

PATHFINDER

PLAYER COMPANION™



ELEMENTAL MASTER'S HANDBOOK

LANDS OF THE ELEMENTS



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Ultimate Campaign</i>	UC
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>Bestiary 2</i>	B2	<i>Ultimate Magic</i>	UM
<i>Occult Adventures</i>	OA		

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ON THE COVER



An impish grin on her young face, Yoon gleefully unleashes a fiery blast against a haughty shaitan in this stunning cover art by Igor Grechanyi.



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INTRODUCTION



The Elemental Planes contain vast amounts of raw energy, and mastery of such churning elemental energy promises great power. Masters of air run on clouds, racing with all the speed and grace of the wind. Masters of fire weave captivating and destructive displays of blazing energy. Masters of water command strength that can flow like a calm river or strike enemies like a tidal wave. Masters of earth are confident and unstoppable, and they can bring the weight of mighty boulders to bear against any threat.

Some creatures are infused with elemental energies at birth, while others attain mastery through meditation or rigorous training and study. This book contains new rules and information for those who seek to harness the incredible power of air, earth, fire, or water, as well as those who wish to explore elemental alchemy, elemental augmentation, genie binding, or more esoteric elements such as aether, void, and wood.

SOURCES OF POWER

The four elements that make up the multiverse originate from four corresponding Elemental Planes: the Plane of Air, the Plane of Earth, the Plane of Fire, and the Plane of Water. Each plane features unique terrain, strange flora and fauna adapted to its unusual planar environment, and small pockets of civilization. (The Elemental Planes are covered in rich detail, including full planar gazetteers, in *Pathfinder Campaign Setting: Planes of Power*.)

Wrapped around the Material Plane is the Plane of Air, where gigantic clouds, raging cyclones, spheres of water, and masses of other elements float like islands in the sky. Adjacent to this infinite expanse is the Plane of Water, an endless blue ocean with pockets of fresh water, massive whirlpools, bubbles of air, and chunks of rock and ice. The Plane of Earth is a limitless mass of rock with endless networks of interlocking caverns, bottomless crevasses, and vast veins of valuable metals. The outermost of the Elemental Planes is the Plane of Fire, an inhospitable but beautiful landscape of smoldering terrain, oceans of liquid flame, and enormous volcanoes filling the plane's skies with ash and fire.

Some philosophies include more than these four elements, adding aether, metal, void, and wood. Planar travelers speak of rare places where these elements predominate, forming bizarre landscapes such as dense, metallic mountains and titanic trees. These alternate elements provide energies that differ from the common four elements, but they are no less potent.

ELEMENTAL ORIGINS

Although many simply hunger for the power the elements promise, others seek to understand and control the elements for a myriad of other reasons. The following new traits offer backgrounds justifying why a character might seek elemental power.

Elemental Accident (Magic): A traumatic experience in your childhood, such as surviving a violent earthquake, fleeing a shipwreck, escaping a devastating fire, or getting struck by lightning, caused you to develop a fear of the corresponding element. You can instinctively shield yourself against elemental dangers of that type. Select acid, cold, electricity, or fire at character creation (once chosen, this damage type can't be changed). Once per day when you are subjected to an attack or effect that deals energy damage of that type, you can gain resistance 10 against that damage type for 1 round as an immediate action. This resistance does not stack with any existing resistance you might have against that energy type.

Elemental Apprentice (Combat): You spent your childhood in a region of Golarion where the use of elemental magic is commonplace or the environment is heavily infused with elemental energies, such as the volcano Asuulek's Mouth or the hurricane-lashed Sodden Lands. Your time near raw elemental energies has inured you to taking damage from them. At character creation, select acid, cold, electricity, or fire (once chosen, this damage type can't be changed). Once per day as a free action, when you hit a creature with a melee weapon, you can convert an amount of damage dealt by your attack equal to your character level into the selected energy type. You cannot convert this damage if any damage from the attack would normally deal a different type of energy damage (such as that of a *flaming* weapon).

Elemental Negotiator (Social): You have traveled to the Elemental Planes under the protection of a powerful group of merchants or spellcasters. At character creation, you learn one of the following languages as a bonus language: Aquan, Auran, Ignan, or Terran. Additionally, your options for bonus languages from having a high Intelligence score include the other three elemental languages, in addition to those language options allowed by your race and class. You gain a +2 trait bonus on Diplomacy and Bluff checks when using one of these languages to communicate with a creature originating from the language's corresponding Elemental Plane.

Planar Escapee (Magic): You were a prisoner or slave in a city on the Elemental Planes, such as the cruel efreet's City of Brass on the Plane of Fire or the dwarven city of Urgashaz on the Plane of Earth. When you escaped that city, you had to use your captors' weapons and magic against them in addition to your sheer wits, and you learned how to find weaknesses in their natural resistances. At character creation, select acid, cold, electricity, or fire (once chosen, this selection can't be changed). Once per day as a swift action, you can choose a single creature that is within 30 feet of you and within your line of sight; treat that creature's resistance against your chosen energy as 5 lower than its normal energy resistance for 1 round. This ability has no effect if the creature has no resistance to the chosen energy or if the creature has immunity to the chosen energy.

RULES INDEX

The following new rules options in this Pathfinder Player Companion are located on the indicated pages, alongside several other options that revolve around an appropriate topic or theme.

Spells are organized by theme and referenced below under Other Rules Options. Each set of spells covers a range of classes and spell levels, providing new options for many classes.

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MASTERS OF FLAME

While many see flame as a simple destroyer and seek to master it for that reason alone, the element of fire holds more complexity than most realize. Countless adventurers desire dominion over fire: wizards study iconic spells such as *fireball*, clerics pray to deities as varied as Asmodeus and Sarenrae to impart a measure of divinity's flame, and alchemists use fire to devastate their foes—and as a catalyst for brewing miraculous restoratives.

This section presents new archetypes, class features, and feats intended for those who seek to master the complex element of fire.



ARCHETYPES

The following are available to qualifying characters.

FIREBRAND (GUNSLINGER ARCHETYPE)

Where other gunslingers rely on precision shooting, the firebrand instead masters explosive ordnance. Firebrands tend to be passionate, devil-may-care wanderers living each day to the fullest.

Gunsmith: At 1st level, a firebrand gains a dragon pistol (*Pathfinder RPG Ultimate Equipment 45*) as her battered firearm.

This ability alters gunsmith.

Wild Card (Ex): A firebrand uses her Charisma instead of Wisdom to determine the number of grit points she gains at the start of each day and to determine the DCs of her gunslinger deeds. A firebrand treats direct hits with her bombs as firearm attacks for the purpose of regaining grit (see the bombs ability on page 5). This ability works in all other ways like the gunslinger's grit class feature.

This ability alters grit.

Deeds: A firebrand gains the following deeds.

Dragon Fire (Ex): A firebrand is a master of the volatile substance known as dragon's breath. At 1st level, as a swift action, the firebrand can spend 1 grit point to add her Charisma modifier to the DCs of all dragon's breath cartridges (*Ultimate Equipment 42*) she fires until the end of her turn. Her attacks with dragon's breath cartridges misfire only if a 1 is rolled on two or more of the damage dice.

This deed replaces the deadeye deed.

Big Boom! (Su): At 7th level, a firebrand can channel her explosive potential into a mighty blast. As a standard action, the firebrand shoots a 30-foot cone of fire from the barrel of her gun. The firebrand designates one creature in the squares affected by the cone to be the target and makes an attack roll with her firearm against that creature; on a hit, the target takes damage as if it were directly hit by both the firebrand's firearm and her bomb. Creatures in all other squares in the cone (as well as the target's square, if the gunslinger's attack missed) take splash damage as if they were in the area of the firebrand's bomb, with a Reflex saving throw for half damage. (The DC of this saving throw is equal to 10 + half the firebrand's gunslinger level + the firebrand's Charisma modifier.) Using this deed costs 2 grit points and expends one of the firebrand's daily uses of bombs (see the bombs ability on page 5), as well as the appropriate ammunition for the firearm attack; ammunition that does not require an attack roll cannot be used this way.

This deed replaces the dead shot deed.

Scorched Earth (Ex): The firebrand knows how to make dragon's breath burn white-hot. At 4th level and every 4 levels thereafter, the fire damage of the first dragon's breath

cartridge fired by the firebrand each round increases by 1d6 (to a maximum total of 7d6 at 20th level).

This ability replaces the gunslinger's bonus feats gained at 4th, 8th, 12th, 16th, and 20th levels.

Bombs (Su): At 5th level, the firebrand gains the bombs ability as an alchemist of her gunslinger level – 4, using her Charisma modifier in place of her Intelligence modifier to determine her number of bombs per day and the DC to avoid splash damage. The firebrand adds her Charisma modifier to her bombs' damage instead of her Intelligence modifier, even if she has the throw anything class feature. In addition, the firebrand's bombs are always under the effect of the explosive bombs discovery. Firebrand levels do not stack with levels in other classes with the bombs class feature.

This ability replaces gun training.

FLAMESINGER (BARD ARCHETYPE)

The flamesinger finds inspiration in the mesmerizing beauty of fire. While the flamesinger's tradition originated among the varied peoples of the Padishah Empire of Kelesh, it long ago spread to Qadira and from there throughout the Inner Sea region.

Fire Music: A flamesinger gains Fire Music^{UM} as a bonus feat at 1st level (without needing the meet the normal prerequisites). At 4th level (when she gains access to 2nd-level spells), she adds *summon monster I* and *summon monster II* to her bard spells known; every 3 levels thereafter she gains the next level of *summon monster*, until she adds *summon monster VI* to her spells known at 16th level. The flamesinger must apply the Fire Music feat's effect when casting these spells.

This ability replaces bardic knowledge and lore master.

Bardic Performance: A flamesinger gains the following bardic performance.

Blazing Blades (Su): The flamesinger's song causes allies' weapons to burst into flames. To be affected, an ally must be able to hear the bard perform and be within 30 feet. An affected creature's successful attacks with manufactured or natural weapons deal 1d4 additional points of fire damage. These flames do not harm the weapon or its wielder. This damage stacks with other sources of fire damage, such as the *flaming* special weapon ability. At 5th level and every 6 bard levels thereafter, this bonus fire damage increases by 1d4 (to a maximum of 4d4 at 17th level). This is a fire effect that relies on audible components.

This ability replaces inspire courage.

Wildfire (Ex): Like a raging wildfire, a flamesinger moves with blistering speed. At 2nd level and every 4 levels thereafter, the flamesinger gains a +5-foot enhancement bonus to her base speed (to a maximum of +25 feet at 18th level).

This ability replaces versatile performance.

MASTERPIECES

Bards who are inspired by fire's beauty and power favor the following bardic masterpieces. (For more on masterpieces, see page 21 of *Pathfinder RPG Ultimate Magic*.)

Thundering rhythms quicken your allies' movements, but the effort of keeping up with the beat is wearying.

Prerequisite: Perform (oratory) 7 ranks or Perform (percussion) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: Up to one ally per bard level gains the benefits of *haste* while you maintain this masterpiece, except the bonus to AC and on attack rolls and Reflex saves is one-fifth of your bard level. These allies must be within 60 feet of you to receive this benefit. When you cease performing this masterpiece, any creature that received this benefit for at least 3 rounds must succeed at a Fortitude save at this masterpiece's DC or be fatigued for twice as many rounds as they were affected.

Use: 1 round of bardic performance per round.

Action: 1 standard action.

DANCE OF CAPTIVATING DESIRE (DANCE)

A creation of Calistria's priesthood, this swaying, sensuous dance fans the fires of lust.

Prerequisite: Perform (dance) 5 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: When you begin this performance, select one creature within 30 feet to become overwhelmed by lustful feelings toward you. Each round, the target must attempt a Will save. If the target would not normally be attracted to you, it receives a +4 bonus on its saving throws. For each failure, the DCs of your Bluff and Diplomacy checks against that creature are reduced by 2 (to a maximum reduction of 10) and the target takes a –1 penalty on Will saving throws against enchantment effects that you create (to a maximum of –5). These penalties last for 1 minute after the performance ends.

Use: 1 round of bardic performance per round.

Action: 1 standard action.

BLOODLINES

On occasion, whether through experimentation or passion, the bloodlines of the serpentine Plane of Fire natives known as salamanders mingle with those of mortals.

SALAMANDER (BLOODRAGER BLOODLINE)

Salamanders are fierce warriors and master smiths, and you wield their might and mastery of metal by birthright.

Bonus Feats: Cleave, Improved Grapple, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Toughness.

Bonus Spells: *Lead blades*^{APG} (7th), *make whole* (10th), *versatile weapon*^{APG} (13th), *fire shield* (warm only) (16th).

Bloodline Powers: When you bloodrage, you gain the form and flame of the salamander and the following powers.

Serpent's Tail (Su): At 1st level, your legs twist together into a slithering serpentine tail. Your speed is reduced by 10 feet (to a minimum of 5 feet), and you can't be tripped. Your footwear melds into your body and is nonfunctional unless it provides a constant bonus and does not need to be activated. You also gain a tail slap natural attack that deals

1d6 points of damage (1d4 if you are Small) + your Strength modifier. At 4th level, your speed is no longer reduced by 10 feet. At 8th level, your tail slap's damage increases to 1d8 (1d6 if you are Small) + your Strength modifier. At 12th level, your reach with your tail slap increases by 5 feet.

Salamander Scales (Ex): At 4th level, you gain fire resistance 5 and a +1 natural armor bonus to AC. At 8th level, your fire resistance increases to 10 and your natural armor bonus increases to +2. At 16th level, your fire resistance increases to 20 and your natural armor bonus increases to +3.

Bloodsmith (Su): At 8th level, when entering a bloodrage, you can choose one manufactured weapon you wield, shield you wield, or piece of armor you wear to gain the benefit of *greater magic weapon* (weapon) or *magic vestment* (shield or armor). The caster level of this effect is equal to your bloodrager level, and its effects end when your bloodrage ends or when you no longer wear or wield the weapon, shield, or armor.

Scorching Heat (Su): At 12th level, your weapons conduct heat. You deal 1d6 additional points of fire damage with natural weapons and melee attacks made with metal weapons. You also deal 2d6 points of fire damage per round to any creature you grapple. This does not damage your equipment.

Master Bloodsmith (Su): At 16th level, you can affect up to two items simultaneously with your bloodsmith bloodline power. At 20th level, you can affect up to three items.

Essence of Fire (Ex): At 20th level, you become immune to fire damage. In addition, your bloodrager damage reduction increases by 5. If you don't have bloodrager damage reduction, you gain DR 10/magic instead. You have these benefits constantly, even while you are not bloodraging.

SALAMANDER (SORCERER BLOODLINE)

You are descended from the elemental outsiders known as salamanders. You wield flame as a weapon and a tool, and your smithing skills are unrivaled.

Class Skill: Acrobatics.

Bonus Spells: *Magic weapon* (3rd), *molten orb*^{ACG} (5th), *magic vestment* (7th), *fire shield* (warm shield) (9th), *fire snake*^{APG} (11th), *tar pool*^{UC} (13th), *firebrand*^{APG} (15th), *wall of lava*^{APG} (17th), *meteor swarm* (19th).

Bonus Feats: Cleave, Craft Wondrous Item, Iron Will, Power Attack, Prodigy^{UM}, Skill Focus (Acrobatics), Skill Focus (Perception), Toughness.

Bloodline Arcana: The DCs of your sorcerer spells increase by 2 against creatures that are suffering ongoing fire damage.

Bloodline Powers: Your salamander blood gives you great skill at crafting, even as it reshapes your form.

Ember (Su): At 1st level, when making a Craft check involving metal, you can expend any number of uses of this ability (up to half your sorcerer level, minimum one use) to gain a circumstance bonus on the check equal to twice the number of uses expended. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Forge and Fire (Su): At 3rd level, you gain Craft Magic Arms and Armor as a bonus feat. In addition, whenever you cast a nonpermanent, noninstantaneous spell that improves or

enhances a manufactured weapon, you can also give that weapon the *flaming* special ability for the spell's duration. (This has no effect if the weapon already has the *flaming* special ability.)

Serpent's Tail (Su): At 9th level, you can transform your legs into a slithering serpentine tail as a free action. Your speed is reduced by 10 feet (to a minimum of 5 feet), and you can't be tripped. Your footwear melds into your body and is nonfunctional unless it provides a constant bonus and does not need to be activated. You also gain a tail slap natural attack that deals 1d8 points of damage (1d6 if you are Small) + your Strength modifier. At 15th level, your reach with your tail slap increases by 5 feet. These effects last a number of minutes per day equal to your sorcerer level; the duration does not need to be consecutive, but it must be used in 1-minute increments.

Searing Heat (Su): At 15th level, your body becomes as hot as a salamander's. You deal 1d6 additional points of fire damage with natural weapons and melee attacks made with metal weapons. In addition, you deal 2d6 points of fire damage per round to any creature you grapple. This heat does not damage your equipment. You can activate or deactivate this effect as a free action.

Reforged Flesh (Ex): At 20th level, you become immune to fire damage and gain DR 10/adamantine and magic.

LANDS OF FIRE

Some parts of Golarion are imbued with fire's power, and natives of these lands learn to draw upon the elemental legacy of their homes. Each region presented below includes a new feat suitable for characters who hail from or are inspired by those regions.

ASUULEK'S MOUTH

The mighty volcano known as Asuulek's Mouth stands in southwestern Osirion. Eruptions are frequent and powerful, raining volcanic bombs for miles around the peak. The wide caldera contains a lava lake engulfed by poisonous, superheated air. The powerful red dragon Asuulek ranges from his home in the peak to scour the land. Despite the volcano's activity and Asuulek's rampages, the area around Asuulek's Mouth is far from lifeless; small communities work its fertile soil while keeping a wary eye on the skies.

GROWTH IN ASH

You're aware that when fire passes, growth can begin.

Benefit: When you succeed at a Reflex save to avoid catching on fire, or when you cease taking ongoing fire damage from a spell or effect, you can smear ash on yourself as an immediate action to gain fast healing 1 for 3 rounds. For every Hit Die you have beyond 3, extend the duration of this fast healing by an additional round.

DROSKAR'S CRAG

Golarion's highest known volcano, Droskar's Crag, exploded in a catastrophic eruption called the Rending in 3980 AR. Before, the volcano had only a single peak, but now it has

two separate peaks called the Hammer and the Anvil. Although many dwarves lived within the mountain prior to the Rending, dwarves today shun the peaks, and its caves are inhabited by monsters. Most of these creatures, such as azers and fire mephits, enjoy the volcano's heat.

Although Droskar's Crag hasn't erupted since the Rending, it still vents gas and smoke, and earthquakes occasionally shake the area. The volcano's flanks are high and cold enough that several glaciers cling to its sides, their constant chill masking the violent heat that still lurks within.

HAMMER GUARDS THE ANVIL (TEAMWORK)

Your allies cover you when your guard is down.

Benefit: Creatures threatened by an ally with this feat cannot make attacks of opportunity against you when you pick up an item from the ground, retrieve a stored item, sheathe a weapon, or stand up from prone.

FLUME WARRENS

Nestled in the Darklands below eastern Varisia's rugged Cinderlands is a fiery reach of caverns known as the Flume Warrens—a region that serves as home to warring tribes of azers and salamanders. Explorers have long sought out the Flume Warrens to ferret out hidden secrets of elemental fire, particularly since certain rune-carved stones within can reveal potent methods of both enhancing fire magic and bolstering the fire that makes the blood boil in the veins of a furious bloodrager.

FLUMEFIRE RAGE

Your meditation before a rune-engraved stone in the Flume Warrens unlocks the secret of its blazing flame.

Prerequisites: Cha 15; bloodrage class feature, elemental focus class feature, or Varisian Tattoo (evocation) (*Pathfinder Campaign Setting: The Inner Sea World Guide* 289).

Benefit: When casting an evocation spell that deals fire damage, you can deal +1 point of fire damage per die. If you do, you must succeed at a Fortitude save (DC = 15 + the spell or blast's level) or become fatigued. You cannot use this feat while fatigued or if you cannot become fatigued.

If you are raging (such as when using bloodrage or affected by the *rage* spell), this damage increases to +2 points per die and you roll twice when attempting the Fortitude save and take the better result. This feat does not otherwise grant you the ability to cast spells while raging.

OSIRIAN DESERT

One of the largest and least hospitable deserts in the Inner Sea region is the Osirian Desert. The desert's scouring winds and shifting dunes conceal ancient ruins. Although humanoid settlements in the region are rare—mostly sheltering in the desert's few rocky outcroppings—the deep desert is the home of warring clans of savage elementals.

Seekers of wisdom leverage ancient pacts between these clans to learn of hidden treasures and eldritch secrets.

SUNBLADE

You can channel your deity's solar wrath through your blade.

Prerequisites: Word of Healing^{UM}, paladin level 5th, worshiper of a deity that grants the Fire or Sun domain.

Benefit: You can expend a use of lay on hands as a standard action to launch a blast of flame from your weapon. This acts as the kineticist's fire blast (*Pathfinder RPG Occult Adventures* 15), with an effective kineticist level equal to your paladin level – 4. You do not need a free hand to use this ability, but you must be wielding a manufactured melee weapon. You use your Charisma modifier instead of your Constitution modifier to determine the blast's damage. This blast cannot be modified by infusions or other effects that specifically improve a kineticist's blast, even if you have them from other classes.



MASTERS OF STONE

Earth is the foundation of all things, the solid fundament upon which everything else depends. Those who study earth usually seek to emulate its stability and indestructibility, but those who look deeper see earth's versatility. Earth can be hard as granite or fluid as molten lava. From the drab grays and browns of stone, miners pry the stunning beauty of rubies and diamonds. While earth does not have the flair of wind or the crackle of fire, the wise student looks past the exciting to the dependable—that which can be relied upon when all else is lost.

This section presents new archetypes, talents, items, and feats intended for those who seek to master the durable element of earth.

FOUNDATION OF FAITH (CLERIC ARCHETYPE)

Whether aiding the faithful or defending against the depredations of unbelievers, a foundation of faith is unshakable in her convictions. These clerics are most common among worshipers of deities of earth or protection, such as Abadar or Torag, but any religion might count foundations of faith among its priests.

Channel Energy: A foundation of faith does not gain the channel energy ability.

Bastion (Ex): A foundation of faith is an unbreakable obstacle, unmoved by threats and violence alike. At 1st level, the foundation of faith adds her Constitution bonus to her CMD and to the DC of attempts to use the Intimidate skill against her.

Granite Focus (Ex): A foundation of faith's focus is truly impressive. At 3rd level, the foundation of faith can take a move action to center herself. If she does, she adds her Constitution modifier to any concentration checks attempted as part of casting cleric spells until the end of her turn.

Rooted Vitality (Su): At 5th level, a foundation of faith draws healing from the earth. As a swift action while standing on natural or worked stone, the foundation of faith can gain fast healing 1. This effect lasts for a number of rounds equal to the foundation of faith's Constitution modifier or until the foundation of faith loses contact with the natural or worked stone. At 7th level, this ability increases to fast healing 2, and it

increases by an additional point every 2 levels thereafter (to a maximum of fast healing 8 at 19th level).

Instead of gaining this fast healing herself, a foundation of faith can expend a use of this ability to instead touch up to six other creatures as a standard action to grant each creature half of the fast healing that the foundation of faith would receive (minimum fast healing 1). A recipient must be standing on natural or worked stone to receive this fast healing, and the fast healing lasts for a number of rounds equal to the foundation of faith's Constitution modifier or until the recipient leaves contact with natural or worked stone. If one recipient loses this fast healing early, it does not affect the duration for the other targets.

This ability is usable once per day at 5th level, plus an additional time per day for every 5 levels beyond 5th.

EARTHSHADOW (ROGUE ARCHETYPE)

When the dwarves began their Quest for Sky millennia ago to reach the world's surface, they already had a deep understanding of the earth's secrets. In the centuries since, the mystic lore the dwarves call earthcraft has been passed down through the generations, and its practitioners are called earthshadows. While many earthshadows are dwarves, their secrets have been shared with a worthy few members of other races over the ages.

Earthlink (Su): The earth grants an earthshadow swiftness and hones her senses. When an earthshadow is in direct contact with an expanse of natural earth or unworked stone that is at least as large as she is, she adds half her rogue level (minimum 1) to Acrobatics and Perception checks.

This replaces trapfinding.

Earthcraft (Su): At 2nd level, an earthshadow can draw upon the power of earth to perform mystical tricks. At the start of each day, an earthshadow gains a pool of earthcraft points equal to half her rogue level plus her Wisdom modifier, and she can spend earthcraft points to

use certain spell-like abilities. The caster level of these spell-like abilities is equal to the earthshadow's rogue level. Earthcraft effects affect only the earthshadow, even if the spell could normally affect others. She can spend 1 earthcraft point to cast *blend*



(*Pathfinder RPG Advanced Race Guide* 29), even if she is not an elf, but this ability works only in areas of natural earth or unworked stone.

At 4th level, an earthshadow can spend 2 earthcraft points to cast *meld into stone*.

At 8th level, an earthshadow can spend 3 earthcraft points to cast *dimension door*. She must be able to see her destination (or she must be able to otherwise sense its surface, such as with tremorsense), and her current location must be connected to her destination by continuous natural earth or unworked stone.

At 12th level, an earthshadow can spend 5 earthcraft points to cast the spell *stone tell* but can communicate only with unworked stone.

At 16th level, an earthshadow can spend 6 earthcraft points to cast *statue*.

This ability replaces evasion and the rogue talents gained at 4th, 8th, 12th, and 16th levels.

Rogue Talents: The following rogue talents complement the earthshadow archetype: extra earthcraft (see below), favored terrain^{UC}, fortified position (see below), major magic, minor magic, resiliency, and trap spotter.

Advanced Talents: The following advanced rogue talents complement the earthshadow archetype: against the wall (see below), dispelling attack, hide in plain sight^{UC}, slippery mind, and stony skin (see below).

TALENTS

The new talents and advanced talents presented below draw upon the power of the earth.

ROGUE TALENTS

Earthshadow rogues commonly use these talents, but any character who can take rogue talents—including rogues, shadowdancers, and unchained rogues (*Pathfinder RPG Pathfinder Unchained* 20)—and who meets a talent's prerequisites can select any of these talents. Investigators^{ACG} and slayers^{ACG} can also take these talents as if they were investigator talents and slayer talents, respectively.

When one of these talents indicates a benefit based on the rogue's level, it provides that benefit based on the character's level in the class that granted that rogue talent. A character cannot take a talent more than once, unless the talent explicitly states otherwise.

Castling (Ex): The rogue treats soft cover granted by creatures of her size or larger as though it were cover instead. Cover the rogue gains from this talent does not allow her to attempt Stealth checks.

Extra Earthcraft: The rogue gains 2 additional earthcraft points each day. The rogue must have the earthcraft ability to select this talent.

Fortified Position (Ex): Whenever the rogue gains a bonus on Reflex saves due to cover, she gains an equal bonus on Fortitude saves.

Unbalancing Trick (Ex): The rogue gains Improved Trip as a bonus feat, even if she does not meet the prerequisites.

At 6th level, she is treated as if she meets all the prerequisites of Greater Trip (although she must take the feat as normal to gain its benefits).

ADVANCED ROGUE TALENTS

The following are available to rogues, shadowdancers, and unchained rogues (*Pathfinder Unchained* 20).

Talents marked with an asterisk (*) add effects to a character's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before the attack roll is made. A character lacking the sneak attack class feature cannot select talents that add effects to a sneak attack.

Against the Wall (Ex): A rogue with this talent is considered to be flanking any opponent adjacent to a stone wall (whether the stone is worked or unworked).

Petrifying Strike* (Su): Whenever the rogue damages a creature with one of her sneak attacks, she also deals 2 points of Dexterity damage to that creature as its body petrifies.

Resonating Rumbles* (Su): When a rogue with this talent makes a successful sneak attack against a creature with tremorsense, the rogue can subtract 3 dice from her sneak attack damage to prevent the target from using tremorsense for a number of rounds equal to half her rogue level.

Stony Skin (Ex): A rogue with this talent gains DR 2/adamantine. A rogue can select this talent up to three times; each additional time the rogue selects this talent, the DR granted by this talent increases by 1.

FACETS OF STONE

Many magic-item creators use gemstones for their affinity to elemental energies.

DENSITY HAMMER		PRICE
		26,340 GP
SLOT none	CL 9th	WEIGHT 15 lbs.
AURA moderate abjuration		

This +3 *earth breaker*^{NE} is blocky and heavy. Several chrysoberyls adorn the head around its striking surface. The *density hammer's* wielder is immune to petrification effects, but each time the wielder would be subject to a petrification effect, the *density hammer's* weight doubles and its enhancement bonus decreases by 1 for 24 hours. If the *density hammer's* enhancement bonus decreases to 0, the wielder is no longer immune to petrification effects and the *density hammer* gains the fragile weapon special feature (*Pathfinder RPG Ultimate Equipment* 22).

CONSTRUCTION REQUIREMENTS	COST 13,340 GP
Craft Magic Arms and Armor, <i>stone to flesh</i>	

ESOTERIC DIADEM		PRICE
		varies
<i>Lesser esoteric diadem</i>		18,000 GP
<i>Esoteric diadem</i>		50,000 GP
<i>Greater esoteric diadem</i>		98,000 GP
SLOT headband	CL 10th	WEIGHT —
AURA moderate evocation		

The diamond-shaped gems in these metal headbands are typically one of two colors, each corresponding to a different esoteric element: onyx (void) and pink (wood); these elements are found on pages 6–9 of *Pathfinder Player Companion: Occult Origins*. The diadem's gem grants the wearer greater control over its associated element.

While worn by a kineticist, this item increases the damage dealt by the kineticist's simple and composite blasts that match the element of the inlaid gem by 1d6 points (for a *lesser esoteric diadem*), 2d6 points (for an *esoteric diadem*), or 3d6 points (for a *greater esoteric diadem*). If the blast is a physical blast, the extra damage dice from the *esoteric diadem* increase to d8s instead of d6s. These extra damage dice don't multiply on a critical hit, and they don't apply to blasts with form infusions that don't apply the extra damage from elemental overflow.

Other *esoteric diadem* variants exist for other little-known kineticist elements.

CONSTRUCTION REQUIREMENTS	COST
<i>Lesser esoteric diadem</i>	9,000 GP
<i>Esoteric diadem</i>	25,000 GP
<i>Greater esoteric diadem</i>	49,000 GP

Craft Wondrous Item, creator must be a 10th-level kineticist with access to the appropriate element

FIGURINE OF WONDROUS POWER (HEMATITE COUGAR)		PRICE
		10,000 GP
SLOT none	CL 11th	WEIGHT 2 lbs.
AURA moderate conjuration and transmutation		

This palm-sized figurine of a cat with a spiked tail is made of gleaming hematite. A hematite cougar turns into a digmaul (*Pathfinder RPG Bestiary 5 82*) that is fully obedient to the figurine's owner. Even in its animated form, the hematite cougar is made of dense metal, granting it a +2 armor bonus to AC and a +2 bonus to its CMD. An animated hematite cougar conducts low levels of electricity; creatures adjacent to the hematite cougar gain electricity resistance 2, but any damage prevented by this ability is dealt to the hematite cougar instead. A hematite cougar can be animated twice per week for up to 8 hours per use; speaking the command word before the 8 hours expires returns the hematite cougar to a figurine.

CONSTRUCTION REQUIREMENTS	COST
	5,000 GP

Craft Wondrous Item, *animate objects, resist energy*

FOSSILIZING ROD		PRICE
		26,400 GP
SLOT none	CL 11th	WEIGHT 4 lbs.
AURA moderate necromancy and transmutation		

This forearm-length rod of onyx gemstone is capped by a sphere of amber. Once per day when the bearer of a *fossilizing rod* casts *animate dead* to animate skeletons, she can imbue the skeletons with fossilizing earth energy. Fossilized skeletons gain the earth subtype, reduce their Dexterity scores by 4 and their speeds by 10 feet, and cannot fly even if they could do so magically in life. However, due

to the stone infusing their bones, fossilized skeletons gain hardness 8.

CONSTRUCTION REQUIREMENTS	COST
	13,200 GP

Craft Rod, *flesh to stone*

GEMCARVER'S TOOLS		PRICE
		9,000 GP
SLOT none	CL 11th	WEIGHT 5 lbs.
AURA moderate conjuration and transmutation		

These thin, elegant adamantine tools are inscribed with numerous runes in the four elemental languages (Aquan, Auran, Ignan, and Terran). These tools grant a user the skill to imbue gems with elemental power during the cutting process. In addition, they act as masterwork artisan's tools for the Craft (jewelry) skill.

The user of these tools can attempt to craft *elemental gems* (*Pathfinder RPG Core Rulebook 511*). Creating an *elemental gem* requires 8 total hours of work and an uncut gem worth 1,000 gp. The user must succeed at a DC 21 Craft (jewelry) check or the process fails and the raw materials are ruined. The user must speak the appropriate elemental language to use the elementalists' tools to craft an *elemental gem* of a specific element. Although the user doesn't need to meet any of the prerequisites for crafting *elemental gems*, this process otherwise follows the normal rules for magic item creation.

CONSTRUCTION REQUIREMENTS	COST
	4,500 GP

Craft Wondrous Item, *fabricate, summon monster V* or *summon nature's ally V*, 5 ranks in Craft (jewelry)

LANDS OF EARTH

Numerous regions across Golarion are home to the elemental power of earth. Each region presented here includes a new feat suitable for those traveling such lands or for those who call such regions home.

THE EMERALD SPIRE

A large tower of green glass rising above the River Kingdoms, the Emerald Spire is a crystalline marvel deeply anchored within the earth. Although the inhabitants of the nearby town of Fort Inevitable know that goblins infest the ruins around the spire, explorers from across Avistan come to the Emerald Spire to follow up on rumors that the tower is merely the top of an expansive series of chambers carved out of the earth. What evils await in these subterranean realms is anyone's guess, but rumors circulate of powerful clockwork horrors and the legendary Vault Keepers, entities from the Plane of Earth that maintain inscrutable, millennia-long experiments on behalf of their long-departed masters.

STONE-HANDED (COMBAT)

Drawing upon techniques to combat animated creatures, you bring a strike like an avalanche of stone.

Prerequisites: Str 13, Stunning Fist.

Benefit: Before making a melee attack with an unarmed strike, you can expend one use of Stunning Fist to declare

a stone-handed strike. Resolve the attack normally, except your attack ignores an amount of the target's hardness equal to your monk level or one-quarter your base attack bonus (minimum 1), whichever is higher. This effect replaces other effects or conditions that would be caused by your Stunning Fist.

HAGEGRAF

Deep under the surface of Golarion, beneath miles of earth and stone, stands the city of Hagegraf, the largest city of the duergar. The duergar of Hagegraf engage in repetitive, joyless toil to venerate their evil god. Although their resulting works are considered lifeless and uninspired by dwarven standards, many other races would nevertheless consider them engineering marvels—they're beautiful, if in a decidedly sinister way. Hagegraf contains enormous stone fortresses, stalactites connected by sturdy bridges, and cunningly designed slave pits. Although the duergar of Hagegraf are clannish and insular, the city's visitors and traders know that the duergar find unsurpassed strength in toil and stone. Over the generations, they've developed combat techniques from their singular devotion to work.

JOYLESS TOIL (COMBAT)

Your strikes render your enemy distracted and unable to focus on productive action.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: Joyless Toil forces a foe damaged by your unarmed attack to attempt a Fortitude saving throw (DC = 10 + half your character level + your Wisdom modifier) in addition to taking damage normally. You must declare that you are using this feat before you make your attack roll—thus, a failed attack roll wastes the attempt. An opponent who fails this saving throw is nauseated for 1 round or until the opponent is attacked. You can attempt to use Joyless Toil once per day for every 4 character levels you have, but you can use it no more than once per round. Constructs, incorporeal creatures, mindless creatures, plants, undead, and creatures that are immune to critical hits cannot be affected by this ability.

KRAGGODAN

One of the remaining dwarven Sky Citadels, Kraggodan bears the legacy of a bygone age of dwarven glory. Founded by the dwarven hero who granted the Citadel his name, Kraggodan was part of the great alliance of the Shining Crusade, and its dwarven heroes were instrumental in ending the reign of the Whispering Tyrant. The Sky Citadel now stands as neutral ground between the warring states of Molthune and Nirmathas. Though conflict rages around them, the stoic dwarves manage to stay impartial while not offending either of the warring nations.

Like all Sky Citadels, Kraggodan is home to a wealth of earth elemental lore. The settlement's most ardent defenders have their own fighting styles, learned from

earth elementals and passed down for centuries. Visitors who impress these implacable guardians or otherwise gain the favor of Kraggodan might be privileged to learn this technique.

KRAGGODAN'S STANCE (COMBAT)

You have learned one of the secrets of Kraggodan's defenders and can lock your armor and shield into an impenetrable barrier.

Prerequisites: Con 13, proficiency with heavy armor and shields.

Benefit: As a move action when wearing heavy armor and using a heavy shield or tower shield, you increase the bonus to AC granted by your armor and your shield by 1 each until you move or are moved from your current square. You must be in contact with solid ground to gain this benefit. You can never increase an armor or shield bonus to AC by more than 1 each in this way.



MASTERS OF WAVES

Water is the most adaptable element, and it is directly tied to the life of most sentient creatures on Golarion. This powerful connection grants water the power of healing and spiritual cleansing in many cultures, yet water is also a source of cataclysmic destruction when storms and whirlpools yank apart ships and structures with ease. Water is also associated with divination, flowing change, and reflection. This section presents new archetypes, spells, and feats intended for those who seek to master the powerful element of water.

ABENDEGO DIVER (RANGER ARCHETYPE)

Named for the vicious and unending storm in the southern Arcadian Ocean, Abendego divers have pushed their bodies to their limits, holding their breath to expand their lung

capacity and swimming until ocean travel is second nature to them.

Weapon and Armor Proficiency: An Abendego diver is not proficient with shields but is proficient with harpoons^{UE} and nets.

This alters the ranger's weapon and armor proficiencies.

Ocean's Blessing: An Abendego diver adds *buoyancy*^{ACG}, *control water*, *elemental speech*^{APG} (water only), *hydraulic push*^{APG}, *hydraulic torrent*^{APG}, *ride the waves*^{UM}, *river whip*^{ACG}, *water breathing*, and *wave shield*^{ACG} to his ranger spell list at the same spell level as they appear on the cleric spell list or sorcerer/wizard spell list, whichever is lower. He still must select them as spells known, as normal.

This ability replaces track.

Deep Diver (Ex): At 1st level, an Abendego diver can hold his breath for twice as long as usual (4 rounds times his Constitution score instead of the normal 2).

This ability replaces wild empathy.

Aquatic Terrain (Ex): At 3rd level, an Abendego diver gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks while underwater. Every 5 levels thereafter, the bonus on each of those checks increases by 2 while the Abendego diver is underwater (to a maximum of +8 at 18th level).

This replaces favored terrain.

Aquatic Adaptation (Ex): At 7th level, an Abendego diver gains a swim speed equal to his unmodified base speed. Because he has a swim speed, he gains the standard +8 bonus on Swim checks to perform a special action or evade a hazard, the ability to take 10 on a Swim check even if distracted or threatened, and the ability to use the run action while swimming if he swims in a straight line. If he already has a swim speed, his swim speed increases by 10 feet.

This replaces woodland stride.

Shark Sense (Ex): At 8th level, an Abendego diver gains the scent ability while underwater.

This ability replaces swift tracker.

Killer of the Deep (Ex): At 20th level, an Abendego diver is peerless at detecting prey underwater and delivering killing blows. He can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water up to a mile away. As a standard action, he can make a single attack against a favored



enemy at his full attack bonus while underwater. If the attack hits, the target takes damage normally and must succeed at a Fortitude save or die. The DC of this save is equal to 10 + half the ranger's level + the ranger's Wisdom modifier. An Abendego diver can instead deal an additional amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. An Abendego diver can use this ability once per day against each of his favored enemy types but not against the same creature more than once in a 24-hour period.

This ability replaces master hunter.

EMOTIONAL FOCUS

The following is a new focus for a spiritualist's phantom.

DESPERATION

A phantom with this emotional focus died desperate and panicking—a victim of drowning, suffocation, or some other inexorable and traumatic death. The phantom relives its horrific demise over and over, futilely clawing at its foes to save itself and dragging them down with it. Desperation phantoms often hold power over water, though a phantom that died in a cave-in might display powers that are reminiscent of pressing rock instead. Desperation phantoms eschew coherent forms, usually appearing as a cloud of grasping hands and screaming faces. A blue-gray aura tends to surround these phantoms when they manifest.

Skills: The phantom gains a number of ranks in Acrobatics and Escape Artist equal to its number of Hit Dice. While confined in the spiritualist's consciousness, such a phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Reflex and Will.

Combat Reflexes: The phantom gains Combat Reflexes as a bonus feat. Furthermore, when the phantom is within its master's consciousness, it grants the benefits of Combat Reflexes to its master (if its master doesn't have that feat).

Frantic Grip (Ex): The phantom can add its Dexterity modifier instead of its Strength modifier to its combat maneuver bonus when attempting to grapple. When the phantom is below half its total hit points, it gains a +4 bonus on grapple attempts and to its CMD against grapple combat maneuvers.

Aura of Desperation (Su): When the spiritualist reaches 7th level, the phantom can emit a 10-foot-radius aura that fills its foes with the sensation of drowning, suffocation, or another terrible impending death. It can activate this aura as a swift action. Enemies attempting to cast a spell with a verbal component within the aura must succeed at a concentration check (DC = 10 + half the phantom's Hit Dice + the level of the spell being cast) or lose the spell. This is a mind-affecting effect. Deactivating the aura is a free action.

Clutch of Terror (Su): When the spiritualist reaches 12th level, the phantom can summon a mass of hands to grapple an enemy within 60 feet as a standard action. The hands immediately attempt a grapple combat maneuver against the target using the phantom's statistics (including the phantom's CMB), except the hands are collectively

considered to be the same size as the target. On following rounds, the hands attempt to maintain the grapple (the hands cannot pin the target, however). Each round that the hands successfully grapple a target, the hands also deal the phantom's normal slam damage to the target. The hands immediately disappear and the effect ends if the hands fail to grapple their target, if the target escapes the grapple or dies, or if the phantom ceases to be manifested. The effect also ends if the phantom uses this ability against a different target. The phantom can use this ability three times per day.

Burst of Desperation (Sp): When the spiritualist reaches 17th level, once per day as a standard action, the phantom can affect itself and the spiritualist with the effects of *haste*. The caster level of this effect is equal to the spiritualist's caster level. The phantom or the spiritualist can dismiss this effect as a free action. The duration of this ability must be used all at once, and any of the effect's remaining rounds per day are lost after this ability is dismissed.

SPELLS OF WATER

The following new spells are intended for masters of water. The sorcerer/wizard spells below also belong to the water elemental school, which is described on page 143 of the *Pathfinder RPG Advanced Player's Guide*; elemental wizard spell lists are on pages 194–196 of the *Advanced Player's Guide*.

EXPEL BLOOD

School conjuration [evil, water]; **Level** sorcerer/wizard 7, summoner 6, witch 7

Casting Time 1 round

Components V, S, M (a drop of blood from each of three different creatures)

Range close (25 ft. + 5 ft./2 levels)

Target one Small or larger living creature

Duration instantaneous and 1 round/level; see text

Saving Throw Fortitude negates; **Spell Resistance** yes

You animate a portion of the target's blood, causing it to force itself out of the victim's body and form a corrupted water elemental. The target takes 2d4 points of Constitution damage unless it succeeds at a Fortitude saving throw. Additionally, if the target fails the saving throw, blood (or an analogous internal fluid, such as ichor) pours from the target's body and pools in an empty adjacent square of your choice. The fluids immediately form into a fiendish water elemental (*Pathfinder RPG Bestiary* 294, 126) of the same size as the target (but not larger than a Large fiendish water elemental). This fiendish water elemental does not have the vortex ability, but it has the blood drain special attack (*Pathfinder RPG Bestiary* 2 294), which deals 1d3 points of Constitution damage at the end of the water elemental's turn if it grapples a foe. The elemental gains Improved Grapple as a bonus feat. You have no control over the fiendish water elemental once it is summoned, though the water elemental does not attack you under any circumstances.

This spell does not affect creatures that are Small or smaller or those that don't have blood or some analogous internal fluid.

RISING WATER

School conjuration [water]; **Level** bloodrager 3, druid 4, magus 4, occultist 4, psychic 4, ranger 3, shaman 4, sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V, S, M (a lily pad)

Range medium (100 ft. + 10 ft./level)

Area cylinder (20-ft. radius, 10 ft. high)

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You conjure a cylinder of calm water on an area of solid ground or on top of a body of water. The water forms quickly but displaces only air; it doesn't push away objects or creatures, though anything in the area when the spell is cast is submerged. Unconscious air-breathing creatures caught in the area immediately begin to drown, but other air-breathing creatures can hold their breath while in the cylinder. Movement through the cylinder at normal speed requires a successful DC 10 Swim check (otherwise, creatures move at one-quarter speed). If conjured in an area with insufficient room for the entire cylinder, the cylinder attains its maximum possible size. It retains its shape in defiance of gravity for the spell's duration, and any creature can enter or exit the cylinder's sides as easily as stepping into or out of a pool of ordinary water.

The water disappears at the end of the spell's duration, so creatures swimming in the water immediately fall to the ground.

SPEAK WITH WAVES

School divination [water]; **Level** druid 6, shaman 7

Casting Time 10 minutes

Components V, S, DF

Range personal

Target you

Duration 1 minute/level

This spell functions as *stone tell* but allows conversations only with a body of standing or flowing fresh water at least as large as you are. Flowing water can generally speak about events happening upstream but not events happening downstream.

SPINDRIFT SPRITZ

School conjuration (healing) [water]; **Level** cleric 2, druid 2, inquisitor 2, paladin 1, ranger 1, shaman 2, spiritualist 2

Casting Time 1 immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You can cast this spell only as a response to a target attempting a saving throw against an effect that would cause the fatigued, shaken, sickened, or staggered conditions. The target can roll its saving throw twice and take the higher result.

SPINDRIFT SPRITZ, MASS

School conjuration (healing) [water]; **Level** cleric 4, druid 4, inquisitor 4, paladin 3, ranger 3, shaman 4, spiritualist 4

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level, no two of which can be more than 20 ft. apart

This spell functions as *spindrift spritz*, except as noted above.

WATERPROOF

School abjuration [water]; **Level** alchemist 1, bard 1, bloodrager 1, cleric 1, druid 1, magus 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target one touched creature, or one touched object of up to 10 lbs/level

Duration 24 hours

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell renders a touched object waterproof for the duration of the spell. The object must be no larger than 10 pounds per caster level. The spell protects the object from any mundane liquids (such as alcohol or oil) but not from magically created liquids.

If this spell is cast on a creature, all of that creature's equipment is rendered waterproof as long as it is carried by the target creature. If the creature drops or discards an item, the item is no longer protected by this spell, even if the targeted creature picks it up later.

Mundane combustibles under the effects of this spell still need exposure to air in order to ignite.

LANDS OF WATER

Certain regions of Golarion have a strong connection with water, requiring those who live there to connect with or combat the element. The following are examples of regions closely connected to the element of water, and each presents a new feat intended for characters hailing from or traveling through that region.

ARCADIAN OCEAN

The wide Arcadian Ocean is bordered by the continents of Arcadia to the west and Avistan and Garund to the east. Between these distant coasts is the shattered continent of Azlant, which draws explorers and treasure hunters from all over the world. Hurricanes are fierce on the Arcadian Ocean; as a result, spellcasters who can control water and the tides are in high demand. The unending Eye of Abendego remains the fiercest hurricane on the Arcadian Ocean, having proven wholly resistant to magical attempts to tame it.

BENTHIC SPELL (METAMAGIC)

Explorers in the depths of the Arcadian Ocean have learned that deadly pressure can be just as lethal as any flame.

Benefit: You can modify a spell that deals acid, cold, electricity, or fire damage to deal damage through high-pressure water instead. The spell gains the water descriptor, and you can either replace the spell's normal damage with

bludgeoning damage or split the spell's damage so that half is bludgeoning and half is of its normal type. Creatures with damage reduction apply their damage reduction to bludgeoning damage from a benthic spell, but the spell counts as bludgeoning and magic for the purposes of bypassing damage reduction.

A benthic spell uses up a spell slot one level higher than the spell's actual level.

OUTSEA

Outsea is a saltwater expanse in a freshwater river of the River Kingdoms, maintained by cunning engineering, an intricate series of locks and gates, and magical spells. Its underwater inhabitants are the descendants of two great aquatic armies once forced to parlay with each other to survive. Merfolk, nagas, sahuagin, tritons, and other aquatic races live in peace alongside one another in Outsea, having shed their racial animosities over centuries of working together to preserve their unusual home.

BRACKISH SPELL (METAMAGIC)

You can conjure a seawater orb to protect yourself.

Benefit: This feat can be applied only to spells with the water descriptor. You can modify the spell to surround you with a thin sheath of brackish salt water in addition to the spell's normal effect. You gain DR/piercing equal to the spell's level for 1 round after you finish casting the spell. After this round, the water collapses into a briny puddle and the effect ends. A brackish spell does not use up a higher-level spell slot than the spell's actual level.

THE SHACKLES

The Shackles consists of a stretch of land and nearby islands in western Garund. Though little is known of the early history of this region, the Shackles is now a haven for pirates. Originally drawn to the area to prey upon trade between Sargava and Chelixa, the corsairs now raid merchant ships, using their familiarity with the islands and the strange local currents to escape pursuit.

BILGE RAT

Keeping a sailing vessel afloat means moving constantly between bright sunlight and darkened holds. You wear an eye patch, out of convenience rather than necessity, to make one of your eyes used to the dark and the other to the light.

Benefit: If you are wearing an eye patch when you are dazzled or blinded as a result of eye damage or a visual stimulus (such as from fireworks^{UE} or a *glitterdust* spell), you can remove or switch your eye patch as a move action to favor the eye you had kept covered. Switching your eye patch allows you to ignore the dazzled condition or to reduce the blinded condition to dazzled until the effect ends, at which time you regain the ability to use this feat.

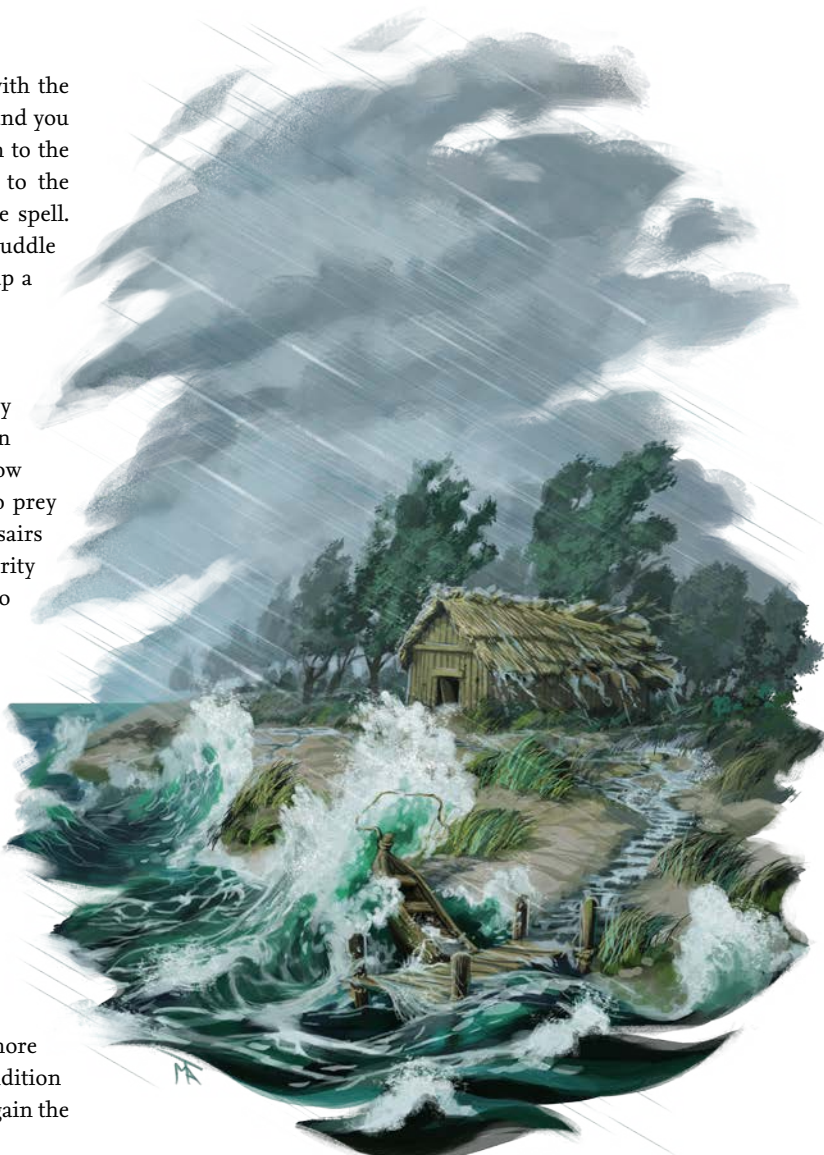
THE SODDEN LANDS

The nations of Lirgen and Yamasa were destroyed by the Eye of Abendego, the massive hurricane that appeared upon Aroden's death more than a century ago. The resulting Sodden Lands are now dominated by boggards, lizardfolk, and other monsters, but ruins of the ancient civilizations that once lived in the region have not been completely erased. Scavengers and treasure hunters remain in the region, eking out a living in the scarred and brutal land in the shadow of the hurricane.

STORM BREAKER

After the Eye of Abendego, no other storm, magic or mundane, can faze you.

Benefit: You are treated as two sizes larger than your actual size when calculating whether you can be moved by wind or currents, including the vortex and whirlwind special abilities of monsters. If you have at least 11 Hit Dice, you cannot be moved by nonmagical wind unless you so choose.



MASTERS OF WIND

Those with the power to harness elemental air are the true masters of the skies, soaring above everyone else, fleet and free as the wind. The wind is also a protective element, capable of forming walls that whisk away arrows and creatures hungry for blood. Air appears to be a soft, almost insubstantial element, but a hurricane can hit harder than a charging bull, and bolts of lightning can sink ships and lay waste to entire armies. Finally, air is the element of subterfuge, shrouding devious stratagems in disorienting mist and smoke.

This section presents new archetypes, spells, and feats for those who seek to master the noble element of air.

STORM CALLER (SUMMONER ARCHETYPE)

Many summoners beckon monsters from the Elemental Planes, but few are as specialized as storm callers, who channel the elemental energies of the Plane of Air. Storm callers are most commonly encountered in areas where thunderstorms appear frequently, including supernaturally

stormy places like the Sodden Lands. Summoners built using *Pathfinder RPG Pathfinder Unchained* can also take this archetype.

Stormy Eidolon: A storm caller must select the resistance (electricity) or immunity (electricity) evolution for his eidolon. If the eidolon has neither of these evolutions, it becomes nauseated until it regains one of them. An unchained summoner with this archetype must select an eidolon subtype that gains resistance or immunity to electricity at 1st level, such as the elemental eidolon (*Pathfinder Unchained* 33) or genie eidolon (see page 27).

This ability alters eidolon.

Summon Storm's Fury (Sp): A storm caller can summon creatures infused with the power of the storm to help him. This functions as the summoner's summon monster I–IX abilities, except the storm caller can summon only the following creatures at the indicated spell levels: I—eagle; II—small air elemental, small lightning elemental^{B2}; III—dire bat; IV—medium air elemental, medium lightning elemental^{B2}, pteranodon; V—large air elemental, large lightning elemental^{B2}; VI—huge air elemental, huge lightning elemental^{B2}; VII—roc; VIII—elder air elemental, elder lightning elemental^{B2}; IX—advanced elder air elemental, advanced elder lightning elemental^{B2}. Any creatures summoned with this ability gain immunity to electricity.

Alternatively, whenever his eidolon is not summoned, a storm caller can expend a daily use of this ability to summon a magical storm as a standard action. This functions as *call lightning* with a caster level equal to his summoner level, except as noted below.

Each bolt of lightning deals 1d6 points of electricity damage. This damage increases by 1d6 at 3rd level and every 2 levels thereafter, to a maximum of 10d6 at 19th level. The prevailing weather has no effect on the damage of the lightning bolts. The Reflex save DC is equal to 10 + half the storm caller's summoner level + his Charisma modifier. If the storm caller uses this ability again before he has used all of his available bolts of lightning (to summon another magical storm, to summon a monster, or to use the *gate* spell), any unused bolts are expended with no effect.

The storm caller adds *call lightning* to his summoner spell list as a 3rd-level spell and *call lightning storm* to



his summoner spell list as a 5th-level spell, but he does not automatically add them to his list of spells known.

This alters the summoner's summon monster I–IX abilities.

Electrical Polarity (Su): At 4th level, a storm caller and his eidolon can temporarily form an electrical current between them. The storm caller can expend a use of his summon storm's fury ability as a standard action to create an instantaneous line of lightning between him and his eidolon, provided that the eidolon is within 60 feet of him. The lightning arc deals the same amount of damage to all creatures in the line and has the same save DC as a bolt of lightning from the summon storm's fury ability (unlike *call lightning*, this damage is dealt only once). The storm caller and his eidolon are not affected by this lightning.

At 12th level, the storm caller gains the benefit of his eidolon's resistance (electricity) or immunity (electricity) evolution whenever he is within 30 feet of the eidolon.

This ability replaces shield ally and greater shield ally.

Storm's Wings (Su): At 6th level, a storm caller can borrow some of his eidolon's elemental might. He can gain the flight evolution (*Pathfinder Unchained* 37) as though he were using the summoner's aspect ability, deducting 2 evolution points from the eidolon's evolution pool. If he does so, his eidolon is unable to take the flight evolution as long as the storm caller has that evolution.

At 8th level, the storm caller's eidolon can have the flight evolution even if the storm caller has that evolution.

At 10th level, the storm caller automatically gains the flight evolution without reducing the number of evolution points available to the eidolon. He can use the aspect ability (and at 18th level, the greater aspect ability) to gain additional evolutions.

This ability replaces maker's call and transposition.

WINDSTEP MASTER (MONK ARCHETYPE)

Most monks are agile and fleet of foot, but few can rival a windstep master's lightness of step. Windstep masters train in mountaintop monasteries and other holy houses dedicated to the wind, such as the Monastery of Unfolding Wind in Niswan. Monks built using *Pathfinder RPG Pathfinder Unchained* can also take this archetype.

Hurricane Punch (Ex): At 1st level, a windstep master gains Hurricane Punch (see page 19) as a bonus feat, even if he does not meet the prerequisites. While using this feat, he doesn't provoke an attack of opportunity, even if he doesn't have the Improved Bull Rush feat.

At 4th level, while using the Hurricane Punch feat, the windstep master can bull rush a target up to two size categories larger. At 12th level, the windstep master's target can be up to three size categories larger. At 20th level, the target can be of any size category.

At 8th level, when the windstep master uses the Hurricane Punch feat to successfully bull rush a creature, he can push the creature back an additional 5 feet. At 16th level, he can push the creature back an additional 10 feet.

This ability replaces stunning fist.

Wind Step (Su): At 4th level, the windstep master's steps become supernaturally light. As a move action, he can use *air walk* (as per the spell) up to a distance equal to his fast movement bonus. He must reach a solid, level surface able to support his weight by the end of his turn or he falls.

This ability replaces slow fall or the ki power gained at 4th level for an unchained monk.

Swift Ki (Su): At 4th level, the windstep master can spend 1 point from his ki pool as a swift action to sustain his wind step for 1 minute. During this time, the windstep master can remain airborne even if he doesn't reach a solid surface. He can also spend 1 point from his ki pool as a swift action to increase his wind step distance by 20 feet for 1 round. The windstep master does not gain the ability to spend ki to increase his base speed by 20 feet for 1 round.

This ability alters ki pool.

SPELLS OF AIR

The following new spells are intended for masters of air. The sorcerer/wizard spells below also belong to the air elemental school, which is described on page 142 of the *Pathfinder RPG Advanced Player's Guide*; elemental wizard spell lists are on pages 194–196 of the *Advanced Player's Guide*.

BLAST OF WIND

School evocation [air]; **Level** druid 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range 60 ft.

Effect line-shaped blast of hurricane-force wind emanating out from you to the extreme of the range

Duration 1 round

Saving Throw Fortitude negates; **Spell Resistance** yes

With a spiraling gesture of your hand and a forceful exhalation, you create a brief but fierce (90 mph) blast of wind. This spell functions as *gust of wind*, except all creatures within the area are treated as though they were one size category smaller for the purpose of determining how the spell affects them. For every 4 caster levels beyond 7th, creatures in the area are treated as an additional size category smaller (to a maximum of three size categories smaller at 15th level).

CARRYING WIND

School conjuration [air]; **Level** druid 3, shaman 3

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 10 minutes/level

When you cast this spell, a wind spirit envelopes you and carries you with it at your direction. You gain a +10-foot enhancement bonus to your base speed and fly speed while this spell is in effect. If you don't have a fly speed, you instead gain a fly speed of 10 feet with poor maneuverability. If your caster level is 10th–14th, the enhancement bonus to these

speeds is +20 feet (if applicable, your temporary fly speed is 20 feet with average maneuverability). If your caster level is 15th or higher, the enhancement bonus to these speeds is +30 feet (if applicable, your temporary fly speed is 30 feet with average maneuverability).

LIGHTNING CONDUCTOR

School transmutation [air]; **Level** bloodrager 2, druid 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a miniature metal rod)

Range personal

Target you

Duration 1 minute/level (D)

You become capable of absorbing electricity with your body. For the duration, you absorb all electricity damage dealt to you until you have stored a total of 18 points of damage. Any excess damage affects you as normally. The energy remains stored until it is expended or the spell expires.

If you have at least 6 points of damage stored, you can expend all the energy stored in you as a swift action, charging your hand or a metal weapon in your hand. As a standard action while your hand is charged, you can make a melee touch attack that doesn't provoke attacks of opportunity, or you can shoot the energy as a ray with a range of 30 feet. If the attack hits, you deal 1d6 points of electricity damage for every 6 points stored and the energy is expended (any remaining points are wasted). A weapon charged with this energy deals the damage as extra damage the first time you score a hit with the weapon. If your hand or weapon is still charged at the end of your turn, or if the charged weapon leaves your hand before the end of the turn, the energy dissipates harmlessly.

Once you have spent the absorbed energy, or if the absorbed energy dissipates, you can absorb more electricity damage. The maximum amount of damage you can store in your body at a time increases by 6 points for every 2 levels beyond 5th (to a maximum of 60 points of damage at 19th level).

If you are immune to electricity or have any amount of electricity resistance, you cannot absorb or expend energy with this spell.

SECOND WIND

School conjuration (healing) [air]; **Level** antipaladin 3, cleric 3, inquisitor 3, paladin 3, ranger 3

Casting Time 1 swift action or immediate action; see text

Components V

Range personal

Target you

Duration instantaneous

You can cast this spell only when you have fewer than one-quarter of your total hit points. With a gasping utterance, you summon invigorating air to fill your lungs. You heal 2d8 points of damage + 1 point per caster level (maximum +10). You can cast this spell either as a swift action on your turn or as an immediate action when you are brought to below 0 hit points. If you do not breathe, you can't benefit from this spell.

WALL OF MIST

School conjuration (creation) [air]; **Level** magus 3, shaman 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect wall of thin fog 10 ft. long/level or dense fog 5 ft. long/level; either form 20 ft. high

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

With a whispered incantation, you conjure a stationary vertical wall of misty vapor. The wall is straight, is 1 foot thick, and has a length up to 10 feet per caster level. The wall obscures vision, granting concealment (20% miss chance) against creatures on the other side of the wall. A creature that shares a square with the wall counts as being on neither side of the wall and neither benefits nor suffers from the concealment.

Alternatively, you can create a wall with increased density, but doing so reduces the maximum length of the wall to 5 feet per caster level.

In addition to granting concealment, this denser wall also hinders movement. Any creature moving into or attempting to pass through the wall must succeed at a DC 15 Strength check or be entangled (and unable to move) until the start of its next turn. A creature that starts its turn in the wall can freely move within it or move out of the wall in either direction.

Only a severe or stronger wind (31+ mph) disperses the wall, and it does so in 1 round.

LANDS OF AIR

The element of air is present nearly everywhere on Golarion, from windswept deserts to mist-shrouded mountaintops. The following are examples of regions closely connected to the element of air, and each section contains a new feat intended for characters traveling to or originating from that region.

CROWN OF THE WORLD

Blizzards and storms are common in the Crown of the World, Golarion's frozen northern continent. Much of the continent, particularly the region surrounding Golarion's north pole, is frozen tundra or covered in glacial ice, and there is little to shelter travelers against the cold, biting wind. Nonetheless, many cultures thrive on the cold continent, such as the snowcaster elves and the Erutaki humans. Many merchants and explorers also weather the arctic storms in order to travel from Tian Xia to Avistan and vice versa.

TUNDRA STRIDE

Whether as predator or prey, you have learned to move like the arctic wind when survival is at stake.

Prerequisite: Acrobatics 5 ranks.

Benefit: While charging, running, or withdrawing, you gain a +10-foot enhancement bonus to your base speed. This bonus also applies to your speed when calculating overland movement in any plains terrain. You lose the

benefits of this feat while you are wearing heavy armor or carrying a heavy load.

KATAPESH

The canyons, deserts, and mountains of Katapesh are home to many strange wind-related phenomena. Near the border with Nex, a vast sandstorm rages throughout the year, sometimes reaching intensities capable of peeling skin from those unprotected from the flying sand. Within the Barrier Wall mountains in western Katapesh, a great canyon called the Painted Flutes contains wind-carved pillars that create hauntingly beautiful piping music when the wind blows around them. This unique feature attracts air elementals, bards, and jann.

WIND SONG

You have learned to play haunting, captivating melodies similar to those of the eerie Painted Flutes canyon. Like an echo, the wind carries the sound and magic of your music much farther than it would normally reach.

Prerequisites: Perform (wind instruments) 5 ranks; bardic performance or raging song class feature.

Benefit: Three times per day while you are using a wind instrument to play a bardic performance or raging song, you can spend an extra round of performance at the start of your performance and choose a square within 120 feet. Strange echoes carry your music, and for the purpose of determining which creatures are affected by your performance, your performance counts as originating from that square rather than from your location. You cannot change the square from which the music originates until you end your performance. If you move beyond 120 feet from the chosen square, the performance immediately ends.

MINDSPIN MOUNTAINS

The windswept Mindspin Mountains in western Avistan stretch more than 600 miles south from the Storval Plateau in eastern Varisia, nearly reaching the Menador Mountains, and as such, they form a natural barrier between many nations. A group of seers devoted to Gozreh known as the Windwatchers study wind patterns in the mountains, believing their observations can be used to divine the future. Because of this sacred significance, the Windwatchers intervene whenever travelers in the mountains use magic to manipulate weather.

MOUNTAIN EYES

Your gaze cuts through vapors with ease.

Prerequisites: Blind-Fight, Perception 5 ranks.

Benefit: You ignore concealment (but not total concealment) caused by fog, rain, smoke, wind, and other gases or weather effects (including magical effects like *obscuring mist*), and you ignore up to -4 in penalties on Perception checks from such effects. You treat total concealment resulting from any such gas or weather effects within 10 feet of you as concealment (20% miss chance).

NISWAN

Ocean winds sweep over the bustling port city of Niswan, the capital of the Impossible Kingdom of Jalmeray. The many-tiered metropolis is known for its pagodas, silk banners, and numerous shrines, statues, and temples dedicated to the hundreds of Vudrani deities. One of Niswan's three prestigious Houses of Perfection, the Monastery of Unfolding Wind, is famous for training its monks in secret techniques that allow them to move like the wind and to fight like djinn.

HURRICANE PUNCH (COMBAT)

Your fast strikes hit with the force of a hurricane, pushing your foes away.

Prerequisites: Str 13, Improved Bull Rush, Improved Unarmed Strike, Power Attack.

Benefit: When you hit the same creature with unarmed strikes at least twice in the same round, you can attempt a bull rush combat maneuver against that creature as a swift action. You can also move with the target even if you have no movement remaining, but the distance you move can't exceed half your speed.



SCHOLARS OF ESOTERIC ELEMENTS

Some wizards who study the elements delve into obscure lore to tease out powerful secrets of the multiverse.

AETHER ELEMENTAL SCHOOL

Aether is a strange and complex substance that occurs where the Elemental Planes touch the Ethereal Plane. Wizards who study aether use it to manipulate objects on the Material Plane. The aether elemental school is an elemental arcane school a wizard can specialize in instead of one of the standard schools of magic.

Like a normal arcane school, the aether elemental school grants a number of school powers, as well as one bonus spell slot of each level the wizard can cast, from 1st on up. This bonus spell slot must be used to prepare a spell from the aether elemental school's spell list (see below). Unlike a

normal arcane school, the aether elemental school requires the wizard to select a single element as his opposition school (air, earth, fire, or water, from pages 142–143 of the *Pathfinder RPG Advanced Player's Guide*, for example). The wizard does not need to select a second opposition school. He must expend two spell slots to prepare a spell from his opposed elemental school as normal.

Aether Magic: Add the following spells to your wizard spell list at the listed spell level: 0—*telekinetic projectile*^{OA}, 2nd—*spiritual weapon*, 4th—*spiritual ally*^{APG}, 5th—*ethereal envelope*^{OA}, 6th—*animate objects*, 7th—*ectoplasmic eruption*^{OA}, 9th—*telekinetic storm*^{OA}.

Aether Supremacy (Su): You gain a +2 enhancement bonus on Sleight of Hand checks. This bonus increases by 1 for every 5 wizard levels you have. In addition, you can cast *mage hand* at will as a spell-like ability that uses your caster level. At 5th level, you can attempt Sleight of Hand checks against a target within 30 feet, though the skill check DC increases by 5, and any creature within line of sight of either you or the target can attempt an opposed Perception check to notice the attempt. At 10th level, you can attempt a Sleight of Hand check as a move action with only a –10 penalty. At 20th level, whenever you attempt a Sleight of Hand check, assume the roll resulted in a natural 20.

Telekinetic Protection (Su): As a swift action, you can grant yourself protection against nonmagical attacks by forming a field to telekinetically deflect them. You gain DR 5/magic for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Receptive Vibrations (Su): At 8th level, you are constantly surrounded by ephemeral and invisible strands of aether, increasing your awareness of your surroundings. You are never denied your Dexterity bonus to AC against attacks made within 30 feet of you because you are flat-footed or because your assailant is unseen. In addition, you gain a bonus on Perception checks to avoid being surprised equal to half your wizard level.

Aether Elementalist Wizard Spells: 0—*telekinetic projectile*^{OA}; 1st—*floating disk*, *magic missile*, *unseen servant*; 2nd—*blur*, *pilfering hand*^{UC}, *spiritual weapon*; 3rd—*ablative barrier*^{UC}, *blink*, *ectoplasmic snare*^{OA}, *force punch*^{UM}, *tiny hut*; 4th—*resilient sphere*, *spiritual ally*^{APG}, *telekinetic charge*^{UC}, *telekinetic maneuver*^{OA}; 5th—*condensed ether*^{OA}, *ethereal envelope*^{OA}, *interposing hand*, *mage's faithful hound*, *secret chest*, *telekinesis*,



wall of ectoplasm^{OA}; 6th—*animate objects, enemy hammer*^{APG}, *forceful hand, leashed shackles*^{UM}; 7th—*ectoplasmic eruption*^{OA}, *ethereal jaunt, grasping hand, phase door*; 8th—*clenched fist, telekinetic sphere*; 9th—*etherealness, telekinetic storm*^{OA}.

FOCUSED ARCANESCHOOLS

Wizards who specialize in an elemental arcane school can further refine their studies by choosing a focused school. Wizards who choose a focused school keep the bonus spells from their elemental school and must select an opposition elemental school as normal, but a focused school replaces some of the powers granted by their elemental school. Once a focused school is chosen, it can't be changed.

ICE SCHOOL

Associated Schools: Air, water.

Replacement Powers: The following school powers replace the lightning flash and cyclone powers of the air school and the cold blast and wave powers of the water school.

Freezing Shards (Su): As a standard action, you can cause shards of ice to burst forth from the ground around you. The shards deal 1d4 points of piercing damage and 1d6 points of cold damage + 1 point for every 2 wizard levels you have to all creatures within 5 feet of you. A successful Reflex save (DC = 10 + half your wizard level + your Intelligence modifier) negates the piercing damage and halves the cold damage. The shards remain until the beginning of your next turn; during this time, the area is difficult terrain. You are not affected by your own freezing shards and can move through the area normally. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Icy Shackles (Su): At 8th level, as a standard action, you can make a melee touch attack against a foe to conjure icy restraints around its ankles, reducing its base speed to 5 feet and dealing it an amount of cold damage at the beginning of its turn equal to your Intelligence modifier. The manacles have AC 10, hardness 0, and 30 hit points, and a creature can destroy them with a successful Strength check (DC = 10 + half your wizard level + your Intelligence modifier) as a standard action. The icy shackles melt away after 1 minute. You can use this ability a number of times per day equal to your Intelligence modifier.

MAGMA SCHOOL

Associated Schools: Earth, fire.

Replacement Powers: The following school powers replace the lightning flash and cyclone powers of the air school and the fire jet and dancing flame powers of the fire school.

Magma Furrow (Su): As a standard action, you can send forth a 20-foot line of magma. Any creature in this line takes 1d6 points of fire damage + 1 point for every 2 wizard levels you have. A successful Reflex save (DC = 10 + half your wizard level + your Intelligence modifier) halves this damage. In addition, the ground in this area remains molten for another 1d4 rounds. Creatures that begin their turns in the area can move out that turn without penalty, but those that

enter the area each take 1d6 points of fire damage. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Lava Shield (Su): At 8th level, you can create a barrier of lava to protect you for 1 round as a standard action. Choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover from attacks that pass through this edge, and you gain the benefits of *fire shield* (warm shield) while adjacent to the lava shield. You can dismiss the lava shield as a free action, and it disappears immediately if you leave your space. You can use this ability a number of rounds per day equal to half your wizard level.

MUD SCHOOL

Associated Schools: Earth, water.

Replacement Powers: The following school powers replace the acid cloud and earth glide powers of the earth school and the cold blast and wave powers of the water school.

Hindering Muck (Su): As a standard action, you can create a 15-foot cone of sticky mud. Any creature in the cone must succeed at a Reflex save (DC = 10 + half your wizard level + your Intelligence modifier) or become entangled for 1 round for every wizard level you have. An affected creature can take a standard action that provokes attacks of opportunity to wipe off enough of the mud to remove the entangled condition. Jumping into a large body of water or being subject to an effect that creates a substantial amount of water (such as a casting of *create water*) removes all the mud on a creature. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Mud Missile (Su): At 8th level, you can fling a ball of hardened mud at a foe within 30 feet as a standard action. If you succeed at a ranged touch attack, the mud slams into the target's face, dealing 1d6 points of bludgeoning damage for every 2 wizard levels you have and blinding the target for 1d4 rounds. A creature can remove the blinding mud from itself or another creature with a successful Strength check (DC = 10 + half your wizard level) as a standard action. You can use this ability a number of times per day equal to half your wizard level.

SMOKE SCHOOL

Associated Schools: Air, fire.

Replacement Powers: The following school powers replace the lightning flash and cyclone powers of the air school and the fire jet and dancing flame powers of the fire school.

Smokesight (Su): You can see normally through natural fog and smoke, as well as any fog and smoke that you (but not others) magically create. A number of times per day equal to 3 + your Intelligence bonus, you can touch another creature as a standard action to grant it this vision for 1 hour.

Body of Smoke (Sp): At 8th level, you can assume a gaseous form (as per the spell of that name) as a swift action for a number of minutes per day equal to your wizard level. This duration does not need to be consecutive, but it must be used in 1-minute increments.

WIELDERS OF ELEMENTAL POWER

This section presents new options to expand a kineticist's elemental mastery. Several refer to the void and wood elements presented in *Pathfinder Player Companion: Occult Origins* and *Pathfinder RPG Ultimate Wilderness*.

INFUSIONS

The following add new tricks to a kineticist's repertoire.

DAMPENING INFUSION

Element void; **Type** substance infusion; **Level** 1; **Burn** 1

Associated Blasts negative, void

Saving Throw Will negates

Your kinetic blast swirls with darkness, making it harder for your foes to see. This otherwise functions as dazzling infusion.

DAZZLING INFUSION

Element fire or wood; **Type** substance infusion; **Level** 1; **Burn** 1

Associated Blasts blue flame, fire, plasma, positive, verdant

Saving Throw Will negates

Your kinetic blast shines brightly, making it harder for your foes to see. If your blast hits a foe (and penetrates SR if applicable), that foe must succeed at a Will save or be dazzled for 1 minute, whether or not it takes damage from the blast. You can reduce the blast's damage by half to increase the DC of this save by 2.

ENERGIZE WEAPON

Element air, fire, void, or water; **Type** form infusion; **Level** 1; **Burn** 1

Associated Blasts blue flame, cold, electric, fire, negative

Saving Throw none

Choose a manufactured weapon in your hand (not an unarmed strike or natural attack); if the weapon is a double weapon, you must choose one of its ends to receive this benefit. You imbue the chosen weapon with your elemental energy as part of an attack action, charge action, or full-attack action to add extra damage to each of your attacks with that weapon until the beginning of your next turn. Your attacks with the chosen weapon during that action deal 1d6 additional points of damage. At 7th level and every 6 levels thereafter, this bonus damage increases by 1d6 points. Blue flame blasts deal double this additional damage. The additional damage is of the same type as the infused blast's damage. This additional damage ignores spell resistance and doesn't apply any modifiers to your kinetic blast's damage (such as your Constitution modifier).

PENETRATING INFUSION

Element air, fire, or water; **Type** substance infusion; **Level** 2; **Burn** 2

Associated Blasts blue flame, cold, electric, fire

Saving Throw none

The intensity of your blasts allows you to break through your foes' resistances. Treat your foe's cold, electricity, or fire resistance as if it were 5 lower for the purpose of determining the infused blast's damage; this doesn't stack with the reduction from searing flame. You can increase the burn cost of this infusion to further reduce the

foe's resistance against the infused blast by 5 per additional point of burn accepted. This has no effect on creatures with immunity.

SPINDLE

Element universal; **Type** form infusion; **Level** 2; **Burn** 2

Associated Blasts any

Saving Throw Reflex negates (see text)

You throw a long, roughly 5-foot-by-10-foot spindle of elemental matter or energy (or nearby unattended objects in the case of telekineticists) up to 30 feet away, damaging all creatures and objects within any two adjacent 5-foot squares unless they succeed at a Reflex save. An energy blast infused with spindle deals its normal damage to each target, while a physical blast infused with spindle deals half its normal damage to each target. The saving throw DC is Dexterity-based.

UNNERVING INFUSION

Element void; **Type** substance infusion; **Level** 3; **Burn** 2

Associated Blasts negative, void

Saving Throw Will negates

Your kinetic blast sends the fear of oblivion into your foes. Whenever an infused blast deals negative energy damage to a living foe, it is shaken for 1 round. This shaken condition doesn't stack with itself.

VAMPIRIC INFUSION

Element void; **Type** substance infusion; **Level** 5; **Burn** 3

Prerequisite void healer

Associated Blasts negative, void

Saving Throw none

Your kinetic blast can drain your foes' vitality to replenish your own. If your blast hits (or the enemy fails its saving throw against a blast without an attack roll), you can activate the void healer utility wild talent on yourself by accepting its burn cost; you don't need to take an action to do so. The void healer utility wild talent heals you when used in this way even if you are a living creature.

UTILITY WILD TALENTS

The following new utility wild talents allow a kineticist to use magnetism advantageously or raise a pillar of elemental matter.

MAGNETISM

Element air or earth; **Type** utility (Sp); **Level** 3; **Burn** 0

Prerequisite magnetic infusion

Saving Throw none; **Spell Resistance** yes

You can push and pull metal objects using magnetism. This functions as *telekinetic maneuvers* but you can make only bull rush and drag^{APG} combat maneuvers, and can do so only against metal objects or creatures. If you use this ability on an attended metal object, you must exceed the creature's CMD as normal, and if it's holding the object, it must drop it or this ability pushes or pulls the creature.

MAGNETISM, GREATER

Element air or earth; **Type** utility (Sp); **Level** 9; **Burn** 0

Prerequisites magnetic infusion, magnetism

Saving Throw none; **Spell Resistance** no

You can repel or attract metal objects in a vast line with a magnetism so strong that there is no hope of escaping. This functions as *repel metal or stone*, except only for metal objects, and you can also pull the objects toward you instead of pushing them away. The effect lasts for 1 round, and the pulling version of the effect can't pull objects into the air unless they are already airborne. You can accept 1 point of burn to increase the duration to 1 round per kineticist level you have.

PILLAR

Element earth, water, or wood; **Type** utility (Sp); **Level** 3; **Burn** 0
Prerequisite kinetic cover

You create a 5-foot-by-5-foot pillar of ice, packed dirt, or tangled roots with a height of up to 15 feet. This takes 1 full round, during which time the ground within the affected area rumbles conspicuously, but it rises only at the end of the round. You can't create a pillar in an area occupied by or adjacent to any creatures unless all such creatures are willing, and if an unwilling creature moves into the area before the pillar finishes rising, it can disrupt and foil the pillar. As the pillar springs into existence, willing creatures and objects within the affected area are lifted with it.

The pillar can't be used to crush creatures or objects against the ceiling; if insufficient room is available for the pillar and any creatures or objects on it, the pillar reaches only the maximum possible height. You can't create a pillar under a Large or larger creature.

The pillar has AC 4, hardness 0, and 3 hit points per kineticist level. Scaling the pillar's rough edges requires a successful DC 15 Climb check. When destroyed, when you create a new pillar, or when a number of rounds equal to your Constitution bonus (minimum 1) have elapsed, the pillar crumbles, melts, or withers away, gently lowering anything on it back to the ground.

FEATS

The following new feats allow kineticists to access their elemental powers in new ways.

IMPROVED ELEMENTAL COUNTERSPELL

You can charge your kinetic blast with disruptive elemental energy that tears apart elemental spells.

Prerequisites: Two basic blast wild talents from two different elements, expanded element class feature, kinetic blast class feature.

Benefit: You can use a readied kinetic blast to counterspell any spell of equal or lower level, provided that the target spell has any of the following descriptors: air, cold, darkness, earth, electricity, fire, force, light, or water.

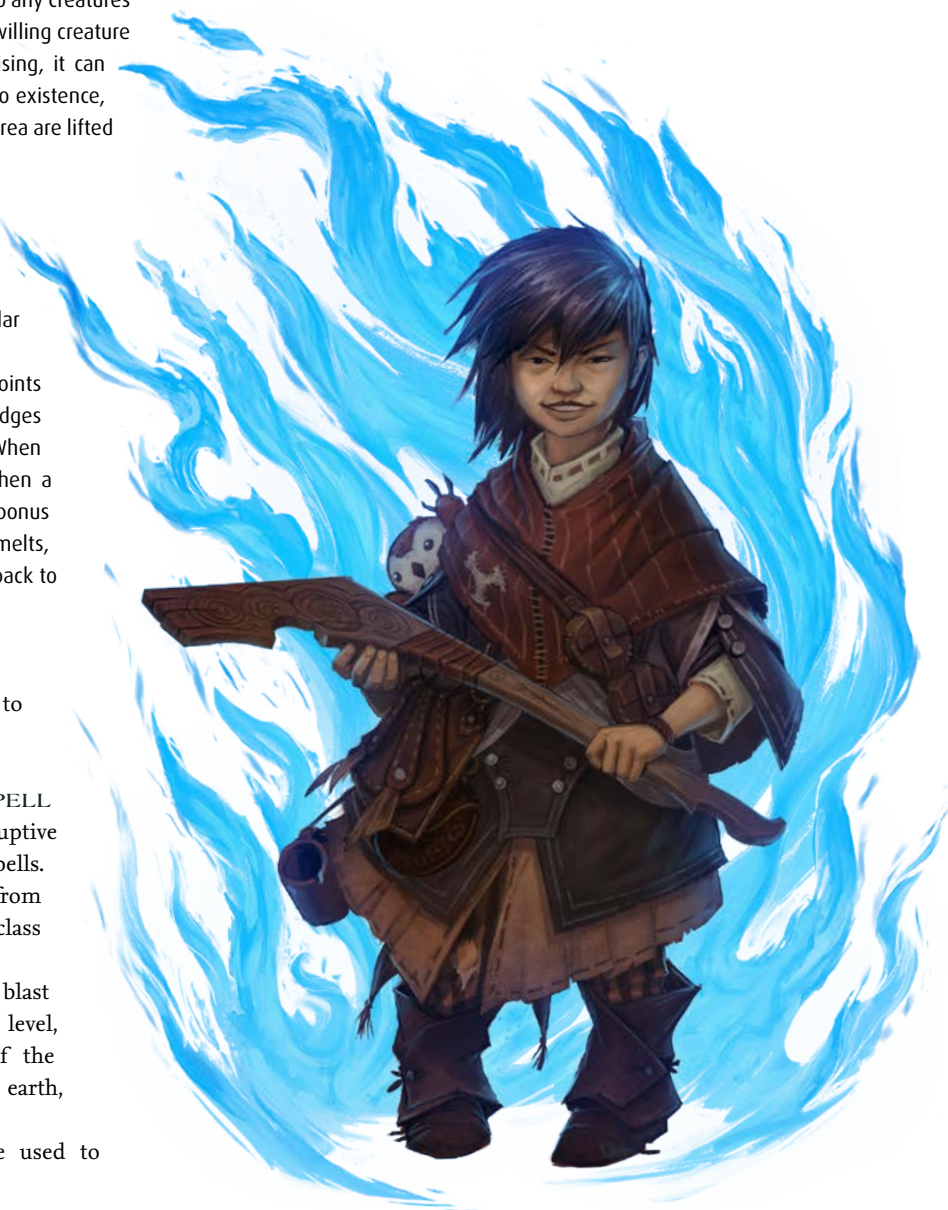
Normal: A readied kinetic blast can be used to counterspell spells that share its descriptor.

MOBILE GATHERING

You can gather elemental energy while walking slowly.

Prerequisites: Kineticist level 7th, kinetic blast class feature.

Benefit: While taking a move action to gather power, you can move up to half your base speed, and while taking 1 full round to gather power, you can move up to half your speed on the turn you begin the full round of gathering power. This movement provokes attacks of opportunity, and you can't use Acrobatics checks or other abilities to attempt to negate them, as you're concentrating on gathering power (nor can you use Acrobatics to balance, jump, or do anything else that requires a skill check). It's harder to concentrate on gathering power while using this feat; if you take damage during or after gathering power and before using a kinetic blast that releases it (including from an attack of opportunity provoked by the movement), the concentration check DC to avoid losing the gathered power increases by twice the blast's effective spell level.



ELEMENTAL AUGMENTATIONS

Some intentionally infuse their own bodies with elemental energy, permanently imbuing parts of themselves with primordial forces. Once a commonplace devotion to elemental forces, elemental augmentations are now a rare art known to only a few specialists. Elementalists in Quantum command high prices to augment eager recipients with elemental energy, but not all have the requisite expertise—accidents are distressingly common.

Elemental augmentations affect a specific portion of the recipient's body, aligning it with the designated element. These augmentations grant the recipient powerful abilities, but they often come with side effects as the recipient's body becomes elementally unbalanced. The alteration

is permanent; once a body part has been elementally augmented, the granted effect can be removed only by removing the augmented body part. Removal deals 1d6 points of Constitution damage and could have other effects as well, such as blindness or lameness, as determined by the GM. A body part that has been elementally augmented cannot receive another elemental augmentation, even of the same type.

An elemental augmentation must be crafted or purchased just like any other magic item, but it is inert until used to augment a willing recipient. Elementally augmenting a body part requires 1 hour, and the recipient must succeed at a DC 18 Fortitude save or the elemental energies fail to integrate with his body. Whether he succeeds or fails, the recipient takes 2 points of Constitution damage from the augmentation attempt.

ELEMENTAL AUGMENTATIONS

The following are some common elemental augmentations.



BLAZING EYES		PRICE
		42,000 GP
SLOT none	CL 13th	WEIGHT —
AURA strong transmutation		

The recipient's eyes are blazing orbs of fire. The recipient can cast spells with the fire descriptor as if they were modified by the Silent Spell and Still Spell feats. This does not increase their level or casting time. The recipient cannot use this ability if she is blinded or if her eyes are closed. The recipient's eyes shed light like a candle; this light cannot be concealed unless the recipient closes or covers her eyes. The recipient cannot benefit from darkvision from any source, even a racial trait or class feature.

This elemental augmentation cannot be applied to a creature without eyes.

CONSTRUCTION REQUIREMENTS	COST 21,000 GP
Craft Wondrous Item, Silent Spell, Still Spell, <i>faerie fire</i> or <i>scorching ray</i> , creator must have 13 ranks in Knowledge (planes)	

BLAZING HAND		PRICE
		16,000 GP
SLOT none	CL 10th	WEIGHT —
AURA moderate evocation		

The recipient's arm and hand burn with an unquenchable flame. The recipient deals 1d6 points of fire damage with unarmed attacks made with the *blazing hand* (and, if the recipient has one, with any claw attack made with this hand). The recipient deals 2d6 points of fire damage per round to any creature she grapples. The *blazing hand* sheds light like a torch. If the hand remains in contact with a flammable object for 1 full round, it deals 1d6 points of fire damage to the object.

The recipient must have an arm (or armlike appendage) to receive this elemental augmentation.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
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Craft Wondrous Item, *fireball* or *flame strike*, creator must have 10 ranks in Knowledge (planes)

HOARFROST BONES		PRICE 85,000 GP
SLOT none	CL 13th	WEIGHT —
AURA strong transmutation		

The recipient's bones are frozen with elemental rime. She gains fast healing 1 in cold weather (below 40° Fahrenheit) or when submerged at least knee deep in water, and she gains a +1 bonus to her caster level when casting spells with the cold descriptor.

The recipient cannot heal naturally, regardless of the surrounding climate, other than the fast healing provided by the *hoarfrost bones*, although she can still benefit from magical healing as normal. Additionally, the recipient gains vulnerability to sonic damage.

The recipient must have a skeletal structure to receive this elemental augmentation.

CONSTRUCTION REQUIREMENTS	COST 42,500 GP
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Craft Wondrous Item, *ice body*^{UM}, *simulacrum*, creator must have 13 ranks in Knowledge (planes)

QUICKSILVER BLOOD		PRICE 62,000 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate transmutation		

The recipient's blood is infused with liquid metal that is magically bound to the recipient's system. When the recipient bleeds, the metal clings to itself and turns a bright silver color. The recipient automatically stabilizes when at negative hit points and is immune to continuous damage from bleed attacks (including weapons with the *wounding* special ability) and ability damage from blood drain. The recipient is considered a ferrous creature for the purposes of spells and effects such as *rusting grasp* and a rust monster's attack.

This elemental augmentation cannot be applied to a creature without blood.

CONSTRUCTION REQUIREMENTS	COST 31,000 GP
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Craft Wondrous Item, *adhesive blood*^{ACG}, *lesser restoration*, creator must have 9 ranks in Knowledge (planes)

SMOLDERING BLOOD		PRICE 8,000 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate abjuration		

The recipient's blood is infused with elemental fire. Anyone within 5 feet of the recipient who strikes him with a piercing or slashing weapon takes 1d6 points of fire damage from the recipient's molten blood. The recipient suffers no harm from hot and cold environments as per *endure elements*, but he takes a -4 penalty on saving throws against effects that cause fatigue or exhaustion.

This elemental augmentation cannot be applied to a creature without blood.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
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Craft Wondrous Item, *endure elements*, *fire shield*, creator must have 7 ranks in Knowledge (planes)

VAPOROUS LUNGS		PRICE 10,800 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate abjuration		

The recipient's lungs are imbued with tiny pockets that contain elemental air, and his mouth and nose constantly leak thin trails of mist or smoke. Once per day as a standard action, the user can inhale all nonmagical cloud and fog effects within a 20-foot radius, negating their effects. Mundane clouds and fogs in this area are automatically removed when the user inhales. Although prevailing weather conditions may refill the area over time, they rarely do so immediately. The recipient also removes any magical cloud or fog spells in the area, so long as the spell's entire area is within 20 feet of the recipient, though he must succeed at a dispel check (and thus roll 1d20+7) against each spell (DC = 11 + the caster level of the spell). Any cloud or fog effect that provides a penalty or deals damage (such as *acid fog*) does not harm the recipient when inhaled. The effect's normal duration continues while it is inhaled, and if the duration of the effect expires while inhaled, the effect dissipates inside the recipient's lungs.

The recipient must hold his breath to contain the inhaled vapors. Inhaled vapors are expelled, centered on the recipient, when the recipient can no longer hold his breath, when he ceases holding his breath as a free action, or when the effect of *vaporous lungs* is suppressed or dispelled.

This elemental augmentation cannot be applied to a creature that does not breathe.

CONSTRUCTION REQUIREMENTS	COST 5,400 GP
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Craft Wondrous Item, *gust of wind*, creator must have 7 ranks in Knowledge (planes)

WHIRLPOOL MAW		PRICE 19,000 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate conjuration		

The user's mouth and throat are linked to an extradimensional whirlpool of water. As a full-round action, the user can swallow an adjacent unattended object up to 10 cubic feet in size. The swallowed object causes no damage to the user and has no weight; while it is swallowed, the object is stored within a nondimensional space similar to that of a *bag of holding*. The user can spend a full-round action to retrieve the object, which is unharmed except for being waterlogged. The recipient can store only one item at a time in his maw. If the *whirlpool maw's* effect is suppressed or dispelled, the stored item appears instantly. The recipient constantly dribbles water when his mouth is open and halves the duration he can normally hold his breath.

This elemental augmentation cannot be applied to a creature without a mouth.

CONSTRUCTION REQUIREMENTS	COST 9,500 GP
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Craft Wondrous Item, *aqueous orb*^{APG}, *shrink item*, creator must have 7 ranks in Knowledge (planes)

BINDING GENIES

Especially powerful conjurers compel genies into service as often as they pay them fairly in treasures or favors.

GENIE BINDER (PRESTIGE CLASS)

While genies chafe at being bound and bottled, they respect power—especially masters of the art of genie binding. The greatest of these conjurers was Sulesh the Great, a Keleshite spellcaster who refined the art of genie seals; his students continue to perfect his methods.

Hit Die: d6.

REQUIREMENTS

To qualify to become a genie binder, a character must fulfill the following criteria.

Alignment: Any nongood.

Feats: Persuasive, Spell Focus (conjuration).

Skills: Diplomacy 4 ranks, Knowledge (nobility) 4 ranks, Knowledge (planes) 11 ranks.

Special: Able to cast either *planar ally* or *planar binding*, or able to cast *summon monster VI* as a spell-like ability.

CLASS SKILLS

The genie binder's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the genie binder prestige class.

Weapon and Armor Proficiency: A genie binder gains no additional weapon or armor proficiencies.

Binding Pool (Su): Using a combination of blackmail, contracts, magical finesse, and negotiation, a genie binder can command genies and channel their magic. A genie binder has a binding pool equal to twice her genie binder class level, and the pool recharges each day, typically after she gets a restful night's sleep. As a free action before attempting a Charisma check or Charisma-based skill check to interact with a genie, the genie binder can expend 1 point from her binding pool to add 1d6 to the result.

GENIE BINDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+1	Binding pool, elemental seal (seal of air), genie mastery
2nd	+1	+0	+0	+1	+1 level of existing spellcasting class, elemental seal (seal of earth), genie summoner
3rd	+1	+1	+1	+2	Elemental seal (seal of fire), extra seal 1
4th	+2	+1	+1	+2	+1 level of existing spellcasting class, elemental seal (seal of water)
5th	+2	+1	+1	+3	+1 level of existing spellcasting class, extra seal 2, unstopable seal

Elemental Seal (Sp): By expending 1 point from her binding pool, a genie binder can touch a creature or solid surface to create a powerful rune known as an elemental seal. At 1st level, a genie binder can create a seal of air. At 2nd, 3rd, and 4th levels, she learns how to create seals of earth, fire, and water, respectively. Creating an elemental seal requires a standard action, and placing it on an unwilling target requires a successful melee touch attack. An elemental seal is a writing-based magical effect whose caster level is equal to the genie binder's character level, and any associated saving throw is equal to 10 + the genie binder's class level + the genie binder's Charisma modifier.

At 1st level, a genie binder can maintain only one elemental seal at a time. If she creates another seal beyond that limit, she chooses one of her seals to end immediately. Otherwise, an elemental seal lasts for 24 hours, and a genie binder can expend 1 point from her binding pool each day to extend the duration of an existing seal by 24 hours.

An elemental seal has a different effect depending on whether it's placed on a genie, a non-genie creature, or a solid surface. If a genie binder places an elemental seal on a genie with a matching subtype (such as a seal of air on a djinni), the genie must succeed at a Will save or be affected by *charm monster* as long as the seal lasts.

If a genie binder places an elemental seal on a non-genie creature, that creature gains several constant benefits, including resistance 10 to one energy type based on the seal's element. A seal of air grants electricity resistance and *feather fall*. A seal of earth grants acid resistance and *barkskin*. A seal of fire grants fire resistance and causes one weapon the creature wields to gain the *flaming weapon* special ability. A seal of water grants cold resistance, *freedom of movement*, and *water breathing*. At 5th level, the granted energy resistance increases to 20.

When placed on a solid surface, an elemental seal functions as a *glyph of warding*. The seal can duplicate only the effects of a blast glyph and deals a specific type of damage based on the seal: acid (seal of earth), cold (seal of water), electricity (seal of air), or fire (seal of fire).

Genie Mastery (Su): At 1st level, a genie binder must decide whether to bind a genie minion or pursue spellcasting power. Once this decision is made, it can't be changed. If she selects a genie minion, she gains an eidolon with the genie subtype,

treating her genie binder level as her effective summoner level; her genie binder levels stack with any summoner levels she has for this purpose, but only for an eidolon with the genie subtype. If she selects spellcasting, she gains the benefits of her aligned spellcasting class feature (see below) at 3rd level, in addition to the other indicated levels.

Spells per Day: At the indicated levels, a genie binder gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a genie binder, she must decide to which class she adds the new level for the purposes of determining spells per day.

Genie Summoner (Su): At 2nd level, a genie binder adds several types of genie to the creatures she can summon using the indicated *summon monster* spells: djinni (*summon monster* V), efreeti or shaitan (*summon monster* VI), or marid (*summon monster* VII). Each time she summons a genie in this way, she must expend 1 point from her binding pool, and summoned genies cannot cast *wish*.

Extra Seal (Su): At 3rd level, a genie binder can maintain up to two elemental seals at a time. At 5th level, she can maintain up to three elemental seals.

Unstoppable Seal (Su): At 5th level, when placing an elemental seal on a genie, the genie binder can expend 1 point from her binding pool to increase the saving throw DC to resist the effect by 2.

GENIE EIDOLON (EIDOLON SUBTYPE)

Genies are elemental beings that take humanoid forms, and genie eidolons often vacillate between humble kowtowing and biting observations about the summoner's foibles that make the eidolon look superior.

The following rules are designed for the unchained summoner—see *Pathfinder RPG Pathfinder Unchained* for more details on this optional variant of the summoner class.

Alignment: Chaotic good, chaotic neutral, lawful evil, lawful neutral, or neutral.

Base Form: Biped (limbs [arms], limbs [legs], slam).

Base Evolutions: At 1st level, genie eidolons gain the 4-point weapon training evolution as well as the resistance evolution for any one energy type.

At 4th level, genie eidolons gain the ability to grow in size twice per day as a full-round action. This grants them the large evolution for 1 round per Hit Die they have, increases the size of their equipment for the duration, and does not stack with other size-changing effects. Genie eidolons who later purchase the large evolution lose this ability, but they add 1 point to their evolution pools.

At 8th level, genie eidolons gain either the flight evolution (using magic) with a speed equal to their base speed; the burrow evolution; or the gills evolution, plus the swim

evolution twice, gaining a swim speed equal to their base speed + 20 feet.

At 12th level, genie eidolons lose the resistance evolution gained at 1st level and instead gain the immunity evolution to the selected energy type. They can also cast *plane shift* as a spell-like ability once per day (CL 12th), but only to transport willing targets to the Astral Plane, Elemental Planes, or Material Plane.

At 16th level, once per day as a standard action, genie eidolons can cast *cleanse*^{APG} or *greater evolution surge*^{APG} (CL 16th) on themselves as a spell-like ability, but only in response to their masters' spoken wish (such as "I wish you were stronger"). The master can make such a wish as a free action.

At 20th level, genie eidolons gain the 20th-level base evolutions of an elemental eidolon of any one element.



ELEMENTAL BALANCE

Oracles are legendary for their association with otherworldly forces, including the four classical elements. While an oracle typically channels only a single element, occasionally one arises that acts as a vessel for all four elements in concert. Such oracles often draw upon the elemental oracle mystery.

ELEMENTAL (ORACLE MYSTERY)

Elemental oracles gain their powers from forces that balance or blend elements together.

Deities: Elemental Lords, Gozreh, Nethys, Yamatsumi.

Class Skills: An oracle with the elemental mystery adds Acrobatics, Climb, Stealth, and Swim to her list of class skills.

Bonus Spells: *Endure elements* (2nd), *resist energy* (4th), *elemental aura*^{APG} (6th), *elemental body I* (8th), *elemental body II* (10th), *elemental body III* (12th), *elemental body IV* (14th), *create demiplane*^{UM} (16th), *elemental swarm* (18th).

Revelations: An oracle with the elemental mystery can choose from the following revelations.

Dance of Whirling Water (Ex): You dance through the battlefield with all the grace and power of the waves, sweeping up enemies and tossing them away with the powers of air and water entwined. Whenever you succeed at an Acrobatics check to move through an enemy's square, you gain a competence bonus equal to half your oracle level (minimum +1) on trip combat maneuvers against that creature until the start of your next turn. At 11th level, you gain Whirlwind Attack as a bonus feat, and you can make bull rush combat maneuvers in place of any of the attacks granted by Whirlwind Attack; you cannot move with enemies bull rushed this way.

Desert Mirage (Su): Air and fire shroud you from your enemies' vision and superheat your strikes in combat. You can surround yourself with heated air as a swift action, gaining concealment (as per the *blur* spell). At 7th level while you are using this ability, your melee attacks each deal an additional 2 points of fire damage. You can use this ability for 1 minute per oracle level per day; this duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 3rd level to select this revelation.

Elemental Aegis (Su): When you take this revelation, choose one element: air, earth, fire, or water. You can conjure an enveloping, protective force made of this element that grants you a +4 armor bonus to AC (this manifests as a solid rush of air over your body, rocky plates covering your skin, and the like). At 7th level, and every 4 levels thereafter, this bonus increases by 2. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

At 13th level, you receive an additional boon depending on the element you chose. If you chose air, you gain a +2 bonus on Reflex saving throws. If you chose earth, you gain a +2 bonus to CMD. If you chose fire, you gain fire resistance 2 (this stacks with any other fire resistance you have). If you chose water, you gain a +4 bonus on Swim checks.

Elemental Allies (Su): The beings tied to the fundamental elements can hear your calls plainly when you seek aid from them. When casting *summon monster* spells to summon elementals with the air, earth, fire, or water subtype, you can cast the spell as a standard action instead of a casting time of 1 round. You can use this ability a number of times per



day equal to your oracle level. You must be at least 7th level to select this revelation.

Elemental Channeling (Su): You can heal and harm elemental beings. You gain Elemental Channel (your choice of air, earth, fire, or water) as a bonus feat. You gain the cleric's channel energy ability, as a cleric of your oracle level, but only to use Elemental Channel. The DC for this effect is 10 + half your oracle level + your Charisma modifier. At 5th, 10th, and 15th level, you gain Elemental Channel with one of the remaining elemental subtypes as a bonus feat. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel. This revelation's effects do not stack with levels in other classes that grant the channel energy ability.

Elemental Resistance (Ex): The forces of the Elemental Planes envelop and inure your flesh against hostile energy. You gain resistance 2 to acid, cold, electricity, and fire (this stacks with any other resistance you have of that type). This resistance increases to 5 at 7th level, 10 at 11th level, and 20 at 17th level.

Flowing Step (Ex or Su): Fire's hunger and water's flow grant you swiftness and elegance, and you move with breathtaking purpose and grace. You can increase your base speed by 10 feet. At 7th level, while using this ability, you can use Acrobatics to move at full speed through threatened squares or other creatures' squares without increasing the DC by 10. At 11th level, while using this ability, you can walk on liquid as if using *water walk*, and you are immune to damage caused by proximity to (but not immersion in) lava, magma, and similarly heated stone. You can use this ability for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments. Oracles with the lame oracle curse cannot select this revelation.

Reforged Arms (Su): The forge's fire turns earthen ore into useful metal, and you can hone weapons in the same way. As a standard action, you can touch a metal or stone weapon and transform it into a masterwork equivalent if it is not already a masterwork or magical weapon. At 3rd level, you can also have the weapon act as if it were made of alchemical silver or cold iron (your choice when you activate this ability) for the purpose of bypassing damage reduction. At 7th level, 15th level, and 19th level, the weapon gains a cumulative +1 enhancement bonus, though this bonus does not stack with any enhancement bonus the weapon already has. At 11th level, you can have the weapon act as if it were made of adamantine rather than of alchemical silver or cold iron. This effect lasts for 1 minute per oracle level, and you can use this ability a number of times per day equal to 3 + your Charisma modifier.

Roiling Soil (Su): Combining your mastery of earth and water, you shape the battlefield in your favor, bending the terrain to benefit you and your allies and hinder any who might oppose you. The ground within 5 feet per 2 oracle levels you have shifts and rolls unpredictably; if you use this ability underwater, the surrounding waters churn.

This area moves with you, and you and your allies are unaffected by the roiling terrain. Other creatures can move within the area at half speed with a successful DC 10 Acrobatics check. Failure means they stop moving for the round, while failure by 5 or more causes them to fall prone; if underwater, creatures gain the effects of being off-balance (*Pathfinder RPG Core Rulebook* 433) instead of falling prone. This effect lasts a number of rounds equal to your oracle level, and you can use this ability a number of times per day equal to 3 + your Charisma modifier.

Sweeping Impact (Ex): You can shake the earth and buffet foes with the roaring force of wind you draw from the Elemental Plane of Air. When performing a bull rush as part of a charge, if you push the target at least 5 feet, you can attempt a trip combat maneuver against that creature as a free action. You are not tripped if you fail this check by 10 or more. At 7th level, you can bull rush or trip creatures two size categories larger than you; for every 4 levels you gain beyond 7th, you can bull rush or trip creatures an additional size category larger.

Final Revelation: Upon reaching 20th level, your body undergoes an internal elemental shift, and you become a living conduit of the Elemental Planes. Your external appearance remains the same, although you may take on certain cosmetic elemental traits (such as smoldering hair or pebble-like skin). You become immune to critical hits and precision damage such as from sneak attacks. You no longer need to breathe, eat, or sleep.

ELEMENTAL IMBALANCE (ORACLE CURSE)

You wield an element's might, but you are vulnerable to its opposite. Choose air, earth, fire, or water. If you select air, you gain vulnerability to acid, cannot benefit from any acid resistance or immunity, and cannot cast spells with the acid or earth descriptors. If you select earth, you gain vulnerability to electricity, cannot benefit from any electricity resistance or immunity, and cannot cast spells with the air or electricity descriptors. If you select fire, you gain vulnerability to cold, cannot benefit from any cold resistance or immunity, and cannot cast spells with the cold or water descriptors. If you select water, you gain vulnerability to fire, cannot benefit from any fire resistance or immunity, and cannot cast spells with the fire descriptor.

As you advance in level, add the following spells to your oracle spells known based on your chosen element. At 1st level, add *burning hands* (fire), *grease* (earth), *hydraulic push*^{APG} (water), or *shocking grasp* (air) to your spells known. At 5th level, add *frigid touch*^{UM} (water), *glitterdust* (earth), *levitate* (air), or *scorching ray* (fire) to your spells known. At 10th level, add *ball lightning*^{APG} (air), *calcific touch*^{APG} (earth), *ice storm* (water), or *wall of fire* (fire) to your spells known. At 15th level, add *chain lightning* (air), *contagious flame*^{APG} (fire), *flesh to stone* (earth), or *freezing sphere* (water) to your spells known.

ELEMENTAL ALCHEMY

The most fundamental bedrocks of alchemical research emerged from scholars' understandings of elemental interactions. Many alchemical breakthroughs spring from experiments using rare reagents composed of pure elemental energy, making such substances highly valuable. Expeditions to retrieve such reagents, however, frequently put alchemists in contact with dangerously unstable elemental forces, requiring them to prepare for such excursions through intense, specialized study.

ENERGY SCIENTIST (ALCHEMIST ARCHETYPE)

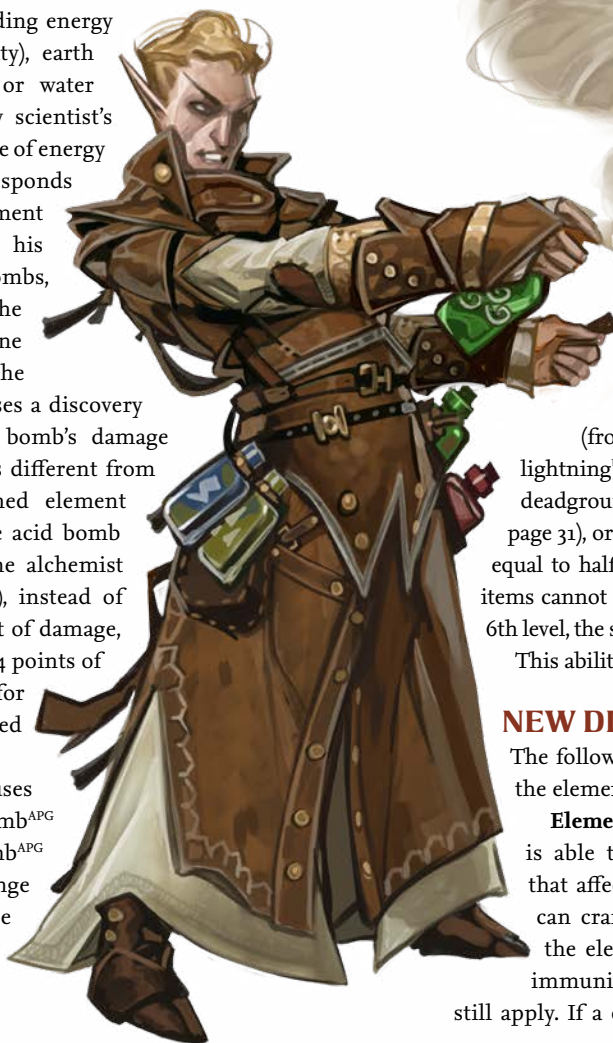
Energy scientists fervently prepare themselves to overcome exposure to specific elemental hazards so that they can traverse the Elemental Planes in search of novel discoveries and reagents.

Class Skills: An energy scientist adds Knowledge (planes) and Swim to his class skills.

This alters the alchemist's class skills.

Energy Bombs (Su): Whenever an energy scientist regains his daily uses of bombs, he must attune to one element and its corresponding energy type: air (electricity), earth (acid), fire (fire), or water (cold). The energy scientist's bombs deal the type of energy damage that corresponds to his attuned element until he regains his daily uses of bombs, at which point he must attune to one element again. If the energy scientist uses a discovery that changes his bomb's damage type to one that is different from that of his attuned element (such as using the acid bomb discovery when the alchemist is attuned to fire), instead of its normal amount of damage, the bomb deals 1d4 points of damage, plus 1d4 for every odd-numbered alchemist level.

This ability causes the explosive bomb^{APG} and inferno bomb^{APG} discoveries to change the bomb's damage type to fire if the alchemist is not attuned to fire.



This ability alters bombs and replaces brew potion.

Limited Extracts (Ex): An energy scientist reduces his extracts per day by 1 for each extract level he can create, and he cannot prepare extracts with an elemental or energy descriptor that doesn't match his attuned element.

This ability alters alchemy.

Attuned Resistance (Ex): At 2nd level, an energy scientist gains a +2 bonus on all saving throws against effects with descriptors that match his currently attuned element or its corresponding energy type, or that deal his currently attuned element's corresponding energy damage. This bonus increases to +3 at 5th level and to +4 at 8th level. At 10th level, an energy scientist gains the effect of *planar adaptation*^{APG} for the Elemental Plane tied to his currently attuned element. This ability replaces poison resistance and poison immunity.

Salvage Energy (Ex):

At 2nd level, an energy scientist can siphon power from slain elementals into temporary alchemical weapons. While studying the remains of an elemental that has been dead for no longer than 1 minute per alchemist level, you can attempt a Craft (alchemy) check (DC = 20 + the elemental's CR) as a standard action. Success means the alchemist produces a number of canisters of alchemist's fire (from fire and magma elementals), bottled lightning^{UE} (from air and lightning elementals), deadground dust (from earth and mud elementals; see page 31), or liquid ice^{UE} (from water and ice elementals) equal to half the elemental's CR, rounded down. These items cannot be sold and become inert after 24 hours. At 6th level, the save DCs of the items produced increase by 2.

This ability replaces poison use and swift poisoning.

NEW DISCOVERY

The following discovery allows alchemists to disrupt the elements.

Elemental Destabilizers (Su): The alchemist is able to concoct reactive chemical compounds that affect elementals like poisons. The alchemist can craft poisons that affect only outsiders with the elemental subtype, bypassing their inherent immunity. Magical effects that negate poisons still apply. If a creature fails its saving throw, the poison

acts as normal, but it may have no effect on the creature depending on the effect of the poison (such as dealing fire damage to a fire elemental). An alchemist must be at least 8th level before selecting this discovery.

ALCHEMICAL ITEMS

Alchemists who traverse the planes learn techniques for crafting substances closely connected to the elements. These master alchemists have immortalized their findings in recipes that other alchemists with ties to the Elemental Planes often use.

ALCHEMICAL REMEDIES

Oils found in elemental water can be mixed with other concoctions, including medicines, to alter their effects.

AQUEMIR

PRICE 150 GP

WEIGHT —

A popular export from the Forest of Oils—a field of massive oil bubbles on the Elemental Plane of Water—aquemir is a transparent substance extracted from the skins of autonomous oil orbs and refined into a useful alchemical reagent. As a standard action, aquemir can be mixed with an alchemical remedy, extract, or potion to delay the start of its effects by 2 minutes when it is imbibed. Administering a potion or extract that's properly infused with aquemir requires 1 dose of aquemir per spell level to function in this way, whereas an alchemical remedy only requires 1 dose. If not enough aquemir is mixed with a potion or extract, the potion or extract's effects are not delayed at all. A creature can internally store only one substance that uses aquemir; further attempts waste all imbibed substances (and immediately render inert all potions, extracts, alchemical remedies, and so on) and cause the creature to become nauseated for 1d4 rounds. Crafting this item requires a successful DC 30 Craft (alchemy) check.

ALCHEMICAL TOOLS

Alchemists regularly study the presence of elemental fire on the Plane of Water and often devise tools that tap into the unique interaction.

LIGHT OF AXTARR

PRICE 180 GP

WEIGHT 1/2 lb.

Originally brewed from waters adjacent to one of the Plane of Water's subaquatic suns, a vial of light of Axtarr glows like a candle until expended. A vial of light of Axtarr that is emptied underwater as a move action forms a small orb that sheds light like a sunrod for 1d6 hours, after which the item is expended. Such an underwater orb remains suspended in place, not sinking, floating, or drifting away unless moved by a creature. Above water, shaking a vial of light of Axtarr as a move action also makes it shed light like a sunrod for 1d6 hours, after which it is expended. Any area of normal light created by light of Axtarr protects creatures within it from cold temperatures as per *endure elements*. Alternatively, a spellcaster holding an unused vial of light of Axtarr can expend

it as a free action to automatically succeed at a caster level check to cast a fire spell underwater. (Fire spells successfully cast underwater produce steam that still deals fire damage; for more details, see page 46 of *Pathfinder Campaign Setting: Aquatic Adventures*.) This alternative use does not cause the light of Axtarr to produce light. Crafting this item requires a successful DC 30 Craft (alchemy) check.

ALCHEMICAL WEAPONS

Voyages into the Plane of Earth have yielded a number of alchemical weapons that are effective against elemental foes. A few such alchemical weapons are presented below.

CORROSENZE

PRICE 90 GP

WEIGHT 1 lb.

This gritty sand bonds to surfaces that resist energy damage, corroding the protection. Corrosenze can be applied to a weapon as if it were a poison. A creature struck with a weapon coated with corrosenze has its energy resistance reduced by 5 for 5 minutes (no saving throw), with the energy type correlating with the corrosenze's color: rust-colored corrosenze affects acid resistance, salt-colored affects cold, granite-colored affects electricity, and ash-colored affects fire. As a full-round action, the target can attempt a DC 15 Reflex saving throw to scrape off the corrosenze and regain its lost energy resistance. Crafting this item requires a successful DC 25 Craft (alchemy) check.

DEADGROUND DUST

PRICE 70 GP

WEIGHT 1 lb.

Concocted from samples of elemental earth drained of vitality, this fine powder damages creatures with the earth subtype, as well as constructs made from earth, stone, or precious metals (brass, bronze, copper, gold, mithral, or silver), like holy water damages undead. Deadground dust can also be applied to a stone door to reduce its break DC by 10 (multiple doses don't further lower the DC), and it affects devices and mechanisms made from precious metals or stone like rusting powder^{UE} does. Crafting this item requires a successful DC 25 Craft (alchemy) check.

SOMNIGRIP

PRICE 45 GP

WEIGHT 3 lbs.

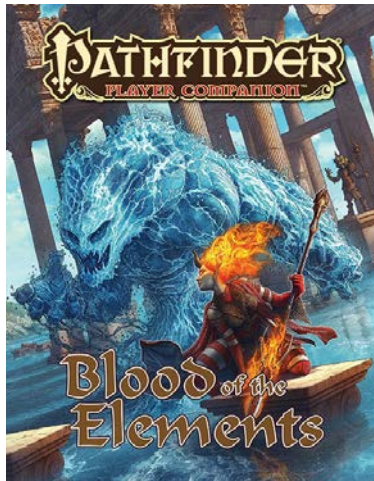
This tacky paste is peppered with flakes of glass created using materials from the Elemental Planes, and this glass effectively limits underground movement. When you throw somnigrip at a creature (this requires a ranged touch attack with a range increment of 10 feet) and strike your target, the creature must succeed at a DC 20 Strength check each round. If the creature succeeds, it can burrow or use earth glide (if it has that ability) at half its burrow speed that round. If it fails, the creature cannot burrow or use earth glide at all that round, although it can still move using its other speeds as normal. Somnigrip dissolves and stops affecting a creature's movement after 1 minute. Crafting this item requires a successful DC 20 Craft (alchemy) check.

NEXT MONTH

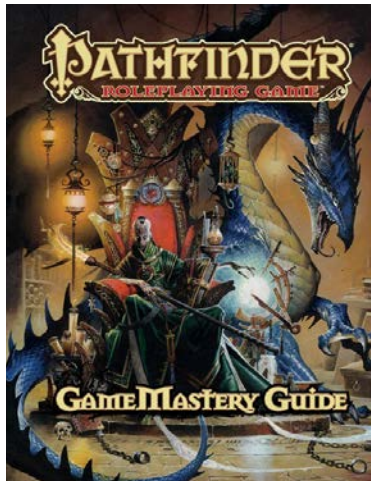
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The Elemental Planes are vast and wondrous places that are home to fantastic landscapes, alien environments, and incredible creatures that populate each realm and have influenced entire species on the Material Plane. Find out more about these places—and the characters who find kinship with them—in the following exciting Pathfinder products!



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