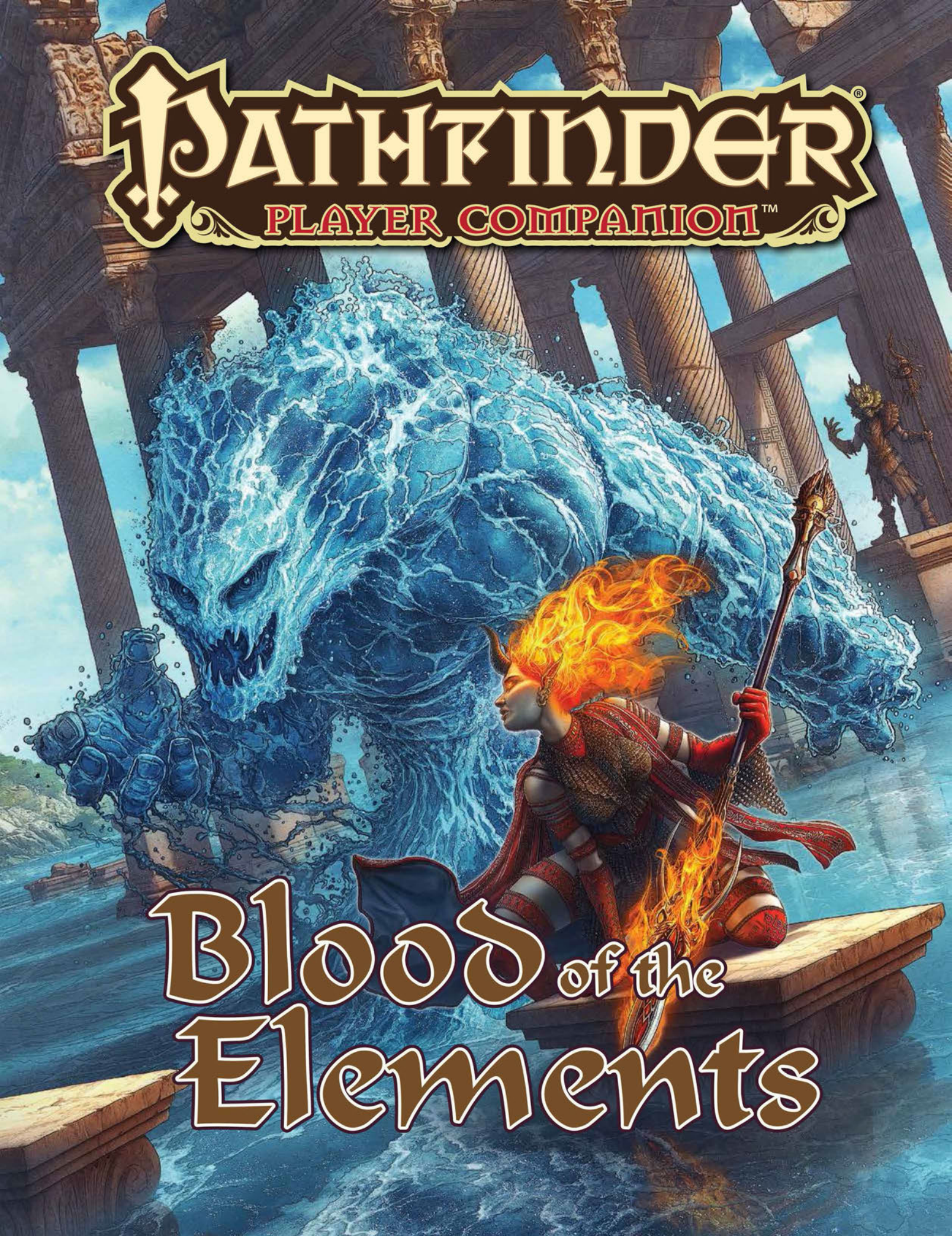


PATHFINDER[®]

PLAYER COMPANION[™]



Blood of the Elements



Geniekin



IFRIT RACIAL TRAITS

+2 Dex, +2 Cha, -2 Wis: Iffrits are dexterous and their passionate demeanors are admirable, but many iffrits are overly impetuous and destructive as well.

Native Outsider: Iffrits are native outsiders.

Medium: Iffrits are Medium creatures.

Darkvision: Iffrits can see in the dark up to 60 feet.

Spell-Like Ability: *Burning hands* 1/day (caster level equals the iffrit's character level).

Energy Resistance: Iffrits have fire resistance 5.

Fire Affinity: Iffrit sorcerers with the elemental (fire) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Iffrit spellcasters with the Fire domain use their domain powers and spells at +1 caster level.

Languages: Common and Ignan. Iffrits with high Intelligence scores can choose from Aquan, Auran, Dwarven, Elven, Gnome, Halfling, and Terran.



OREAD RACIAL TRAITS

+2 Str, +2 Wis, -2 Cha: Oreads are strong, solid, stable, and stoic.

Native Outsider: Oreads are native outsiders.

Medium: Oreads are Medium creatures.

Slow Speed: Oreads have a base speed of 20 feet.

Darkvision: Oreads can see in the dark up to 60 feet.

Spell-Like Ability: *Magic stone* 1/day (caster level equals the oread's character level).

Energy Resistance: Oreads have acid resistance 5.

Earth Affinity: Oread sorcerers with the elemental (earth) bloodline treat their Charisma scores as 2 points higher for all sorcerer spells and class abilities. Oread clerics with the Earth domain use their domain powers and spells at +1 caster level.

Languages: Common and Terran. Oreads with high Intelligence can choose from Aquan, Auran, Dwarven, Elven, Gnome, Halfling, Ignan, and Undercommon.



SULI RACIAL TRAITS

+2 Str, +2 Cha, -2 Int: Sulis are brawny and charming.

Native Outsider: Sulis are native outsiders.

Medium: Sulis are Medium creatures.

Low-Light Vision: Sulis can see twice as far in dim light.

Negotiator: Sulis gain a +2 racial bonus on Diplomacy and Sense Motive checks.

Elemental Assault (Su): Once per day as a swift action, a suli can shroud her arms in acid, cold, electricity, or fire.

This lasts for 1 round per level, and can be dismissed as a free action. Unarmed strikes with her arms or hands (or attacks with weapons held in those hands) deal +1d6 points of damage of the appropriate energy type.

Energy Resistance: Sulis have resistance to acid 5, cold 5, electricity 5, and fire 5.

Languages: Common and either Aquan, Auran, Ignan, or Terran. Sulis with high Intelligence scores can choose from Aquan, Auran, Draconic, Ignan, and Terran.



SYLPH RACIAL TRAITS

+2 Dex, +2 Int, -2 Con: Sylphs are dexterous and mentally formidable, but also slight and physically delicate.

Native Outsider: Sylphs are native outsiders.

Medium: Sylphs are Medium creatures.

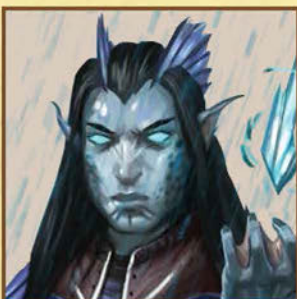
Darkvision: Sylphs can see in the dark up to 60 feet.

Spell-Like Ability: *Feather fall* 1/day (caster level equals the sylph's character level).

Energy Resistance: Sylphs have electricity resistance 5.

Air Affinity: Sylph sorcerers with the elemental (air) bloodline treat their Charisma scores as 2 points higher for all sorcerer spells and class abilities. Sylph spellcasters with the Air domain use their domain powers and spells at +1 caster level.

Languages: Auran and Common. Sylphs with high Intelligence scores can choose from Aquan, Dwarven, Elven, Gnome, Halfling, Ignan, and Terran.



UNDINE RACIAL TRAITS

+2 Dex, +2 Wis, -2 Str: Undines are perceptive and agile.

Native Outsider: Undines are native outsiders.

Medium: Undines are Medium creatures.

Swim Speed: Undines have a swim speed of 30 feet and gain Swim as a class skill.

Darkvision: Undines can see in the dark up to 60 feet.

Spell-Like Ability: *Hydraulic push*^{APG} 1/day (caster level equals the undine's character level).

Energy Resistance: Undines have cold resistance 5.

Water Affinity: Undine sorcerers with the elemental (water) bloodline treat their Charisma scores as 2 points higher for all sorcerer spells and class abilities. Undine clerics with the Water domain cast their Water domain powers and spells at +1 caster level.

Languages: Aquan and Common. Undines with high Intelligence scores can choose from Auran, Dwarven, Elven, Gnome, Halfling, Ignan, and Terran.

Authors • Tim Akers, Judy Bauer, Jim Groves, Chris Lites, Dale C. McCoy, Jr., and Cassidy Werner

Cover Artist • Kerem Beyit

Interior Artists • Cristian Chihaiia, Donald Crank, Fabio Gorla, Bryan Sola, Fernanda Suarez, Daniel Warren, and Vicky Yarova

Creative Director • James Jacobs

Editor-in-Chief • F. Wesley Schneider

Managing Editor • James L. Sutter

Lead Developer • Patrick Renie

Senior Developer • Rob McCreary

Developers • Logan Bonner, John Compton, Adam Daigle, Mark Moreland, and Patrick Renie

Associate Editors • Judy Bauer and Christopher Carey

Editors • Justin Juan, Ryan Macklin, and Matthew Simmons

Lead Designer • Jason Bulmahn

Designer • Stephen Radney-MacFarland

Managing Art Director • Sarah E. Robinson

Senior Art Director • Andrew Vallas

Art Director • Sonja Morris

Graphic Designers • Emily Crowell and Ben Mouch

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Marketing Director • Jenny Bendel

Finance Manager • Christopher Self

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Warehouse Team • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Christopher Anthony, Liz Courts, Crystal Frasier, Lissa Guillet, and Chris Lambertz

ON THE COVER



An elder elemental from the Plane of Water challenges a capable Osirian ifrit adventurer in the illustration on this month's cover by Kerem Beyit.

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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 at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Magic</i>	UM
<i>Ultimate Combat</i>	UC		



Paizo Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

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For Your Character

FOCUS CHARACTERS

This Pathfinder Player Companion highlights rules options specific to characters of the following classes, in addition to elements that can apply to characters of other classes.

BARBARIAN

A flurry of new rage totems make their debut on pages 10–11 of this Player Companion. Any barbarian with a penchant for lashing out with elemental fury can select a lesser elemental totem that grants later access to her choice of four powerful elemental totem paths.

CAVALIER

Cavaliers who seek to represent the glory of eternal flames need look no further than the new cavalier order on page 7. Cavaliers capable of casting elemental magic or who travel with elemental spellcasters can create countless powerful effects by combining their tactician class feature with the new Elemental Commixture teamwork feat on pages 28–29.

CLERIC

Geniekin are natural clerics, thanks in large part to their attunement with the cleric domains of Air, Earth, Fire, and Water. Additional options in this book—including the Channel the Earth race trait for oreads on page 21 and the potent *phlogiston vial* on page 23—make the path of the cleric an even more fitting choice for ifrits, oreads, sulis, sylphs, and undines.

SORCERER

Geniekin sorcerers who boast an elemental bloodline matching their elemental affinity make for potent spellcasters. New rules options, such as the mutated sorcerer bloodlines on page 15 and the elemental brine alchemical mixture on page 25, grant these masters of the arcane further power over the elements.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements detailed in this book work equally well for any character used in the Pathfinder Roleplaying Game, regardless of the character's focus or type.

ELEMENTAL MAGIC

With the Elemental Commixture teamwork feat, spellcasters can gain access to an endless number of possible ways to combine their elementally charged spells with those of their teammates to create entirely new synergistic effects. Woe betide the villains who encounter an adventuring party that boasts a cavalier or inquisitor with this awesome feat!

EXTRAPLANAR TREASURES

Explorers who've embarked on the rare few successful expeditions to the Elemental Planes have come back to Golarion with riches beyond mortal reckoning. A bounty of new gear from these legendary realms makes its debut in this volume, and includes potent wondrous items, versatile alchemical concoctions, the addictive drug known as fireskin elixir, and a special sash that the efreets of the City of Brass gift to their "favored" visitors.

MAP OF THE ELEMENTAL PLANES

From the most obscure annals of the Pathfinder Society's extensive archives comes a never-before-seen map showing the Elemental Planes' relationship to the rest of

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Blood of the Elements*.

- 1 Can I play a geniekin character? Does it matter if I have a genie parent, or can my character have a more mysterious origin?
- 2 Can I select rules options from the *Pathfinder RPG Advanced Race Guide* intended for geniekin? What if I don't play a geniekin character?
- 3 Should we expect to travel to the Elemental Planes in our campaign?

the Inner Sphere. This ancient map, reproduced on pages 16–17, was purportedly one of the first such works ever added to the Society's archives, donated posthumously by a planar explorer.

TRAITS

Players creating new characters for an elementally infused campaign can hardly do better than checking out the dozens of new character traits provided throughout this book. In addition to a pair of new race traits for each of the five geniekin races, new regional traits in the sidebars of those sections offer additional background hooks for characters of any race. Finally, players looking to create characters who hail from or have spent significant time on the Elemental Planes can find two new regional traits at the ends of each of those sections.

DID YOU KNOW?

The City of Brass has been a popular planar metropolis in numerous roleplaying games, having been the site of several adventures and even campaign setting boxed sets. But this exciting location is not a creation of modern roleplaying games. Rather, its origins go back hundreds of years to its first appearance in "The Story of the City of Brass" from *One Thousand and One Nights*.

RULES INDEX

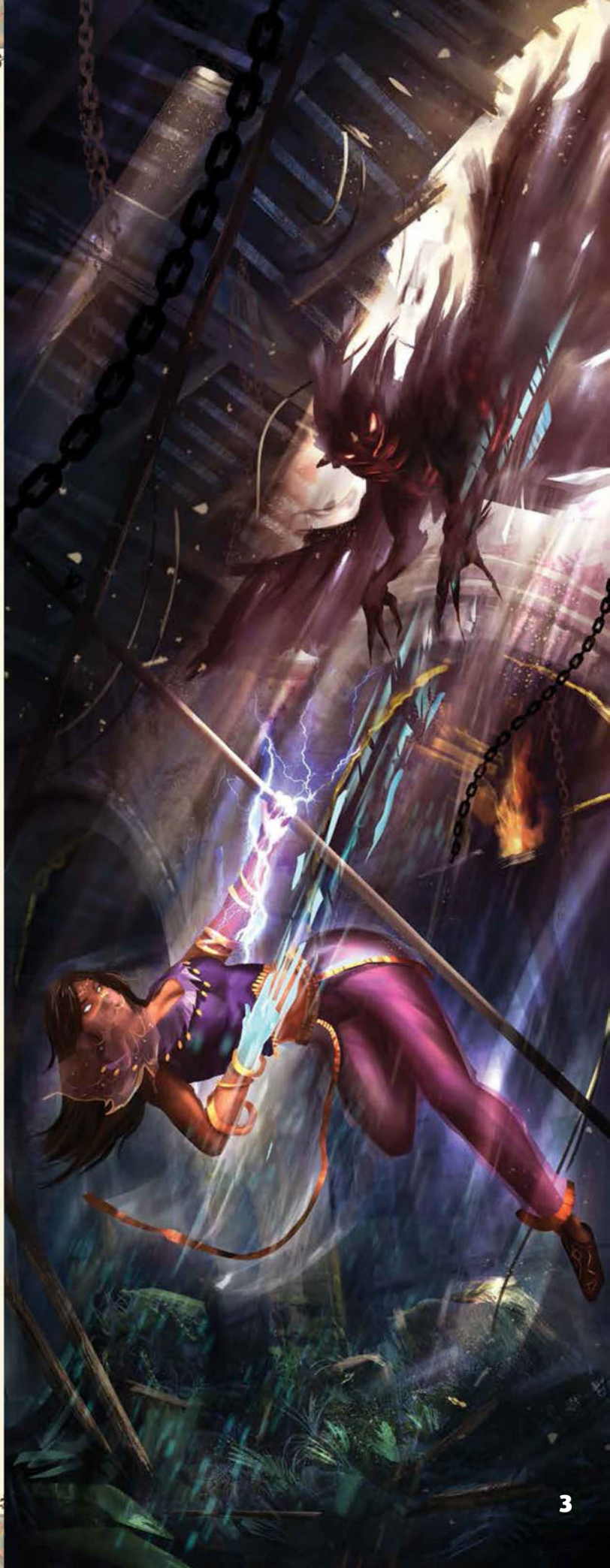
The following rules options can be found throughout this Pathfinder Player Companion.

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Elemental Blood



Genies have supposedly watched over humanity for as long as it has existed. Worlds like Golarion are not the first realms to have come into existence, but instead may be among the last. If the elementals and genies are to be believed, their otherworldly domains existed long before the Material Plane came into being, and it was the commingling of the Elemental Planes with the life-giving powers of the Plane of Positive Energy that birthed the material universe as we know it. Whether this mythos has any basis in fact is known only to the oldest gods and goddesses, but most mortals accept it as at least representative of some cosmic truth.

Humanity has always sought the beginnings of life. While some ponder the unknowable, others look to where life is given its most raw and primal form—the Elemental Planes. These mysterious realms are places of legend and fable, where humanity seeks to understand mysteries such as how some creatures live in water while others live in air, where various metals and stones originate, and why blood of the living is hot while that of the dead is cold. Many cultures, especially in Casmaron's nations of Kelesh and Vudra, believe the world as we know it was originally shaped and formed by titanic forces and elder beings of primordial energies. According to these beliefs, the otherworldly creators of the Material Plane gifted the first heroes and leaders of the early tribes of humanity with a fraction of their power, and so in their veins coursed the blood of the elements.

Overall, geniekin are relatively rare. Humanity is fertile and abundant enough without the aid of elemental interlopers, and while geniekin persist in some regions—especially where genies more often walk the Material Plane, such as Jalmeray, Katapesh, and Qadira—their births are infrequent compared to human births, and are perceived as alternately mysterious, miraculous, or duplicitous in nature. While few humans envy the attention and stares that geniekin receive in day-to-day society, few can deny their otherworldly beauty, their awe-inspiring aptitude for magic, and their mastery over the eldritch energies of their elemental ancestors.

COMMON TERMINOLOGY

The following are some of the common terms used throughout *Blood of the Elements*.

Elemental: An outsider native to an Elemental Plane that embodies one of the elements. Elementals can vary wildly in shape, and those living along planar borders often embody the “secondary elements”—mixtures of two elements that create lesser elements like ice, lightning, mud, and magma.

Elemental Planes: Collectively, the Planes of Air, Water, Earth, and Fire, which encase the Material Plane in this order like a shell. Each plane is strongly aligned to its element and hosts genies and elemental denizens of the same type.

Elements: The four base materials from which all other matter is comprised: air, earth, fire, and water.

Genie: One of five types of outsiders, four of which embody an element and are native to one of the Elemental Planes (djinn, efreet, marids, and shaitans), and one of which is a native outsider that resides on the Material Plane (jann). Collectively, genies may be referred to as “geniekind.”

Geniekin: One of (or collectively) the five half-human races that typically result from the pairing of humans and genies, but which may come about via other combinations of humanoids and elemental beings: ifrits, oreads, sylphs, sulis, and undines.

Human: Generally, the human race, but within the context of this book, this term might include most humanoid races. Though rare, geniekin can be born to humanoids other than humans, such as elves, half-orcs, and dwarves; in such instances, a geniekin may have her mortal parent’s physical features but receive none of his racial traits.

Ifrits: Often-hot-headed geniekin descended from humans and beings of the Elemental Plane of Fire, such as efreet.

Material Plane: Along with the Positive Energy Plane, the centermost plane of the Great Beyond. Encompassed by the Elemental Planes and made of all four, the Material Plane is where planets like Golarion exist amid a nigh-endless sea of stars.

Oreads: Hardened geniekin descended from humans and beings of the Elemental Plane of Earth, such as shaitans.

Sulis: Geniekin race that embodies a balance—but not a complete integration—of the elements; usually descended from humans and jann.

Sylphs: Whimsical geniekin descended from humans and beings of the Elemental Plane of Air, such as djinn.

Undines: Fluid geniekin descended from humans and beings of the Elemental Plane of Water, such as marids.

ORIGINS OF GENIEKIN

The vast majority of geniekin are conceived from the coupling of humans and genies. While jann represent a balance of the four elements, mortals embody an ideal form of the elements’ integration that is given both life and a soul from the Positive Energy Plane. Genies may have any number of reasons to consort with mortals, and indeed, the interactions of genies and humans vary greatly. Regardless of the specifics, the offspring of such a union nearly always has one foot in the Material Plane and the other in the Elemental Planes.

It is known, however, that some geniekin are born to unions between two humanoids of the same race. This begs the question of how a geniekin can come about without the involvement of a genie. The answer may run parallel to the genies’ own origins. The Elemental Planes have been exposed to the radiant energy of the Positive Material Plane since time immemorial, and so they possess some inherent quality of life that is poorly understood. Common wisdom perceives elementals and genies as being singular living embodiments of an element, but perhaps everything from the Elemental Planes has some degree of “life force” as well. If that’s true, every time a creature establishes, participates, or is exposed to a supernatural connection to

HOW TO USE THIS BOOK

Blood of the Elements is designed to help you fully flesh out your concept for a geniekin character, establish a fitting background, and enhance your character with an array of appropriate rules options.

This introduction, as well as the front inside cover of the book, provides the basics of what it means to be a geniekin. The introduction also describes the potential causes for geniekin’s supernatural origins and their special relationship to the Elemental Planes. You will also find a list of common terminology used throughout this book.

Pages 6–15 detail the five geniekin races native to Golarion: the fiery ifrits, the down-to-earth oreads, the versatile sulis, the airy sylphs, and the bubbly undines. Each section describes, in general, the physical traits, personalities, relationships, and adventuring lifestyles typical to the geniekin race, though such suggestions are meant to be purely inspirational, not prescriptive. Additionally, each race entry includes new rules options to inspire the creation of new characters with distinctly elemental play styles, as well as two new race traits and a sidebar detailing where these geniekin can typically be found on Golarion and a complementary regional trait.

The illustration on pages 16–17 of this book displays an artist’s interpretation of the Elemental Planes and how they border with one another.

Pages 18–27 explore the four Elemental Planes—the Planes of Air, Earth, Fire, and Water—as well as the Plane of Fire’s legendary City of Brass—easily one of the largest interplanar trading hubs in all the Great Beyond and a meeting area for geniekind. New items and equipment from these famous extradimensional locations can serve as mementos of a character’s visit or as a reason to make a trip to one of the famed realms in the first place.

The final pages of this book detail new ways to combine elemental spells and new magic items scavenged from the Elemental Planes.

the Elemental Planes, a potential mixture of life energies occurs. These energies may become absorbed by a creature before it mates or even affect the very young unborn, so that as the child develops in the womb it is conceived in the image of an element. While the parents of geniekin may reel at the concept of their child being infused with the inanimate, the truth may be that the elements are far less inanimate than any imagine.

Some radical magical theorists in Nex, Osirion, and even Absalom postulate that eventually the stuff of the Material Plane may manifest a new element, similar to but different from those of the Elemental Planes—perhaps culminating in an element heretofore unknown to humanity. Whether such speculation is an important discovery of the multiverse’s inner-workings or a crackpot theory to explain freak phenomena, the world may never know.

Ifrits

Ifrits are born of immortal, elemental fire that has mingled with the blood of mortals. Throughout their lives, this dichotomy defines them. Like the fire from which they are often sired, ifrits are capricious, explosive, tempestuous, and unpredictable. They tend to consume life fully, always embracing the moment at hand but saving little for tomorrow. This is not to say that all ifrits are foolhardy, though it is true that most are volatile and given to indulging in impulses and flights of fancy.

Ifrits are typically the product of an efreeti and mortal union. Efreet have always had a relationship with the Material Plane that goes beyond that of most geniekind. In stories and legends, efreet appear time and again in the form of wish-granters and cruel masters, either serving mortals or placing them in shackles. Such a rich history

in the Material Plane provides efreet ample opportunities to conceiving offspring with humans, whether this occurs as a result of seduction, trickery, or genuine mutual attraction.

Though most ifrits are born of these unusual couplings, there are exceptions to this rule, and occasionally an ifrit is even born to two human parents. Magical rites, otherworldly curses, and the fickle hand of fate have each been known to play a role in the conception or birth of an ifrit. It is said that the powerful rulers of the City of Brass on the Plane of Fire occasionally use mighty wish magic to seed ifrits among the humans of the Material Plane. Supposedly, ifrits born in this manner are eventually called upon by the staff of Sultan Suleiman XXIII to act as extraplanar spies, saboteurs, and explorers for the rulers of the Plane of Fire. The ultimate allegiances of these ifrit agents are, however, uncertain.

IFRIT ADVENTURERS

The passionate and volatile nature of ifrits lends them to adventuring. Indeed, even those ifrits who are part of larger society seldom remain in one place or vocation for long. There are few societies in which an ifrit meshes well, so ifrits often resort to adventuring to sate the embers of wanderlust that burn within them. Vagabonds and loners by nature, ifrits have small social circles but may regard a select few traveling companions as close friends.

Ifrit adventurers seek more than treasure; for these adrenaline junkies and power seekers, mere gold is not enough. Most ifrits seek to experience all of the world's facets, and greedily soak up all the pleasures it has to offer, both bodily and otherwise. Always burning in the back of an ifrit's mind, however, is an endless lust for fame, power, and glory. To make a name for one's self—whether that name is held in esteem or infamy—is the greatest achievement an ifrit can hope to accomplish. Ifrits' pride and arrogance spur them to excel at whatever they pursue, and many ifrits sacrifice countless relationships and alliances in their quest for power.

Ifrits tend to favor classes that complement their tempestuous personalities, heated passions, and fiery racial abilities. They make brave fighters, ruthless rogues, and mighty spellcasters. The rare ifrit clerics usually worship Ymeri, Queen of the Inferno, or some other deity of fiery aspect, such as Sarenrae, the Dawnflower, or Szuriel, Horseman of War. Ifrit cavaliers



are common, though rarely do these knights serve anyone other than themselves.

CAVALIER ORDER

Whether joining the ranks of knights or blackguards, ifrits around the Inner Sea region frequently join the following new cavalier order.

ORDER OF THE FLAME

A cavalier of the order of the flame devotes his life to the pursuit of personal glory. Even if such pursuit puts his own life on the line, the cavalier pursues legendary status and the fame and glory associated with such renown.

Edicts: The cavalier must pursue glory for himself and those with whom he associates. He must strive to heap glory upon his name, no matter the costs. He must challenge and defeat an ever-increasing host of rivals to further cement his illustrious reputation.

Challenge: A cavalier of the order of the flame becomes ever more emboldened with each glorious victory. As an immediate action after reducing the target of his challenge to 0 hit points or fewer, the cavalier can elect to issue a glorious challenge to an opponent within 15 feet.

Glorious Challenge: A glorious challenge does not count against the cavalier's number of challenges per day, but otherwise acts like a cavalier's challenge class feature. When he issues a glorious challenge, the cavalier takes a -2 penalty to AC for the duration of the glorious challenge (this penalty stacks with the usual -2 AC penalty against opponents other than the target of the cavalier's challenge). The cavalier gains a morale bonus on melee damage rolls against the target of his glorious challenge equal to 2 × the number of consecutive glorious challenges he has issued thus far. As long as he continues to defeat targets of his glorious challenges and there are more opponents in range, the cavalier can continue to issue glorious challenges indefinitely, with the penalty to AC and the bonus on damage rolls increasing with each subsequent foe. For example, a 5th-level cavalier that has just issued his third glorious challenge after defeating the original target of his challenge takes a -6 penalty to AC (-8 against creatures other than the target of his glorious challenge) and gains a +11 bonus on melee damage rolls (a +5 bonus from his base challenge ability plus a +6 morale bonus for three consecutive glorious challenges).

Skills: A cavalier of the order of the flame adds Knowledge (local) and Survival to his class skills. Whenever the cavalier's current hit point total matches or exceeds his maximum hit point total, he gains a bonus on Intimidate checks equal to 1/2 his cavalier level (minimum +1).

Order Abilities: A cavalier of the order of the flame gains the following abilities as he increases in level.

Foolhardy Rush: At 2nd level, the cavalier can charge across the battlefield at a moment's notice. Whenever the cavalier attempts an initiative check, as long as he rolls an 11 or higher on the die, he can move up to his base speed as an immediate action and he is not considered flat-footed.

IFRITS ON GOLARION

Ifrits favor hot, dry locales, and thus are naturally drawn to the scorching deserts of Qadira and northern Garund. They tend toward solitary lifestyles, in part because of their own personal inclinations and the social stigma they face in most societies around the Inner Sea. It is only the uncommon bond of elemental blood that brings ifrits together with other geniekin; even then, ifrits clash with sylphs, and while they get along fine with oreads, sulis, and undines, their bullheadedness and unwillingness to share glory makes long-term alliances with other traveling ifrits rare.

REGIONAL TRAIT

The following regional trait is available to ifrits with ties to Katapesh.

Nightstalls Escapee (Katapesh): The slavers of Katapesh were determined to sell you as living property, but you had other plans. You know not whether your slavers hunt you still, but you are careful about whom you trust and you always sleep with one eye open. You need to sleep only 4 hours to get a full night's rest (restoring 1 hit point per character level). You do not receive extra benefits for sleeping additional hours, and you must still rest for 24 hours to receive the benefits of complete bed rest.

If the cavalier takes an action to move during his next turn, he subtracts the number of feet moved during the initiative check from his total movement.

Daunting Success: At 8th level, whenever the cavalier confirms a critical hit with a melee weapon, as an immediate action he can attempt an Intimidate check to demoralize all foes within 15 feet who can see him. This ability can be used only once per combat.

Blaze of Glory: At 15th level, the cavalier can declare a blaze of glory as a standard action. For a number of rounds equal to his Charisma modifier, the cavalier increases his base speed by 10 feet, can ignore difficult terrain while charging, and gains a +4 bonus on his attack rolls (instead of +2). A cavalier can use this ability only once per combat.

IFRIT RACE TRAITS

The following new race traits are available to ifrits.

Expert Distractor (ifrit): Whenever you damage an opponent that is casting a spell with a melee attack that deals fire damage (such as a *flaming* weapon or a torch), the DC of the concentration check for your opponent to cast the spell is equal to 10 + the non-fire damage dealt + double the fire damage dealt + the spell's level (instead of just 10 + the damage dealt + the spell's level).

Unflappable Arrogance (ifrit): You laugh in the face of your aggressors. The DC to demoralize you with the Intimidate skill increases by 5. If an opponent's Intimidate check would be high enough to cause you to become demoralized for more than 1 round, you are instead demoralized for only 1 round.

Oreads

Oreads are geniekin with ties to the Elemental Plane of Earth. They vary in appearance, but are marked by the earth that gave them life. The physical characteristics of oreads typically manifest in the form of an earthy skin tone that ranges in color from white onyx to black obsidian. Some might even possess living jewels for eyes or spiky crystalline crowns for hair. These traits notwithstanding, oreads are still creatures of skin and sinew. In human folklore, oreads are sometimes depicted as ponderous hulks chiseled from the stone of the earth itself, but this stereotype fails to portray oreads' capacity for beauty and sophistication.

Oreads are the geniekin most predisposed toward a calm, contemplative nature. While they may bristle in moments of strife, oreads are renowned for their generally thoughtful demeanor and stoic determination. They give themselves wholly to their studies—preferably in isolation—and shy away from the bustle of metropolitan life. Those oreads who do grow up in urban environments seek the peace of libraries and academies,

but may eventually leave the safety of the city in pursuit of tranquility, knowledge, or something else entirely.

Most oreads are born from unions between humans and shaitans. Shaitans are proud, attractive, and outspoken genies, and many of these qualities are passed to their children. Rarely, mortals may give birth to oreads as a result of unintended mingling with the elemental energies of the Plane of Earth. Such accidental exposures can be traced to a variety of causes, such as nearby interplanar portals, ancestors with elemental blood, or even malign elemental spellcasters.

Few oreads find themselves without work or at least some role in a community, should they desire one. Thanks to their great size and brawn, many find an easy career with the local watch or as privately commissioned bodyguards or mercenaries. Others excel in trade skills and agriculture. Still others find pleasure in bookkeeping and scholarly pursuits. Despite their predilection for tranquil vocations, young oreads often experience a longing to see some measure of the width and breadth of the earth, which in turn inspires them to take up the mantle of adventure.

OREAD ADVENTURERS

Oreads tend to be goal-oriented rather than incidental adventurers. They do not require an incredibly specific goal or agenda, but few oreads can justify seeking out peril for peril's sake or just to alleviate boredom. Specific goals, such as dealing with a looming threat to her home or a grave injustice done to her allies are enough to compel an oread to action. Adventuring parties often recruit oread warriors to serve as hired muscle, though most oreads are content to forgo payment if the cause aligns with their own, and oreads function best within groups founded on relationships rather than politics.

Oreads make faithful clerics and disciplined monks, and oread rangers and druids often serve as guardians of whatever mountain domains they might call home. Their slow movement speed is not conducive to roles that require an emphasis on agility, and oread rogues tend to be meticulous and decisive, knowing that a single misstep can spell the end for their mission.

ALTERNATE RACIAL TRAIT

The following alternate racial trait can be selected instead of an oread's default earth affinity racial trait. More information on alternate racial traits can be found on page 8 of the *Pathfinder RPG Advanced Player's Guide*.

OREAD GEM MAGIC (1 RP)

Oreads' proclivity for long spans of study and concentration makes them natural wizards, witches, and oracles. Oreads with this racial trait can augment their



earth-related spells and spell-like abilities through the use of precious and semiprecious gemstones as additional material components. The gems are destroyed in the process, granting the spell the listed effects in addition to its normal effects unless otherwise noted. Only one instance of oread gem magic can be applied to a spell at a time; excess expended gems do not stack.

Binding Earth^{ARG}: +1 damage; +1 to DC of Strength checks. *Cost*: Garnet worth 50 gp.

Binding Earth, Mass^{ARG}: As *binding earth* augmentation, affecting all targets of the augmented spell. *Cost*: Garnets worth 250 gp.

Calcific Touch^{APG}: +1 Dexterity damage. *Cost*: Aquamarine worth 250 gp.

Clashing Rocks^{APG}: +1 damage per damage die. *Cost*: Emeralds worth 1,500 gp.

Earthquake: +2 Reflex save DC in whatever application the spell is used; area increases to 100-foot-radius shapeable spread. *Cost*: Jet worth 500 gp.

Elemental Body: Duration increases to 10 minutes/level. *Cost*: Amber worth 250 gp for *elemental body I*, +100 gp per spell level for greater versions.

Elemental Swarm: Earth elementals summoned gain the advanced simple template (this does not stack with the Augment Summoning feat). *Cost*: Rubies worth 1,200 gp.

Magic Stone: Range increment increases by 10 feet. *Cost*: Moonstone worth 25 gp.

Meld into Stone: Can bring up to 200 pounds of equipment with you; you can see as normal out of the stone. *Cost*: Peridots worth 150 gp.

Mighty Fist of Earth^{ARG}: Increase unarmed strike damage by one step (to 1d4 in most instances). *Cost*: Sard or sardonyx worth 25 gp.

Raging Rubble^{ARG}: Rubble deals +1 damage; distraction DC increases by 1. *Cost*: Tourmaline worth 80 gp.

Shifting Sand^{APG}: Move area of sands up to 15 feet as a move action. *Cost*: Turquoise worth 125 gp.

Soften Earth and Stone: Creatures can move only at a quarter their normal speed (minimum 5 feet) in areas of mud and loose dirt. *Cost*: Fluorite worth 100 gp.

Spike Stones: +1 piercing damage; spikes deal 1 point of bleed damage. *Cost*: Topaz worth 300 gp.

Stone Shape: Shapes that include moving parts have only 5% chance of not working. *Cost*: Opal worth 250 gp.

Stone Shield^{ARG}: If your opponent's attack strikes the stone shield, its full damage roll is also applied to its weapon. Unarmed strikes and natural attacks are not affected. *Cost*: Jade worth 75 gp.

Stoneskin: The cost of this spell's expensive material component can be reduced or increased to affect the spell's power accordingly. With reduced components, the spell grants DR 10/silver (instead of adamantite); with increased components, the spell absorbs 15 points of damage per caster level before it's discharged. *Cost*: Diamonds worth 150 gp (reduced); diamonds worth 500 gp (increased).

OREADS ON GOLARION

The largest population of oreads on Golarion resides in the Padishah Empire of Kelesh. Jalmeray has always welcomed geniekin and the nation's contemplative atmosphere suits the oread disposition well. Many oreads flock to the mysterious island just to visit its world-renowned monasteries, only to make it their permanent home.

Oreads not born of genies have occurred among dwarves, especially in and near Janderhoff, where dwarven elders speculate proximity to the Crystalrock may be a contributing cause. Stranger still are cases of explorers who ventured into Orv in the Darklands, where those who stumbled across the refuges of pech or searched for the Crystal Womb report oread births after returning to the surface. Finally, according to the Osirian Royal Census, the number of oread births sees a significant and inexplicable spike during the seasonal khamsin storms.

REGIONAL TRAIT

The following regional trait is available to characters with ties to Jalmeray.

Alabaster Odalisque (Jalmeray): The rajahs of Jalmeray favored you for your stately physique and flawless skin, and so endorsed your candidacy for tutelage at the Conservatory on the island of Grand Sarret. Trained to be the perfect bard, courtesan, or undercover operative, you gain a +1 trait bonus on two Charisma-based skills of your choice. In addition, once per day as a swift action, you can brush your fingers against a closed door or stone wall up to 1 foot thick. Doing so allows you to ignore penalties on Perception checks to listen through the designated object for 1 minute.

Wall Of Stone: Wall is 1 inch thick per 3 caster levels. *Cost*: Sapphire worth 400 gp.

OREAD RACE TRAITS

The following new race traits are available to oreads.

Earthsense (oread): You were inexplicably transformed in the womb by elemental forces, making your connection to the earth exceptionally strong. As a swift action, you can gain tremorsense to a range of 60 feet until the beginning of your next turn. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and every 5 levels thereafter, to a maximum of five times per day at 20th level.

Statuesque (oread): You inherited the statuesque physical features of your shaitan parent. Disguise becomes a class skill for you, and you gain a +2 trait bonus on Disguise checks to disguise yourself as a statue made of a specific type of stone, such as marble, sandstone, or alabaster. Furthermore, you take none of the penalties normally associated with disguising yourself as a different type of creature. You must choose the type of stone you resemble when you take this trait; once chosen, it cannot be changed.

Sulis

Sulis, or sulji-jann, are usually the children of humans and jann. Like their genie parents, sulis represent the mingling of all four elements, and strongly resemble humans. In fact, sulis are almost impossible to differentiate from humans until adolescence, when sulis begin to manifest their magical powers, as well as draw attention for their physical appearances. Sulis are generally tall and attractive by human standards, and inherit physical features equally from both parents. To the untrained eye, a grown sulji might appear to be simply a beautiful human; the most obvious giveaway of a sulji's elemental heritage comes in the form of her ability to sheath her limbs in elemental energies. Beyond this, sulis stand out for their vibrantly colored eyes and brilliant bronze pigmentations.

Sulis don't always know what they are. When a sulji reaches puberty, she often discovers her strange elemental powers by accident, sometimes in ways that can be frightening or confusing to the sulji and her family. Unlike other geniekin—whose unique abilities at least hint at their elemental ancestry—the obvious physiological signs of janni heritage can easily be misinterpreted. Many sulis are initially mistaken for sorcerers with elemental bloodlines.

All geniekin—sulis, ifrits, oreads, sylphs, and undines—can result from circumstances other than the pairing of a genie and a mortal. How such sulji births happen, though, is a great mystery. Scholars speculate that dual-elemental beings—such as ice, mud, and magma elementals—can sometimes be implicated in a sulji's conception. In the rare cases in which the sulji's ancestry is of two elements rather than all four, their elemental powers reflect this heritage.

Sulis often have quirks that affect the ways they act in groups. They are predisposed towards pride and boastfulness, and may demonstrate competitive behavior with rival groups. Even among her friends, a sulji can be stubborn. When a sulji is challenged by or pitted against an acerbic personality like an ifrit, the interaction can be explosive. Sulji-jann aware of their genie ancestry usually have intensely negative feelings about slavery, even that of non-genies. Since they are difficult to differentiate from humans, sulis get along quite well with humans and half-elves.

SULI ADVENTURERS

Sulis are social adventurers who enjoy the company of both members of their adventuring parties and strangers they meet along the way. They are likely to have made friendly contacts in most cities they've visited, and their good looks and silver tongues open doors for their allies. They often fall naturally into the leadership or "face person" role, and are likely to be the first to step forward to handle situations requiring diplomacy. Sulis tend to favor classes that draw upon their superior strength and force of personality. The roles of sorcerers, swashbucklers, and paladins (particularly paladins of Sarenrae) all appeal to sulis, as do martial paths that allow them to make use of their deadly mastery of the elements (such as the monk of the four winds archetype from the *Pathfinder RPG Advanced Player's Guide*).

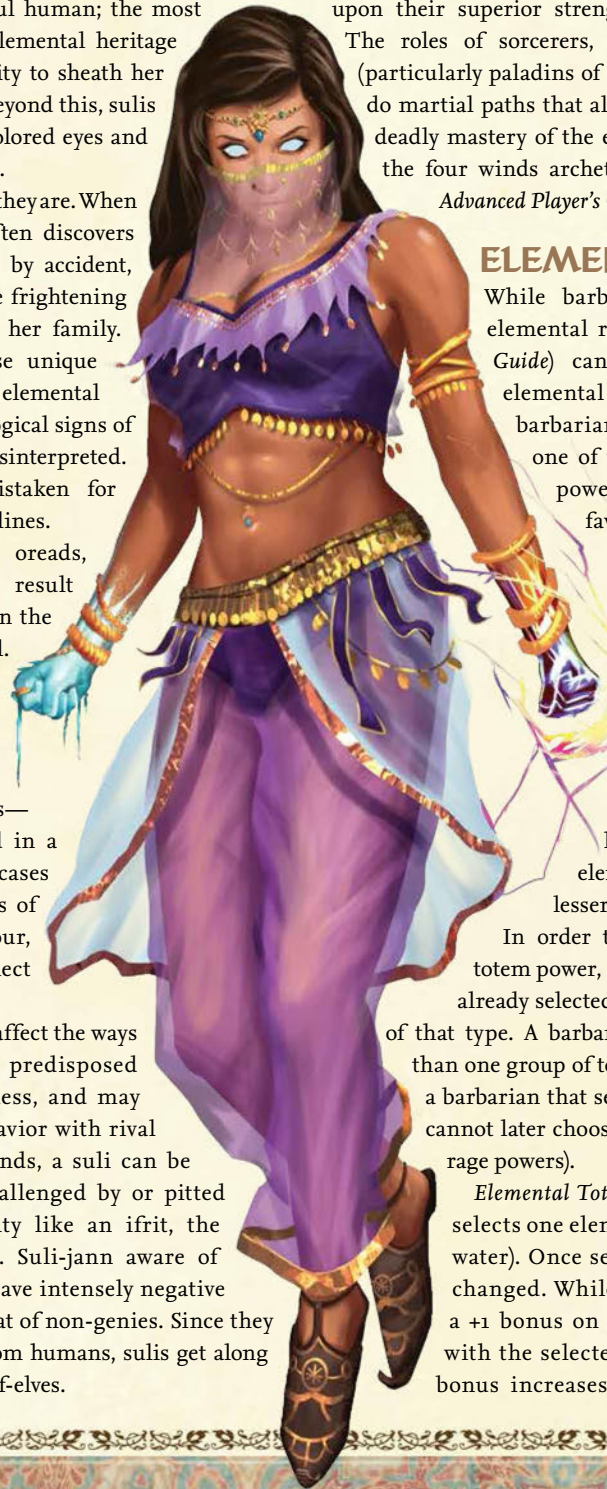
ELEMENTAL TOTEMS

While barbarians with the powers of elemental rage (see the *Advanced Player's Guide*) can channel a wide array of elemental effects through their rage, barbarians who dedicate themselves to one of the following totems become powerful living aspects of their favored element.

All barbarians seeking to walk this path start by selecting the lesser elemental totem rage power and choosing an element. To select a standard elemental totem power, the barbarian must be at least 6th level and must have selected the appropriate element when she gained the lesser elemental totem rage power.

In order to gain the greater elemental totem power, she must be 10th level and have already selected the standard elemental totem of that type. A barbarian cannot select from more than one group of totem rage powers (for example, a barbarian that selects the air totem rage power cannot later choose to gain any of the fire totem rage powers).

Elemental Totem, Lesser (Su): The barbarian selects one elemental type (air, earth, fire, or water). Once selected, this choice cannot be changed. While raging, the barbarian gains a +1 bonus on saving throws against spells with the selected elemental descriptor. This bonus increases by 1 at 4th level and every



4 levels thereafter, to a maximum of +6 at 20th level. The barbarian gains access to the elemental totem rage power matching the element she selected.

Air Totem (Su): Once per rage, the barbarian can move for 1 round as if affected by *air walk*.

Air Totem, Greater (Su): While raging, the barbarian is surrounded by an aura of howling winds. Creatures attempting to cast spells while adjacent to the barbarian must succeed at a concentration check (DC 15 + spell level), and ranged attack rolls against the barbarian take a -4 penalty. Creatures smaller than the barbarian that attack the barbarian in melee with a natural weapon or touch attack must succeed at a Fortitude save (DC 10 + 1/2 the barbarian's level + the barbarian's Constitution modifier) or the attack fails and the creature is flung back 5 feet and knocked prone. The barbarian can suspend this aura as a free action.

Earth Totem (Ex): While raging, the barbarian can burrow through sand, loose soil, or gravel at a speed of 20 feet. This does not give the barbarian the ability to breathe underground. Loose material collapses behind the target 1 round after it leaves the area.

Earth Totem, Greater (Su): While raging, the barbarian's skin becomes as hard as stone. If the barbarian is hit with a manufactured weapon while raging, the weapon takes an amount of damage equal to half that dealt to the barbarian (ignoring damage reduction).

Fire Totem (Su): While the barbarian is raging, any opponent that confirms a critical hit against her with a piercing or slashing melee weapon is sprayed with liquid fire. (Creatures with reach weapons are immune.) The attacker takes 1d6 points of fire damage per barbarian level (Reflex halves; DC 10 + 1/2 the barbarian's level + the barbarian's Con modifier).

Fire Totem, Greater (Su): While raging, the barbarian can envelope herself in a cloud of smoke that fills a 10-foot-radius sphere and follows her as she moves. Creatures in the affected area must succeed at Fortitude saves each round or suffer the effects of breathing heavy smoke (*Core Rulebook* 444). The barbarian is immune to the smoke's effects, including vision obstruction. She can end this smoke as a free action, or it can be dispersed by wind in the same manner as a *fog cloud* spell.

Water Totem (Ex): While raging, the barbarian can breathe water as well as air.

Water Totem, Greater (Su): While raging, the barbarian gains tremorsense to a range of 30 feet while underwater. She can attack and move underwater as if affected by *freedom of movement*.

SULI RACE TRAITS

The following race traits are available to sulis.

Dualborn (suli): You were not born of a janni—your non-human heritage can instead be traced back to some dualistic power between elemental realms. Choose two energy types other than sonic (acid, cold, electricity, or fire). Once made, this choice cannot be changed. You

SULIS ON GOLARION

For reasons unknown, sulis are much more common in the distant lands of Casmaron, far from Avistan and Garund. It is said that entire clans of suli-jann roam the Windswept Wastes and other regions around and within the borders of the Padishah Empire of Kelesh. In this land as well as its vassal state of Qadira to the west, sulis are treated with varying degrees of fairness. The wandering janni tribes of these lands freely offer aid to sulis, but rarely invite such geniekin to join their tribe for longer than a couple nights. Instead, jann encourage sulis to interact with human societies, in hopes that if sulis make good impressions in these realms they may be able to soften the Keleshite stance on genie enslavement. Many sulis are drawn into this conflict, driven to prove their worth to their immortal parent or inspired to combat slavery in their name.

As noted, not all sulis are suli-jann. While the Elemental Planes may be at the heart of the occasional suli birth, more often sulis are born to parents who purposefully sought to internalize elemental forces, such as elemental wizard or the elemental alchemists of Thuvia. In Merab in particular, sulis are prized for their connection to the four elements of creation, and suli alchemists often have an incredible knack for crafting new and amazing creations that fuse Thuvian alchemical reagents with elemental magic.

REGIONAL TRAIT

The following regional trait is available to characters with ties to Thuvia.

Merabian Mentorship (Thuvia): You were apprenticed to a renowned alchemist of Merab, and she taught you how to recognize elemental reagents by taste. Upon imbibing a potion containing a spell on your formula list of a spell level you are capable of casting, you can attempt a Spellcraft check (DC 15 + extract level). On a success, you can immediately add the spell to your formula book.

gain racial energy resistance only to the energy types you choose, and not to others. When using your elemental assault ability, you can only sheath your arms in the energy types selected, but you can choose to sheath your primary hand with one of the selected energy types and your off-hand with the other. Attacks made with each hand (or a weapon held in each hand) deal bonus energy damage of the selected type. While wielding a two-handed weapon, half of the bonus energy damage is one energy type and half is the other.

Instant Friendship (suli): You inherited your janni parent's knack for reversing a tense situation. Once per day, you can treat an Intimidate roll to improve a creature's attitude toward you as if you had used Diplomacy instead. You must use this ability after making the check but before the GM has revealed the result. If you continue threatening the target after making the check, the check automatically fails.

Sylphs

SYLPH ADVENTURERS

Like *sulis*, sylphs can usually pass as humans, save for in times of stress, when the subtle breath of air that always accompanies them becomes an angry gust. They are unusually pale and thin, however, and upon close inspection, they often bear complex patterns of faint blue or gray lines on their skin that resemble intricate tattoos.

Sylphs' origins lie in liaisons between humans and djinn, or else in mysterious relations with potent loci of elemental air. The children resulting from such unions are intelligent, uncanny, and often possessed of a powerful attraction to secrets and forbidden knowledge. Sylphs are sometimes born to apparently normal human parents, since—as with sorcerous bloodlines—manifestations of their elemental heritage can easily skip several generations. In a small number of instances, one parent is herself a sylph; this parent often hides her nature from the surrounding community and possibly even her partner, and may reveal her nature to her child only once the child is old enough to be trusted with such sensitive details.

Young sylphs' realization that they aren't quite human can be traumatic, especially if their nature is revealed by an involuntary reaction to a stressful event, and doubly so if they live in regions where sylphs are distrusted. Such trauma reinforces sylphs' innate instinct for discretion, as well as their desire to ferret out the secrets of others—for insurance, if nothing else.

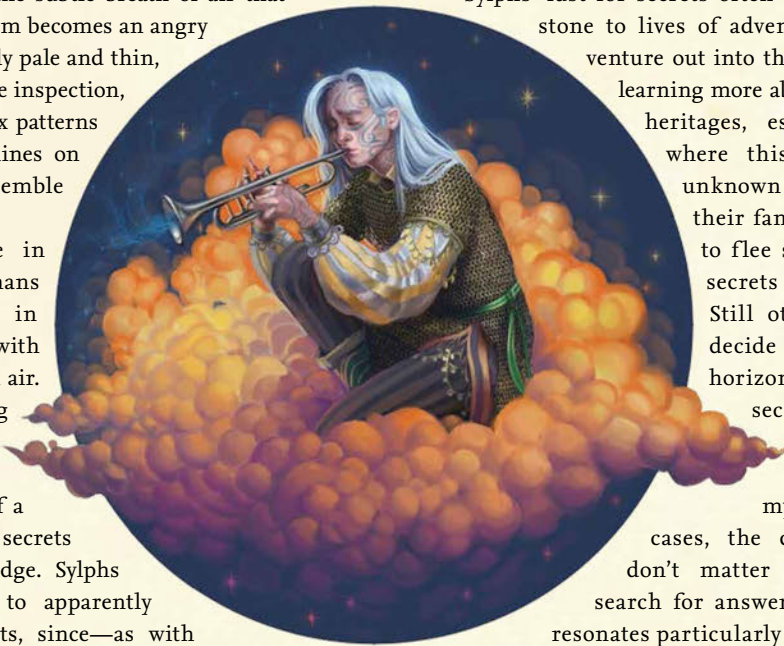
Sylphs often have an affinity for music, and in sylph-heavy communities, the air is constantly alive with the sounds of woodwinds, brass instruments, and song. Wind chimes are popular, and in areas or professions where it's better for a sylph to conceal her nature, an inconspicuous wind chime or pennant hanging from the eaves of a home or business can be a subtle signal to others of her kind. While prejudice against sylphs isn't particularly vicious or widespread, it's not uncommon for communities who've had a bad experience with a sylph uncovering their dirty laundry—or in the case of less ethical sylphs, blackmailing for power—to find reasons to avoid associating with the *geniekin*. As a result, some of the first spells that most magically inclined sylphs learn are those that allow them to change their appearances in order to walk unnoticed among other humanoid societies.

Sylphs' lust for secrets often acts as a stepping-stone to lives of adventure. Some sylphs venture out into the world in hopes of learning more about their elemental heritages, especially in cases where this information was unknown to (or hidden by) their families. Others leave to flee small towns whose secrets are all too familiar. Still other sylphs simply decide to expand their horizons and find the secret truths behind ever deeper and more complex mysteries. In some cases, the questions involved don't matter as much as the search for answers—a mindset that resonates particularly well with gnomes.

Sylph adventurers most often take up the path of the bard or the druid, as both of these classes allows sylphs to channel the beauty of the wind into their daily lives. A sylph druid might take an aerial animal companion or seek to master the form of an aerial creature. Sylph bards use their voice or instruments to subtly command the air and render their performances more potent. When sylphs take a more martial role, they most commonly specialize in archery, trusting the wind to carry their missiles swiftly and accurately to their targets.

Those sylphs more attracted to secrets make excellent investigators and spies, whether as rogues, inquisitors, or rangers. Those fascinated by more cosmic mysteries may find power through the path of the oracle or witch; by worshiping *Desna* or pursuing the mystery cults of *empyreal lords* such as *Zohls* or *Tanagaar*: or, if they are of a darker bent, by worshiping *Norgorber* in his *Reaper of Reputation* aspect. Sylphs may also be drawn to secular secret societies like the *Order of the Palatine Eye*, or intelligence agencies both governmental and freelance, such as the *Sleepless Agency*.

Sylphs' profound curiosity gives them a sense of kinship with gnomes, but they can be seen as intrusive by other companions, particularly dwarves and elves—though the latter are of two minds about sylphs, since they appreciate sylphs' privacy with regard to their own lives. Many halflings likewise find sylphs' discretion appealing. But if a sylph's love of secrets turns too far inward, it can become a compulsive need to hide the truth from companions, which may inadvertently sow seeds of mistrust among them.



NEW SPELLS

The following spells are available to all characters, but are used frequently by sylph spellcasters.

ENSHROUD THOUGHTS

School enchantment [mind-affecting]; **Level** alchemist 2, bard 2, inquisitor 2, ranger 3, witch 2

Casting Time 1 standard action

Target you

Range personal

Duration 10 minutes/level (D)

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

You become warded against the mental prying of others, including the effects of divination spells such as *detect thoughts* and *seek thoughts*^{APG} as well as enchantment spells like *modify memory* and *memory lapse*^{APG}. If another creature attempts to target you with a mind-affecting spell that detects or alters your thoughts or memories, the caster must succeed at a caster level check against a DC of 11 + your caster level or the spell fails. Only spells that detect or alter your thoughts or memories are blocked by this spell; effects such as *locate creature*, *detect evil*, and *clairaudience/clairvoyance* continue to affect you as normal.

STORM STEP

School conjuration (teleportation) [electricity]; **Level** magus 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Target you

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

Duration instantaneous

Saving Throw Reflex halves; **Spell Resistance** yes

You are able to harness the power of the storm to transport yourself a short distance, by taking the form of a furious, sizzling bolt of elemental electricity. You must either have line of sight to your destination or you must specify a direction and distance within range. Creatures and objects in the path of your passage take 1d8 points of electricity damage per 2 caster levels (maximum 5d8). A successful Reflex save halves the damage.

If your path intersects with a solid object, you damage the barrier accordingly. If the damage is enough to break through the barrier, you continue beyond the barrier as long as the spell's range permits; otherwise, your movement stops in the square adjacent to the barrier and the effect ends.

SYLPH RACE TRAITS

The following race traits are available to sylphs.

Thunderborn (sylph): The rumble in your voice and the spark in your eyes hint at a lineage of lightning and thunder, possibly tracing back to lightning elementals from the Plane of Air, or else to a magic-touched birth during a powerful thunderstorm. Once per day when you cast a spell that deals electricity damage, you can choose to make half of the damage electricity damage and the other half sonic damage.

SYLPHS ON GOLARION

Sylphs are most common in northern Garund, particularly in Osirion, which has long trafficked with genies, and near the Eye of Abendego, in whose raging winds air elementals are said to play. They can be found, however, wherever winds are fierce and the sky is big, including numerous mountain ranges, broad plains, and west-facing coasts around the Inner Sea.

In Osirion, as well as Thuvia and Katapesh, humans often regard sylphs with distrust. Sylphs' ability to pass as human makes others suspicious that they may possess hidden agendas—that they are agents of mysterious powers on the Elemental Planes, or of other nations that command genies—and this suspicion only reinforces sylphs' inborn instinct for secrecy. To sylphs, secrets are to be prized, not feared; an example of this can be seen in the vast Zho Mountains of Qadira, where small, hidden sylph enclaves offer respite to wandering sylphs willing to share news from afar. Secrets are even a sort of cultural currency in these lands. When two sylphs meet, it is customary to exchange small, hidden truths—whether rumors, observations, or local mysteries—in acknowledgment of their shared heritage.

In the shattered lands that surround the Eye of Abendego, small pockets of sylphs are said to live free of others' distrustful gazes. With no need to hide their natures, they instead turn their attention toward exploring the secrets of the drowned lands bordering the Eye, as well as the greater mysteries of the massive storm itself.

REGIONAL TRAIT

The following regional trait is available to characters with ties to the northwestern coast of Garund.

Abendego Pilot (Eye of Abendego): The howling gales of the Eye of Abendego were your lullaby as a child, and you quickly learned to anticipate the winds' danger as well as parse their song. You gain a +2 trait bonus on Profession (sailor) checks, and you treat the wind force of environmental wind effects (see Table 13–10: Wind Effects on page 438 of the *Core Rulebook*) as one step less powerful for the purposes of determining any penalties on ranged attacks and Fly checks as well as whether you would be checked or blown away.

Wind-Carried Voices (sylph): You are a master of seeing through falsehoods and sharing secrets—the wind itself seems to carry your voice to those you trust. You gain a +1 trait bonus on Sense Motive checks to tell when someone is lying to you. Additionally, at will, as long as you are outdoors or in an area where there is noticeable air movement, you can whisper to any creature from up to 30 feet away. You can only designate one person in sight to hear your voice, and nearby creatures can hear these messages with a successful DC 20 Perception check. This is an extraordinary ability that otherwise functions as *message*.



Undines



Undines' inhuman nature is obvious at a glance—their skin is tinged in shades of blue or green, and many have webbed fingers and toes and finlike ears. They are the geniekin most likely to be born to pairs of geniekin rather than to pairs of humans and genies, in part because undine communities are far more common than communities of other geniekin. Undines' instinctive love of water drives them from an early age to seek out cerulean rivers, lakes, and oceans, and it is near these aquatic environments that undines prefer to live.

While they are masterful swimmers practically from birth, most undines lack gills or the ability to breathe underwater. Thus, it is an ironic and unfortunate fact that undines must make their homes near the water but can

never live within the substance toward which they feel the strongest affinity. Many undines fight against this fact and seek ways—whether eldritch or esoteric—to gain amphibious powers, and so it comes as no surprise that many undines take up arcane or divine studies.

While most undine settlements are built on shore, some are built on docks or on flotillas of boats lashed together in constantly shifting configurations. The populations of these floating hamlets ebb and flow in a particularly dramatic fashion, with whole families or even whole neighborhoods splitting off and sailing their homes to another settlement, or perhaps founding a new one in a particularly beautiful spot. Undine communities consider themselves guardians of the waterways surrounding their homes, and work with any neighboring communities to champion the watershed's health.

UNDINE ADVENTURERS

Undines become adventurers for varied reasons; some take up the life to defend whatever body of water their community champions—perhaps discovering a greater threat along the way. Others hope to learn more about the peoples they're descended from, whether the ancestors are genies, fellow undines, or stranger origins. Many others are possessed of wanderlust and simply wish to

find out where the river leads.

Undines typically find the paths of druids, sorcerers, and clerics most appealing. As druids, they often have aquatic animal companions and dedicate their lives to defending threatened waterways. Undine sorcerers usually possess the aquatic, elemental (water), or marid bloodline, or a mutated bloodline of one of these heritages (see below). Gozreh is a favorite deity for clerics, though in the River Kingdoms, many undines instead follow Hanspur. The farther west one travels, the more likely it is for undine clerics to worship Desna or Besmara.

Undines have few problems with fellow adventurers, but get along particularly well with elves and gnomes, who appreciate undines' connection to nature and their ability to eloquently express themselves. Groups traveling with undines should be aware, however, that some of these geniekin become anxious when they go more than a day or 2 without being in the presence of flowing water.

MUTATED BLOODLINES

The following sorcerer bloodlines are designed for the wildblooded sorcerer archetype detailed in *Pathfinder RPG Ultimate Magic*. These replace the bloodline arcana and bloodline powers of their associated bloodlines at the indicated levels.



LIFEWATER

Your soul is infused with the restorative and life-giving powers of elemental water.

Associated Bloodline: Elemental (water).

Bloodline Arcana: Anytime you cast a spell with the cold or water descriptor, you gain a number of temporary hit points equal to the level of the spell cast. You can grant up to half of these temporary hit points to an adjacent ally, in which case you gain the remaining temporary hit points. These temporary hit points last 1 minute.

Bloodline Powers: Your powers are revitalizing rather than destructive.

Lifewater Stream (Su): At 9th level, once per day, you can unleash a surge of restorative elemental water that aids your allies. This ability affects creatures in a 30-foot line extending from your palm, and you can select one of the following conditions to remove from the affected creatures: fatigued, shaken, or sickened. Creatures affected by a more extreme version of the chosen condition (such as exhausted for fatigued, frightened for shaken, and nauseated for sickened) have their condition reduced to the less extreme version. At 17th level, you can use this ability twice per day, and you can choose from the following additional conditions: blinded, deafened, dazed, and staggered. At 20th level, you can use this ability three times per day. This bloodline power replaces elemental blast.

SHAHZADA

You are descended from the ranks of noble marids, making your blood royal as well as magical.

Associated Bloodline: Marid (*Pathfinder RPG Ultimate Magic* 68).

Bloodline Arcana: Whenever you cast a spell with the water descriptor, you gain a swim speed of 30 feet for a number of rounds equal to double the level of the spell cast.

Bloodline Powers: Your mastery over water is coupled with the power to alter it.

Sweeping Waves (Su): At 15th level, you can summon a wave of water from within, which pours from your mouth and violently sweeps creatures away from you on all sides. Creatures within 5 feet of you must succeed at a Reflex save (the DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier) or take a number of points of damage equal to 1d6 + 1 per 2 sorcerer levels you possess. Additionally, the waves of water bull rush each affected creature, using your caster level as your base attack bonus and your Charisma modifier as your Strength modifier to determine the CMB of the bull rush. A successful save halves the damage and negates the bull rush. This bloodline power replaces elemental movement.

UNDINE RACE TRAITS

The following race traits are available to undines.

Marid's Fury (undine): Your marid ancestry is particularly strong, and magic runs thick through your veins. When you use your *hydraulic push* spell-like ability,

UNDINES ON GOLARION

On Golarion, undines are most common in coastal areas surrounding the Inner Sea, including much of northeastern Garund, eastern Avistan, and the island holdings of Jalmeray, Absalom, and Katapesh. Undines are occasionally born along the western shores of Avistan and Garund as well, especially among the Ironbound Archipelago of the Steaming Sea; Vudra also hosts large populations of undines. Most undines prefer to live in their own communities if they can help it, but they are warmly welcomed in the desert regions of Thuvia and Rahadom, where their presence is believed to draw water to wells and bless oases.

A small but growing number of undines dwell in and around Outsea, a semiaquatic River Kingdom in northeastern Avistan. Here, the primal energies of elemental water are of far stronger influence than genie presence, and so undines from Outsea typically display physical features more akin to aquatic races such as merfolk and sahuagin. Being primarily land-dwelling but with aquatic traits and gifts, they are often called on to serve as go-betweens and help negotiate relations between the ruling aquatic class and the lesser-ranked landlubbers.

In the flooded lands of Wanshou, one of the Successor States of Tian Xia, undine progeny have been born to an increasing number of families. None are yet sure whether these youths are yet another cruel imposition of the nation's kraken overlord, or whether they're a gift from celestial benefactors who, unable to intervene directly, have sent heroes to champion the oppressed populace and use the enemy's strengths against him.

REGIONAL TRAIT

The following regional trait is available to characters with ties to the River Kingdom of Outsea.

Outsea Native (River Kingdoms): Raised amid or near the transitive aquatic kingdom known as Outsea, your predilection for watery environs has been strong since birth and you know the types of creatures who call the ocean home. You gain a +2 trait bonus on Knowledge checks to identify aquatic monsters. Anytime you are looking through water and would take a penalty on vision-based Perception checks due to murkiness or other natural circumstances, reduce the penalty by 2.

it can extinguish magical fires as well as nonmagical fires as long as you succeed at an opposed caster level check (the DC is equal to 11 + the magical fire's caster level).

Whiteout (undine): When the air is full of water, your elemental blood allows you to blend with your surroundings and become one with the precipitation. In areas of nonmagical fog, rain, snow, or similar conditions (such as the spray of a waterfall), you gain the effects of concealment, but with a miss chance of 10%. If the precipitation would already grant you concealment, the miss chances stack.



Plane of Earth

Plane of Fire

Plane of Water

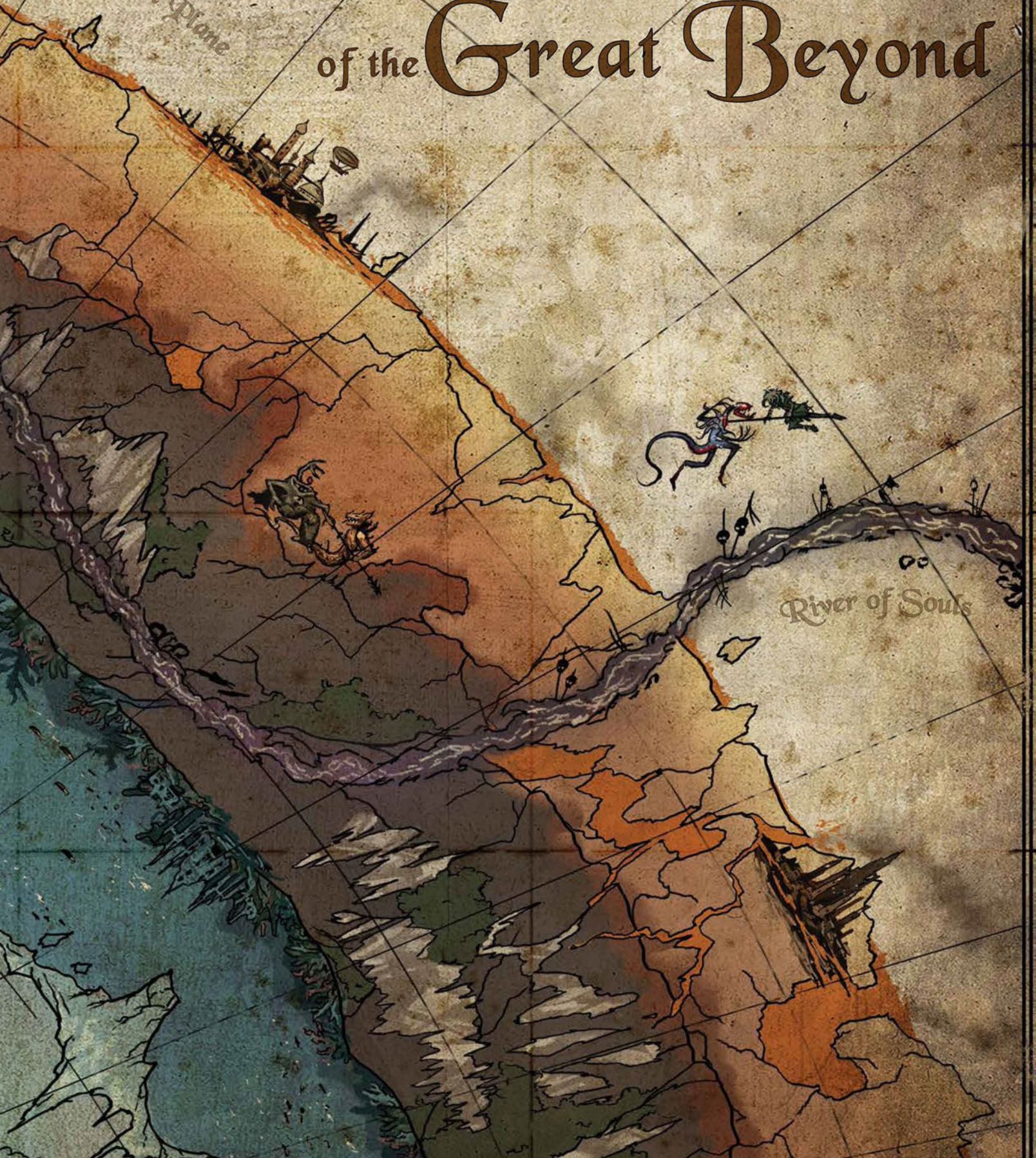
Plane of Air

Material Plane

Not to be Removed from Grand Lodge Grounds by Order of the Pathfinder Society

The Inner Sphere of the Great Beyond

Astral Plane



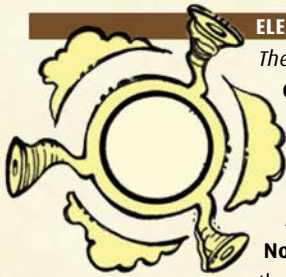
River of Souls

Plane of Air

“I’d been warned, but the cold emptiness still left me shivering and disoriented. Endless space and turbulent clouds surrounded the airship our guide, Qerrid, piloted so easily. There was no sun—the air itself shone with a soft white light all its own.

“I saw the Sphere long before we reached it. Its bronze surface was beaten and weathered, and the runes spelled words that none—not even the air elementals, supposedly—could decipher. As Qerrid lowered us to the Sphere so that I could get a closer look, I began to feel the plane’s emptiness more clearly than ever, and as I bent down to touch the surface of the thing, I felt my own self drift away as the endless air crushed me from all around.”

—Pathfinder Ceryn Kerigwen, on her first expedition to the Plane of Air



ELEMENTAL PLANE OF AIR

The Endless Sky

Gravity: Subjective directional gravity

Element: Air-dominant

Ruler: Hshurha, Duchess of All Winds

Notable Locations: Armun Kelisk, the Spheres, the Verglas Processional

Native Creatures: Air, dust, and ice mephits; belkers; djinn and viziers (noble djinn); air and lightning elementals; cloud, silver, and white dragons; invisible stalkers; mihstus

A seemingly endless expanse of sky, the Plane of Air lies beyond the edge of the Material Plane. Within this Elemental Plane, majestic djinni cities and ramshackle mephit settlements stand upon massive sheets of floating crystal, ice, and silver. Similarly mysterious but believed to be much more sinister than these floating respites are the brass and iron “spheres” that drift through the skies. Planet-sized storms constantly sweep through the realm, upsetting air currents and scattering anything solid caught in their path across the boundless blue skies.

The vast empty spaces of the Plane of Air play host to a variety of native creatures, including enigmatic air elementals and the occasional white or silver dragon from the Material Plane. Proud air mephits live in fractured communities, each with their own laws and customs, and these violent creatures pose a danger to planar natives and visitors alike. Some of the most sinister residents of this plane are the invisible stalkers, who harbor great resentment over their regular summoning by mortal spellcasters, and delight in attacking travelers from the Material Plane.

Conversely, djinn on the Plane of Air lead a relatively peaceful existence compared to genies in other planes. The scholarly outsiders occupy themselves with artistic, mercantile, and academic pursuits. Sprawling,

heavily guarded libraries and museums contain troves of information and relics collected from not just the Elemental Planes but all over the Great Beyond. In keeping with the djinn’s condescending attitude toward other races, only djinn and geniekin are permitted open access to the libraries. Other visitors must contribute new tomes, magical artifacts, or artwork from other planes to receive permission to enter.

PLANE OF AIR ADVENTURES

Compared to the other Elemental Planes, the Plane of Air is easily the most conducive to life from the Material Plane. It is made of the same breathable atmosphere that fills most humanoid-habitable planets in Golarion’s galaxy, and so travelers from the Material Plane have little to fear of the Plane of Air in terms of environment. The lack of solid surfaces may seem like an obstacle for grounded creatures that lack flight, but thanks to the plane’s subjective directional gravity, non-fliers aren’t doomed to “fall” amid the clouds forever. Instead, those with the requisite mental fortitude can determine the direction of their descent (if it can truly be called such). Of course, one lacking flight as well as the proper mental facilities may spend quite a long time drifting aimlessly amid the clouds. Tall tales told around the fires of wizards’ guilds and other interplanar explorers’ leagues claim that those unable to navigate the Plane of Air eventually go mad—if they don’t starve first.

Interplanar visitors who lack the power of flight may rent airships from the djinn to navigate the Plane of Air. Crafted from crystal and silver mined from the far reaches of the multiverse, these vessels are imbued with the same magic that keeps the Plane of Air’s scattered floating islands adrift. Airship captains harness the plane’s wind currents using huge sails deployed on all sides of their ships’ sleek, hollow frames, and can take travelers to a variety of safe havens throughout the realm for a fee.

PLANAR EQUIPMENT

The following new alchemical items are frequently used by natives and visitors of the Plane of Air, and can be crafted with a successful Craft (alchemy) check.

Item	Cost	Craft DC
Dead air vial	200 gp	25
Stagnant fog sack	80 gp	20
Thunder kettle	275 gp	25

DEAD AIR VIAL

PRICE 200 GP

WEIGHT —

Within this corked vial is a tiny sample of what is known as “dead air.” Heavy, still, and of unknown origin, pockets of dead air becalm airships and smother crews in remote parts of the Plane of Air. When you open a dead air vial, invisible dead air fills a 20-foot-radius area centered on you. The affected area becomes devoid of breathable air. Creatures that breathe air must hold their breath or suffocate in an area of dead air, though sound, fire, and other effects that rely on a stable atmosphere are unaffected. Undisturbed, the dead air dissipates in 1 minute. A moderate wind (11+ mph) disperses the dead air in 4 rounds; a strong wind (21+ mph) disperses the dead air in 1 round. This item can be crafted with a successful DC 25 Craft (alchemy) check.

STAGNANT FOG SACK

PRICE 80 GP

WEIGHT 1 lb.

Gathered within this tightly woven, alchemically treated canvas sack is a sample of the pervasive fetid fog that looms near the border of the Plane of Air and the Plane of Water. When opened, the fog billows out in a 30-foot-radius area. Sight is extremely limited in an area of stagnant fog. A creature within 15 feet has concealment (20% miss chance), while creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). In addition, creatures that end their turn within the cloud must succeed at a DC 14 Fortitude save or become sickened for 1 round. Stagnant fog dissipates naturally after 1 minute. A moderate wind (11+ mph) disperses the stagnant fog in 1 round. This item can be crafted with a successful DC 20 Craft (alchemy) check.

THUNDER KETTLE

PRICE 275 GP

WEIGHT 3 lbs.



This intricate glass and metal jug vibrates gently, and contains a light cloud of white vapor and crackling blue electricity. Djinn of the Plane of Air use thunder kettles to capture the essence of air and lightning elementals within planar super storms. When uncorked as a standard action, a thunder kettle releases a rumbling cacophony of thunder in a 10-foot-radius burst. Creatures in the area must succeed at a DC 16 Fortitude save or take 1d6 points of sonic damage and become staggered for 1 round. A successful save halves the damage and negates the staggered condition. This item can be crafted with a successful DC 25 Craft (alchemy) check.



REGIONAL TRAITS

The following traits are available to characters with ties to the Plane of Air.

Airship Captain (Plane of Air): Your years of piloting airships on the Plane of Air, dodging angry mephits and protecting your passengers from the depredations of capricious elementals, have taught you how to expertly command your vessel, as well as how to arrest yourself even in the midst of the most turbulent planar storms. You gain a +2 trait bonus on Wisdom checks to move in a plane with subjective directional gravity (see the planar rules in the *Pathfinder RPG GameMastery Guide*) and a +2 trait bonus on driving checks (see the vehicle rules in *Pathfinder RPG Ultimate Combat*).

Armun Kelisk Scholar (Plane of Air): During your time on the Plane of Air, you visited the libraries of Armun Kelisk frequently and voraciously read the tomes therein. You gain a +1 trait bonus on Knowledge (planes) checks and checks made with one other Knowledge skill of your choice. This bonus increases to +3 when used to identify a creature with the air subtype. Knowledge (planes) becomes a class skill for you, and your bonus language options at 1st level include Auran. This choice is in addition to the bonus languages available to the character because of her race.

Plane of Earth

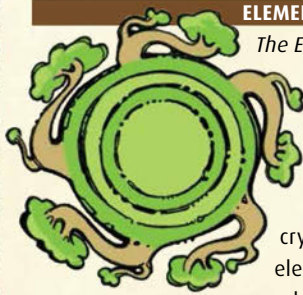
“Across the border is the citadel Lavaloch. It’s an efreeti holding under the command of an old enemy, General Baalzakeem. Lavaloch is all but impregnable to military assault, but my spies have learned of a secret entrance. I want you to infiltrate Lavaloch, find the passage, and lead my soldiers through it.’

“The sultana paused for a moment. ‘Raise your eyes, rogue,’ she commanded. ‘Let me give you an added incentive. You bring me the head of my father’s butcher, and I shall lavish such luxuries upon you that you’ll never want to go home again.’”

—Reonet Apeu, on her negotiations with Sultana Ashadieeyah bint Khalid, ruler of the Opaline Vault

ELEMENTAL PLANE OF EARTH

The Eternal Delve



Element: Earth-dominant

Ruler: Ayrzul, the Fossilized King

Notable Locations: Blistering Labyrinth, Lavaloch, Opaline Vault

Native Creatures: Crystals, crystal dragons, earth and mud elementals, earth and salt mephits, pechs, shaitans and pashas (noble shaitans), xorns

There is no sky on the Plane of Earth, only earth above and earth below. Its nigh impenetrable mass seems impossibly solid at first, but those who search discover that the entire plane is actually honeycombed with tunnels, caverns, chambers, flows of mud and molten rock, and other less stable regions. There is no sun, but many of the plane’s empty spaces are illuminated by glowing fungi or phosphorescent crystals and minerals. Metals of every description are prevalent here, with veins of precious ores and ribbons of minerals running through the rock like the lifeblood of a petrified titan. On the border of the Plane of Fire, stone gives way to molten rock and lava that seeps through the cracks in the earth. On the opposite border, where the Plane of Earth meets the Plane of Water, the borderlands are filled with vast, partially flooded hollows, unending salt flats, and briny underwater passages.

The primary denizens of the Plane of Earth are earth elementals and shaitan genies. Most shaitans dwell in great cities that teem with not just their kind, but also jann, oreads, and even dwarves. Some of these non-native folk are slaves to shaitan nobles or are indentured through planar bindings and magical contracts—ensnared by the legendary shaitan business savvy—but many are free to come and go as they please so long as they don’t cause trouble. Other kingdoms on the Plane of Earth are ruled by benevolent primal crystal dragons that exist in accord with the shaitans. Looters from the Material Plane are common on this plane, lured by the unfathomable riches

that fill its massive crystalline vaults and gem caverns; because of this, the greatest danger to adventurers on the Plane of Earth may actually be rival adventuring groups. Elsewhere, efreet wage war along the disputed border between the Planes of Earth and Fire in their ages-long feud with the shaitans.

Notable locales on the Plane of Earth include the great city known as the Opaline Vault—the very heart of the shaitan empire. The subterranean metropolis is governed by the Sultana Ashadieeyah bint Khalid, a stunningly beautiful pasha with skin of burnished gold. The most dangerous locations on the plane are places like Amberbrand Grot, Citrinide, and the Somnisphere. Stonetide, the Saline Sarcophagus, and Lavaloch along the planar borders also pose significant threats to unwary adventurers. Perhaps most dangerous of all, however, is the Blistering Labyrinth of Ayrzul the Fossilized King, a desolate and shunned place where all but true elementals and mephits drop dead from exposure to a silent and invisible energy.

PLANE OF EARTH ADVENTURES

While most of the Plane of Earth comprises vast stretches of uninterrupted dirt, stone, and other earthworks, the sporadic caverns and subterranean vaults offer refuge to non-natives (as long as such visitors can locate the pockets of air, of course). Oreads, ifrits, and even undines may adapt quickly, but it is not unusual for sylphs and surface-dwelling humanoids to feel claustrophobic in the plane’s enclosed spaces. Though some explorers compare the endless depths of the Plane of Earth to the Darklands beneath Golarion’s surface, all agree that the former is overall less hostile to surface-dwellers.

The Plane of Earth’s relative hospitality to visitors is evidenced by the diverse range of creatures that call the plane home. In addition to elementals, genies, and more unusual denizens, a small number of dwarves occupy some of the tunnels. Many of these dwarves have established their own societies and histories, having resided on the Plane of Earth since time immemorial.

PLANAR EQUIPMENT

The following alchemical item can be found on the Plane of Earth, and is frequently used by its residents and visitors to improve their alchemical concoctions. It is also frequently sought after by planar merchants such as the mercane, who can fetch great prices for it on other planes. Many alchemical texts on the Material Plane rhapsodize about the item's properties, creating a lucrative market and spurring more than one alchemist to embark on an extraplanar adventure.

PLANAR ALCHEMICAL CATALYST

PRICE 200 GP

WEIGHT 2 lbs.



This vibrant, variegated gemstone is found naturally on the Elemental Plane of Earth but can also be artificially reproduced, albeit with a fair amount of difficulty. The catalyst is highly sought for its remarkable ability to enhance and

alter alchemical tools and weapons.

As a move action, you can apply the catalyst to one of the following items to enhance or alter the alchemical item's effects (items marked with an asterisk ["*"] are detailed in *Pathfinder RPG Ultimate Equipment*). If the item is not used within 3 rounds, the benefit of the enhanced alchemical item is lost and the item reverts to normal. Once applied to an item, a planar alchemical catalyst is expended.

Alchemist's Fire: The type of energy damage changes to acid, cold, or electricity (user's choice).

Flash Powder*: The DC of the Fortitude save increases to 15, and targets are dazzled for 1d4+1 rounds whether or not they succeed at their saving throw.

Holy Water: The splash area becomes difficult terrain for undead and evil outsiders, and undead or evil outsiders that end their turn in the affected area take 2 points of damage. Both of these effects last 3 rounds.

Impact Foam*: The foam does not dissolve when exposed to acid or water, and instead becomes a pliable-yet-rigid platform that can be dragged onto water and used as a makeshift raft for up to 5 Medium creatures. The 10-minute duration still applies.

Liquid Blade*: The blade deals 2 points of bleed damage on a hit (this does not stack with bleed damage from other sources).

Liquid Ice*: In addition to its normal effects, the liquid ice acts as a smokestick, except it emits dense white fog rather than smoke.

Shard Gel*: The shard gel remains embedded in the target on a direct hit, continuing to deal 1d3 points of damage each round after until the gel dissolves (5 rounds) or the target takes a full round action to remove it.

Tanglefoot Bag: The DC of the Reflex saving throw increases to 17, the penalty on attack rolls is -3, and the tanglefoot bag can affect targets up to size category Huge.

Thunderstone: In addition to being deafened, targets that fail their Fortitude saves are staggered for 1 round. Affected targets are deafened for 1d4 rounds whether or not they succeed at their saving throw.

REGIONAL TRAITS

The following regional traits are available to characters with ties to the Plane of Earth.

Agent of the Sultana (Plane of Earth): You have learned many adventuring skills—as well as hatred for efreet—during your years of military service to Sultana Ashadieeyah bint Khalid, ruler of the Opaline Vault on the Plane of Earth. You gain a +2 trait bonus on Disable Device checks to disarm any traps that you know deal fire damage, and you gain a +2 trait bonus on attack rolls to confirm critical hits against creatures with the fire subtype.

Channel the Earth (Plane of Earth): Perhaps you worship the Elemental Lord of Earth, or perhaps you have gleaned your fated powers via some other means of interacting with the Eternal Delve. Your divine powers are infused with the elemental powers of the Plane of Earth. Whenever you channel positive energy to heal living creatures, affected targets gain a +2 profane bonus to CMD to resist bull rush, reposition, and trip combat maneuvers. Alternately, if you channel negative energy to harm living creatures, affected targets take a -2 penalty to CMD against such combat maneuvers. This effect lasts 1 round.



Plane of Fire

“There is no point to your laughable attempts to escape. Any further acts of defiance will only result in discipline. If you would but submit, I’m sure you would find your life here... tolerable. Perhaps even better than tolerable?”

“You see, the shaitans prefer to bind you with a contract—a mere piece of paper. Effective, but rather cowardly, I’d say. My people? We will bind you in the chains of your own desires.”

—Nuwayrah, malikah and second daughter of the Bayt al-Bazaan

ELEMENTAL PLANE OF FIRE

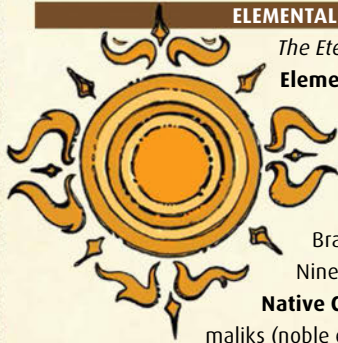
The Eternal Furnace

Element: Fire-dominant

Ruler: Ymeri, Queen of the Inferno

Notable Locations:
Auroric Palace, City of Brass, Emberen Recess, Ninefold Towers

Native Creatures: Azers; efreet and maliks (noble efreet); fire and magma elementals; magma dragons; magmins; fire, magma, and steam mephits; rasts; salamanders; thoqqas



The Plane of Fire is a realm of unparalleled beauty, with vast oceans of flame, rivers of molten metal, and mountain ranges composed entirely of the ash that “snows” eternally from shimmering clouds beneath an incandescent sky. Much of the plane is lethal to creatures lacking powerful elemental protections. Visitors may be able to find accommodations in some of the efreet-dominated cities, many of which float atop the plane’s fiery seas or soar amid the brimstone clouds, and which often sport wards that temper the extreme environment to permit extraplanar commerce.

Undines find this realm’s environment particularly uncomfortable, while for oreads, the discomfort stems more from the scrutiny they often receive thanks to the millennia-long war between the efreet and the shaitans. Sylphs and ifrits fare better on the plane, the former because of its vast, open skies, and the latter due to their natural affinity for the plane—though even they are not immune to the efreet’s sense of racial superiority. Humans and their ilk garner the least respect from the Plane of Fire’s rulers, though this doesn’t stop efreeti nobles from facilitating trade with mortals—or collecting large harems of slaves and fools ensnared by their own reckless wishes.

Efreet are the most organized residents of the plane, but they are far from its only inhabitants. The inscrutable fire elementals are the most numerous native creatures,

though it should come as no surprise that they lack a formal society and appear content with this fact. Fire mephits—as well as their steam and magma kin—exist in complex theocracies, one of which is ruled by a high priestess who the mephits regard with the reverence of a living goddess. The primal magma dragons of the plane are as elusive as their chromatic and metallic brethren on the Material Plane, though sometimes small bands of these molten beasts create their own organized territories, such as the Emberen Recess of the Melting Lands. More exotic creatures, like rasts and thoqqas, represent the bizarre wildlife that also exists in this seemingly uninhabitable environment.

Few come to the Plane of Fire without a specific destination in mind, but those who wander the endless fiery wastes and survive the ordeal can make great discoveries and find even greater treasures. The legendary City of Brass (see pages 26–27 for more details), and other, lesser efreeti cities offer respite from the plane’s intense heat and are centers of trade for those willing to adhere to their strict laws and pay their heavy taxes. But though the efreet may claim otherwise, the Plane of Fire is also home to other civilizations whose wonders rival even their magnificent capital city.

For example, the Auroric Palace of Ymeri, Queen of the Inferno, can also be found by those who know where to look on the immense plane. Ymeri counts among her worshipers numerous ifrits and fire-adoring humanoids from countless worlds. The Elemental Lord makes special accommodations in her palace for her favored worshipers and the agents who advance her tyrannical, dimension-spanning schemes.

Those fire mephits who have aligned themselves with the so-called Matriarch of Holy Sublimation, Dirimalia VI, may aid travelers who swear their allegiance to the ruler of the Ninefold Towers. There, built on the ruins of the defeated and enslaved azer race, Dirimalia has established a mercantile alternative to the City of Brass. Innumerable merchants submit to her capricious and hedonistic personality, just to enjoy her more tolerant legal system and lighter tax rate.

PLANE OF FIRE ADVENTURES

Of all the Elemental Planes, the Plane of Fire is by far the most hostile to mortal visitors. As a fire-dominant plane, everything within the Plane of Fire exemplifies the power and destructive force of the element. Even the “air” of the place seethes with flame and feels more like a solar wind than a refreshing breeze; likewise, one would be hard-pressed to find a speck of dirt in the “ground” of this realm, for any non-warded, solid surface is invariably made of some variety of incredibly dense metal that can withstand the heat of the Eternal Furnace.

All creatures take 3d10 points of fire damage every round they are on the Plane of Fire. *Endure elements* and similar low-level effects cannot protect wanderers from immolation here, and even ifrits and other creatures with minor fire resistances suffer before long. Strong fire resistance (such as that from *resist energy*) can mitigate most of the damage, but only total immunity to fire or a powerful effect such as a *planar adaptation* spell (see the *Pathfinder RPG Advanced Player's Guide*) can guarantee complete protection from the Plane of Fire's endless blaze.

PLANAR EQUIPMENT

The following new wondrous item is often used by spellcasters who have frequent encounters with efreet and other summoned creatures from the Plane of Fire.

PHLOGISTON VIAL

PRICE
3,300 GP

SLOT none

CL 11th

WEIGHT —

AURA moderate abjuration



This 1-inch-long, clear glass vial is filled with a dark, amber-colored fluid that resembles the twisting, flickering form of a fire elemental. The vial is sealed with a brass cap and attached to a lightweight gold chain. When the chain is wrapped around a divine caster's holy symbol, the saving throw DC of the next *banishment* or *dismissal* spell he casts on an outsider with the fire subtype is increased by 4, and additionally, the caster gains a +2 alchemical bonus on the caster level check to overcome the creature's spell resistance against the spell. If the spell is successful, the outsider leaves behind a small pile of magical ashes and the *phlogiston vial* cannot be used to banish outsiders again until the oil inside is replaced as a standard action (see below).

If the ashes are collected and placed inside the vial, and the vial is used as an additional material component for a *planar ally* spell, the spell conjures the exact same outsider, provided the creature is a viable target of that spell. The owner of the vial receives a +4 bonus on her Charisma check to negotiate with the creature. The ashes are consumed after an agreement with the creature is made.

A *phlogiston vial* is a single-use item that can be recharged with a rare alchemical agent called phlogiston oil, which can

only be found on the Plane of Fire and costs 2,000 gp when sold on the open market. The listed price is for a *phlogiston vial* full of phlogiston oil.

CONSTRUCTION REQUIREMENTS

COST 1,650 GP

Craft Wondrous Item, *banishment*, *planar ally*

REGIONAL TRAITS

The following regional traits are available to characters with ties to the Plane of Fire.

Fiery Dominance (Plane of Fire): Raised among the efreet of the Plane of Fire, you developed a similarly assured sense of superiority over people from other backgrounds. You gain a +1 trait bonus on Intimidate checks against humanoids of a subtype different from your own (or all non-human humanoids, if you are not a humanoid), and the DC for such creatures to demoralize you with Intimidate is 2 higher than usual.

Thoughtful Wish-Maker (Plane of Fire): You are well acquainted with the many ways words can be twisted. You gain a +2 trait bonus on Sense Motive checks. Furthermore, if you succeed at a DC 25 Sense Motive check prior to making any wish granted by an outsider, you become aware of your wish's potential pitfalls. If you succeed at this check by 5 or more, you figure out how to word your wish in such a way that your words are not twisted.



ETM

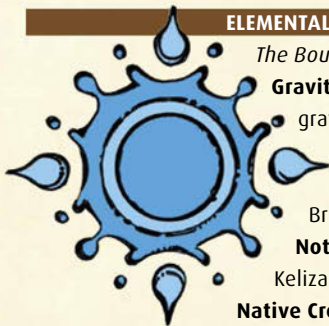
Plane of Water

“Ideology is the luxury of angels and devils. It pains me to write this, but moral absolutism has mired us in the muck of politics. Artificial as the construct of ‘goodness’ may be, without equilibrium the powers descend into self-predation. The moment Kelizandri arranged to have Lysianassa dispatched, all reason was abandoned. He drives his own kind toward the depths. They drive us skyward. Now look at me—executive administrator to a school of marids. When I don’t feel humiliated, I’m outraged!”

—Koronacus, kraken grand vizier to the marid Kingdom of Evershale, in correspondence with his sister, Ouumphos, the Umbral Logos

ELEMENTAL PLANE OF WATER

The Boundless Sea



Gravity: Subjective directional gravity

Element: Water-dominant

Ruler: Kelizandri, the Brackish Emperor

Notable Locations: Evershale, Kelizandrika, Vialesk

Native Creatures: Brine dragons, ice and water elementals, krakens, marids and shahzadas (noble marids), merfolk, ooze and water mephits, sahuagin, tojanidas, tritons

The Elemental Plane of Water is a nigh-infinite extraplanar ocean of primordial water. The waters closest to the Plane of Air are illuminated from the adjacent realm’s ambient light and are composed of oceans of fresh water, rivers of aerated slush, and continent-sized icebergs that drift off into the Endless Sky or are reabsorbed by the Plane of Water. The opposite side, on the other hand, is salty, dark, and murky thanks to the planetary gobs of silt and muck that cleave from the Plane of Earth and slowly dissolve over eons. Between these two extremes, the Boundless Sea is an amalgam of water of all types riddled with logic-defying underwater streams, world-sized bubbles of breathable air, and expansive aquatic fiefdoms.

The Plane of Water teems with life of all kinds. Marids are the most prevalent of the plane’s inhabitants, having claimed the entire realm as their demesne long before the Material Plane even existed, although their assertion of absolute authority is merely a boast, since no single race could possibly rule a dimension of such infinite magnitude. Instead, the marids live in disparate kingdoms throughout the entire plane, lacking a single unifying leader but coexisting with one another nonetheless.

Outside these bubbles of aquatic civilization, the vast territories of the Plane of Water are fought over by

brine dragons, sahuagin, krakens, and other monstrous creatures (some known to the mortal races, others unknown to the Material Plane). The dragons usually prevail in these wars, subjugating the numerous sahuagin kingdoms and driving the krakens toward the bright freshwaters that are anathema to them. Some krakens even come to accord with marid society and insinuate themselves into local politics. Finally, smaller kingdoms of tritons, merfolk, and cecaelias are not uncommon, these creatures having migrated from the Material Plane to the Plane of Water long ago.

Vialesk is the largest settlement of renown on the Plane of Water. Its exact origins are unknown, but scholars postulate that the city’s creation may have coincided with the fall of the empire of Azlant on the Material Plane, leading some theorists to claim that the Azlanti had a hand in its founding. That the city is ruled by a strange group of undines called maridars at once corroborates and complicates this hypothesis. The maridars claim to be descendants of an ancient race of humans, though they also claim marid, sahuagin, merfolk, and other aquatic racial heritage, and their genealogical records and histories are imprecise, to say the least. Regardless of its mysterious rulers, the city is a favorite location for extraplanar travelers and merchants, in part due to the metropolis’s bubble-district of breathable air but also its political neutrality.

PLANE OF WATER ADVENTURES

Land-dwelling visitors to the Plane of Water must secure immediate means of breathing underwater or obsoleting oxygen altogether if they wish to survive here for long. Thankfully, spells like *water breathing* are commonly available in potion or wand form, though price may be a barrier to lower-level adventurers. Beyond this essential need, the realm is relatively forgiving. The temperature remains relatively constant throughout the Boundless Sea, though transient pockets of arctic slush and self-sustaining springs of boiling brine create regions of water that are more or less hospitable to various forms

of life (though rarely to humanoids). For the most part, the plane's pressure is mitigated by the equilateral distribution of water in all directions, meaning that the side of the plane near the Plane of Air is no more pressurized than the side nearer the Plane of Earth.

Undines feel right at home on the Plane of Water, as their racial traits fulfill nearly every criterion they need to flourish (except for gills, that is). Sylphs often experience a sense of sluggishness here, but usually adapt well near the border with the Plane of Air. Ifrits rarely ever feel comfortable on the Plane of Water, whereas oreads and non-geniekin adapt at variable rates after the initial temporary feelings of vertigo and agoraphobia.

PLANAR EQUIPMENT

The following new alchemical item is derived from the essence of the Plane of Water.

ELEMENTAL BRINE

PRICE 500 GP

WEIGHT 1 lb.

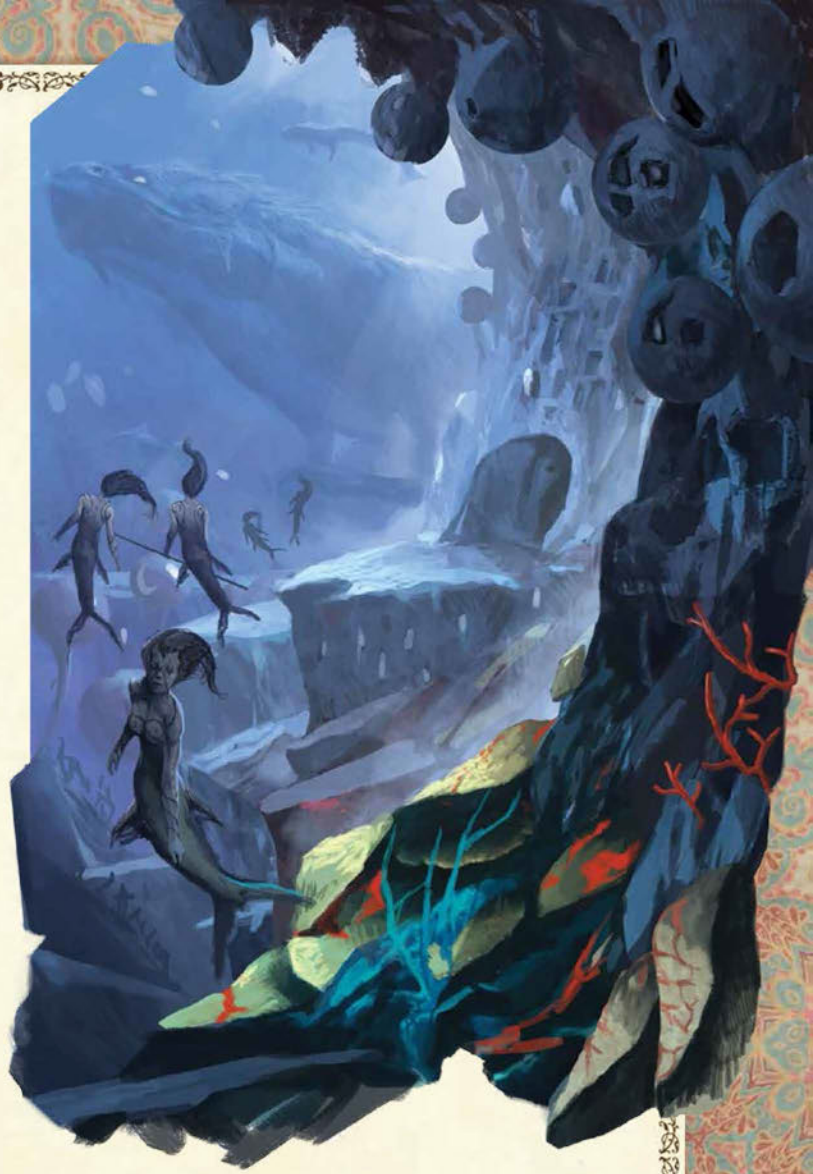


This alchemical substance is produced from saltwater from the Plane of Water. It has no effect on natives of that plane, but grants unusual properties when consumed by creatures from the Material Plane.

Any creature with the water affinity racial trait, including undines, that drinks elemental brine finds her innate magic bolstered. If the creature is a sorcerer with the elemental (water) bloodline, she casts her bloodline powers and spells at +1 caster level. If the creature is a cleric with the Water domain, she treats her Wisdom modifier as 2 points higher for Water domain powers and spells. This does not grant early access to level-based powers; it only affects powers that she could already use without this trait. This benefit lasts 24 hours.

Creatures with the aquatic subtype that imbibe elemental brine become immune to poison, although poisons active when the brine is imbibed still run their course. If the creature dwells in saltwater, it also becomes undetectable by scent for the same duration. Both of these effects last 24 hours.

Finally, elemental brine can be used as a splash weapon with a range increment of 10 feet. While it has little effect on most creatures (other than soaking them in salty water) when used in this way, a bottle of elemental brine is quite lethal if it's flung at a creature with the fire subtype. On a direct hit, a creature with the fire subtype takes 2d6 points of damage, and creatures with the fire subtype in adjacent squares take 1d4 points of damage. In addition, a direct hit against a creature with the fire subtype creates a unique interplay between elemental brine's salt and water and the creature's flames, making the target more conductive and thus more susceptible to electrocution. Anytime the target would take electricity damage within the next minute, it must succeed at a DC 20 Reflex save or take 1-1/2 times as much electricity damage as normal.



REGIONAL TRAITS

The following new regional traits are available to characters with ties to the Plane of Water.

Aquatic Survivalist (Plane of Water): For whatever reason, you spent much of your formative years fighting to keep yourself alive amid the fearsome creatures that inhabit the infinite oceans of the Plane of Water, and you learned how to stay hidden even against predators with unusual senses. You gain a +2 trait bonus on Stealth checks while underwater. Once per day, you can attempt a Stealth check to hide in plain sight (as the ranger class feature of the same name) while underwater. This is only effective against creatures that rely on blindsense, blindsight, or tremorsense. Creatures with other senses perceive you normally.

Vialesk Historian (Plane of Water): Your long years of studious research into the drifting trade city of Vialesk, a neutral ground for planar travelers on the Elemental Plane of Water, has made you an expert on all manner of aquatic creatures. You gain a +2 trait bonus on Knowledge (planes) checks to identify outsiders with the water subtype. In addition, you treat your caster level as 1 higher when casting conjuration (summoning) spells to summon outsiders with the water subtype.

City of Brass

“They seemed so accommodating at first. I was enchanted by their beauty, their spirit, their grace, and they too seemed to prize me, bestowing upon me countless fine garments, rich wines, and lavish jewels. The most beautiful gift of all was a scarf embroidered with opulent sapphires such as I had never seen before. I relished the opportunity to visit the city, and was even allowed access to the Noble Quarter to negotiate my contracts. I felt honored.

“Until, that is, I learned of my luxurious scarf’s true purpose—that it was in fact no mark of honor, but a means of indicating to the efreet that I should be followed. Returning to my ship after a tense meeting, I could tolerate my glowering watchdogs no longer. I broke into a run, only to feel a burst of white-hot flame at my back...”

—Jaya, Qadiran ex-merchant, ex-ambassador, current slave

CITY OF BRASS

LE metropolis

Corruption +7; **Crime** +2; **Economy** +5; **Law** +7; **Lore** +5;
Society +2

Qualities academic, magically attuned, prosperous, racially intolerant (ifrits, non-efreet)

Danger +10

DEMOGRAPHICS

Government overlord

Population 6,000,000 (2,280,000 efreet, 840,000 salamanders, 540,000 azers, 540,000 fire giants, 480,000 fire elementals, 360,000 djinn, 360,000 fire mephits, 600,000 other)

Notable NPCs

Grand Sultan Hakim Khalid Suleiman XXIII (male efreeti fighter)

Grand Vizier Abdul-Qawi (male efreeti wizard)

Yndri Ysalaa the White Mage (female efreeti sorcerer)

MARKETPLACE

Base Value 24,800 gp; **Purchase Limit** 170,000 gp;

Spellcasting 9th

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

Surrounded by the swirling seas of flame and magma that dominate the Plane of Fire, the City of Brass is an oasis of civilization within an otherwise brutal realm. Polished metal, stone, and jewel-encrusted spires flash and shimmer in the famous extraplanar trade hub. The awesome sights of this elemental capital are as endless as the fortunes that pour into and out of its ports. Throngs of mephits flutter between the palatial towers of the Noble Quarter, fire giants walk alongside salamanders down the silver-bricked avenues of the Common Quarter, and the graceful and haughty efreeti rulers exact their desires from the city at every turn. At the center of it all, the palace of the Grand Sultan towers over everything, illustrating the absolute

power and wealth afforded to the noblest of efreeti-kind. If ever there was a city of infinite wonders and a thousand thousand tales to tell, it is the City of Brass.

Merchants from all realms of existence meet in the City of Brass’s Grand Bazaar to trade exotic beasts, precious artifacts, and ambrosial food and wine from the far reaches of the Great Beyond. It is said that those with the coin can fulfill their every wish and purchase anything they could ever want in this sprawling, labyrinthine marketplace, though those who have actually been to the City of Brass know such boasts come with heavy disclaimers. For one, the sale of water is all but forbidden, and only slaves and specially permitted individuals are allowed the illegal substance. This ban also applies to any items that are anathematic to genies (especially efreet).

Yet many languish in the shadow of this grand city’s opulence. Slaves rot in the Slave Quarter, break under cruel care, or burn after igniting their masters’ capricious tempers. Inexperienced vendors vying for a place in the Grand Bazaar lose their fortunes—and sometimes their freedom—to practiced merchants and ruthless financiers. Though they are often cruel and twisted, the efreet live in terror of the barbaric Grand Sultan, who cements his rule by making bloody examples of supposed traitors.

CITY OF BRASS ADVENTURES

As far as physical comforts go, the City of Brass is a haven for interplanar travelers from nearly every corner of the Great Beyond. A myriad of magical wards protect the city from being immolated by its surroundings, and also guard the city’s residents and visitors. Special accommodations can even be made for visitors that rely on unusual atmospheres or environments (for a price, of course).

Just because the City of Brass is habitable to outsiders doesn’t mean it is safe—not by a long shot. Visitors failing

to attain dispensation from the city's ruling elite are restricted to the Galley Quarter and the Grand Bazaar, and those caught outside their permitted zones can expect to be sold into slavery at best or immediately and lethally conflagrated at worst. Efreet make a healthy living selling writs of passage to non-natives, though the costs of such purchased permissions are extravagant and often laden with restrictions and ulterior intentions.

Surviving in the City of Brass takes immense wealth or a combination of charm, nerves, and luck. Those rich or powerful enough to prove useful find the efreet to be gracious and accommodating hosts. Others must rely on careful charm and flattery. Arrogant efreet can be manipulated with gifts and adulation, but their fickle temperament makes them unreliable allies at best. Devil-trained merchants of the Grand Bazaar craft ironclad contracts designed to extort or enslave signatories, and although adventurers who have fallen on hard times can pay for goods with service or favors rather than coin, only the truly desperate enter into a contract.

Geniekin must tread even more carefully than most. Undines and sylphs, possessed of abhorrent water and wind magic, are barely tolerated and best served by staying on their vessels in the Galley Quarter. Those wandering far from their groups are often snatched from the streets; a lucky few are quickly killed, while others are dragged to the city's massive arena and offered up for slaughter to the approval of a jeering efreet crowd.

More information on the City of Brass can be found in *Pathfinder Adventure Path #15: The Impossible Eye*.

MARKS OF PASSAGE

Efreet sometimes grant extraplanar visitors access to the restricted districts of the City of Brass by gifting them with one of the following items.

EMISSARY'S SASH

PRICE 500 GP

WEIGHT 3 lbs.



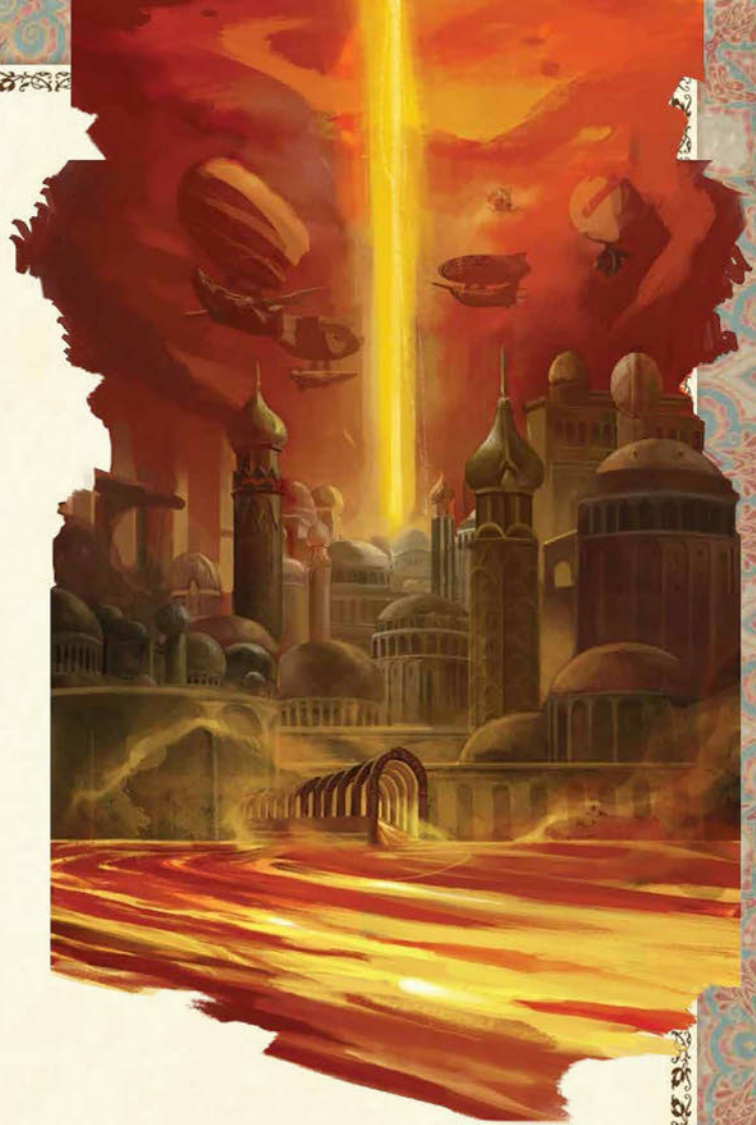
Embroidered with sapphires, this blue sash stands out in stark contrast to the fiery tones of the City of Brass. Emissary's sashes mark contacts whose business necessitates visiting the Noble and Slave Quarters, but who cannot be trusted to roam the city unsupervised. Noble families assign slaves to follow sash-bearers through restricted areas and report on their activities.

FIRESKIN ELIXIR

PRICE 100 GP

WEIGHT —

This elixir turns its imbiber fiery red, making it easier to pass as an efreeti. Unscrupulous efreet can sell fireskin elixir to guests who have been barred from citizen-only districts and must rely on disguises. Fireskin is highly addictive. Many once-savvy merchants have fallen into destitution as they scrambled to maintain efreet favor and secure a steady supply of the drug. This item can be crafted with a successful DC 20 Craft (alchemy) check.



FIRESKIN

Type ingested; **Addiction** major, Fortitude DC 20

Price 100 gp

Effect 1 day; +10 alchemical bonus on Disguise checks to appear as an efreeti, -1 penalty on all saves

Damage 1d2 Wis damage

REGIONAL TRAITS

The following new regional traits are available to characters with ties to the City of Brass.

Betrayed Ex-Noble (City of Brass): You were born a noble in the City of Brass, but were unjustly stripped of your title or exiled. Now, your ire prevents you from brooking any further insult unto your already disgraced name. Whenever an enemy attempts to feint against you in combat, the DC to do so is equal to 10 + your base attack bonus + your Wisdom modifier, or 10 + your Intimidate bonus, whichever is higher.

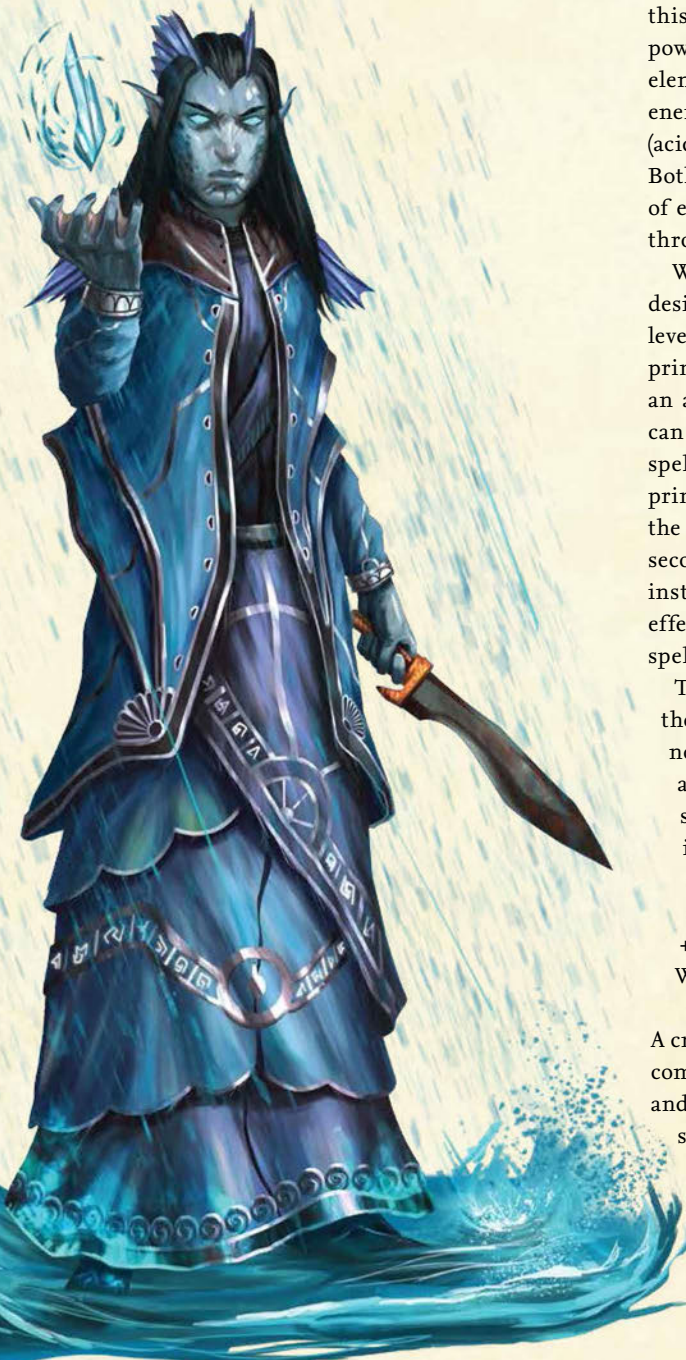
Solidarity (City of Brass): While enslaved in the City of Brass, you watched too many of your friends fall victim to efreet tempers. Now, you help others avoid thorny situations whenever you are able. Any time you successfully use the aid another action to help an ally succeed at a Bluff or Escape Artist check, you add a +3 bonus to this check (rather than a +2 bonus).



Elemental Magic



Magic is almost synonymous with the potent energies of the Elemental Planes. Many spellcasters harness the diverse powers of air, earth, fire, and water to amazing effect, and the most talented and creative of these can even combine their elemental might to create entirely new effects.



NEW FEAT

The following new feat provides spellcasters with an invaluable means of mixing and manipulating their elemental energies.

ELEMENTAL COMMIXTURE (TEAMWORK)

You can combine your elemental spells with those of your allies to produce entirely new and synergistic magical effects.

Prerequisite: Caster level 1st.

Benefit: You and an ally within 30 feet who shares this feat can cast your spells together to create a more powerful, hybrid effect. Both spells must have an elemental descriptor (air, earth, fire, or water), or an energy descriptor that corresponds to one of the elements (acid [earth], cold [water], electricity [air], or fire [fire]). Both spells must be at least 1st level, within 1 spell level of each other, and cast during the same initiative turn through the use of readied actions.

When the spells to be commixed are cast, one is designated as the primary spell (typically the higher-level spell), while the other is the secondary spell. The primary spell must be an offensive spell that targets an area or one or more creatures. The secondary spell can be any spell with an appropriate descriptor. Neither spell can take more than a standard action to cast. The primary spell behaves as written (with the exception of the synergistic benefits that are described below). The secondary spell does not manifest any of its usual effects; instead, targeted creatures are affected by a secondary effect that is determined by the combination of the two spells' descriptors.

Targeted creatures can attempt a saving throw against the primary spell as normal (assuming that a save is normally allowed), and then attempt a separate save against the secondary effect. The secondary effect's save type is described in its listing, and its save DC is equal to the normal save DC of the primary or secondary spell, whichever is lower (or, if neither spell allows a saving throw, 10 + lowest spell's level + spellcaster's primary spellcasting ability score [Int, Wis, or Cha] modifier).

Commixed spells cannot be counterspelled normally. A creature with Improved Counterspell can counterspell commixed spells if both spells are correctly identified and both belong to the same school. Regardless, the secondary effects of two spells combined through Elemental Commixture cannot be counterspelled. Spell resistance still applies to the secondary effect, unless both of the commixed spells bypass spell resistance.

Synergistic Benefits: The primary spell's save DC (if any) increases by 1. If either spell is normally

modified by Spell Focus or Greater Spell Focus, the bonus to save DCs granted by those feats stacks with this increase. The caster of the primary spell also gains a +1 bonus on any caster level check made to overcome spell resistance.

Secondary Effects: While the secondary spell has no direct effect other than bolstering the effects of the primary spell, the combination of spells also creates a unique secondary effect depending on the elemental descriptors of the commixed spells. For the purpose of this secondary effect, the acid, cold, and electricity descriptors count as earth, water, and air descriptors, respectively. Commixed spells with the same elemental descriptors do not produce a secondary effect, though the primary spell still gains the synergistic benefits described above.

- *Dust (Air/Earth):* Choked by dust, the targets must succeed at a Fortitude save or become staggered for 1 round plus 1 round per 5 caster levels of the secondary spell's caster. Targeted spellcasters must succeed at a concentration check to cast spells (the DC is equal to the save DC). On a successful save, the targets are not staggered but must still attempt concentration checks.
- *Lava (Earth/Fire):* The targets are splattered with bits of molten rock and take 1d6 points of fire damage. The targets must succeed at a Reflex save or catch fire (see *Catching on Fire* on page 444 of the *Pathfinder RPG Core Rulebook*).
- *Mud (Earth/Water):* The targets must succeed at a Reflex save or fall prone and have their movement speeds cut in half (to a minimum speed of 5 feet) for 1 round plus 1 round per 5 caster levels of the secondary spell's caster. On a successful save, the targets' movement speeds are cut in half for 1 round.
- *Smoke (Air/Fire):* The targets suffer smoke inhalation and must succeed at Fortitude saves or become nauseated for 1 round and blinded for 1d4 rounds. Success negates the nausea effect and reduces the blindness to 1 round. Creatures immune to fire are immune to the nausea effect.
- *Snow (Air/Water):* The primary spell gains the cold descriptor if it doesn't have that descriptor already, and half the damage dealt (if any) is cold damage. The targets must succeed at a Reflex save or fall prone.
- *Steam (Fire/Water):* Damage caused by the primary spell (if any) is treated as nonlethal, untyped damage (neither cold nor fire damage) and is not affected by energy resistance or absorbed by *protection from energy*. The targets become blinded for 1d4 rounds unless they succeed at a Will save.

Special: An inquisitor or any other character with the solo tactics class feature can use this teamwork feat without the aid of an ally. In order to do so, the character must be able to cast two qualifying spells within the same round, such as by using the Quicken Spell metamagic feat to cast one spell as a swift action or by using effects such as the *time stop* spell.

OTHER ELEMENTS

Religious and academic scholars have long debated the essence of the creation of humanity and life; after all, what question could be more pressing than one that strikes at the heart of every living creature in the known world? To solve the riddle of the existence of mortal life, various cultures have devised all manner of theories and myths, though the wisest philosophers base their theories on the realm of the multiverse and the Material Plane's interactions with the Elemental Planes that encapsulate it.

While the bulk of this book focuses on the elements as they are understood throughout most the Inner Sea region—see pages 4–5 for more details—the classical four-element paradigm is far from the only theory developed to explain the nature of existence and the roles of the elements as they pertain to mortal life. The following philosophies detail how people think about the elements in other parts of Golarion.

MINKAI

Earth, Fire, Void, Water, Wind



Minkaian believe that a hierarchy of five elements represents the aspects of a person's physicality as well as her personality. The most important element is void, which represents spiritual strength and creative energy. Wind, fire, water, and earth represent the other aspects of the self.

SUCCESSOR STATES

Earth, Fire, Metal, Water, Wood

Instead of only four elements, philosophers throughout most of Tian Xia recognize five: earth, fire, metal, water, and wood. People and objects are composed of these elements and always retain their elemental affiliation, but fluidly change their states of being as they're affected by the world. Thus, a tree's element is always wood, regardless of whether the tree's current state is a tree, firewood, or a chair.



VUDRA

Earth, Fire, Spirit, Water, Wind

Vudrani perceive reality as comprising five primary elements, which include the four most commonly accepted elements—earth, fire, water, and wind—as well as a fifth element, spirit. Spirit is the nearly imperceptible element of life that fills the seemingly empty parts of the multiverse. Those who can perceive or even wield this fifth element are powerful indeed.





Magic Items



Since the first human wanderers set foot outside the Material Plane, wondrous treasures from all over the Inner Sphere have trickled into the hands of mortals. The following new magic items are just a few examples of the miraculous relics and magical gear found on the Elemental Planes and brought back to Golarion.

LAMP OF FIERY VISIONS		PRICE 22,200 GP
SLOT none	CL 7th	WEIGHT 1 lb.
AURA moderate divination		



This brass oil lamp has an etching of crossed khopeshes on each side and is thought to have once held a powerful malik. When the owner of this lamp rubs it as a full-round action and concentrates on a nonmagical fire within line

of sight, he can gaze out of the flame as though he were standing in it. The targeted flame can be as small as a candle or as large as a forest fire, though for fires larger than 5 feet wide, the user must specify from which square within range he sees.

While gazing out from a distant fire, the user can communicate with anyone who is near that fire simply by speaking—the user's voice emanates from the flame. The user cannot cast spells or make attacks through the flame, nor can he perform any actions other than viewing and speaking. If the fire is doused while the user is gazing through it, he must succeed at a DC 15 Will save or become dazed for 1 round.

A *lamp of fiery visions* can be used for up to 5 minutes per day. This duration need not be consecutive, but it must spent in 1-minute increments.

CONSTRUCTION REQUIREMENTS	COST 11,100 GP
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Craft Wondrous Item, *arcane eye, message*

SANDSTORM DUST		PRICE 9,000 GP
SLOT none	CL 11th	WEIGHT 1 lb.
AURA moderate evocation		



This ornate sack made of dyed leather contains a mixture of swirling atmospheric energies from the Plane of Air and gritty elemental dust from the Plane of Earth. As a standard action, the owner can blow a handful of *sandstorm dust* at a single creature

of size Large or smaller within 10 feet. If the target fails at a DC 19 Reflex save, the *sandstorm dust* catches on the creature and grows to the size of a small sandstorm. At the beginning of the target's turn for the next 1d6+1 rounds, the creature

is swept violently upward, thrown back to the ground, and then dropped in a random adjacent empty square, taking 1d6 points of damage from the impact. While the target lands on its feet each time, this does not prevent it from being dropped off a cliff or onto a dangerous patch of terrain. The affected creature can attempt to arrest itself as a move action with a successful DC 25 Acrobatics check or DC 19 Reflex save; success means that the creature is not flung into the air that round. If the creature succeeds at two consecutive Acrobatics checks or Reflex saves in this way, the sandstorm dissipates and the effect ends.

A newly created bag of *sandstorm dust* contains enough dust for three uses.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
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Craft Wondrous Item, *sirocco*

SNOWFALL ORB		PRICE 14,000 GP
SLOT none	CL 13th	WEIGHT 1 lb.
AURA strong transmutation		



On the borderlands between the Plane of Air and the Plane of Water, vast sheets of glacial ice tip from one realm to the other, storms of boulder-sized hail pulverize extant structures, and entire nations of snow swirl amid the dense interplanar vapors. The *snowfall orb* is a relic of this harsh realm and is capable of channeling its awesome elemental power in a variety of ways.

First, anytime the owner's equipment is targeted by *heat metal*, the effect is automatically countered as if the *snowfall orb* had cast *chill metal*.

Second, once per day, the owner can concentrate on the orb for 10 minutes to alter the weather in a 1-mile radius. Doing so causes snow, heavy snow, sleet, or hail (user's choice) to fall within that radius for 1d4 hours, regardless of the environment's predominant climate or season. This ability otherwise functions as *control weather*.

Finally, the user can throw a *snowfall orb* at an opponent as a ranged touch attack with a range increment of 20 feet. On a hit, the orb is destroyed and the target immediately takes 5d6 points of cold damage. At the beginning of each round thereafter for 4 rounds, the target takes an additional 1d6 points of cold damage and must succeed at a DC 15 Fortitude save or take 1d2 points of Dexterity damage and become staggered for 1 round. If the target takes 3 or more points of Dexterity damage in this way, the creature becomes fatigued; if the target takes 5 or more points of Dexterity damage, it becomes exhausted instead.

CONSTRUCTION REQUIREMENTS	COST 7,000 GP
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Craft Wondrous Item, *chill metal, control weather, snowball* (*Pathfinder Player Companion: People of the North* 26)

WINDSONG LUTE

PRICE
4,250 GP

SLOT none

CL 3rd

WEIGHT 3 lbs.

AURA faint transmutation



The haunting strains of any music played on this unusually light, gold-inlaid oak lute travel farther than that of any mundane instrument, as if carried by the wind. If a bard uses this lute to play a bardic performance with a limited

range (such as countersong or distraction), the range of the bardic performance increases by 10 feet. If the bard is a sylph, the range increases by 20 feet instead.

CONSTRUCTION REQUIREMENTS

COST 2,125 GP

Craft Wondrous Item, *whispering wind*, creator must be a sylph with the bardic performance class feature

WINTERTIDE CANDLE

PRICE
1,500 GP

SLOT none

CL 9th

WEIGHT 1/2 lb.

AURA moderate transmutation



Even though this translucent, 1-foot-long candle resembles an icicle, it refuses to melt when exposed to any normal heat source. When lit, the candle transmutes its material composition from wax into gleaming divine ice (frozen holy water like that produced by *holy ice^{UM}*). The flame of the candle is cool and radiates violet-blue light. Lighting the candle is a standard

action, and anyone adjacent to it can extinguish the flame as a free action. The candle can burn for 10 rounds (need not be consecutive) before the ice is entirely consumed.

While the candle is burning, it emits an aura of divine cold in a 30-foot radius. The candle modifies the effect of any channeled positive or negative energy that originates inside the aura, and of any cure or inflict spell cast inside the aura. Instead of their normal effects, these abilities deal an amount of cold damage equal to the number of hit points they would normally cure or inflict. A target that succeeds at a Fortitude save (using the normal DC for the ability or spell) instead takes half damage.

A bearer can hurl the lit candle at an enemy as a ranged touch attack with a range increment of 10 feet, causing the candle to explode into a burst of chilled holy water. A creature struck in this manner is numbed by divine cold, becoming staggered for half the remaining time that the candle could burn (Fortitude DC 17 negates). An undead creature or evil outsider struck in this manner also takes 1d4 points of damage for each remaining round that the candle could continue burning, as if it were hit by holy water (no saving throw).

CONSTRUCTION REQUIREMENTS

COST 750 GP

Craft Wondrous Item, Elemental Spell (cold), *holy ice^{UM}*

OTHER ELEMENTAL MAGIC ITEMS

The following magic items also channel the magic of the Elemental Planes, and can be useful to characters that specialize in one or more of the elements. The rules for the following magic items can be found on the indicated page of the cited book (the book abbreviations correspond to the References section on page 1 of this book; "CR" refers to the *Pathfinder RPG Core Rulebook*).

Multiple Elements	Price	Source
<i>Amulet of elemental strife</i>	4,000 gp	UE 254
<i>Elemental gem</i>	2,250 gp	CR 511
<i>Elemental metamagic rod</i>	Varies	UE 188
<i>Ring of elemental command</i>	200,000 gp	UE 169
<i>Ring of energy resistance</i>	Varies	CR 480
<i>Sword of the planes</i>	22,315 gp	UE 162
<i>Vambraces of the genie</i>	Varies	UE 275
Air (Electricity) Items	Price	Source
<i>Bottle of air</i>	7,250 gp	CR 504
<i>Censer of conjuring air elementals</i>	90,000 gp	UE 288
<i>Orb of storms</i>	48,000 gp	UE 313
<i>Ring of djinni calling</i>	125,000 gp	UE 169
<i>Shocking robe</i>	11,000 gp	UE 219
<i>Slippers of cloudwalking</i>	4,400 gp	UE 233
<i>Stormlord's helm</i>	35,000 gp	UE 247
<i>Tempest shield</i>	15,170 gp	UE 133
Earth (Acid) Items	Price	Source
<i>Earthbind rod</i>	26,500 gp	UE 178
<i>Earthenflail</i>	11,315 gp	UE 154
<i>Elemental earth belt</i>	24,000 gp	UE 211
<i>Grounding rod</i>	12,000 gp	UE 178
<i>Staff of acid</i>	28,600 gp	UE 194
<i>Staff of earth and stone</i>	85,800 gp	UE 196
<i>Stone of conjuring earth elementals</i>	90,000 gp	UE 321
<i>Xorn robe</i>	20,000 gp	UE 219
Fire Items	Price	Source
<i>Blazing robe</i>	11,000 gp	UE 214
<i>Brazier of conjuring fire elementals</i>	90,000 gp	UE 285
<i>Fiery nimbus rod</i>	22,305 gp	UE 178
<i>Shirt of immolation</i>	8,000 gp	UE 222
<i>Shoes of the firewalker</i>	21,000 gp	UE 233
<i>Staff of fire</i>	18,950 gp	UE 197
<i>Volcanic shield</i>	14,170 gp	UE 133
Water (Cold) Items	Price	Source
<i>Bowl of conjuring water elementals</i>	90,000 gp	UE 285
<i>Cube of frost resistance</i>	27,000 gp	UE 290
<i>Decanter of endless water</i>	9,000 gp	509
<i>Helm of underwater action</i>	24,000 gp	UE 244
<i>Rod of flame extinguishing</i>	15,000 gp	UE 181
<i>Rod of ice</i>	8,500 gp	UE 182
<i>Staff of frost</i>	41,400 gp	UE 197
<i>Voidfrost robe</i>	11,000 gp	UE 219



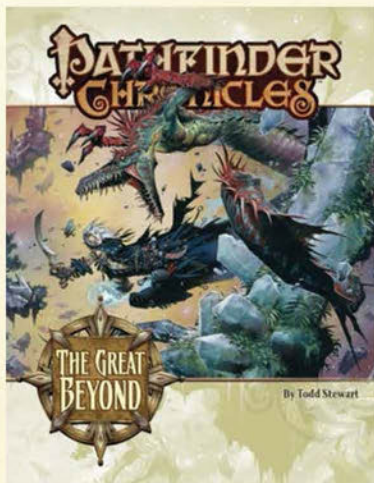
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Elemental Spells



The following table lists spells from other Pathfinder RPG sourcebooks that have one or more elemental descriptors (air, earth, fire, or water). Spells marked with an asterisk (*) have one or more of the energy descriptors that correspond to the four elements (electricity, acid, fire, or cold, respectively). Spells without a superscript citation can be

found in the *Pathfinder RPG Core Rulebook*. Spells marked with a superscript citation can be found in the indicated sourcebook; the full titles of the books cited and their abbreviations can be found in the References section on page 1 of this book. These rules can also be found for free online at paizo.com/prd.

Spell Level	Air (Electricity)	Earth (Acid)	Fire	Water (Cold)
0		<i>Acid splash</i> *	<i>Spark</i> ^{*, APG}	<i>Create water, ray of frost</i> *
1st	<i>Alter winds, shock shield</i> ^{*, UC} , <i>shocking grasp</i> *, <i>windy escape</i> ^{ARG}	<i>Corrosive touch</i> ^{*, UM} , <i>expeditious excavation</i> ^{APG} , <i>mighty fist of the earth</i> ^{ARG} , <i>mudball</i> ^{ARG} , <i>stone fist</i> ^{APG}	<i>Burning hands</i> *, <i>dancing lanterns</i> ^{*, APG} , <i>produce flame</i> *, <i>snapdragon fireworks</i> ^{*, UM} , <i>sun metal</i> ^{*, UC} , <i>touch of combustion</i> ^{*, ARG}	<i>Frostbite</i> ^{*, UM} , <i>hydraulic push</i> ^{APG} , <i>icicle dagger</i> ^{*, UM} , <i>marid's mastery</i> ^{ARG}
2nd	<i>Defensive shock</i> ^{*, UM} , <i>elemental speech</i> ^{APG} , <i>elemental touch</i> ^{*, APG} , <i>gust of wind</i> , <i>gusting sphere</i> ^{ARG} , <i>steal breath</i> ^{ARG} , <i>whispering wind</i>	<i>Acid arrow</i> *, <i>binding earth</i> ^{ARG} , <i>elemental speech</i> ^{APG} , <i>elemental touch</i> ^{*, APG} , <i>groundswell</i> ^{*, ARG} , <i>soften earth and stone</i> , <i>stone call</i> ^{APG}	<i>Blistering invective</i> ^{*, UC} , <i>blood blaze</i> ^{*, ARG} , <i>burning gaze</i> ^{*, APG} , <i>death candle</i> ^{*, ARG} , <i>elemental speech</i> ^{*, APG} , <i>elemental touch</i> ^{*, APG} , <i>fiery shuriken</i> ^{*, UC} , <i>fire breath</i> ^{*, APG} , <i>flame blade</i> *, <i>flames of the faithful</i> ^{*, APG} , <i>flaming sphere</i> *, <i>fury of the sun</i> ^{*, ARG} , <i>heat metal</i> *, <i>scorching ray</i> *, <i>spontaneous immolation</i> ^{*, UC}	<i>Chill metal</i> *, <i>elemental touch</i> ^{*, APG} , <i>elemental speech</i> ^{APG} , <i>frigid touch</i> ^{*, UM} , <i>frost fall</i> ^{*, UC} , <i>slipstream</i> ^{APG} , <i>unshakable chill</i> ^{*, UM}
3rd	<i>Call lightning</i> *, <i>cloak of winds</i> ^{APG} , <i>draconic reservoir</i> ^{*, APG} , <i>elemental aura</i> ^{*, APG} , <i>lightning bolt</i> *, <i>lightning lash bomb admixture</i> ^{*, UC} , <i>wind wall</i>	<i>Burst of nettles</i> ^{*, UM} , <i>draconic reservoir</i> ^{*, APG} , <i>elemental aura</i> ^{*, APG} , <i>eruptive pustules</i> ^{*, UM} , <i>raging bubble</i> ^{ARG} , <i>shifting sands</i> ^{APG}	<i>Ash storm</i> ^{*, UM} , <i>campfire wall</i> ^{*, APG} , <i>draconic reservoir</i> ^{*, APG} , <i>elemental aura</i> ^{*, APG} , <i>fire trail</i> ^{*, ARG} , <i>fireball</i> *, <i>firestream</i> ^{*, ARG} , <i>flame arrow</i> *	<i>Aqueous orb</i> ^{APG} , <i>draconic reservoir</i> ^{*, APG} , <i>elemental aura</i> ^{*, APG} , <i>hydraulic torrent</i> ^{APG} , <i>sleet storm</i> *, <i>water walk</i>
4th	<i>Absorbing inhalation</i> ^{ARG} , <i>air walk</i> , <i>ball lightning</i> , <i>cloud shape</i> ^{ARG} , <i>detonate</i> ^{*, APG} , <i>dragon's breath</i> ^{*, APG} , <i>hellmouth lash</i> ^{*, APG} , <i>miasmatic form</i> ^{ARG} , <i>shocking image</i> ^{*, UC}	<i>Acid pit</i> ^{*, APG} , <i>calcific touch</i> ^{*, APG} , <i>detonate</i> ^{*, APG} , <i>dragon's breath</i> ^{*, APG} , <i>earth glide</i> ^{ARG} , <i>hellmouth lash</i> ^{*, APG} , <i>obsidian flow</i> ^{UC} , <i>spike stones</i> , <i>stone shape</i> , <i>vitriolic mist</i> ^{*, UM}	<i>Blood crow strike</i> ^{*, UM} , <i>detonate</i> ^{*, APG} , <i>dragon's fire of breath</i> ^{*, APG} , <i>vengeance</i> ^{*, APG} , <i>fire shield</i> ^{*, APG} , <i>fire trap</i> *, <i>firefall</i> ^{*, APG} , <i>hellmouth lash</i> ^{*, APG} , <i>obsidian flow</i> ^{*, UC} , <i>scorching ash form</i> ^{*, ARG} , <i>volcanic storm</i> ^{*, UM} , <i>wall of fire</i> [*]	<i>Communal water walk</i> ^{UC} , <i>detonate</i> ^{*, APG} , <i>dragon's breath</i> ^{*, APG} , <i>fire shield</i> *, <i>ice storm</i> *, <i>wall of ice</i> *, <i>ride the waves</i> ^{UM}
5th	<i>Call lightning storm</i> *, <i>communal air walk</i> ^{UC} , <i>control winds</i> , <i>fickle winds</i> ^{UM} , <i>lightning arc</i> ^{*, UM} , <i>wind blades</i> ^{ARG}	<i>Acidic spray</i> ^{*, UM} , <i>corrosive consumption</i> ^{*, UM} , <i>transmute mud to rock</i> , <i>transmute rock to mud</i> , <i>wall of stone</i>	<i>Damnation stride</i> ^{*, ARG} , <i>fire snake</i> ^{*, APG} , <i>flame strike</i> *, <i>geyser</i> ^{*, APG}	<i>Cone of cold</i> [*] , <i>geyser</i> ^{APG} , <i>holy ice</i> ^{UM} , <i>icy prison</i> ^{*, UM} , <i>unholy ice</i> ^{UM}
6th	<i>Chain lightning</i> *, <i>path of the winds</i> ^{ARG} , <i>sirocco</i> ^{APG} , <i>wind walk</i>	<i>Acid fog</i> *, <i>conjure black pudding</i> ^{*, UM} , <i>mass binding earth</i> ^{ARG} , <i>move earth, tar pool</i> ^{UC}	<i>Chains of fire</i> ^{*, ARG} , <i>contagious flame</i> ^{*, APG} , <i>fire seeds</i> *, <i>sirocco</i> ^{*, APG} , <i>tar pool</i> ^{*, UC}	<i>Cold ice strike</i> ^{*, UM} , <i>control water, fluid form</i> ^{APG} , <i>freezing sphere</i> *, <i>ice crystal teleport</i> ^{*, UM}
7th	<i>Jolting portent</i> ^{*, UC} , <i>scouring winds</i> ^{UM}	<i>Caustic eruption</i> ^{*, UM} , <i>rampart</i> ^{APG} , <i>scouring winds</i> ^{UM}	<i>Delayed blast fireball</i> *, <i>firebrand</i> ^{*, APG}	<i>Ice body</i> ^{*, UM} , <i>vortex</i> ^{APG}
8th	<i>Whirlwind, stormbolts</i> ^{*, APG}	<i>Earthquake, repel metal or stone, wall of lava</i> ^{APG}	<i>Fire storm</i> *, <i>incendiary cloud</i> *, <i>wall of lava</i> ^{*, APG}	<i>Polar ray</i> *, <i>seamantle</i> ^{APG}
9th	<i>Winds of vengeance, ride the lightning</i> ^{*, UM}	<i>Clashing rocks</i> ^{APG} , <i>transmute blood to acid</i> ^{*, UM} , <i>world wave</i> ^{APG}	<i>Fiery body</i> ^{*, APG} , <i>meteor swarm</i> *	<i>Mass icy prison</i> ^{*, UM} , <i>polar midnight</i> ^{*, UM} , <i>tsunami</i> ^{APG} , <i>world wave</i> ^{APG}

Fire in the Blood

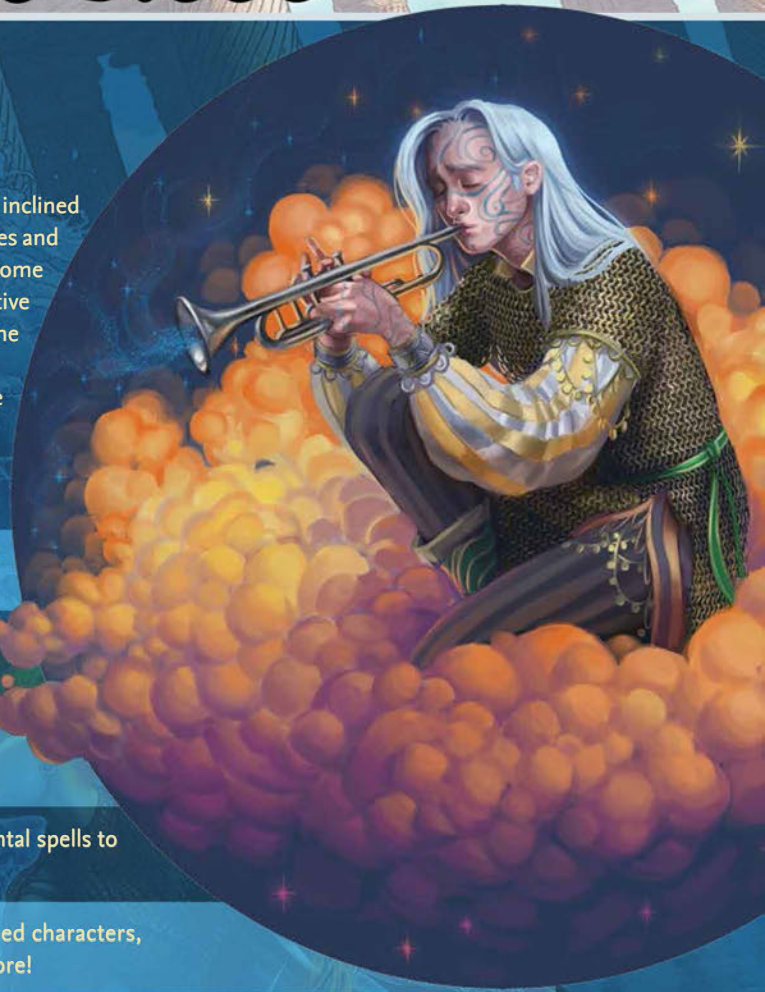
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