably rebuffed, as Feronia insists on meeting and courting potential love interests on her own terms.

This might explain why Feronia is rarely seen except when she has taken a partner; even then, she often travels magically to and from her lovers' realms. Although her natural state is said to be a massive, shapeless flame shot through with intricate rivulets of shining gold, she often takes the form of a beautiful, black-skinned woman with molten eyes, a swan made of pure flame, or a phoenix with a crown of gold and sapphires. Protecting the Cradle of Flames on Feronia's behalf is a quartet of true phoenixes,

led by the demigoddess's herald, the Guardian Blaze—an enormous creature with six wings and four talons of molten obsidian.

Dilatory Nest: Amid the dunes of a boundless, red desert known as the Scarlet Sands, a rough circle of volcanic stone stands in isolation. This is the lair of a creature known only as the Mother of Serpents. Her exact species is a matter of great debate for scholars in the City of Brass, with some claiming she's a lamia, others speculating she's a powerful exiled demon, and still others suggesting she's a fallen celestial. Regardless, the Mother is a massive, serpentine creature with a humanoid torso and the face of a stern-but-beautiful woman wreathed in a halo of flame.

Those who approach—or are brought to—the Dilatory Nest sometimes meet with instant death from the Mother's envenomed claws, but others she merely disables, wrapping them in a sticky substance produced from spinnerets in her wrists. Whatever process her victims undergo while cocooned, it is said to be extraordinarily painful. If they survive, they emerge as scaled, snakelike versions of their former selves. How the Mother chooses which victims to slay and which to transform is unclear. The transformation appears to leave victims' minds and memories largely intact, and the Mother shows no interest in them after they emerge, but they always find themselves occasionally compelled to perform odd tasks or seek out certain strangers. Small roving cabals of these scaly hybrids have formed, and stumbling upon one is almost certain to result in a forced trek to the Dilatory Nest.

Beyond her transformed servants, a small cult dedicated to the Mother has recently formed in Zjarra (see page 37). The cultists there supposedly prepare to make the trek to the Dilatory Nest and offer themselves to the Mother, though for what purpose remains unclear.

Emberen Recess: Most magma dragons are solitary creatures, given their volatile temperaments and tendency to violent outbursts, but a few of the oldest and most powerful band together in a rocky volcanic region called the Emberen Recess of the Melting Lands. Surrounded by seas of molten lava, these mighty creatures rule over their younger brethren and manage larger territories. Armies of enslaved salamanders and bound elementals defend its borders, build and maintain its spiky, grandiose structures, and serve the magma dragons.

Though a council of elder dragons makes most of the daily decisions involved in ruling the territory, the supreme ruler is an ancient magma dragon known as Caliniaya, who is dangerously insane, even by the high standards of her kind, though she is prone to odd periods of shrewd, calculating lucidity.

The dragons guard hoards of elemental gems mined by their salamander slaves. Though their fiery tempers make them difficult to deal with, they are fond of exotic and valuable treasure, and are willing to trade elemental gems for other precious commodities.

Inferno's Bliss: This strange settlement consists of a community of fire elementals and occasional magma elementals who take the shape of humanoids. These denizens refer to themselves as the Tongues of Ymeri, and alternate between acting as the Queen of the Inferno's ambassadors and traveling to the Auroric Palace, where the elemental lord lives, to serve as advisors.

Inferno's Bliss is surprisingly welcoming to creatures of all types; the fires of the surrounding planar environment are magically quelled here, providing a pleasingly warm, if dry, atmosphere for visitors.



MOTHER OF SERPENTS

UNVEILING THE
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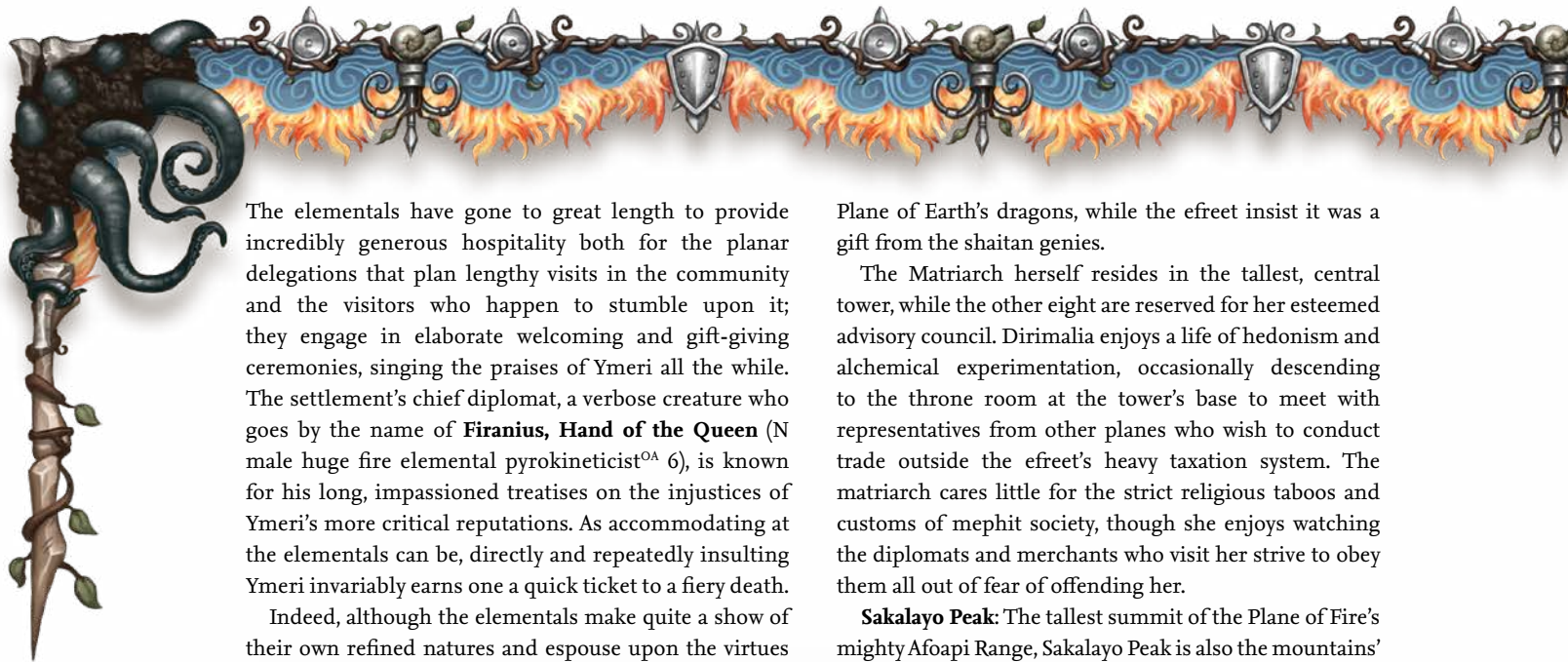
PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY



The elementals have gone to great length to provide incredibly generous hospitality both for the planar delegations that plan lengthy visits in the community and the visitors who happen to stumble upon it; they engage in elaborate welcoming and gift-giving ceremonies, singing the praises of Ymeri all the while. The settlement's chief diplomat, a verbose creature who goes by the name of **Firanius, Hand of the Queen** (N male huge fire elemental pyrokineticist^{OA} 6), is known for his long, impassioned treatises on the injustices of Ymeri's more critical reputations. As accommodating at the elementals can be, directly and repeatedly insulting Ymeri invariably earns one a quick ticket to a fiery death.

Indeed, although the elementals make quite a show of their own refined natures and espouse upon the virtues of their patroness, several dark rumors circulate about Inferno's Bliss. One claims that creatures with an affinity for stone regularly disappear from the settlement, and that they are spirited to Ymeri's Auroric Palace, where she interrogates them about the Fossilized King and torments them with experimental magic tailored to defeat earth-based creatures. Another claims the settlement's residents are not elementals at all, but are each actually tiny shards of Ymeri herself, who gathers power from the life force of visitors and plans to unleash it either on Ayrzul, the Dominion of Flame, or the Realms of the Living Goddess.

The Ninefold Towers of the Matriarch of Holy Sublimation: The secular and spiritual authority of the fire mephits' theocratic society, Dirimalia VI lives in splendor eclipsing that of any other ruler on the Plane of Fire. Her palace ascends high into the sky, its nine interlinked towers carved into strange and beautiful forms from a single massive piece of copper-veined quartz. The plane's heat boils the copper, sending a glittering, metallic mist into the air to fall like rain, only to be vaporized again as it approaches the eternal flames that dance around the palace. The origin of the quartz is hotly disputed: the mephits claim it was tribute from the

Plane of Earth's dragons, while the efreet insist it was a gift from the shaitan genies.

The Matriarch herself resides in the tallest, central tower, while the other eight are reserved for her esteemed advisory council. Dirimalia enjoys a life of hedonism and alchemical experimentation, occasionally descending to the throne room at the tower's base to meet with representatives from other planes who wish to conduct trade outside the efreet's heavy taxation system. The matriarch cares little for the strict religious taboos and customs of mephit society, though she enjoys watching the diplomats and merchants who visit her strive to obey them all out of fear of offending her.

Sakalayo Peak: The tallest summit of the Plane of Fire's mighty Afoapi Range, Sakalayo Peak is also the mountains' most volatile volcano. It regularly erupts in dramatic displays; to its residents, this makes it one of the most prestigious and exciting places to live in the Eternal Furnace. The volcano's sides are crusted with elaborate mansions and magically maintained palaces. The most daring and powerful residents build homes clinging to the sides of the volcano's caldera itself. Recently, a brash young salamander named **Ris** (CE male salamander rogue 7) has claimed he can control the earthquakes that periodically radiate from underneath the volcano. Few have heeded him until recently, though, when he accurately predicted a major temblor that badly damaged many of the lavish homes and structures closest to the peak.

Many of the plane's denizens consider Sakalayo Peak sacred, as legends claim the volcano actually spawned the entirety of the Plane of Fire during a prehistoric eruption. Pilgrimages to bathe in the caldera are popular among the Eternal Furnace's inhabitants, though the wealthy residents do not take kindly to the riffraff from the City of Brass tramping all over their neighborhoods and attempt to discourage them. A number of powerful elder fire elementals known as the Polydipsian Guard protect pilgrims against aggression from the locals. It's said they are formulating a plan for handling Ris, but so far, they've kept out of the salamander's way.

Sanhari: Millennia ago, a phalanx of angels from the Outer Sphere descended upon the Plane of Fire to see



ZJARRA AMBASSADOR



whether its inhabitants might be swayed toward greater virtue. They found the plane resonated with their own fiery, crusading natures, and with no native creatures did they find more commonalities than the virtuous onkushus (see page 61). These winged beings of fire welcomed the angels to their home, which they called Sanhari.

To this day, angels from across the multiverse sometimes visit with the onkushus of Sanhari, engaging in lively philosophical discussions and aiding them when enemies threaten. In turn, the onkushus sometimes travel with their angelic allies to their homelands, or to places on the Material Plane where their interests converge.

Sanhari is a realm of living flame that reacts to the hopes, fears, and wishes of those who enter it. Visitors who can survive its searing atmosphere otherwise find it one of the safest and easiest places on the plane for nonnative creatures to explore, though the onkushus and their angelic allies can often be mysterious and intimidating by nature.

Zjarra: Known colloquially as the Hearth, Zjarra is a diverse settlement that serves as a landing spot and safe place to stay for visitors from other planes; as a politically neutral zone, it serves especially well for those who do not wish to tread in more dangerous City of Brass. Long ago, axiomite visitors and their inevitable servants founded the city as part of a brief period of exploration, before they turned their focus inward to the perfection of their society and the city of Axis. Though the axiomites are long gone, a significant number of kolyarut inevitables still patrol Zjarra's streets, ensuring that order remains in place. The city is protected by a crystalline dome made from some impermeable substance, and magically maintains its climate at a balmy but bearable temperature. It is filled with lush jungle foliage, and its ecosystem appears to be so perfectly constructed that it has maintained itself for thousands of years.

Visitors to Zjarra stay at an assortment of comfortable inns—some accept gold, but others request less common currency, such as songs, foods, or information—and use these accommodations' spacious courtyards, fine dining establishments, and gardens to conduct their business. These travelers come to Zjarra to trade, to attempt to form diplomatic or business partnerships with residents of the Plane of Fire, or to seek or sell information.

The Padishah Empire of Kelesh has a strong interest in the Plane of Fire and thus is immensely invested in Zjarra. The empire maintains diplomatic and trading partnerships with the efreet, the fire mephits, the onkushus, and Ymeri's court, and expatriate Keleshites run many of the inns and other businesses catering to travelers from Material Plane. The Keleshite embassy is a modest building in Embassy Square, which also hosts embassies from Hell, the Abyss, the Plane of Shadow, the First World, and Leng, as well as ravid from the Positive

Energy Plane and a collective delegation from the celestial planes. Unlike in many corners of the Eternal Furnace, geniekin are welcomed here, and many of them serve as diplomats and ambassadors to the numerous creatures who pass through the settlement.

Zjarra doesn't cater only to land-dwelling visitors, though. Various quarters of the city are aquatic, and some hotels contain atmospheres resembling those of other planets. Humanoid visitors are strongly encouraged to stick to their quarter of the city, but those with sufficient stealth can catch glimpses of creatures and accommodations that are alien beyond the imaginations of most residents of Golarion.

CITY OF BRASS

The pride and capital of the belligerent efreeti civilization, and an embodiment of the Plane of Fire's harsh and deadly beauty, the City of Brass rests within a massive basin of hammered brass that floats upon a sea of fire. A sphere of magic fueled by captured souls surrounds it, ensuring that the interior remains at survivable temperatures for most extraplanar visitors.

Though the efreet acknowledge the necessity of trade, they barely conceal their disdain for other species. Non-efreet are second-class citizens in the City of Brass, and non-fire creatures are at the absolute bottom of the hierarchy. Most efreet refuse to speak anything but Ignan or Infernal, even though most understand Common.

The city's rulers are Grand Sultana Ayasellah Mihelar Khalidlah II, Lady of Flame and Khan of Magma, and Grand Vizier Abdul-Qawi, who maintain an uneasy detente on the surface while attempting to undermine one another behind the scenes. The grand sultana is a fierce warrior who leads the city's efreeti armies, while the vizier is a master politician, a master of a plane-spanning spy network, and a powerful wizard with nearly unrivaled genie-binding expertise. Ayasellah claims the mysterious circumstances under which her predecessor, the grand sultan, died were engineered by Abdul-Qawi, and offers a standing reward of 100,000 gp to anyone who can bring her proof of who killed him, though most believe she suborned his military and secretly executed him in a swift coup.

The city is divided into eight quarters, not including the Great Bazaar, and two major regions: the Inner Ward and the Outer Ward.

Inner Ward

The Inner Ward consists of concentric circles separated by broad canals of lava or molten metal, and is home to most of the City of Brass's elite. Outside of the Grand Bazaar, its streets are forbidden to outlanders, and any non-efreeti found wandering them is subject to summary enslavement.

UNVEILING THE
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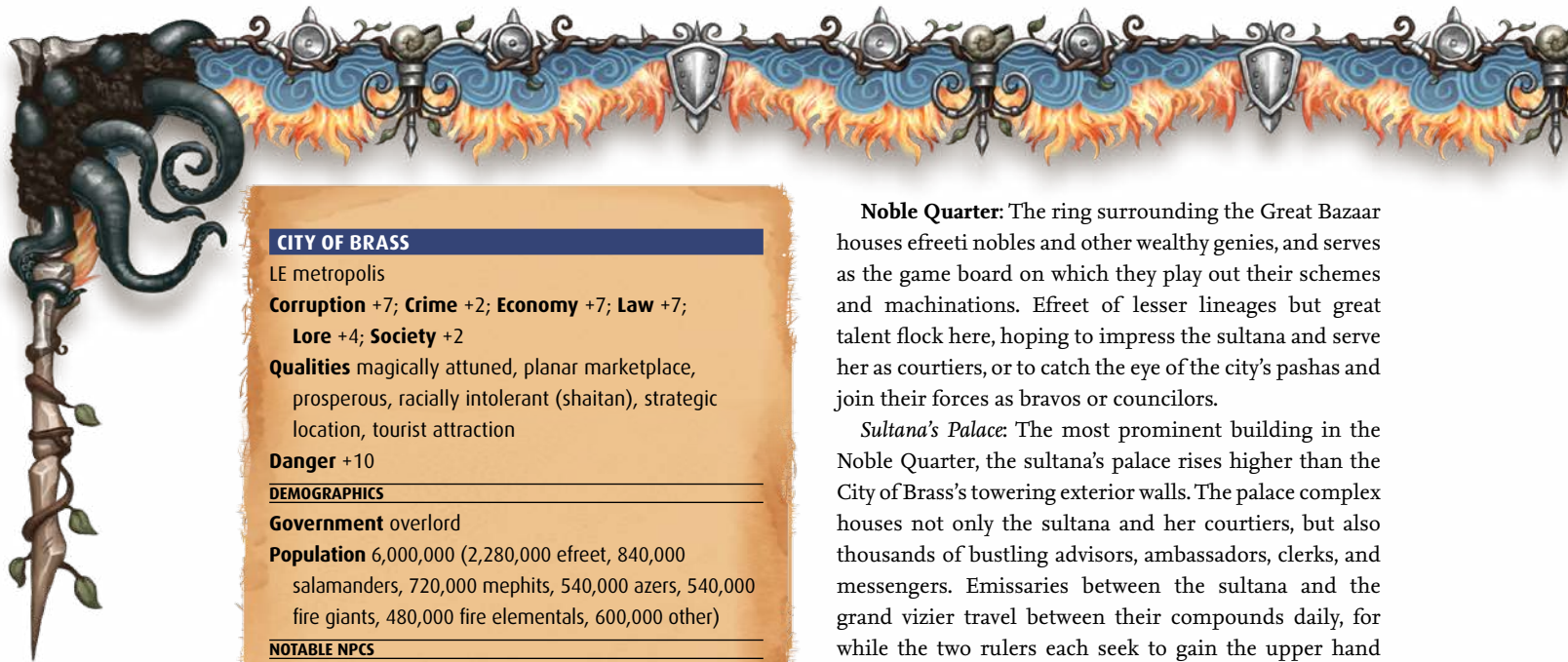
PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY



CITY OF BRASS

LE metropolis

Corruption +7; **Crime** +2; **Economy** +7; **Law** +7;

Lore +4; **Society** +2

Qualities magically attuned, planar marketplace, prosperous, racially intolerant (shaitan), strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government overlord

Population 6,000,000 (2,280,000 efreet, 840,000 salamanders, 720,000 mephits, 540,000 azers, 540,000 fire giants, 480,000 fire elementals, 600,000 other)

NOTABLE NPCs

Grand Sultana Ayasellah Mihelar Khalidlah II (LE female noble efreeti fighter 17)

Grand Vizier Abdul-Qawi (LE male noble efreeti conjurer 17)

Yndri Ysala (NE female noble efreeti sorcerer 16/noble 3)

MARKETPLACE

Base Value 29,600 gp; **Purchase Limit** 170,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 8d4; **Major Items** 6d4

SPECIAL QUALITIES

Planar Marketplace The City of Brass is the center of the efreet's Dominion of Flame and a major hub of interplanar trade. Many incredible items can be found in the city's vast marketplaces. (*Double the medium and major items available.*)

Great Bazaar: Though inexperienced traders allied with the efreet may remain in Zjarra due to its accessibility and safety, those with ambition eventually make their way to the City of Brass's massive, famed market district, the Great Bazaar. It occupies the center of the city, which seems to have grown up around it. Though any product imaginable can be obtained here, it specializes in rare metals, talented slaves, exotic spices and perfumes, and magical items and services. Merchants and customers alike hail from almost every known civilization. Devils offering advice to genies looking to craft airtight contracts with mortals rub shoulders with azatas seeking crusaders. Salamanders hawk exotic animals and azers sell *flaming* weapons. Barter in magic is the preferred currency, but terms of servitude are also common. Gold, which is common on the plane and disfavored due to its low melting point, is rarely used as currency. The efreet frown on genie-binding magic, and wizards and sorcerers find themselves trailed by the vizier's watchful informants.

Noble Quarter: The ring surrounding the Great Bazaar houses efreeti nobles and other wealthy genies, and serves as the game board on which they play out their schemes and machinations. Efreet of lesser lineages but great talent flock here, hoping to impress the sultana and serve her as courtiers, or to catch the eye of the city's pashas and join their forces as bravos or councilors.

Sultana's Palace: The most prominent building in the Noble Quarter, the sultana's palace rises higher than the City of Brass's towering exterior walls. The palace complex houses not only the sultana and her courtiers, but also thousands of bustling advisors, ambassadors, clerks, and messengers. Emissaries between the sultana and the grand vizier travel between their compounds daily, for while the two rulers each seek to gain the upper hand over the other, they keep in close contact and coordinate the city's governance.

Temple Quarter: The average efreeti is hardly devout, but the genies nevertheless construct elaborate cathedrals, obelisks, and temples to deities with fiery aspects. Some even attempt to curry favor by building pseudo-religious monuments to the sultana. Efreeti religious beliefs are fraught with political and social maneuvering, as each noble fills her temple with offerings of ancient treasures and powerful artifacts as she attempts to intimidate her fellows. The vast temple complex devoted to worship of Ymeri outshines the others, as the sultana follows her predecessor's tradition of making friendly overtures to the great queen that continue to go ignored.

Outer Ward

Far less elegant than the Inner Ward, the Outer Ward is partitioned into five sections. It houses foreigners and the City of Brass's non-efreeti residents.

Burning Quarter: The City of Brass's fire elementals live in the Burning Quarter, a massive pillar of flame that rises for miles above the city walls. Inaccessible to any creature without complete immunity to fire, the interior is a fascinating environment for those visitors who can enter, as different temperatures, colors, and consistencies of flame form buildings and rooms within the fire.

Common Quarter: Those residents of the City of Brass who are neither efreet nor elementals reside in the Common Quarter, though its intense heat still keeps out most creatures not native to the Plane of Fire. The inhabitants are still fabulously wealthy by most standards, but they are somewhat less affluent than those who live in the Noble Quarter, and the architecture here is less opulent.

Eye of the Red Worm: A secretive azer cult promises escape from the City of Brass without the knowledge of its efreeti masters. Known as the Eye of the Red Worm, the cult operates out of a temple in the Common Quarter.

Harun's Library: A vertiginous spire soars above the skyline of the Common Quarter, with vacuum dirigibles



anchored to its slender peak. This is the library of the dreamer Harun, packed with mysterious and dangerous texts from across the multiverse. Rumor holds that one can learn anything ever committed to writing there, but that the price for such learning is usually one's sanity.

Lair of the Red Typhoon: Though most of the ornate buildings in the City of Brass are ornamented in gold, copper, brass, and other flame-colored metals, a complex silver filigree covers a castle-like building in the Common Quarter. This palace serves as the lair for one of the city's most dangerous and reclusive residents: the red dragon Solus, more commonly known throughout the city as the Red Typhoon.

Galley Quarter: Also known as the Docks, the Galley Quarter houses visitors to the City of Brass in relative safety and comfort. Magical vessels, airships, ships, and even stranger modes of transport come and go from this commerce hub's port at all hours, trading in jewels, slaves, magical artifacts, drugs, spices, wondrous creatures, and even stranger valuables. The Galley Quarter's atmosphere is cool enough to allow most visitors from other planes to survive, though it is still uncomfortably warm for the average denizen of the Material Plane.

Mages' Quarter: The Mages' Quarter is the smallest of the City of Brass's districts, but also the most exclusive. Situated atop a small hill, surrounded by powerful wards and guardians, the quarter is home to the most powerful efreeti mages, who practice binding and enslaving mortals and outsiders while enhancing the power and prestige of whichever squabbling faction holds their allegiance.

Seraglio of the White Mage: The most powerful occupant of the Mages' Quarter is Yndri Ysalaa, an efreeti noblewoman said to live entirely on the blood of slaves, who spends most of her nights satisfying her ravenous appetites for mortal lovers, few of whom survive the experience. Ysalaa openly flouts the laws of the City of Brass, yet seems exempt from official punishment or unofficial reprisals—an immunity most residents believe she enjoys as the creator of the wards that shield the quarter from intruders.

Vizier's Palace: Located in the Mages' Quarter, the vizier's home stands in stark contrast to the sultana's excesses: a utilitarian stone building of massive proportions but spartan appointments. On the roof is a white stone basin filled with magically sustained flame, in which the vizier sleeps and tends to his correspondence.

Slaves' Quarter: This shabby district of low stone buildings, also known as the Fools' District, houses slaves owned by the efreeti elite,

but are not sufficiently talented or beautiful to serve in their homes. Most serve in the city's factories and other industries, though some are rented out daily to the highest bidders. Azer whipmasters patrol the quarter, keeping the population—the largest portion of which is other azers—in line.

Lower Quarter

A warren of lava flows and tunnels honeycombs the stone at the base of the City of Brass. This district is not found on any map, and few of the City of Brass's residents speak of it—those that do utter its name usually speak in hushed, frightened whispers. Much of this underground maze belongs to efreeti nobles, who prefer to keep their lavish retreats secret from their backstabbing colleagues at court. It also houses their private prisons, where they punish unruly slaves and torture mortal sorcerers foolish enough to attempt to bind them into unwilling service.

UNVEILING THE
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PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY



THE GREAT BAZAAR



Plane of Water

“Look, chum, you hired me to get to Vialesk alive, not unharmed, and I’ve got a lot of ways to make sure a harpoon through the leg won’t kill you. When you signed on with me, you agreed not leave this ferry for any reason—ya remember all that? You know you can buy pearls identical to those off of any ol’ locathah street merchant, right? Now, sit down and keep your arms and legs inside the bubble, before something bites them off and the blood attracts sharks or worse. I don’t mean to sound harsh, but if you venture into the plane’s deepest, darkest waters alone, nothing good will find you. The things out there in the deep are many, and your brains aren’t even put together in a way that’ll make you proper scared enough of them. Take my word for it.”

—Lea Kinnae, an undine ferry pilot, discussing safety guidelines

THE BOUNDLESS SEA

With the Plane of Air serving as a vast sky and the Plane of Earth forming its floor, the Plane of Water is a breathtaking, endless ocean of saltwater and freshwater alike. Generally growing more saline in proximity to the Plane of Earth, the Boundless Sea nonetheless contains within its primeval tides vast pockets of pristine fresh water, salt-choked dead seas, freshwater rivers flowing in tandem with ocean currents, and even enormous bubbles of floating air, all of which contain their own vibrant and unique ecosystems.

Inexplicably sprinkled throughout the plane are even stranger features, such as enchanted springs that bubble into underwater pools, warping whatever wildlife lives within them, and pockets of poison and acid that form roiling lagoons, refusing to dilute into the surrounding ocean. Enormous, whirling torrents of blood and chum, too large to have formed through organic means, also sustain environments that would seem alien to all but the most savvy planar natives. Although the Boundless Sea's temperature is overwhelmingly tepid, strong currents of ice-cold and boiling-hot water thread throughout it, imperiling those unfamiliar with the terrain.

Most of the plane is liquid, but foreign elements can be found here as well, having fallen into the plane over the eons. For instance, hunks of rock from the Plane of Earth form reefs alongside fragments of lost cities and forgotten worlds. Enormous chunks of ice have also meandered into the Boundless Sea from the Plane of Air; on many such solid escarpments natives have constructed bustling cities, often alongside small populations of ice elementals. Beyond these, jagged spires of solidified magma reach straight into the Endless Sky, while a handful of sunken spheres from the Plane of Fire light the seas in some places, burning like underwater stars. The Boundless Sea's other light sources include gently filtered light from the Plane of Air and, near where it meets the Plane of Earth, massive schools of roving, luminescent fish.

As one could float aimlessly in the Boundless Sea for lifetimes without ever reaching its borders, gravity here is subjective; however, sinking or rising on the Plane of Water is slower and far less dangerous than falling on the Plane of Air. Pressure remains relatively even throughout the plane, allowing disparate life forms to travel throughout it without much difficulty, and kingdoms and creatures alike can and often do grow to unfathomable sizes. Civilizations range from the Brackish Empire (see page 45)—an amalgamation of brine dragons' realms ultimately ruled by the elemental lord Kelizandri—to scattered marid principalities to territories of the insidious krakens. Among the waters' unthinkable gargantuan denizens are clams that form worlds inside them instead of pearls, thousand-mile-long tubeworms,

EXPLORING THE PLANE OF WATER

The simplest and most frequent way of traveling the Plane of Water is to swim, but this method is often not viable for nonaquatic planar visitors. Even those creatures to whom swimming comes naturally usually find that the plane's sheer vastness makes it nearly impossible to navigate using self-propelled locomotion alone. Below are the most common options travelers use to get from one point of the Boundless Sea to another.

Current Highways: The Boundless Sea is full of currents of all sizes, intensities, temperatures, and directions. Some currents are useless for travel, as they double back upon themselves and hold notorious domains of mephits and water elementals, whereas others are well-traveled routes of rushing water. Most planar natives know about the main highways that traverse the plane, and many can serve as guides or provide directions. The price for doing so varies between individuals but often involves a favor, a promise of protection, or simply treasures from a remote area of the sea.

Ferries: For-hire vessels, both natural and manufactured, float through the Boundless Sea. Jann, maridar from Vialesk (see page 48), undines, and even the occasional enterprising marid operate these ferries, which often have magically sustained air bubbles that provide a habitable atmosphere for nonaquatic passengers. Those who wish to sail more uncharted regions can sometimes hire mechanical whales—waterproof metal submersibles that can hold travelers inside of them.

Magical Aid: For nonaquatic travelers planning a brief stay in the Boundless Sea, magic items such as *cloaks of the manta ray* or *helms of underwater action* (*Pathfinder RPG Ultimate Equipment* 244) are invaluable traveling tools, as are basic spells such as *water breathing* and *touch of the sea* (*Pathfinder RPG Advanced Player's Guide* 250). Although not themselves magical creatures, bathysphere jellyfish (see page 58) might also be an option for air-breathing individuals looking for ways to make the Boundless Sea more hospitable—for those who can find them, anyway.

and prehistoric tojanidas (*Pathfinder RPG Bestiary* 3 270), to name a few.

Near the border with the Plane of Air, enormous storms often sink into the turbulent waves, forming mountain-sized whirlpools and waterspouts. At the border with the Plane of Earth, the waters are clogged with iron and silt, and thermal vents shoot out jets of nutrients and superheated blasts of brine. The constant influx of sulfur and poisonous minerals from the Eternal Delve gives the border an unwholesome tinge, and the pollution often causes algae blooms or cancerous explosions of jellyfish.

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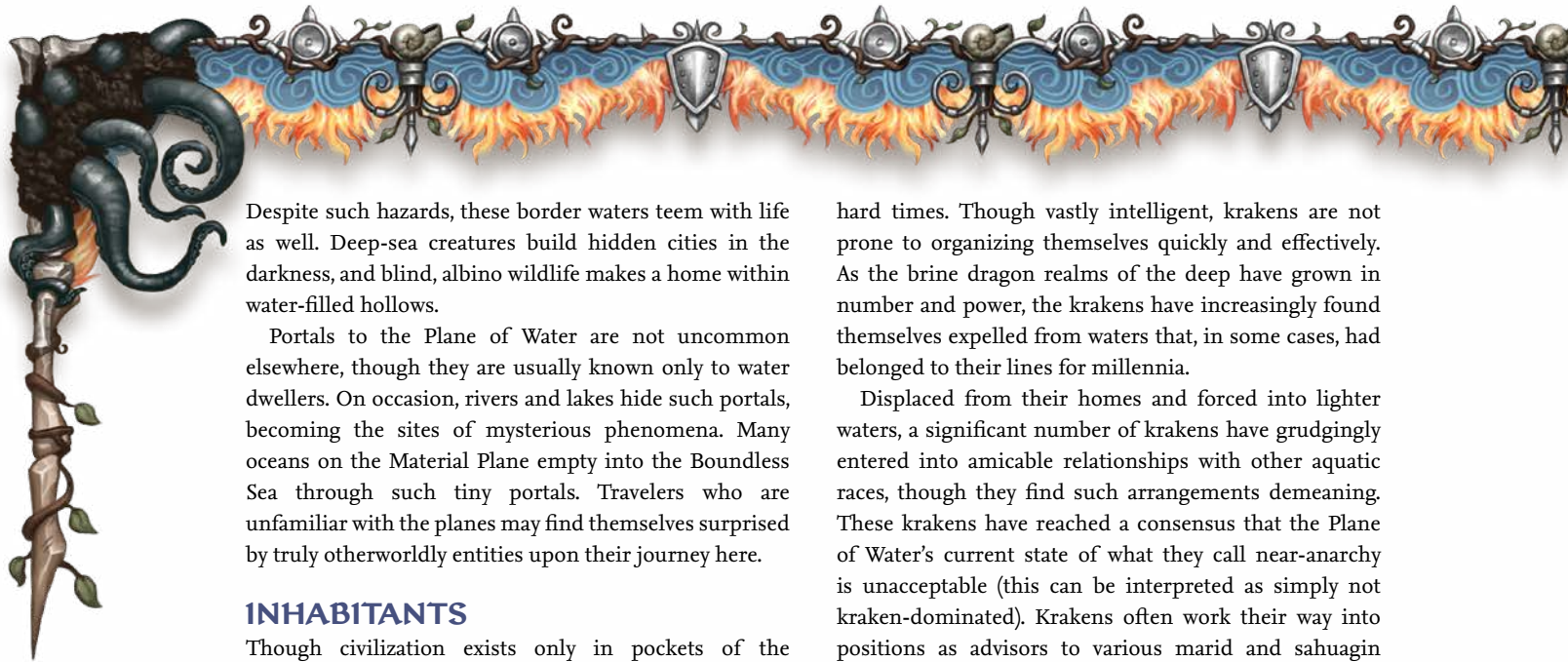
PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY



Despite such hazards, these border waters teem with life as well. Deep-sea creatures build hidden cities in the darkness, and blind, albino wildlife makes a home within water-filled hollows.

Portals to the Plane of Water are not uncommon elsewhere, though they are usually known only to water dwellers. On occasion, rivers and lakes hide such portals, becoming the sites of mysterious phenomena. Many oceans on the Material Plane empty into the Boundless Sea through such tiny portals. Travelers who are unfamiliar with the planes may find themselves surprised by truly otherworldly entities upon their journey here.

INHABITANTS

Though civilization exists only in pockets of the Boundless Sea, water-breathing life-forms of all types thrive on this elemental plane. Below are some of the more populous species.

Brine Dragons: Past the Boundless Sea's salinity interchange, the Plane of Water teems with brine dragons (*Pathfinder RPG Bestiary* 2 92), which are native to this realm. Although most scholars assume that the dragons simply bask in the plane's saltier depths, in reality most live there at the behest of Kelizandri, elemental lord and Brackish Emperor (see page 45). The dragons increase in age and power as the plane increases in salinity, and the mightiest of these dragons can reach incredible size. Each typically commands a proportionally large realm. Brine dragons are notoriously petty, reclusive tyrants; ostensibly, the most powerful specimens form the empire's interconnected ruling councils, with the top-ranking group said to advise the Brackish Emperor himself. These esteemed brine dragons supposedly have the ability to rouse Kelizandri should an emergency—or a mass uprising—threaten the empire, though such an event has never been recorded.

Regardless, brine dragons enjoy ensnaring all visitors to their realms in contracts that essentially force them into serving the dragons' realms. This affects merfolk, murajaus (see page 59), sulis (*Bestiary* 3 258), undines (*Bestiary* 2 275), and marids alike, although the latter are often crafty enough to subvert and overturn the authority of particularly egregious overlords. The brine dragons also remain locked in conflict with the plane's crafty krakens. In fact, the constant tension caused by the dragons' internal dramas and fighting with their cephalopod enemies has led some brine dragons to abandon their realms altogether. Kelizandri is said to despise such traitorous dragons, but those who manage to escape his wrath live as exiles or nomads, carrying their hoards or even their kingdoms on their backs. Those that are not quite so large make their homes in free-floating cities and rule over traveling empires that are pushed along by ocean currents.

Krakens: Dreaded by land- and sea-dwellers alike, the legendary krakens have nonetheless fallen upon

hard times. Though vastly intelligent, krakens are not prone to organizing themselves quickly and effectively. As the brine dragon realms of the deep have grown in number and power, the krakens have increasingly found themselves expelled from waters that, in some cases, had belonged to their lines for millennia.

Displaced from their homes and forced into lighter waters, a significant number of krakens have grudgingly entered into amicable relationships with other aquatic races, though they find such arrangements demeaning. These krakens have reached a consensus that the Plane of Water's current state of what they call near-anarchy is unacceptable (this can be interpreted as simply not kraken-dominated). Krakens often work their way into positions as advisors to various marid and sahuagin realms, intending to reforge those races back into stable empires—and to ensure said domains rely heavily upon kraken support.

Despite their uncharacteristic alliances, though, individual krakens disagree vastly on how their species should proceed, leading to layers of kraken-induced political intrigue that often put them at odds. Further, some krakens simply want nothing to do with their kind's schemes and are content to roam the darkest depths of the Boundless Sea, threatening travelers and wreaking havoc on all those who stand in their way.

Marids: The Boundless Sea's water genies claim to be the absolute and rightful rulers of the Plane of Water in its entirety, but in truth, the disparate marid nations have remained divided for nearly 10,000 years. The event that scattered the marids' empire was the death of the last Saline Padishah, Niloufar the Great, and the destruction of her capital city, Arzanib. The culprit was none other than Kelizandri, an elemental lord and the self-proclaimed offspring of a brine dragon and an unknown divine entity.

Despite Kelizandri's history and the fact that brine dragons are expanding his empire day by day, the marids seem uninterested in perpetuating any manner of war with the Brackish Emperor. Some planar scholars believe that although the Brackish Empire has always loudly claimed credit for the terrible sacking of Arzanib, it was actually krakens who insinuated themselves into marid society that precipitated the empire's downfall and the marids simply refuse to acknowledge this publicly. Regardless, in modern days, marid territories have little to do with each other beyond regular struggles for status and political power. Convincing marid nobles, called shahzadas, to cooperate on any matter is famously difficult, and many marid dynasties have crumbled for easily preventable reasons.

Visitors to the Boundless Sea tend to find that the marids are some of the more accessible natives. Marid society follows very strong rules of hospitality, primarily to help facilitate peace between members of their notoriously capricious race. Marids also enjoy foreign

visitors and performers for their own sake; the genies go out of their way to encourage such guests. Many marid cities have a foreign quarter that provides food and breathable air, and nobles eagerly welcome opportunities to do business with surface dwellers. However, lack of safe, reliable, and organized transport routes between the marid settlements means such trade is infrequent at best.

Merfolk: Primarily immigrants to the Plane of Water (though when they arrived on the plane is unknown), merfolk prefer to dwell in dimly lit waters, while their deep merfolk kin (*Pathfinder RPG Bestiary 5* 172) keep to the lightless seas near the border with the Plane of Earth. Merfolk are a secretive people, going to great lengths to avoid other races and to keep intruders out of their domains. An explorer is more likely to merely feel the presence of merfolk than to actually see one—they are known to leave complex webs of illusion, decoy cities, and misleading trails, even in places miles away from their true homes. They have also been known to destroy sites of significance or move them out of their territories to keep adventurers from finding them. This causes no end of frustration for other denizens of the plane, be they knowledge seekers or simple travelers in need of stable landmarks. Rumors link merfolk with unsavory, eldritch patrons, and their presence is often a bellwether for more sinister creatures nearby, preparing to cause trouble. That the merfolk are rarely bothered by said creatures only fuels these suspicions. Whether merfolk are truly in league with these powers, or simply skilled at appeasing them, is unknown.

Other Humanoids: Beyond merfolk, a variety of seafaring and aquatic humanoids pepper the Plane of Water, including locathahs (*Bestiary 2* 179), merrows (*Bestiary 2* 189), ocean giants (*Pathfinder RPG Bestiary 4* 127), and even the occasional suli (*Bestiary 3* 258), but the most prominent of these are undines (*Bestiary 2* 275). Those undines who call the Plane of Water home are mostly immigrant magic-users or the offspring of such folk. They typically live in small, isolated communities interspersed throughout the plane—an exception being Vialesk (see page 48)—but a good number of them also serve as roving ferry operators, travel guides, merchants, and even diplomats, though their mercurial natures don't often suit them to the latter. Since their motivations are often as varied and changeable as the currents themselves, the plane's power-wielding races have learned to distrust them. However, the undines who live here are fiercely insular even when they don't live in racial communities, and there are even whispers that the geniekin are planning to band together to become a power on the plane in their own right.

Sahuagin: Often dismissed as simple savages, sahuagin are entrenched planar immigrants whose strength should not be underestimated. The Boundless Sea's sahuagin originated from the Material Plane and alighted here several thousand years ago to fulfill a prophecy, or so the creatures say. Others believe that the monstrous humanoids were ushered here via the krakens' scheming, or even at the hands of misguided marids. If the latter is true, though, the marids made a terrible mistake, as the sahuagin initially carved out a mighty empire from the remnants of the failing marid dominion. Ultimately, though while constant expansion and a series of strong rulers kept the sahuagin united for centuries, a violent dispute over succession and the assassinations that followed caused the empire to collapse into civil war.

Sahuagin are well known for quick and vicious invasions of neighboring kingdoms, but they are even better known for fighting among themselves. They lurk in the dim areas between the marid territories, the waters of the Brackish Empire, and the ocean's murky



SAHUAGIN WARLORD

UNVEILING THE
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PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

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BESTIARY



depths, divided into competing nations comprising their own kind, a number of fractious cecaelias, and viciously subjugated murajaus (see page 59). Most major nobles claim lineage back to the first sahuagin emperor and form factions along the same lines as the succession dispute that split the empire in the first place. Sahuagin warlords, meanwhile, are some of the most adaptable residents of the Plane of Water, grasping for any conquest or advantage they can find to bring them to greater heights of power.

GAZETTEER

The lack of solid ground throughout most of the Boundless Sea means that any stable cities and landmarks quickly become noteworthy, while the sheer size of some ecosystems sometimes makes them significant by themselves. Below are locations that stand out from the rest.




SWARANNA REI

Axtarr, Firros, and Palixna: These three spheres of flame hang suspended in a cluster roughly at the center of the Boundless Sea, and they burn so hot that even the plane's infinite water cannot quench them. Most scholars believe that they originated from the Plane of Fire, though a few fringe theorists believe the stars to be the remnants of long-dead divine beings that journeyed fatally into the Boundless Sea. Regardless, these sunken stars light up the ocean for trillions of miles and provide heat for thousands of tropical ecosystems. In addition to attracting settlers to nearby escarpments with heat and light, the spheres serve as energy generators for a number of races. The spheres attract virtuous as well as wicked creatures to their warming light, but in recent years, a growing clan of deranged locathahs has been subjugating even the most pacifist creatures near the spheres. The locathahs claim that they're accumulating power in advance of the return of the fiery creatures they believe hung these precious suns in the sea in the first place.

Evershale: Mysterious and ancient, Evershale is a mile-long carved slab of rock that holds one of the largest remaining cities ruled by marids. Though the marids claim this massive rocky shelf, they did not create it.

Rather, powerful shahzadas found it over 15,000 years ago, floating abandoned in the current, and many believe that its strange carvings link it to some ancient civilization long since forgotten. Adding to the city's mystery is its curious dimensional instability; the stone is riddled with one-way portals, most of which lead from desert oases or the bottoms of rivers on the Material Plane to the city—but not vice versa.

As a result, Evershale has become a refuge for planar fugitives of all types. Recognizing their potential for enormous profits, the marids have long embraced their city's role; guilds, merchant companies, mercenary outfits, and more provide all manner of morally ambiguous services, from creating new identities to accepting assassination contracts with no questions asked. Despite the city's reputation as a haven, Evershale's marids and other assorted citizenry brashly play both sides. In fact, its contentious Shale Circle of six shahzada leaders—who all claim to be descended from one of the city's six founders, but have never revealed their identities publicly—often take bids



clandestinely from bounty hunters while simultaneously promising greater protections to the hunted.

Needless to say, such ruthlessness has resulted in massive political instability, especially after the fall of the marids' empire. Evershale always seems to weather the roughest storms, however, leading some to believe that the council members have access to incredible power when they most need it; perhaps, some speculate, the council's power is tied to the magic that many assume lives in the rock shelf itself.

If such magic exists, the council may need it in coming years, as a cabal of revolutionary oracles of the waves has recently risen in prominence and popularity in the city. These oracles have already openly berated the Shale Circle for the city's high crime rates against visitors. Most believe that the oracles eventually plan to lead a revolt. Perhaps most surprisingly, the oracles operate in broad daylight, giving all glory to their even-keeled leader, **Swaranna Rei** (N female marid oracle^{APG} 6), who is known for delivering earnest and fact-laden speeches that draw hundreds. Of course, speculation about the oracles' true intentions runs rampant, with some even suggesting that a kraken is behind the cabal's rise—and that it plans much more than a simple overthrow of the Shale Circle.

Forest of Oils: There's more liquid sloshing around in the Plane of Water than just pure water. While water certainly makes up the vast majority of the plane, fluids of a wide range of weights and densities drift on the tides, sometimes creating swift moving storms of burning basal bubbles or pelting innocents with unpleasant slurries of things that might have once been alive. Eventually, though, substances denser or lighter than water collect, creating colorful masses of orbiting spheres.

Among the largest of these is the Forest of Oils, a nation-sized maze of unnaturally well-sorted chemical orbs. To pursue their alchemical dreams, several communities of aquatic chemists orbit the forest, setting up camps from where they harvest rare substances either to sell to visitors or to use in their own advanced alchemical experiments. **Acsiso the Younger** (N male oceanid alchemist^{APG} 12; *Bestiary* 4 208) is the chosen leader of Boldabay, the largest of these communities. He believes that the Forest of Oils is special, due not just to its size, but also to the complexity of the chemical compounds found within. He theorizes that some force, some liquid consciousness, some drop of divinity itself, uses the forest as its personal laboratory, combining reagents and creating compounds on an unfathomable scale. While none have been able to confirm the oceanid's belief, many who live near the Forest of Oils speak of the Elixir's Eye, which is said to dwell at the region's densest, most dangerous depths.

Kelizandrika, the Brackish Empire: Most powerful where the Boundless Sea approaches its border with the Plane of Earth, the Brackish Empire technically refers to

the conglomeration of affiliated, brine dragon-controlled realms. Such dragons tend to increase in age and power the closer one nears the planar border, and their realms are primarily made up of myriad humanoids and monstrous humanoids who serve the tyrants either willingly or because of ironclad contracts. The empire culminates in a vast swath of borderland territory: the realm of Kelizandri, the great elemental lord who takes the form of a dragon-like creature of earth, metal, and crystal. All of the brine dragon overlords of his empire bow to him, with a top-ranking ruling council of the oldest dragons said to commune with him directly, albeit sporadically.

Perhaps one of the reasons that sightings of Kelizandri are rare is because the elemental lord swings between periods of bloodthirsty activity and relative lethargy. During the former, Kelizandri alights in the sahuagin territories that abut his empire and engages in wanton destruction, annihilating all who resist and claiming their treasures. During the latter, the elemental lord retreats to his Palace of Salt and Bones, said to rest on the ruins of an ancient marid city of carved coral that the emperor long ago conquered and pulled into his realm. Although his rage seems sated during these periods, the elemental lord is not totally inactive. Rather, he often roams the waters immediately surrounding his palace, gorging himself on krakens and brutally punishing those brine dragons he believes are not bringing proper honor to his name.

It's said that the Palace of Salt and Bones is the richest, most magnificent place in all the Boundless Sea. For that reason alone, adventurers sometimes foolishly approach it, hoping either to infiltrate it or to offer obeisance to the Brackish Emperor in exchange for trading rights. However, no ferry operators in their right mind willingly approach the palace, and the few adventurers who actually make it back from such an expedition are forever changed. Although they claim that the tales of the palace's wealth are understated as opposed to exaggerated, they also note the palace's bizarre, pale-skinned servitors that superficially resemble sahuagin. Scholars believe this means Kelizandri may not only be harvesting sahuagin wealth but also the sahuagin themselves—and warping them into some entirely new species.

Lion's-Mouth Hold: Settled in a kelp forest that stretches from the bottom of the plane to nearly the top, the Lion's-Mouth Hold is a natural wonder, but it is most significant for its titular main inhabitant. The Lion's Mouth is a massive jellyfish composed of billions of intelligent organs, with a bell that floats near the Plane of Air and tendrils that reach through the entire kelp forest. All of the massive jellyfish's organs are self-aware and capable of perception, allowing the Lion's Mouth to see all activity that goes on within its domain. The Lion's Mouth suspects that someone—or something—granted



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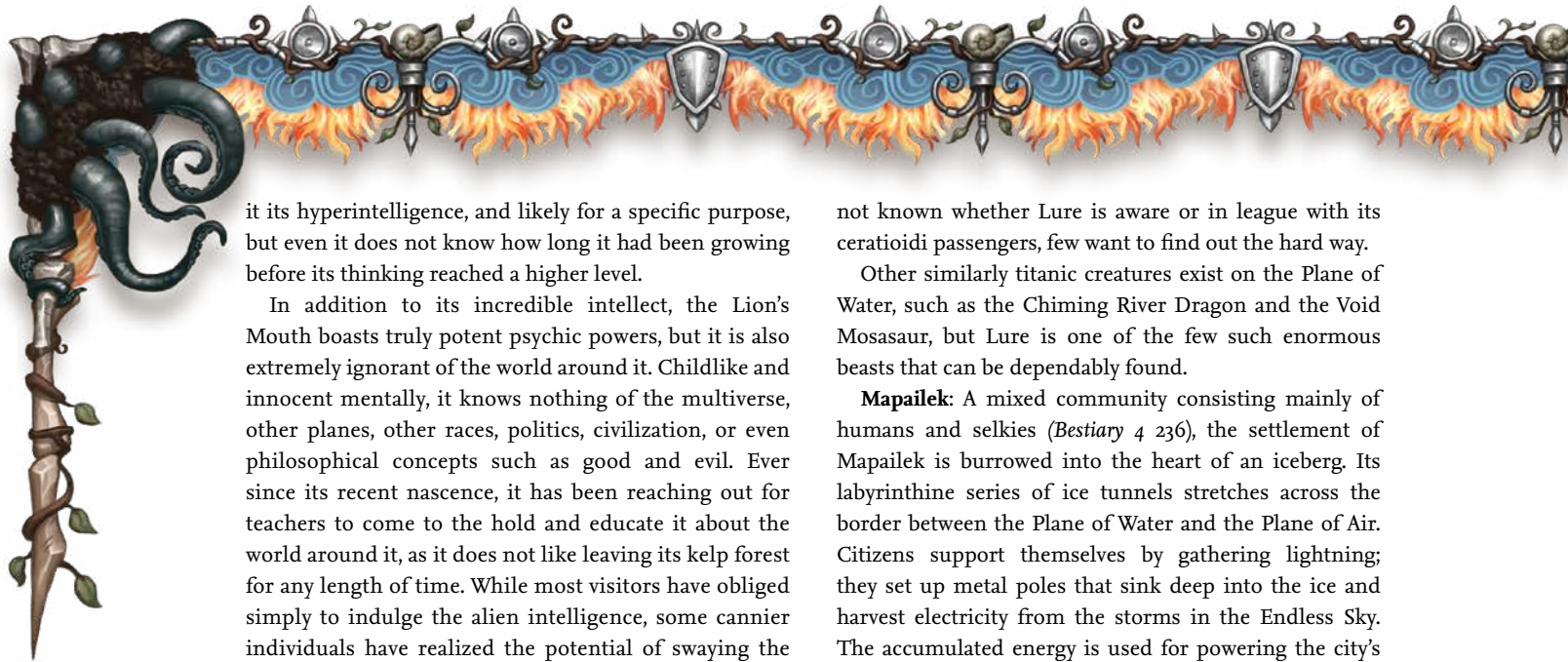
PLANE OF AIR

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it its hyperintelligence, and likely for a specific purpose, but even it does not know how long it had been growing before its thinking reached a higher level.

In addition to its incredible intellect, the Lion's Mouth boasts truly potent psychic powers, but it is also extremely ignorant of the world around it. Childlike and innocent mentally, it knows nothing of the multiverse, other planes, other races, politics, civilization, or even philosophical concepts such as good and evil. Ever since its recent nascence, it has been reaching out for teachers to come to the hold and educate it about the world around it, as it does not like leaving its kelp forest for any length of time. While most visitors have obliged simply to indulge the alien intelligence, some cannier individuals have realized the potential of swaying the Lion's Mouth to their ideological causes. Lion's-Mouth Hold is thus filled with an eclectic mix of scholars teaching the Lion's Mouth "facts" to support their own personal own agendas, each hoping to receive as a reward a taste of the psychic power that the enormous jellyfish can reportedly bestow.

Lure: An anglerfish that has grown to truly titanic proportions, Lure measures nearly 35 miles from head to tail and even has a settlement built upon it, a midsize trade port known as City-on-Lure. Populated mostly by ceratioidi (*Bestiary* 3 50), Lure provides one of the safest and most reliable means of travel in the Boundless Sea, provided that the would-be visitors avoid the behemoth's hungry jaws. While Lure does not actively attack travelers, as they are too small to attract its notice, the fish's method of filter feeding can swallow up whale pods, towns, and armies all in one gulp.

City-on-Lure is very hospitable, provided that guests have a high tolerance for the grotesque. The anglerfish host provides both shelter and food: flesh from the creature is prized for consumption, and domiciles are drilled directly into its thick hide. Massive parasites also serve as alternative food sources for those who seek variety, and the creature's luminescent appendage illuminates the city. Rumors suggest that a sister city exists inside of the gargantuan fish, built into the flesh of the creature's jaws and populated by those that Lure has accidentally swallowed, but few seek out this city on purpose.

Lure is known to travel in a reliable orbit through the Boundless Sea, changing course only if it encounters a roving body of fresh water that is too large for it to ignore. This stable route allows City-on-Lure's denizens to trade with any settlements it passes. The local ceratioidi, led by the uncharacteristically gregarious First Pilot **Fireen** (NG female ceratioidi bard 6), are eager to exchange their rich supply of pearls and other treasures of the sea for surface goods. This is also one of the few settlements that does safe business with the deep-water races it encounters, in part due to the city's massive patron—while it is

not known whether Lure is aware or in league with its ceratioidi passengers, few want to find out the hard way.

Other similarly titanic creatures exist on the Plane of Water, such as the Chiming River Dragon and the Void Mosasaur, but Lure is one of the few such enormous beasts that can be dependably found.

Mapailek: A mixed community consisting mainly of humans and selkies (*Bestiary* 4 236), the settlement of Mapailek is burrowed into the heart of an iceberg. Its labyrinthine series of ice tunnels stretches across the border between the Plane of Water and the Plane of Air. Citizens support themselves by gathering lightning; they set up metal poles that sink deep into the ice and harvest electricity from the storms in the Endless Sky. The accumulated energy is used for powering the city's complex system of machines, as well as keeping the environment comfortable for all residents. The mid-sized community also hosts a large construction yard for submersibles, making it a convenient border town for those who wish to travel from the Plane of Air to the Plane of Water. However, recently several manufacturing mishaps that trace back to Mapailek's construction yard have resulted in fiery submersible crashes, a fact that has its overseer, **Varine Yeogh** (CN female selkie ranger 5), quite concerned.

Phantom's Ebb: Located in the plane's deepest umbral recesses, Phantom's Ebb is known as a place that no natural light can pierce. The surrounding region is a slowly drifting graveyard of ships, famous for mysteriously swallowing up those unfortunates who stumble into it. Phantom's Ebb consists of the pulled-in wreckage from crashed ferries, as well as the remains of ruined airships from the Plane of Air and sailing ships from the oceans of the Material Plane. The latter two ostensibly came to this area by way of powerful planar portals infamously known to many Boundless Sea natives as phantom voids.

The ebb's lightless nature is, in truth, due to the fact that it consists wholly of shadows and greater shadows: undead terrors that have no need of air and prefer to skulk outside of the sunlight. Rumors persist of an ancient shadow lord known as the Lightless Lord, who sits in control of its lesser kin, but if such a being exists, no one has seen it and returned with the tale. For the most part, the shadows of Phantom's Ebb lurk in their sunken graveyard, preying on passing travelers—the ebb moves, albeit slowly, making it difficult to plot on charts and avoid. There is evidence, however, that the shadows both retrieve sunken ships and send them out again on currents. Whether they are seeking out more prey or have some other motive is unknown, but the undead-infested vessels can be found scattered across the Plane of Water.

The Salvage Tide: For the most part, the pressure on the Plane of Water is the same, but the Salvage Tide is a huge gravitational anomaly issuing from a fissure in the

border with the Plane of Earth. Near the tide's outskirts, the pressure is strong enough to crush submersibles and most animals, with only rare life forms able to withstand the hostile environment. Near its center, the heat and pressure can fuse rock into diamonds. A number of races have learned to take advantage of this fact, though retrieving anything from the tide proves an interesting challenge. Those who risk the tide's pull boast that it creates gems and metals that cannot be found anywhere else, though it takes a very skilled and specialized smith to do so effectively.

The Salvage Tide's primary inhabitants are clans of ocean giants (*Bestiary 4 127*), which have set up huge buoys near the edge of the tide. Though the items and raw materials they collect often help create masterpieces—and the tide's ocean giants are skilled crafters and artisans indeed—it is dangerous, thankless, and grueling work. Perhaps surprisingly, the ocean giants here are remarkably egalitarian; no matter how varied the races that assist them in their salvaging work, all creatures are treated as equals. Lack of light, however, often leads to poor morale and mental health among the workers. The most common cause of death is equipment failure, with faltering buoys or broken steel beams plunging workers into the crushing depths.

Savisura: Illuminated by rays of light filtering down through vast sheets of ice, Savisura is an elaborate temple complex suspended in beautiful, green-blue water. Followers of the elemental lord Lysianassa excavated it eons ago, carving it from a vast chunk of ice that had dislodged itself from the border with the Plane of Air. When Kelizandri defeated Lysianassa, all of Savisura's attendants and worshipers vanished and the temple soon fell into neglect. As ages passed, both Lysianassa and Savisura were mostly forgotten, and most now consider the temple no more than an eerie relic of a bygone era.

Magic has preserved the temple's elaborate carvings, but those who examine the icy structure closely may discover that it is not entirely abandoned. Frozen in the walls are creatures that resemble monadic devas (*Bestiary 2 27*) but that are covered in thick, icy veins that run like rivulets over their skin and armor. Generations ago, a small circle of tritons descended from clerics of Lysianassa attempted to excavate the creatures, believing that they were the fallen elemental lord's trapped servitors. These attempts simply caused the frozen devas to dissipate and their icy fragments to drift off into the currents. However, to this day travelers often hear voices echoing throughout the complex—haunting, indistinct, and distorted by the water. Some believe that the angels are speaking, though the true source of the sound is unknown.

In recent years, water naga (*Bestiary 3 199*) pilgrims have gravitated to Savisura, claiming that the singing heralds a god-creature they simply call the Queen of the Depths.

Whether the nagas truly believe that a deity resides in Savisura or their beliefs are merely allegorical seems moot, as the nagas have established a small outpost in and around the temple. From here, they actively seek—and offer massive rewards to—adventurers who might help them with an endeavor they refer to only as the Awakening. The nagas' leader, **Lindalliss** (N male water naga summoner^{APG 4}), is maddeningly closemouthed about the nagas' motivations and has actually rejected several supposed allies. Lindalliss claims that only the Queen of the Depths' chosen few can help bring out the Awakening's glory.

Vialesk: The Plane of Water's largest independent city, which is also in the running to be the plane's largest trade hub, Vialesk serves as the capital for a nation of humanoids known as maridar. The city is described more fully in the section below.



SALVAGE TIDE GIANT

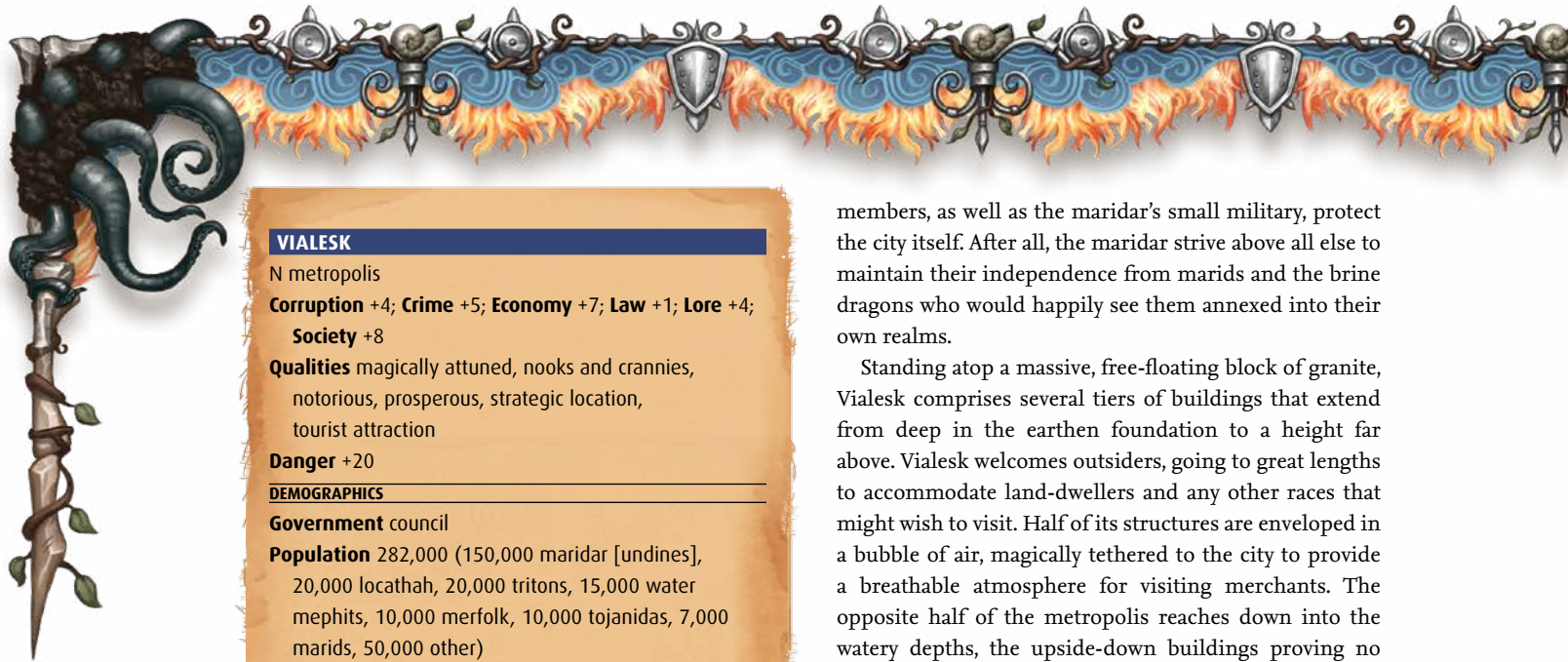
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VIALESK

N metropolis

Corruption +4; **Crime** +5; **Economy** +7; **Law** +1; **Lore** +4;
Society +8

Qualities magically attuned, nooks and crannies, notorious, prosperous, strategic location, tourist attraction

Danger +20

DEMOGRAPHICS

Government council

Population 282,000 (150,000 maridar [undines], 20,000 locathah, 20,000 tritons, 15,000 water mephits, 10,000 merfolk, 10,000 tojanidas, 7,000 marids, 50,000 other)

NOTABLE NPCs

Councilor Vaitea Una (N female middle-aged undine^{B2} sorcerer 4/expert 4)

Admiral Amarant Navar (LN female undine^{B2} fighter 12)

Mistress of the Docks Anhianhi (N female locathah^{B2} rogue 3/barbarian 1)

MARKETPLACE

Base Value 34,400 gp; **Purchase Limit** 220,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

SPECIAL QUALITIES

Nooks and Crannies Within this sprawling city and its highly diverse demographics, nearly all goods and services imaginable—and many that aren't—are available for those who know how to look in the right places. At the same time, the city's guard does an impeccable job of keeping troublemakers in line. (*Economy +4, Crime -1*)

VIALESK

Settled in warm waters and lit by the sunken star called Palixna, Vialesk is one of the Boundless Sea's largest independent cities, and one of the few settlements in the Plane of Water capable of supporting air-breathing life. This bustling trade city also serves as the capital of a small nation of undines—enterprising folk whose ancestors migrated here from the Material Plane centuries ago, and who lovingly refer to Vialesk as the City of Splendid Waves.

Calling themselves maridar, these undines do business with anyone who is willing to fairly parley, from violent sahuagin warlords to planar travelers of all stripes. Though this policy has provoked criticism from many corners of the plane and beyond, it has garnered significant wealth for the city, which acts as a trade mediator between less approachable civilizations. Vialesk's massive city guard ensures that guests and caravans are kept safe, and its

members, as well as the maridar's small military, protect the city itself. After all, the maridar strive above all else to maintain their independence from marids and the brine dragons who would happily see them annexed into their own realms.

Standing atop a massive, free-floating block of granite, Vialesk comprises several tiers of buildings that extend from deep in the earthen foundation to a height far above. Vialesk welcomes outsiders, going to great lengths to accommodate land-dwellers and any other races that might wish to visit. Half of its structures are enveloped in a bubble of air, magically tethered to the city to provide a breathable atmosphere for visiting merchants. The opposite half of the metropolis reaches down into the watery depths, the upside-down buildings proving no impediment to the aquatic creatures that inhabit them. The city's marketplace sits at the center, between these two districts, allowing both land- and water-dwellers to visit and do business freely.

Details of various points of particular interest in Vialesk follow.

Arrekin's Bazaar: Considered to be the lifeblood of Vialesk, the bazaar burrows into the heart of the city, an ascending helix of marble with intersecting canals. Here, locathah porters guide shoppers for a fee, hopping between the air and the water to showcase those stores their employers cannot access themselves. Named after the near-mythological figure that supposedly discovered the granite block on which Vialesk rests, the bazaar is said to conceal one of the largest black markets on the elemental planes. For those who know how to ask and can prove their trustworthiness to the bazaar's suspicious merchants, it's said that anything can be procured here, reportedly even contraband from Kelizandri's Palace of Salt and Bones.

Azure Armory: Acting as home to Vialesk's sprawling force of city guards as well as to the maridar nation's small army, this massive defensive structure is famed for its efficiency. Here, Vialesk pays all troops handsomely and on time, a standard that many of the failing marid states have trouble matching. Vialesk's city guard and the nation's military offer attractive career paths for many races, though the latter's regulations are far stricter than the former's. Undines make up the majority of the city's guards, but the military is much more diverse. An elite legion of adaro (*Bestiary* 3 7) patrols the nearby waves, and several tribes of adacthys, or prehistoric sahuagin (*Pathfinder RPG Monster Codex* 188), have even sworn allegiance to the nation. Admiral Amarant Navar, widely known as a powerful and tenacious undine, commands both the military and the city guard. The latter she controls only nominally, though, as she relies on the capabilities of Guard-Commander **Willam Hoshtull** (LN male undine^{B2} fighter [martial master^{ACG}] 11) for the guard's day-to-day training and maintenance. Currently,

the admiral and guard-commander get along quite well, but should they ever come to oppose one another, the safety of the maridar city and nation would likely suffer heavily indeed.

Chamber's Sphere: This circular amphitheater is half-filled with water, with marble benches rising from a central pool. The auditorium's round shape is meant to symbolize that all present are equals, though this metaphor is not always put into practice. The Chamber of Splendor—a six-member council of trade guilds that serves as Vialesk's ruling body—meets here to deal with trade legislation and other matters of state. Since the fortunes of guilds rise and fall and the council must ratify the official standing of new guilds as well as arbitrate the neutral negotiations it oversees, financial jockeying and power plays happen frequently within the government. So far, the tireless efforts of the most prominent councilors have kept Vialesk from dipping too far into corruption. Those efforts have taken their toll, however, and whispers around the city indicate that the shrewd Councilor Vaitea Una, often considered the Chamber of Splendor's leader, might soon be making a move to oust her rivals and replace them with guild leaders more loyal to her interests.

The Glass Pit: A molten furnace kept running at all hours, the Glass Pit offers the sole source of fire in Vialesk and forms the hub of many different industries, including metalworking, cooking, and water purification. The forge has also become an impromptu hangout for creatures that enjoy being warm and dry—a state not easily achieved on the Plane of Water. A fire-themed restaurant has even sprung up nearby, which has attracted a tight-knit community of off-plane immigrants. The restaurant was founded by an extremely brave outcast salamander named **Zilm** (N male salamander rogue 3). Some maridar grumble that the salamander is a spy from the Plane of Fire, but such rumors have never gathered credence, as the affable Zilm seems to have powerful yet entirely unseen allies.

Guildmaster's Hall: Vialesk's many trading rings conduct their business here, in a sprawling building near the bazaar, where they meet with clients and hire new staff. Individuals can come here to sign on with a caravan, finance a trade route, arrange a salvage expedition, open up new bartering relations, or perform other large-scale business transactions.

The Sonaphor: A thick cluster of massive metal horns resembling tubas in shape, the Sonaphor sits in a strictly enforced underwater quiet zone near the very bottom of the metropolis. Sounds sent through the horns are amplified to deafening levels, and operators listening

at the horns can hear noises from miles around. These acoustic locators can detect any approaching body before it arrives. Coded clicks are also used to communicate with other maridar sonaphors, though the devices are notoriously unreliable and require constant cleaning.

Splendor's Docks: Though conventional ships are rare on the Plane of Water, the docks provide a central place to move large amounts of trade goods in and out of the city. Aqueducts and air-filled tubes wind their way from the docks to the marketplace, allowing dockworkers to easily transport shipments between the two. A flooded cove provides a safe haven for those few ships that do arrive, along with submersibles and other means of conveyance. Anhianhi, the Mistress of the Docks, keeps traffic running smoothly, though occasional disruptions caused by mischievous water mephits have been known to occur—but this is fortunately rare.

Swaying Gardens: These lovely amenities were once huge coral reefs that drifted aimlessly in the tides before the maridar claimed them for their own. Part ornamental garden and part farm, the Swaying Gardens float separately from Vialesk proper, tethered to the city via several thick cables. Clusters of flower-like sea anemones give the gardens their name, but large nets also keep schools of tropical fish within the reef. The maridar have added creatures to the collection over time, breeding rare sea life and medicinal kelp alongside supplemental food stocks for the populace.

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BESTIARY



SPLENDOR'S DOCKS



BESTIARY

“Peaceful, they said. Can you believe that this place was supposed to be peaceful? They sold it well. ‘The Elemental Plane of Air is the most hospitable, relaxing, and beautiful of the elemental planes! Full of lazily flying castles and fancifully floating dragons and great luxury airships made of silver and crystal!’ What they don’t tell you about are the dangers. Sure, the sights here are beautiful, if you can avoid the warring drakes dive-bombing each other throughout the sky streams. Oh, that pink pillow you see floating toward your ship? Yeah, that’s a veldenar’s tongue. Good luck escaping that. Can you believe I spent a year’s worth of profits to almost become frog food?”

—Perin Kilch, Taldan magnate and rescued planar traveler

ENCOUNTERS ON THE ELEMENTAL PLANES

Although the elemental planes vary in their environmental hospitality toward mortals—from the relative safety of the Planes of Air and Earth to the outright deadliness of the Plane of Fire—they all have one thing in common. All of the planes' natives include an array of fantastic creatures that pose threats to adventurers of all stripes.

The encounter tables presented on this page are not meant to be exhaustive lists of creatures that dwell on each plane, but rather are convenient ways for GMs to generate random encounters. GMs should feel free to replace monsters on these tables with other options if it means providing players with a more appropriate challenge or more engrossing story. Because the elemental planes lend themselves to high-level adventures, the tables below include threats meant to challenge powerful groups. If the result rolled is outside the Challenge Rating range appropriate for your PCs, roll again or choose another encounter.

Plane of Air

d%	Result	Avg. CR	Source
1-5	1d3 Small air elementals	2	<i>Bestiary</i> 120
6-10	1d3 Small lightning elementals	2	<i>Bestiary</i> 2 116
11-15	1 comozant wyrd	4	<i>Bestiary</i> 4 40
16-25	1 comozant wyrd plus 1 Small air or lightning elemental	5	<i>Bestiary</i> 4 40, <i>Bestiary</i> 120, <i>Bestiary</i> 2 116
26-35	2 Medium air or lightning elementals	5	<i>Bestiary</i> 120, <i>Bestiary</i> 2 116
36-45	2 Large air or lightning elementals	7	<i>Bestiary</i> 120, <i>Bestiary</i> 2 116
46-55	1 invisible stalker	7	<i>Bestiary</i> 181
56-65	1 invisible stalker plus 1 Large air elemental	8	<i>Bestiary</i> 181, <i>Bestiary</i> 120
66-75	1 mihstu	8	<i>Bestiary</i> 2 190
76-85	1d3 invisible stalkers	9	<i>Bestiary</i> 181
86-95	2 Huge air or lightning elementals	9	<i>Bestiary</i> 120, <i>Bestiary</i> 2 116
96-97	1 young cloud dragon plus 1 invisible stalker	10	<i>Bestiary</i> 2 96, <i>Bestiary</i> 181
98-99	1 adult cloud dragon	13	<i>Bestiary</i> 2 96
100	1 adult cloud dragon plus 2 elder air or lightning elementals	15	<i>Bestiary</i> 2 96, <i>Bestiary</i> 121, <i>Bestiary</i> 2 116

Plane of Earth

d%	Result	Avg. CR	Source
1-5	1d3 Small earth elementals	2	<i>Bestiary</i> 122
6-10	1d3 Small mud elementals	2	<i>Bestiary</i> 2 120
11-15	1 Medium earth or mud elemental	3	<i>Bestiary</i> 122, <i>Bestiary</i> 2 120

16-25	1d3 thoqquas	4	<i>Bestiary</i> 2 262
26-35	2 sandmen	5	<i>Bestiary</i> 2 236
36-45	3 pechs	6	<i>Bestiary</i> 2 206
46-55	2 crysmals plus 1 Medium earth elemental	6	<i>Bestiary</i> 2 61, <i>Bestiary</i> 122
56-65	1d3 Large earth or mud elementals	7	<i>Bestiary</i> 122, <i>Bestiary</i> 2 120
66-75	1d3 mudlords	8	<i>Bestiary</i> 4 195
76-85	1 greater earth or mud elemental	9	<i>Bestiary</i> 123, <i>Bestiary</i> 2 121
86-95	1 carnivorous crystal	11	<i>Bestiary</i> 3 45
96-97	1d3 elder earth or mud elementals	13	<i>Bestiary</i> 122, <i>Bestiary</i> 2 120
98-99	1 carnivorous crystal plus 2 elder earth or mud elementals	15	<i>Bestiary</i> 3 45, <i>Bestiary</i> 123, <i>Bestiary</i> 2 121
100	1 thunder behemoth	18	<i>Bestiary</i> 3 39

Plane of Fire

d%	Result	Avg. CR	Source
1-5	1d3 Medium fire or magma elementals	5	<i>Bestiary</i> 124, <i>Bestiary</i> 2 118
6-10	1d3 thoqquas plus 1 Medium fire elemental	5	<i>Bestiary</i> 2 262, <i>Bestiary</i> 124
11-15	1d3 Large fire or magma elementals	7	<i>Bestiary</i> 124, <i>Bestiary</i> 2 118
16-30	1d3 salamanders	8	<i>Bestiary</i> 240
31-45	1 shard slag plus 1 Large fire elemental	9	<i>Bestiary</i> 4 240, <i>Bestiary</i> 124
46-60	3 magma oozes	10	<i>Bestiary</i> 2 184
61-74	1 lava drake plus 1 greater fire elemental	11	<i>Bestiary</i> 4 178, <i>Bestiary</i> 124
75-88	1 wickerman	13	<i>Bestiary</i> 4 277
89-93	1 fire yai	15	<i>Bestiary</i> 3 206
94-99	1 phoenix	15	<i>Bestiary</i> 227
100	1 thrasfyr	17	<i>Bestiary</i> 2 263

Plane of Water

d%	Result	Avg. CR	Source
1-5	1d3 Small water or ice elementals	3	<i>Bestiary</i> 126, <i>Bestiary</i> 2 114
6-10	1 freezing flow	4	<i>Bestiary</i> 4 115
11-15	1 Large water or ice elemental	5	<i>Bestiary</i> 126, <i>Bestiary</i> 2 114
16-30	3 river drakes	6	<i>Bestiary</i> 3 107
31-45	1 Huge water or ice elemental	7	<i>Bestiary</i> 126, <i>Bestiary</i> 2 114
46-60	1d3 young brine dragons	9	<i>Bestiary</i> 2 94
61-74	1 greater water or ice elemental	9	<i>Bestiary</i> 127, <i>Bestiary</i> 2 115
75-88	3 giant octopuses	11	<i>Bestiary</i> 219
89-93	1d3 sapphire jellyfish	13	<i>Bestiary</i> 3 155
94-99	1 scylla	16	<i>Bestiary</i> 2 241
100	1 kraken	18	<i>Bestiary</i> 184

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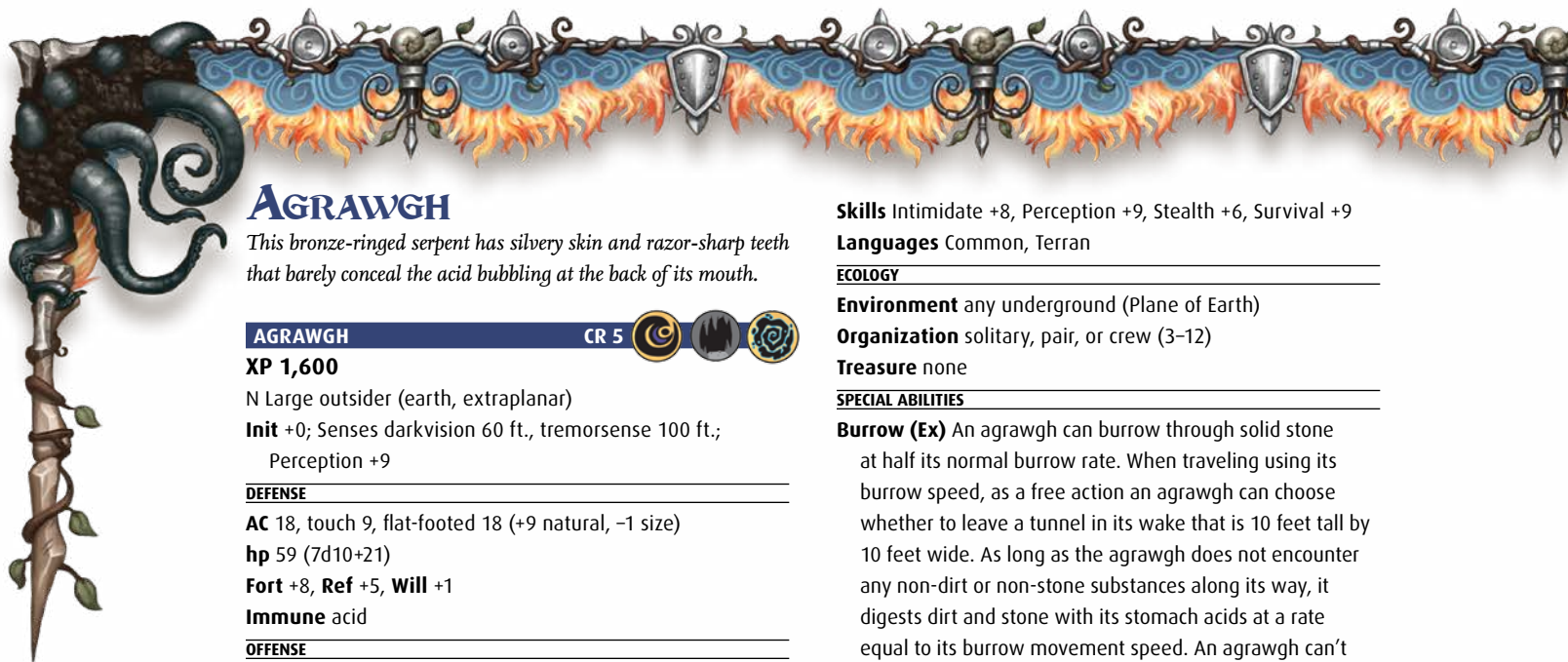
PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY



AGRAWGH

This bronze-ringed serpent has silvery skin and razor-sharp teeth that barely conceal the acid bubbling at the back of its mouth.

AGRAWGH CR 5   

XP 1,600

N Large outsider (earth, extraplanar)

Init +0; Senses darkvision 60 ft., tremorsense 100 ft.; Perception +9

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 59 (7d10+21)

Fort +8, **Ref** +5, **Will** +1

Immune acid

OFFENSE

Speed 20 ft., burrow 60 ft.

Melee bite +11 (2d6+6 plus 2d6 acid)

Space 10 ft.; **Reach** 10 ft.

Special Attack breath weapon (30-ft. line, 6d4 acid damage, Reflex DC 16 half, usable every 1d4 rounds)

STATISTICS

Str 18, **Dex** 11, **Con** 16, **Int** 6, **Wis** 9, **Cha** 7

Base Atk +7; **CMB** +12 (+14 bull rush); **CMD** 22 (24 vs. bull rush, can't be tripped)

Feats Improved Bull Rush, Lunge, Power Attack, Weapon Focus (bite)

Skills Intimidate +8, Perception +9, Stealth +6, Survival +9

Languages Common, Terran

ECOLOGY

Environment any underground (Plane of Earth)

Organization solitary, pair, or crew (3-12)

Treasure none

SPECIAL ABILITIES

Burrow (Ex) An agrawgh can burrow through solid stone at half its normal burrow rate. When traveling using its burrow speed, as a free action an agrawgh can choose whether to leave a tunnel in its wake that is 10 feet tall by 10 feet wide. As long as the agrawgh does not encounter any non-dirt or non-stone substances along its way, it digests dirt and stone with its stomach acids at a rate equal to its burrow movement speed. An agrawgh can't run or perform combat maneuvers while burrowing. If an agrawgh encounters any creature while burrowing (such as one using *meld with stone*), it can't enter that square.

Burrowing creatures whose bodies sport a number of bronze rings that allow them to carve perfectly uniform tunnels, these natives of the Plane of Earth use their impressive distended mouths to chew through dirt and stone, digesting the inorganic material with their powerful stomach acid. Agrawghs are typically 15 to 20 feet in length and weigh almost 2,500 pounds each.

According to legend, the Crystalline Queen—Sairazul, the benevolent but now-trapped elemental lord—created the first agrawghs to dig tunnels that would attract extraplanar races to the Plane of Earth. Many of the plane's existing caverns are the result of agrawghs' wanderings, and some even speculate that the immense tunnel known as the Vent are the result of numerous agrawghs working in concert.

Agrawghs can speak Terran, as well as many common tongues. Unlike xorns, agrawghs care little for material wealth, but they are known for offering their services as diggers in exchange for the ability to travel to previously unvisited locales. Throughout history, a few spellcasters have called agrawghs to the Material Plane to assist in massive excavations. An agrawgh can be summoned as an alternative option for the *summon monster* V spell.



CINDERGHOST

In the midst of a swirling cloud of desiccated ashes is the vague shape of a humanoid, with hollow, unblinking eyes that flicker like dying embers.

CINDERGHOST

CR 7



XP 3,200

NE Medium undead (extraplanar, fire, incorporeal)

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 20, touch 20, flat-footed 15 (+5 deflection, +1 Dex, +1 dodge)

hp 85 (9d8+45); fast healing 5

Fort +10, **Ref** +7, **Will** +8;

Defensive Abilities cleansing fire, incorporeal; channel resistance +2; **Immune** fire, undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +11 (1d8 plus desiccation)

Special Attacks heat (3d6 fire)

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +6; **CMB** +10; **CMD** 26

Feats Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Weapon Focus (incorporeal touch)

Skills Bluff +14, Fly +24, Intimidate +17, Knowledge (planes) +11, Perception +14, Stealth +16

Languages Common, Ignan

ECOLOGY

Environment any plains (Plane of Fire)

Organization solitary, trio, or rush (8–12)

Treasure standard

SPECIAL ABILITIES

Cleansing Fire (Ex) As long as a cinderghost is in an environment where ashes are plentiful (such as a non-urban area on the Plane of Fire, or a burned-out settlement or field on another plane), it has fast healing 5. It loses this fast healing if it leaves such an area.

Desiccating Touch (Su) As part of its incorporeal touch attack, a cinderghost draws the moisture from its opponent's body, causing the victim to wither into ash. The target must succeed at a DC 19 Fortitude check or take 1d8 points of Constitution damage.

Native denizens of the Plane of Fire assiduously avoid the many vast, ashen wastes in this realm that are colloquially known as the cinderplains. Those whose foes catch them in such places often beg or bribe their enemies to allow them to battle elsewhere, fearful of the terrible undead that might lurk nearby and the terrible fate that awaits those who fall prey to them.

Called cinderghosts, these monsters arise from intelligent creatures that die in the cinderplains. Cinderghosts largely keep the shapes and features they had in life, and therefore typically look vaguely humanoid, though they appear to be made of ashes with cracks through which sullen flame shows. They often trail long wakes of ashes behind them.

Cinderghosts' touch can suck the moisture out of living creatures, turning them into twisted, mummified corpses that easily catch fire. The air around cinderghosts crackles with heat.

Though they rarely speak, cinderghosts seem to retain some intelligence, for they stalk living creatures with malice and determination. They wait until their prey can be caught asleep or unaware and consign their victims to the same fate they suffered.



UNVEILING THE
ELEMENTAL
PLANES

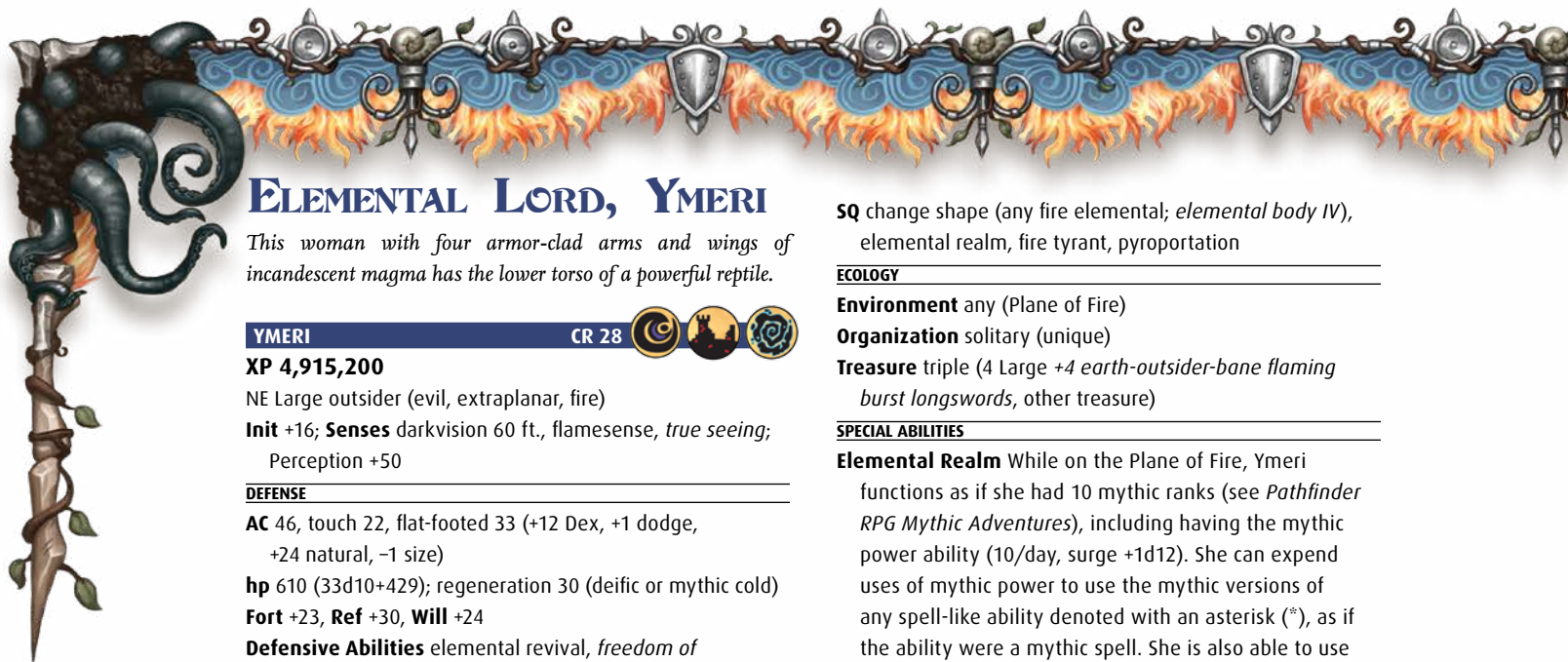
PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY



ELEMENTAL LORD, YMERI

This woman with four armor-clad arms and wings of incandescent magma has the lower torso of a powerful reptile.

YMERI

CR 28



XP 4,915,200

NE Large outsider (evil, extraplanar, fire)

Init +16; **Senses** darkvision 60 ft., flamesense, true seeing; Perception +50

DEFENSE

AC 46, touch 22, flat-footed 33 (+12 Dex, +1 dodge, +24 natural, -1 size)

hp 610 (33d10+429); regeneration 30 (deific or mythic cold)

Fort +23, **Ref** +30, **Will** +24

Defensive Abilities elemental revival, *freedom of movement*, **DR** 15/—; **Immune** ability damage and drain, charm and compulsion effects, death effects, energy drain, fire, petrification; **SR** 39

Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft., fly 100 ft. (average)

Melee +4 *earth-outsider-bane flaming burst longsword* +44/+39/+34/+29 (2d6+14 plus 1d6 fire/17-20), 3 +4 *earth-outsider-bane flaming burst longswords* +40 (2d6+9 plus 1d6 fire/17-20), 2 claws +37 (1d8+5 plus 1d10 fire plus trip)

Space 10 ft.; **Reach** 10 ft.

Special Attacks limitless fire 3/day, scorching rend

Spell-Like Abilities (CL 28th; concentration +38)

Constant—*fire shield** (warm), *freedom of movement*, *true seeing*

At will—*fireball** (DC 23), *greater teleport*, *pyrotechnics* (DC 22), *scorching ray**, *wall of fire**

3/day—*delayed blast fireball* (DC 27), *fire storm** (DC 27), *incendiary cloud* (DC 28), *wall of lava*

1/day—*meteor swarm** (DC 29), *summon* (level 9, 2d4 fiendish elder fire elementals 100%)

STATISTICS

Str 30, **Dex** 35, **Con** 34, **Int** 26, **Wis** 23, **Cha** 31

Base Atk +33; **CMB** +44; **CMD** 67

Feats Blinding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Escape Route^{UC}, Greater Feint, Improved Critical (longsword), Improved Feint, Improved Initiative, Lunge, Mobility, Multiweapon Fighting, Precise Strike^{APG}, Seize the Moment^{UC}, Spring Attack, Toughness, Two-Weapon Feint^{UC}

Skills Acrobatics +48, Bluff +46, Diplomacy +43, Escape Artist +45, Fly +29, Intimidate +46, Knowledge (arcana, history, local, nobility, religion) +18, Knowledge (planes) +44, Perception +50, Perform (dance) +46, Sense Motive +42, Spellcraft +41, Stealth +44, Use Magic Device +43; **Racial Modifiers** +8 Perception

Languages Aquan, Auran, Draconic, Ignan, Terran; telepathy 300 ft.

SQ change shape (any fire elemental; *elemental body IV*), elemental realm, fire tyrant, pyroportation

ECOLOGY

Environment any (Plane of Fire)

Organization solitary (unique)

Treasure triple (4 Large +4 *earth-outsider-bane flaming burst longswords*, other treasure)

SPECIAL ABILITIES

Elemental Realm While on the Plane of Fire, Ymeri functions as if she had 10 mythic ranks (see *Pathfinder RPG Mythic Adventures*), including having the mythic power ability (10/day, surge +1d12). She can expend uses of mythic power to use the mythic versions of any spell-like ability denoted with an asterisk (*), as if the ability were a mythic spell. She is also able to use *demand*, *discern location*, *fabricate*, and *major creation* at will as spell-like abilities and *dimension lock**, *miracle* (limited to physical effects that manipulate the realm or to effects that are relevant to her areas of concern), and *power word stun** once per day as spell-like abilities. Finally, she gains a +10 insight bonus on Perception and initiative checks.

Elemental Revival (Ex) If Ymeri is slain, her body crumbles to ash (leaving behind any gear she held or carried), her soul returns to a hidden location within her realm, and she is immediately restored to life (as per *true resurrection*) at that location. Once this occurs, Ymeri can't use this ability again until a full year has passed. If she is slain again during that year or is killed by unusual methods (such as by a true deity or an artifact created for this purpose), she is slain forever.

Fire Tyrant (Ex) Ymeri's servants bow to her will and instinctively follow her commands. As a free action, Ymeri can grant all of her allies with the fire subtype within 300 feet any two of her teamwork feats. Each creature retains these feats until it moves out of range or until Ymeri falls unconscious, dies, or uses this ability again. Three times per day as a standard action, Ymeri can manipulate a creature with the fire subtype or a creature on fire that she can detect with her flamesense ability, affecting it as per *hold monster* (CL 28th, Will DC 36 negates). If the target fails the saving throw by 10 or more, it is instead affected as if by *dominate monster* (CL 28th).

Flamesense (Ex) Ymeri can sense the presence and movement of any fire—including creatures with the fire subtype, creatures on fire, and any creature touching the surface of the Plane of Fire—within 300 feet as if using blindsight. In addition, she can see through fire, fog, and smoke without penalty.

Limitless Fire (Sp) As a demigoddess of flame and the Plane of Fire itself, up to three times per day, Ymeri can cast any spell with the fire descriptor as a spell-like ability. She can further augment these spells using *Burning Spell*^{UM}, *Empower Spell*, *Enlarge Spell*, *Extend Spell*, *Intensify*

Spell^{APG}, Maximize Spell, Quicken Spell, or Widen Spell, though the effective spell level cannot exceed 9th.

Pyroportation (Su) Ymeri can move effortlessly through fiery areas, including lava, superheated metal, and volcanic ash. This effectively grants her the earth glide ability of a magma elemental (*Pathfinder RPG Bestiary 2* 118); allows her to ignore difficult terrain; and grants her a burrow, climb, and swim speed equal to her base speed while in these areas. With rare exceptions, this ability functions in all parts of the Plane of Fire. In addition, as a swift action, Ymeri can teleport to a square in line of sight that is adjacent to a fire of her size or larger.

Regeneration (Ex) Only cold damage dealt by an epic weapon, cold damage dealt by a mythic spell, or damage from a creature of equal or greater power (such as a demon lord or a deity) interrupts Ymeri's regeneration.

Scorching Rend (Su) If Ymeri hits a target two or more times with at least two different manufactured weapons in the same round, she can cause the target to catch on fire. This functions as the burn universal monster rule, dealing 3d10 points of fire damage (Reflex DC 38 negates catching on fire); however, if the target's fire resistance would reduce the damage it takes from this ability, it must succeed at a DC 38 Fortitude saving throw or reduce its fire resistance by an equal amount for 1 minute. Creatures immune to fire can still be affected by this ability. When such a creature would take 50 or more total points of fire damage from this ability, it loses its immunity to fire for 1 minute.

Ymeri has declared herself the eternal ruler of the Plane of Fire, going so far as destroying all known records of her origins to suggest she has existed since the dawn of time. Ever since she sealed away her good-aligned rival Atreia, the Lambent Prince, within a steam-shrouded garnet, she has driven the efreet in the City of Brass to battle their earth-blooded shaitan cousins.

The Queen of the Inferno rarely has cause to leave the Auroric Palace, from which she rules. When she does, it is at the head of an army. She typically follows such raids by parading across the Plane of Fire, daring others to defy her will.

YMERI'S CULT

Most fire elementals, some mephits, assorted efreet, and many other creatures with the fire subtype worship Ymeri, though relatively few salamanders revere her. Outside the Plane of Fire, her worship is rare and often restricted to zealous pyrokineticists, cabals of fire wizards, eccentric red dragons, and occasionally fanatical tribes

of humanoids. Her sacred places and temples are often exposed desert ruins, sanctuaries of igneous rock, and shrines built precariously near active volcanoes. Some even feature active magma flows running through their halls or pits that open deep into the earth's burning bowels, which her cultists use to sacrifice their foes in Ymeri's name.

Ymeri's unholy symbol is a quartet of flaming swords, and her favored weapon is the longsword. She grants access to the Destruction, Evil, Fire, and War domains, and access to the subdomains of Ash, Catastrophe, Fear, and Tactics.



UNVEILING THE
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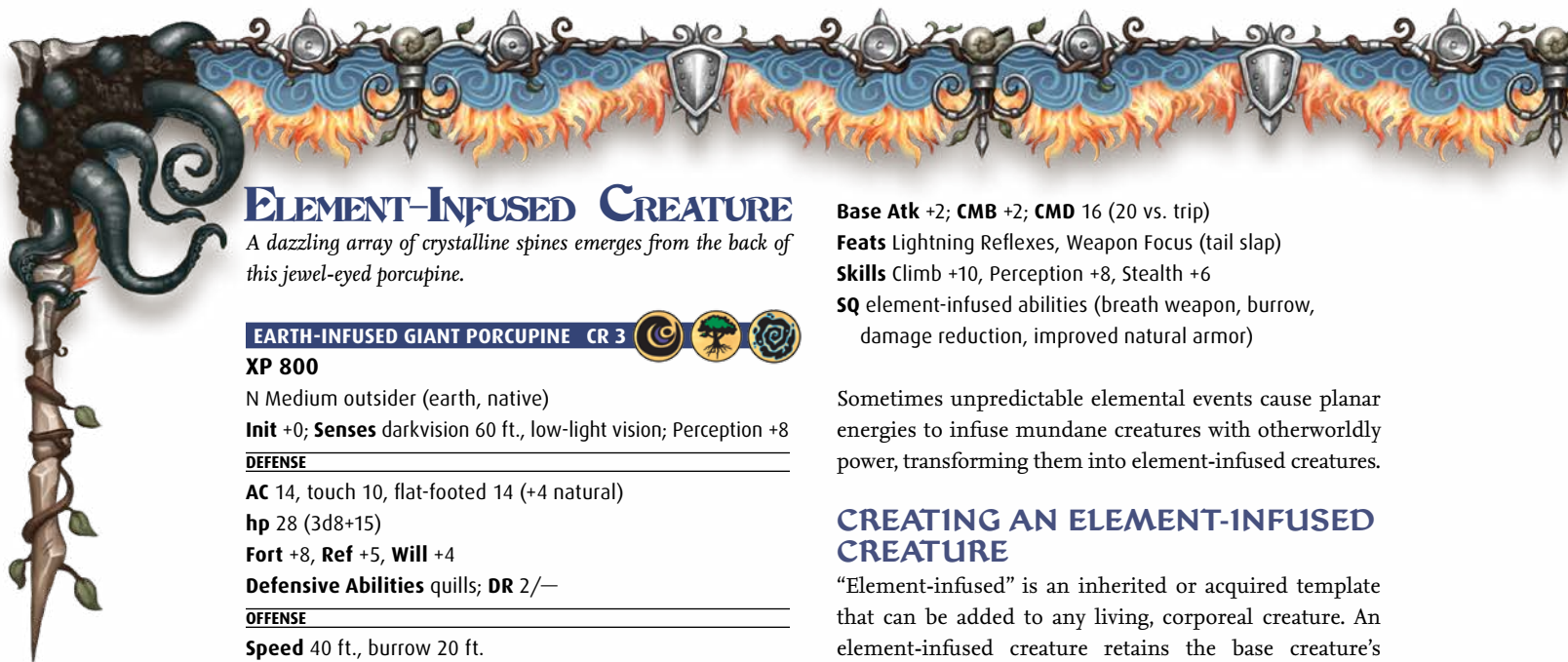
PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY



ELEMENT-INFUSED CREATURE

A dazzling array of crystalline spines emerges from the back of this jewel-eyed porcupine.

EARTH-INFUSED GIANT PORCUPINE CR 3

XP 800

N Medium outsider (earth, native)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 28 (3d8+15)

Fort +8, **Ref** +5, **Will** +4

Defensive Abilities quills; **DR** 2/—

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee tail slap +7 (2d6+6)

Special Attacks breath weapon (15-ft. cone, 2d6 acid, Reflex DC 16 half, usable every minute)

STATISTICS

Str 19, **Dex** 10, **Con** 20, **Int** 4, **Wis** 17, **Cha** 5



Base Atk +2; **CMB** +2; **CMD** 16 (20 vs. trip)

Feats Lightning Reflexes, Weapon Focus (tail slap)

Skills Climb +10, Perception +8, Stealth +6

SQ element-infused abilities (breath weapon, burrow, damage reduction, improved natural armor)

Sometimes unpredictable elemental events cause planar energies to infuse mundane creatures with otherworldly power, transforming them into element-infused creatures.

CREATING AN ELEMENT-INFUSED CREATURE

“Element-infused” is an inherited or acquired template that can be added to any living, corporeal creature. An element-infused creature retains the base creature’s statistics and special abilities except as noted here.

An element-infused creature has a strong connection to one or two of the elemental planes. Unlike most templates, the element-infused template grants few universal abilities; rather, it grants the creature a choice of several different defensive, offensive, and movement-based abilities that match its particular element or elements. In this way, not all water-infused creatures are necessarily identical. In order to select an ability, at least one of an element-infused creature’s elements must match one of those listed in parentheses after the ability’s name. For abilities that reference an energy type, the energy type chosen must be associated with one of the creature’s elements: acid (earth), cold (water), electricity (air), or fire (fire).

An element-infused creature can select a number of movement abilities (see the Speed section), defensive abilities, and offensive abilities (see the Special Attacks section) based on its Hit Dice, as shown in the chart below. In addition, an element-infused creature with 4 or more Hit Dice gains one or more bonus abilities that it can use to select additional abilities from any of these three categories. A creature infused with only one element gains one additional bonus ability.

HD	Movement	Defensive	Offensive	Bonus
1-3	1	1	1	0
4-6	1	1	1	1
7-9	1	2	1	1
10-12	1	2	1	2
13-15	1	2	2	2
16-18	1	2	2	3
19+	1	3	2	3

CR: If 9 HD or fewer, base creature’s CR + 1; if 10 HD or more, base creature’s + 2.

Type: The creature’s type changes to outsider (native). In addition, the creature gains the air, earth, fire, or water subtypes corresponding to its element or elements. Do not recalculate HD, BAB, or saves.



Senses: An element-infused creature gains darkvision with a range of up to 60 feet.

Defensive Abilities: An element-infused creature can choose one or more of the following extraordinary abilities.

Damage Reduction (any): The creature gains DR 2/—. If the creature has 10 or more HD, this ability can be selected one additional time, increasing the damage reduction to 5/—.

Energy Immunity (any): The creature gains immunity to one of its associated energy types, chosen when it gains this ability. The creature must already have energy resistance 10 or higher for that energy in order to select this ability.

Energy Resistance (any): The creature ignores the first 10 points of damage that it takes from one of its associated energy types, chosen when it gains this ability. A fire-infused creature that selects this ability also ignores the damage dealt by the fire-dominant planar trait.

Evasion (air or fire): The creature gains the ability to avoid damage as if it had the evasion rogue class ability.

Fiery Blood (fire): Anyone who damages the creature with a slashing or piercing melee weapon is sprayed with boiling blood that deals 1d4 points of fire damage. This damage increases by 1d4 for every 5 HD the creature has. Creatures using reach weapons are not subject to this damage.

Fortification (any): The creature has a 50% chance to negate a critical hit or sneak attack, taking only the normal amount of damage from the attack.

Improved Natural Armor (earth): The creature's natural armor bonus improves by 2. If the creature has 10 or more HD, this bonus increases to 3.

Indistinct Form (air or water): The creature benefits from a 20% miss chance as if it had concealment.

Stability (earth or water): The creature receives a +4 racial bonus to its CMD when resisting bull rush, drag, overrun, or trip combat maneuvers.

Speed: An element-infused creature can choose one or more of the following abilities. Except where noted, these are extraordinary abilities.

Burrow (earth): The creature gains a burrow speed equal to half its highest speed. Tunnels it creates always collapse behind it and never leave behind a usable passage.

Earth Glide (earth): The creature gains the earth glide ability of an earth elemental (*Pathfinder RPG Bestiary* 122), though it can use this ability for only 1 minute per HD it has. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The creature must have a burrow speed in order to use this ability. It can select this ability a second time in order to use this power at will.

Flight (air): The creature gains a fly speed equal to its highest speed with average maneuverability (maximum fly speed of 10 feet per HD).

Improved Quickness (Su, fire): Three times per day as a swift action, the creature can take an extra move action. The creature must already have quickness to select this ability.

Puddle Form (Su, water): Once per day, the creature can turn into an animate puddle of water for up to 10 minutes. This functions as *gaseous form*, but the creature instead has both a base speed and swim speed of 10 feet.

Quickness (fire): The creature's base movement speed increases by 10, and it gains a +1 bonus on initiative checks. For every 5 HD the creature has, its base speed increases by an additional 10 feet (maximum = double its base speed), and its initiative bonus increases by 1 (maximum +5).

Swim (water): The creature gains a swim speed equal to its highest speed (maximum 100 feet). The creature also gains the amphibious and aquatic subtypes.

Special Attacks: An element-infused creature can choose one or more of the following abilities.

Breath Weapon (Su, any): The creature gains a breath weapon (15-foot cone or 30-foot line) that it can use as a standard action once every minute. The breath weapon deals 1d6 points of damage of one of its associated energy types (Reflex half, DC = 10 + 1/2 creature's HD + Con modifier). The damage increases by 1d6 for every 3 HD the creature has. If the creature has 10 or more HD, the size of the breath weapon doubles.

Burn (Ex, fire): The creature can set creatures it strikes on fire, as per the burn ability (*Bestiary* 298), though only with attacks augmented by its energy attacks ability.

Energy Attacks (Ex, any): One of the creature's natural attacks deals an additional 1d6 points of its corresponding energy's damage, selected when the creature gains this ability. This damage increases by 1d6 for every 10 HD the creature has. An element-infused creature can select this ability multiple times, applying its benefits to an additional two natural attacks each time.

Gusting Strike (Ex, air): Once per round when the creature hits with a melee attack, it can attempt a bull rush combat maneuver check against the target of its melee attack as a free action. This bull rush does not provoke an attack of opportunity.

Toppling Strike (Ex, earth or water): The element-infused creature gains the trip special ability (*Bestiary* 305) with one of its natural attacks.

Abilities: An element-infused creature gains a +4 bonus to two ability scores of its choice, a +2 bonus to two other ability scores of its choice, and a -2 penalty to one ability score of its choice.

Skills: An element-infused creature with racial Hit Dice has a number of skill points per racial Hit Die equal to 6 + Intelligence mod. Racial class skills are unchanged, and class level skill ranks are unaffected.

Languages: The creature gains an elemental language or languages associated with its elemental type as long as it has an Intelligence score of 3 or higher: Aquan (water), Auran (air), Ignan (fire), or Terran (earth). If the base creature is unable to speak, it can instead understand the acquired languages.



UNVEILING THE
ELEMENTAL
PLANES

PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY

JELLYFISH, BATHYSPHERE

This miniscule red jellyfish has long, writhing red tentacles and a translucent bell that glows with an eerie blue light.

BATHYSPHERE JELLYFISH

CR 1/2



XP 200

N Tiny vermin (aquatic, extraplanar)

Init +1; **Senses** all-around vision, darkvision 60 ft.; Perception +0

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 9 (1d8+5)

Fort +4, **Ref** +1, **Will** +0

Defensive Abilities amorphous; **Immune** mind-affecting effects

OFFENSE

Speed swim 20 ft.

Melee 2 tentacles +2 (1d2)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks corpse pilot

STATISTICS

Str 10, **Dex** 12, **Con** 15, **Int** —, **Wis** 10, **Cha** 1

Base Atk +0; **CMB** -1; **CMD** 9 (can't be tripped)

Feats Toughness^B

Skills Swim +9

SQ air bell, compression

ECOLOGY

Environment any water (Plane of Water)

Organization solitary, pack (2-5), or bloom (6-13)

Treasure none

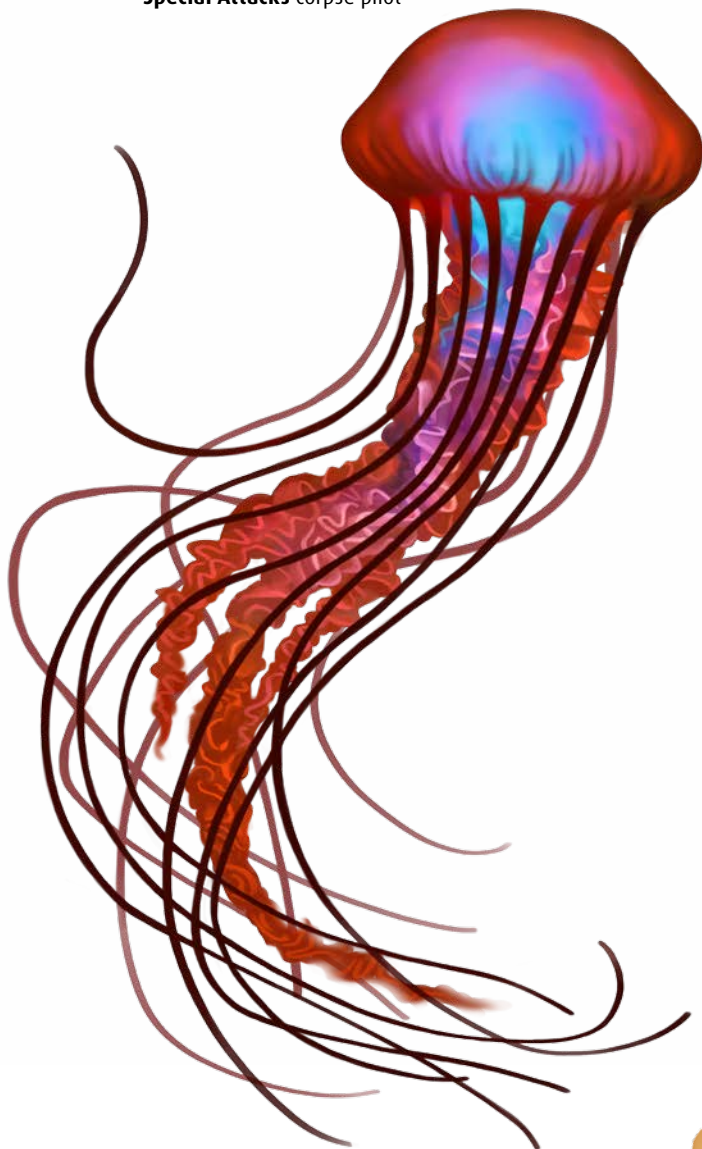
SPECIAL ABILITIES

Air Bell (Ex) As a standard action that provokes attacks of opportunity, a bathysphere jellyfish can attach to the head of a willing Small or Medium creature. When worn this way, the jellyfish creates a pocket of breathable air around the affected creature's head, allowing the creature to breathe and speak normally while underwater. Attached jellyfish don't hinder a creature's vision or other senses. The air pocket a jellyfish creates lasts for 8 hours. After 24 hours, the bathysphere jellyfish can create a new air pocket.

Corpse Pilot (Ex) As a full-round action, a bathysphere jellyfish can take control of a dead or unconscious creature to which it is already attached. While piloting a creature, the jellyfish can't attack with its tentacles, but can move the creature using its own swim speed and make melee attacks using the creature's base attack bonus, Strength modifier, and size modifier, dealing damage as if it were the creature. (Effects of feats, traits, or similar abilities can't be applied to these attacks, nor can the jellyfish activate the any items, cast the creature's spells, etc.; the effects of magical weapons, including enhancement bonuses and weapon special abilities, still apply.) The jellyfish is considered staggered while it pilots a creature.

When a piloted creature regains consciousness, it must succeed at a DC 11 Reflex saving throw to regain control of its body. If it fails, it can retry the saving throw once each round on its turn. The saving throw is Dexterity-based. While a bathysphere jellyfish is piloting a creature, any attack or effect that deals damage to the host also deals 1 point of damage to the jellyfish. A creature can attempt to attack only the jellyfish, but takes a -4 penalty on the attack roll. Removing the jellyfish is a full-round action that requires a successful DC 15 Strength check. Killing or removing the jellyfish frees the host from its control.

Bathysphere jellyfish have the unique ability to create pockets of musty but breathable air in even the deepest ocean regions. These jellyfish can be dangerous to individuals who fall unconscious while using these creatures to breathe underwater. The jellyfish instinctively strive to protect their hosts, but horror stories of travelers trapped by the creatures can make an adventurer think twice before allowing the vermin on his head. A bathysphere jellyfish is 1 foot long and weighs 5 pounds.



MURAJAU

This chitin-plated humanoid has the lower body of a hermit crab, complete with a brightly decorated shell encasing his back.

MURAJAU

CR 5



XP 1,600

NG Large monstrous humanoid (aquatic, extraplanar)

Init +6; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 47 (5d10+20)

Fort +5, **Ref** +6, **Will** +5

OFFENSE

Speed 30 ft., swim 40 ft.

Melee mwk spear +7 (1d8+3/×3), 2 claws +6 (1d6+2)

Ranged mwk spear +7 (1d8+2/×3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d6+3)

STATISTICS

Str 14, **Dex** 15, **Con** 18, **Int** 14, **Wis** 13, **Cha** 15

Base Atk +5; **CMB** +8 (+10 steal); **CMD** 20 (22 vs. steal)

Feats Combat Expertise, Improved Initiative, Improved Steal^{APG}

Skills Climb +8, Diplomacy +4, Knowledge (arcana) +7, Perception +9, Survival +9, Swim +18, Use Magic Device +7

Languages Aquan, Common

SQ amphibious, arcane scavenger, undersized weapons

ECOLOGY

Environment any water (Plane of Water)

Organization solitary, band (6-8), or caravan (26-40)

Treasure standard (mwk spear, other treasure)

SPECIAL ABILITIES

Arcane Scavenger (Su) As a

standard action, a murajau can attach an item to his shell. Such attached items can't be activated or used until removed. The items do not take up any body slots. For each magical item attached, the murajau gains a +1 morale bonus on attack rolls and on Will saving throws against mind-affecting effects. A murajau may gain a maximum +3 bonus from this ability. Removing an item from a willing or helpless murajau is a standard action; removing an item from an unwilling murajau requires a successful steal^{APG} combat maneuver. The items are considered fastened, granting the murajau a +5 bonus to CMD against steal attempts.

Murajaus are nomadic creatures that travel in an eternal circuit across the seas. Legends claim they were originally servitors of a powerful marid ruler, until the ruler decreed they were to escort a foreign prince to her city, and were not to return without him. Upon arriving at the foreign kingdom, the murajaus discovered that the prince had recently perished from illness. Believing that they are unable to return home by royal decree, they have wandered endlessly for generations.

Whatever the truth behind these tales, marids shun murajaus, and malevolent races often take advantage of them. Still, murajaus are usually hospitable, aiding lost travelers and allowing others to camp with them. Murajaus are even sought out for their knowledge of safe passages and obscure locales, as well as their eye for magic items.

A typical murajau is 8 feet long and weighs 1,000 pounds.



UNVEILING THE
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PLANES

PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY

NEPHELEI

A mighty woman of refined beauty hovers in the air, her skin whorled with blue markings.

NEPHELEI

CR 9



XP 6,400

CN Large outsider (air, extraplanar)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 20, touch 17, flat-footed 16 (+4 deflection, +4 Dex, +3 natural, -1 size)

hp 115 (11d10+55)

Fort +12, **Ref** +15, **Will** +13

Immune cold, electricity

OFFENSE

Speed 30 ft., fly 40 ft. (good)



Melee +1 shocking burst scorpion whip +12/+7/+2

(1d6+2/18-20 plus 1d6 electricity) or

slam +14 (1d6+1)

Space 10 ft.; **Reach** 10 ft.

Special Attacks lifeburst

Spell-Like Abilities (CL 9th; concentration +14)

5/day—*alter winds*^{APG} (DC 16), *fog cloud*, *frigid touch*^{UM} (DC 17), *gust of wind* (DC 17), *obscuring mist*

3/day—*cloak of winds*^{APG}, *lightning bolt* (DC 18), *river of wind*^{APG} (DC 19), *wind wall* (DC 18)

1/day—*ball lightning* (DC 19), *control winds* (DC 20), *lightning arc*^{UM} (DC 20)

STATISTICS

Str 12, **Dex** 19, **Con** 20, **Int** 16, **Wis** 15, **Cha** 21

Base Atk +11; **CMB** +16; **CMD** 31

Feats Agile Maneuvers, Combat Casting, Flyby Attack, Greater Spell Focus (evocation), Spell Focus (evocation), Weapon Finesse

Skills Acrobatics +18, Bluff +19, Fly +20, Intimidate +19, Knowledge (nature) +17, Knowledge (planes) +17, Perception +16, Sense Motive +16, Stealth +14

Languages Auran, Common, Draconic

SQ crackling whip, unearthly grace

ECOLOGY

Environment any sky (Plane of Air)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Crackling Whip (Su) A nephlei uses a magical whip fashioned from the essence of the air around her. This functions as a +1 shocking burst scorpion whip (*Pathfinder RPG Ultimate Equipment* 36), but if it ever leaves the nephlei's possession, it immediately dissipates back into the air. A nephlei can make a new crackling whip with 10 minutes of work.

Lifeburst (Sp) When a nephlei dies, she releases the electrical energies that she has built up in her body in the form of a lightning bolt. As soon as a nephlei's hit points are reduced to a negative amount equal to her Constitution score, her Constitution drops to 0, or she is killed outright by a spell or effect, she releases a lightning bolt that deals 9d6 points of damage (Reflex DC 20 half). The nephlei can choose where to aim the bolt as her final act. The bolt disintegrates the nephlei's body, leaving behind a trace of fine dust. The saving throw DC is Charisma-based.

Unearthly Grace (Su) A nephlei adds her Charisma modifier as a racial bonus on saving throws, and as a deflection bonus to her Armor Class.

Often referred to as cloud nymphs, nephleis are outsiders who resemble those fey, but are formidable and inscrutable in their own right. Nephleis are solitary beings who build complex lairs within towering cloud formations on the Plane of Air. A typical nephlei stands 10 feet tall and weighs approximately 1,000 pounds.

ONKUSHU

This oval body and enormous wings of this creature are made of roiling flame, and it has a vaguely humanoid face.

ONKUSHU

CR 13



XP 25,600

CG Large outsider (extraplanar, fire, good)

Init +4; **Senses** darkvision 60 ft.; Perception +21

Aura protective aura

DEFENSE

AC 28, touch 13, flat-footed 24 (+4 Dex, +15 natural, -1 size)

hp 172 (15d10+90)

Fort +10, **Ref** +15, **Will** +14

Defensive Abilities amorphous; **DR** 10/evil; **Immune** fire;

Resist electricity 10; **SR** 24

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 slams +22 (2d6+7 plus burn), 2 wings +16 (1d6+3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks burn (2d6 fire, DC 22), wing buffet

Spell-Like Abilities (CL 12th; concentration +17)

At will—*detect evil*, *discern lies* (DC 19), *invisibility* (self only), *remove curse*, *remove disease*, *remove fear*

3/day—*fire breath*^{APG} (DC 17), *burning gaze* (DC 17)

1/day—*fire snake*^{APG} (DC 20)

STATISTICS

Str 24, **Dex** 19, **Con** 21, **Int** 18,

Wis 16, **Cha** 21

Base Atk +15; **CMB** +23 (+25 bull rush); **CMD** 37 (39 vs. bull rush)

Feats Flyby Attack, Improved Bull Rush, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (slam)

Skills Acrobatics +22, Appraise +22, Bluff +23, Fly +24, Intimidate +30, Knowledge (planes) +22, Knowledge (religion) +22, Perception +21, Sense Motive +21, Stealth +18

Languages Celestial, Common, Draconic, Ignan

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, plane, or host (3-12)

Treasure standard

SPECIAL ABILITIES

Protective Aura (Su) Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the onkushu. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level 15th). The defensive benefits from the circle are not included in the statistics above.

Wing Buffet (Ex) Three times per day as a standard action that provokes attacks of opportunity, an onkushu can buffet its mighty, flaming wings to create a whirlwind of searing hot air that is 10 feet tall and 10 feet wide, and travels in a straight line for 30 feet. Any creatures in the

whirlwind's area take 5d6 points of fire damage and 5d6 points of slashing damage and are knocked prone (Reflex DC 21 halves the damage and negates being knocked prone.) Additionally, if the onkushu creates the whirlwind while standing on the ground, the burning detritus the whirlwind leaves behind causes the area of the whirlwind's path to become difficult terrain for 15 rounds.

Curious natives of the Plane of Fire, onkushus have managed to keep fruitful and respectful relations with the angels of the Outer Sphere for millennia. Thanks to this alliance, the angels of Elysium, Heaven, and Nirvana have passed on much of their lore as well as some of their more practical skills to the onkushus. In turn, onkushus instruct the angels further in the use of cleansing fire and the virtues of an existence based on unshakable morality. Onkushus are kindly by nature but terrible when roused, and their alien appearance often strikes fear into those fools who would oppose them.

Onkushus are typically 15 feet tall and weigh up to 1,000 pounds.

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ELEMENTAL
PLANES

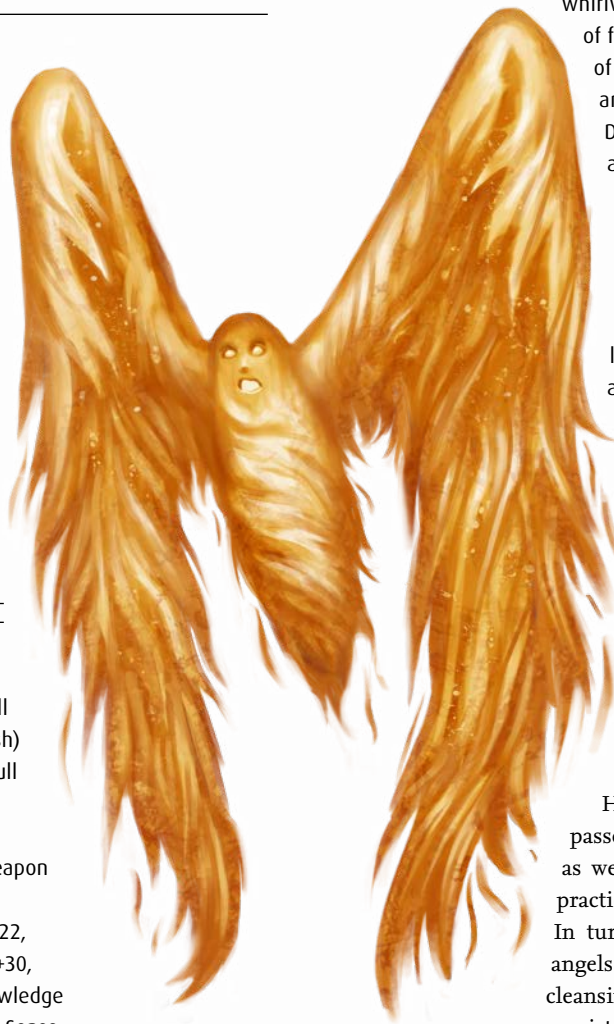
PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY



OZIMAT

Chunks of rock spin about a humanoid form of vibrant green light.

OZIMAT

CR 11



XP 12,800

N Medium outsider (earth, elemental, extraplanar, incorporeal)

Init +5; Senses blindsight 30 ft., darkvision 60 ft.; Perception +23

DEFENSE

AC 22, touch 22 flat-footed 16 (+6 deflection, +5 Dex, +1 dodge)

hp 168 (16d10+80)

Fort +16, Ref +17, Will +9

Defensive Abilities incorporeal; Immune elemental traits

OFFENSE

Speed 30 ft., fly 30 ft. (good)

Melee calcifying touch +21 (1d8 Dex)

STATISTICS

Str —, Dex 20, Con 19, Int 14, Wis 19, Cha 23

Base Atk +16; CMB +21; CMD 38

Feats Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Hover, Lightning Reflexes, Toughness, Vital Strike

Skills Acrobatics +21, Appraise +18, Fly +28, Intimidate +22, Knowledge (dungeoneering) +18, Knowledge (planes) +21, Perception +23, Stealth +24

Languages Common, Terran

SQ earthen host

ECOLOGY

Environment any (Plane of Earth)

Organization solitary

Treasure none

SPECIAL ABILITIES

Calcifying Touch (Su) An incorporeal ozimat's touch can partially petrify a living creature's body, dealing 1d8 points of Dexterity damage. When reduced to 0 Dexterity in this way, an affected creature is petrified for 24 hours. A petrified Medium creature can serve as a stone receptacle for the ozimat's earthen host ability; if used in this manner, it doubles the length of time the ozimat can remain in that form.

Earthen Host (Su) As a full-round action, an ozimat can merge with a body of inert earth or stone, shedding its incorporeality. The form must be roughly the size of a Medium creature. A merged ozimat loses its incorporeal subtype (plus all incorporeal special qualities, including its deflection bonus to AC) and its fly speed, but gains a Strength score of 24, a +8 natural armor bonus (AC 24, touch 16, flat-footed 18), DR 5/—, and Improved Bull Rush and Power Attack as bonus feats. In earthen form, an ozimat gains 2 slam attacks with a +23 bonus to hit, each dealing 3d6+7 points of damage, but cannot use its calcifying touch. Its hit points do not change. An ozimat can maintain its earthen form for a number of rounds per day equal to its Hit Dice (typically 16).

Earth elementals are useful for the creation of golems, as their stoic demeanor ensures the longest lasting bond between body and animate force. When a golem is destroyed but the elemental spirit survives, ozimats are the result. Still, those that endure the agony of this experience can ascend to become relatively tranquil beings.

VELDENAR

This massive, translucent froglike creature has an incredibly wide, tooth-filled maw and six eyes.

VELDENAR

CR 10



XP 9,600

N Huge magical beast (air, extraplanar)

Init +7; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, -2 size)

hp 137 (11d10+77)

Fort +14, **Ref** 12, **Will** +6

Immune cold; **Resist** electricity 10

OFFENSE

Speed 20 ft., fly 30 ft. (perfect)

Melee bite +20 (2d6+10/19-20 plus grab), tail slap +14 (2d6+5)

Space 15 ft.; **Reach** 15 ft.

Special Attacks vacuum attack, viscous air, fast swallow, swallow whole (4d6 cold damage, AC 17, 13 hp)

Spell-Like Abilities (CL 10th; concentration +11)

At will—*invisibility* (self only), see *invisibility*

STATISTICS

Str 30, **Dex** 16, **Con** 24, **Int** 7, **Wis** 16, **Cha** 13

Base Atk +11; **CMB** +23; **CMD** 36 (can't be tripped)

Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (bite)

Skills Acrobatics +6, Fly +7, Perception +19, Stealth +12;

Racial Modifiers +8 Perception, +8 Stealth

ECOLOGY

Environment any (Plane of Air)

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Vacuum Attack (Ex) Three times per day as a standard action, a veldenar can suddenly open and expand its jaws, drawing anything within a 15-foot cone toward its mouth. Creatures caught in this area that are Large or smaller must succeed at a DC 18 Reflex saving throw or be pulled into the veldenar's space, potentially provoking attacks of opportunity. Attacks of opportunity caused by this ability cannot be avoided with Acrobatics (though other attacks of opportunity, such as moving out of the veldenar's square, can be avoided as normal). The saving throw is Dexterity-based.

Viscous Air (Su) Once per day as a free action, a veldenar can cause a 15-foot-radius sphere of air centered on its mouth to become incredibly dense. Gaseous creatures in this area must succeed at a DC 16 Fortitude saving throw or be affected as if by a *slow* spell (CL 10th).

Other corporeal creatures treat the area as difficult terrain. Unless consumed during the creature's vacuum attack (in which case the viscous air immediately dissipates), the viscous air remains for 10 rounds before dissipating. Veldenars are unaffected by the viscous air. Creatures can notice the region of altered air from a distance of up to 20 feet with a successful DC 20 Perception check.

Veldenars are ambush predators native to the Plane of Air. They have pale, almost clear, skin, four stubby leglike appendages, a tail like that of a fish, and six black-and-red eyes on their heads. Veldenars are naturally buoyant in air. They typically feed on gaseous creatures—especially belkers and mihstus—though veldenars attack most anything that gets too close.

Veldenars hide invisibly in areas that are abundant with prey. When a meal gets close enough, the veldenar unleashes its cloud of viscous air, then opens its mouth. The sudden change in pressure draws the prey into its gullet to be digested. While veldenars are more than capable of eating humanoid creatures—and often do when such beings enter their hunting grounds—they favor gigantic insects and beings of elemental fire.

A typical veldenar is around 17 feet long and weighs about 3,000 pounds.



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PLANE OF AIR

PLANE OF EARTH

PLANE OF FIRE

PLANE OF WATER

BESTIARY

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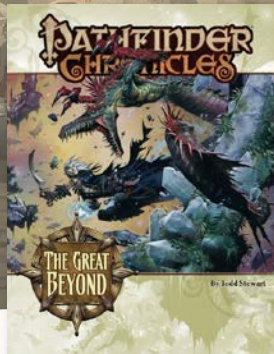
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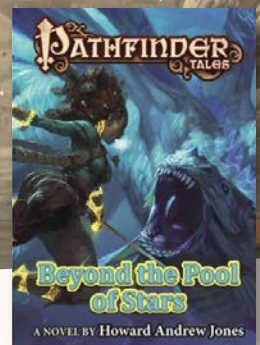
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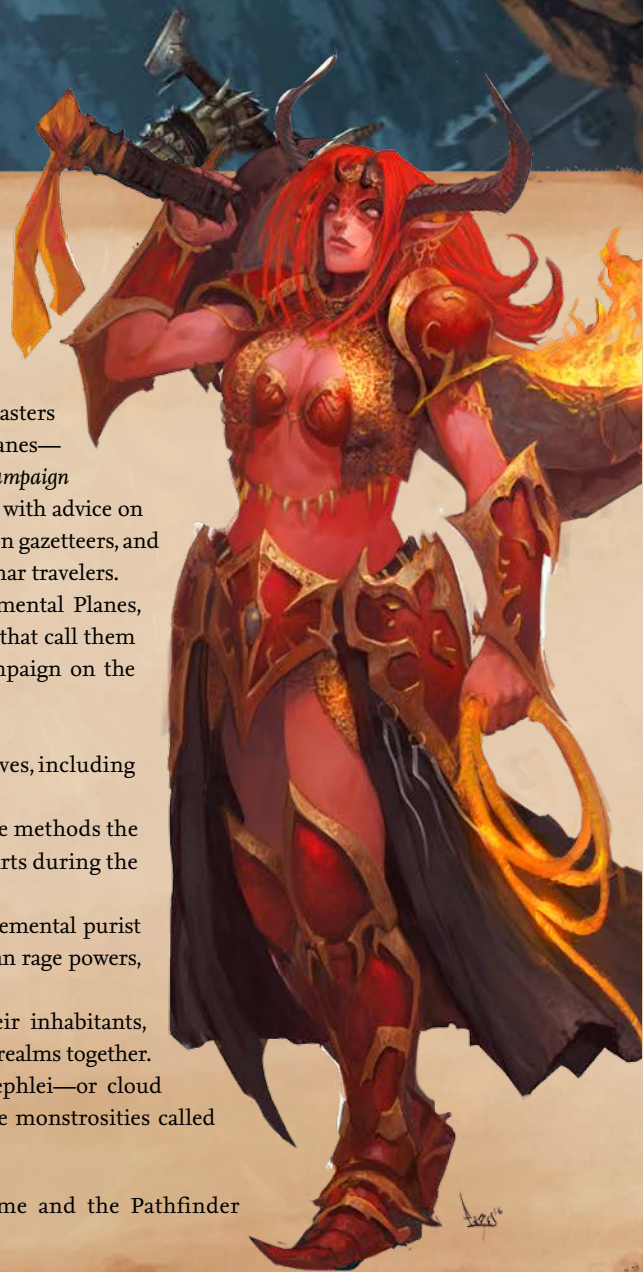
EMBRACE THE ELEMENTS!

The elemental forces of air, earth, fire, and water are among the most powerful in the multiverse, forming the basis of the material world and giving creatures capable of wielding them immeasurable influence. Now players and Game Masters can harness these primal powers for themselves by exploring the Elemental Planes—entire realms of existence dedicated to the four elements—with *Pathfinder Campaign Setting: Planes of Power*. This book fully details each of the four Elemental Planes with advice on adventuring in their harsh environs, new character options and creatures, location gazetteers, and an examination of major settlements that offer welcoming landing sites for planar travelers.

Season 8 of Pathfinder Society Roleplaying Guild will journey to the Elemental Planes, where adventurers can explore these fantastic realms and face the diverse foes that call them home. This book is the perfect resource for those undertakings and any campaign on the Elemental Planes, and includes nuanced information such as:

- ▶ A thorough look at how each plane's environment affects Material Plane natives, including suggestions for those to wish to protect themselves from such dangers.
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- ▶ New druid domains for characters who frequent the Elemental Planes, the elemental purist kineticist archetype, the planar sneak rogue archetype, and elemental barbarian rage powers, as well as new magic designed for planar travelers.
- ▶ Detailed articles about each of the planes, including information on their inhabitants, prominent locations, and the complex politics and geography that tie all four realms together.
- ▶ A bestiary full of potential new elemental threats and allies, from the nephlei—or cloud nymphs—who hail from the Plane of Air to the Plane of Earth's serpentine monstrosities called agrawghs to Ymeri, Queen of the Inferno and Elemental Lord of Fire!

Planes of Power is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can be easily adapted to any fantasy world.



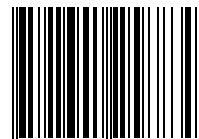
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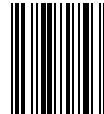
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