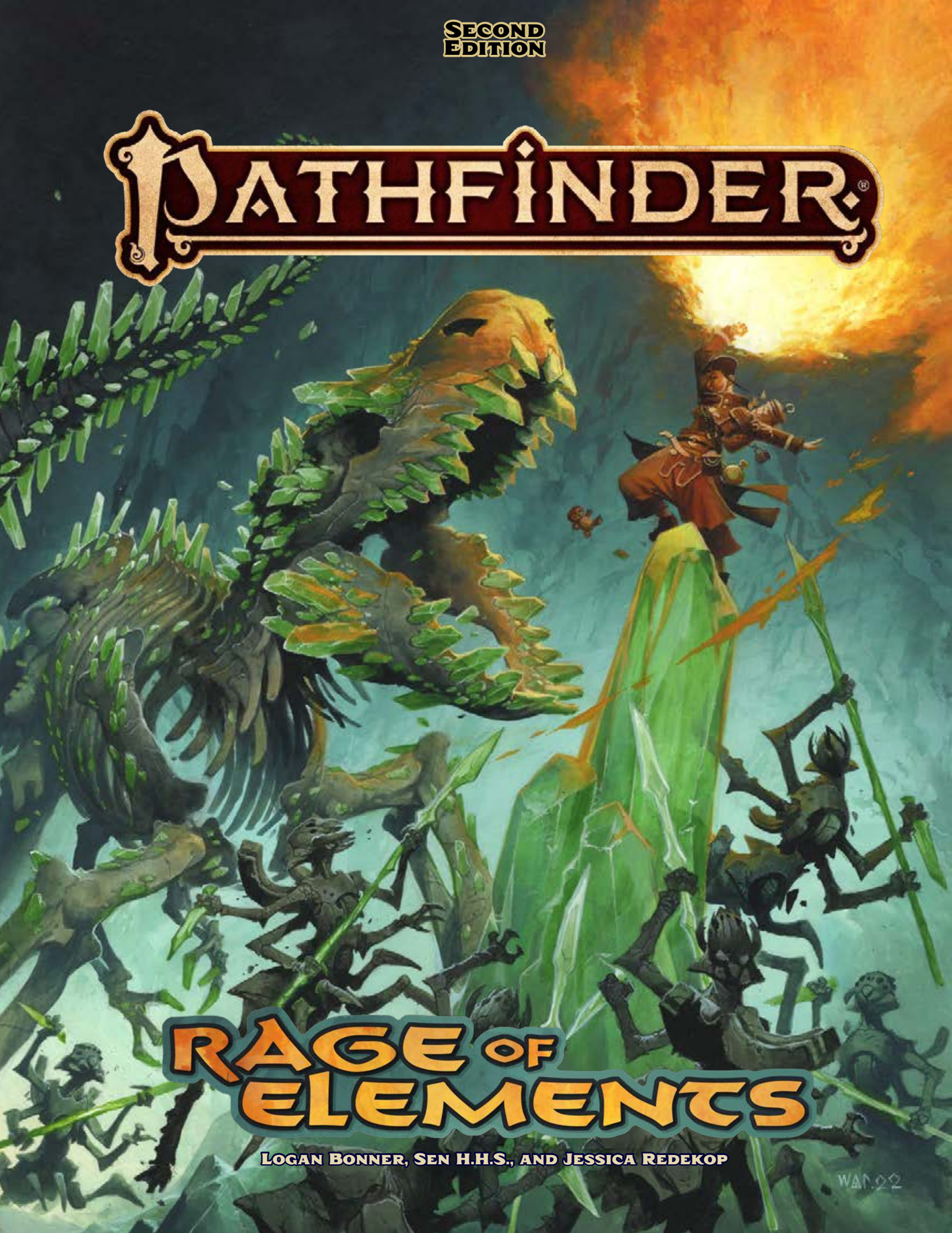
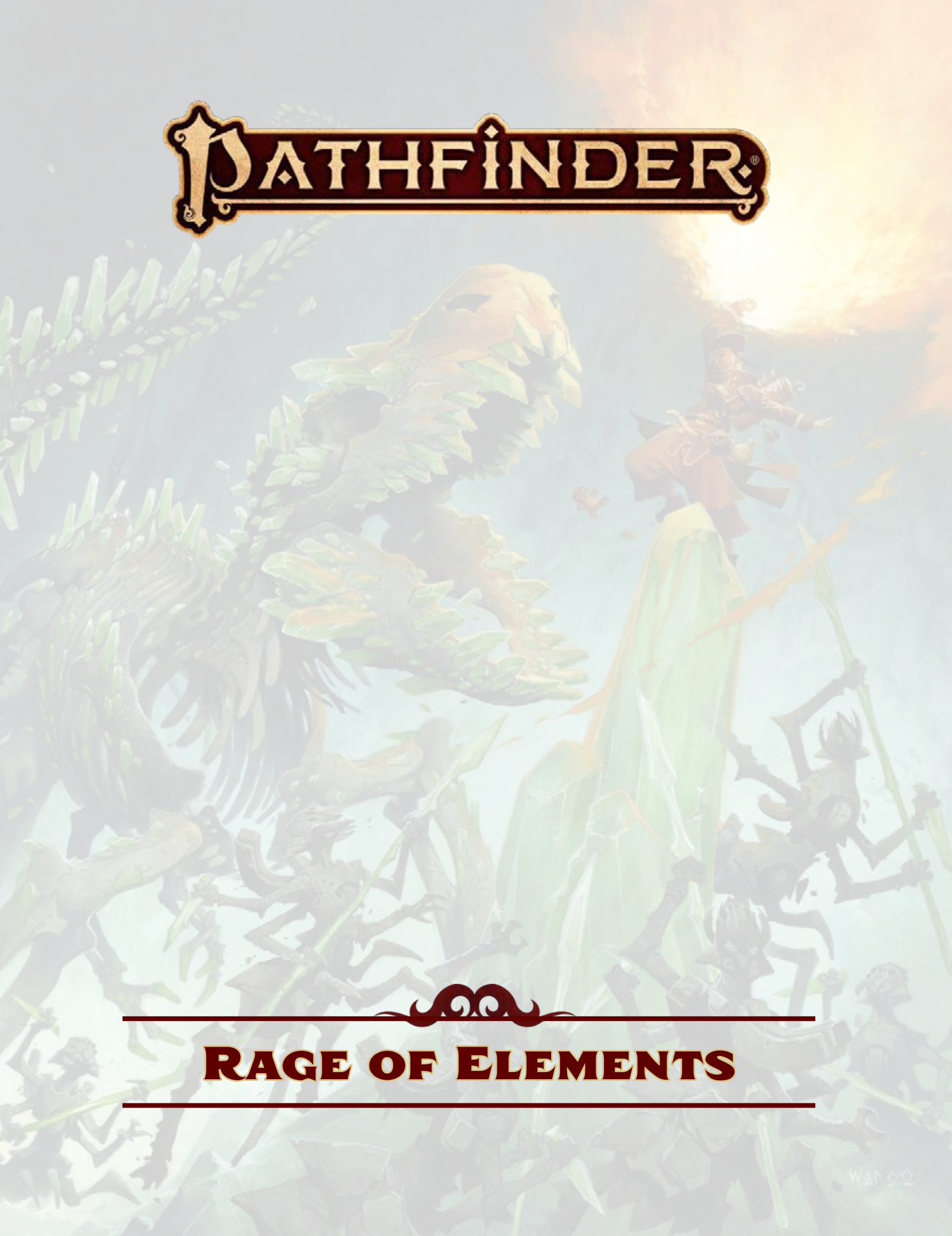
Second Edition

Pathfinder®



Rage of Elements

Logan Bonner, Sen H.H.S., and Jessica Redekop



Rage of Elements

PATHFINDER

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This book refers to several other Pathfinder products; however, these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder hardcovers can find the complete rules of these books available for free at **paizo.com/prd**.

LOCG	***Lost Omens Character Guide***
LOGM	***Lost Omens Gods & Magic***
LOWG	***Lost Omens World Guide***
SOM	***Secrets of Magic***
TV	***Treasure Vault***

Updated Rules

The rules in this book are fully updated to work with *Player Core*, *GM Core*, and *Monster Core*. If you're using the *Core Rulebook*, *Bestiary*, and other older books, please note the following changes. You can find a preview document with the full details at **paizo.com/corepreview**.

Alignment has been removed. Followers of some deities can commit to being holy or unholy.

Attribute modifiers function like ability modifiers. Ability scores have been removed.

Components for spells and item activations are replaced with the relevant traits.

Elemental scamps have replaced mephits.

Genies have been reimagined to better match folklore. In this book are janns of all elements, jaathooms of air, jabalis of earth, ifrits of fire, and faydhaans of water. The ifrit geniekin are now known as naari. New genies of metal (zuhras) and wood (kizidhars) also make their debut.

Languages of elemental planes have changed to Susurran (air), Petran (earth), Pyric (fire), and Thalassic (water).

Off-guard was formerly known as flat-footed.

Munsahirs have replaced azers (page 131).

Planes include some new names (page 8).

Reactive Strike functions like Attack of Opportunity, but with a more descriptive name.

Spell rank replaced "spell level" for a clearer distinction from the level of characters and items.

Spell schools are no longer a part of the game, though illusions still follow special rules.

Vitality and **void** replace positive and negative traits and damage.

Wish is now a ritual, not a 10th-level spell.



Elementary Truths

Close your eyes and imagine a magician drawing upon ancient forces and casting a spell, bringing magic into the world. What spell do they cast? When you think of magic, what do you see? Conjured torrents, exploding fireballs, pillars of stone—these spells, by my estimation, are precisely the sort that never stray far from our minds. The elements are quite inseparable from magic and, indeed, from all life. Our reality could never exist without them; there would be no water in the creeks, no forests of trees, no sun shining in the sky if the elements had not been shaped into being at the dawn of creation.

For me, exploring the Elemental Planes shares much in common with exploring different parts of my personality. I am a jann, a genie of the Universe who embodies all the elements simultaneously. They infuse my form, shaping my mind and body, and I can find aspects of myself within all of them. When I visit the Plane of Fire, I rediscover my passion and warmth. When I sail across the Plane of Water, I chart the vastness of my own heart. So too it must be for mortals, I think, who I've always imagined possess a unique ability to look into any plane they fancy and find a facet of themselves reflected back, a sort of universal empathy.

If you journey across the Elemental Planes, I believe you too will discover much about yourself, as well.

Fundamentals

A truth you would do well to remember is this: an element's nature is foundational. An element can be imagined (if you would indulge me in imagining again) as a child's building block toy. It is a primordial force, a discrete piece of the multiverse, applied in combination with other pieces to form everything we know in the Universe.

It must be clarified early, however, lest you are led to wrong conclusions, that a material object constructed using a solitary element is not by nature simple or poor. One element is fully capable of building upon itself alone to create any number of intriguing elemental structures, the likes of which are found across the Inner Sphere. The upper limit on constructions composed from a singular

element is not in complexity or power or worthiness, but rather in the quantity of potential combinations. It is in this way, in the arena of variety, the Universe rules supreme over all others, for it is home to infinite diversity and endless combinations.

ELEMENTAL AFFINITIES

Think of each element as a friend, each with their own unique strengths and peculiarities. Examples of each element's character abound, easily observed across the Elemental Planes and in the power wielded by elementalist spellcasters. A brief primer on the six elements follows, but there is much more that can be learned, and many secrets waiting to be discovered.

Air: Adrift among the Elemental Cycle, air possesses a breezy aura of defiance. It's frenetic and excitable, suited to creating sudden bursts of energy that leave nothing behind, though air magic can also be unpredictable. Like the elemental lord Hshurha, air is also invisible, and often used when an elementalist hopes their efforts can pass unnoticed.

Earth: Earth is methodical, reliable, and steadfast, but some criticize its slow pace and focus on contemplation over action. It is life-giving and nurturing, making it an excellent choice for protection magic or spells to support and empower what strengths a target already has.

Fire: Passionate but not always rageful, fire burns with intensity but quickly devours its fuel, left smoldering thereafter as it struggles not to go out. In addition to its destructive potential, fire is warm and joyful, and like the elemental lord Atreia, fire can be illuminating, revealing hidden intentions and banishing away frightful shadows.

Metal: Metal is a melancholic element. It carries a sense of finality with it, like a play whose sad ending is clear from the opening scene. Metal never destroys with speed or passion; instead, it brings gradual but ensured destruction, like a rusty hinge that eventually becomes stuck.

Water: As you've no doubt felt while sitting by a quiet pond, water can be soothing and peaceful, and is suited to magics that slowly bring stillness and calm. Of course, water can also channel the great ferocity of the tsunami and reshape terrain with rivers and waterfalls. It's a fluid element, highly mutable and able to shift and change to take on the form of any vessel.

Wood: Purifying and always growing, wood is an element of spring storms and rising tempers. In the Elemental Cycle, wood feeds into fire, providing the fuel that stokes great infernos. Elemental wood is a bountiful source of energy, perpetually replenishing its reserves, and can burrow through any barrier with ease.

History of the Elemental Planes

When I was a little girl, my grandmother often told stories about the multiverse and my place within it, and in these tales, the Elemental Planes always came first. Long-forgotten gods, whose names even she did not remember, once reigned over the vast emptiness that was everywhere before creation. According to the old tales, it was in this emptiness that the gods harnessed unfathomed potential, separating it into the elements. No sooner did they sort them than they began blending those elements together, making their dreams into reality—not unlike using paints on a canvas. This was the first act of creation to ever take place.

As Grandmother went on to describe the elements, I was shocked to learn that when the world began, they were six in number. Although two of these were gone before the Universe was formed, in the beginning the old gods created six elements, each housed in its own plane of existence: the Planes of Air, Earth, Fire, Metal, Water, and Wood. As my grandmother noted, not without a hint of sadness, this fundamental truth of our understanding of the elements, of our very being, excludes the power of metal and wood.

As the elements and their planes took shape, the forgotten gods realized that they needed caretakers, embodiments of the elements' raw potential. And so the elemental lords were made, two born of each element. The elemental lords existed for eons in equilibrium, perfectly balanced against one another, each agenda matched, and each passion countered by an equal opposite.

Grandmother spoke of this time almost wistfully, as if this idyllic balance was a paradise long lost. When mortality was born, eons of balance were undone in the first moments of frenzied creation.

When the First World and the Universe blossomed and mortal life flourished, imbalance seeped out and cascaded across reality. These mortals anthropomorphized the elements and projected imagined ideas of morality onto them, interpreting some aspects of an element to be good, and others evil. Over the eons, the elemental lords changed as well in accordance with mortality's vision. They were shaped by those who viewed them and became what they were imagined to be.

Ymeri, fiery lord of heat and smoke, became malevolent and jealous as the mortals found her smoke and heat disagreeable. Meanwhile, Atreia, the lord of purification and radiance, was generous and kind to the Universe. The lords also began to bicker between themselves, blaming each other for the evils their gifts enabled. Lysianassa became cross with Atreia and Ymeri, blaming the Lords of Fire for allowing mortals to commit arson, while Ranginori held Ferrumnestra and Laudinmio responsible for metal shaped into blades by mortal hands.

THE CONSPIRATORS' REIGN

Animosity festered and the benevolent lords grew increasingly divided. Grandmother's voice would grow hushed as she recounted Kelizandri's Conspiracy. The malevolent lords of air, earth, fire, and water joined forces and imprisoned their counterparts, sealing them away and ruling their respective planes uncontested. This shifted the

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Introductory Note

The book you hold presents my understanding of the elements and Elemental Planes, as much as it can be conveyed in writing. As I am well versed in the elements as a whole, but not each on its own merits, I have acquired texts from experts on the six individual elements, which you will find bound in this collection. I will return to describe the Churn of Elements at the end, the little-explored combinations of elemental magic and zones where the planes intersect.

About the Author



Aziza Amani al-Fasih was born in the Universe to a family of avid jann travelers. She delights in tours of the Inner Sphere and especially in sharing her favorite spots with the many new friends she meets along her journeys. Her best travel tip is to never be cheap with your luggage! A solid, waterproof trunk with flame-resistant runes is essential for enjoying any tour through the elemental planes.

balance. As the malevolent lords of the conspiracy grew in power and influence, the lords of metal and wood were weakened, and their planes shrunk and receded until they slipped away between the cracks of the Inner Sphere, seeming to disappear entirely.

Mortal life continued to prosper. The power of the surviving elemental lords multiplied, while the imprisoned good lords and the lost Elemental Planes were all but forgotten, secrets alluded to only in the most obscure ancient texts. It was these old texts that found their way into my grandmother's tales. I am sad that she did not live to see the change that was about to happen next.

The Lords Return

Across the many planes of existence, the secret of the imprisoned elemental lords was safeguarded against those who hoped to wipe it from history. In truth, there were secretive cabals dedicated to preserving this knowledge, so that it might one day be used to restore the balance. The Concordance of Elements was one such group, an ancient extraplanar organization dedicated to studying the multiverse and correcting planar imbalances (detailed in my supplemental materials; see A New Explorer's Primer, page 7).

In the interest of avoiding undue conflict, the Concordance by matter of policy avoided interference in the business of the elemental lords. That is, until a scant few years ago. Ashasar, liaison of Balance, unwittingly sparked the ire of Hshurha, the tempestuous Duchess of All Winds. He was attempting to interfere with a group called the Pathfinder Society (important on the planet Golarion) as they attempted to free her long-imprisoned rival, Ranginori. Ironic, perhaps, that her manifestations of misdirected rage forced the Concordance to collaborate with the Pathfinder Society instead. Had their joint efforts failed, Ashasar would be remembered in history as the one who led to the Concordance's downfall.

Instead, after untold eons, in the year 4718 of the Universe's Absalom Reckoning calendar, the Lord of Air was freed.

In the five years since, through great effort, the other imprisoned lords have been liberated as well. This shift in the balance of the Inner Sphere led to the unexpected return of the Planes of Metal and Wood, shaken loose like tangled ribbons by the recent planar upheavals. We knew the Inner Sphere as ancient and steady, but it appears, in truth, that it was merely stagnant. With a new balance returned, much has changed on the Elemental Planes. Ayrzul, Hshurha, Kelizandri, and Ymeri had accustomed themselves to uncontested rulership of their respective planes, but with the return of their benevolent counterparts, and with two more planes to contend with, their territories are unsteady and likely to change rapidly now that what was lost has been restored.

Planar Basics

A plane is its own reality, self-sufficient and self-contained, with its own fundamental laws to govern it. Traits one could take for granted on Golarion, such as the presence of gravity or the linear progression of time, are features of the Universe not necessarily shared by the other planes. Scholars of the Universe call everything beyond its bounds The Great Beyond.

The Great Beyond can be subdivided into two nested halves, the Inner Sphere and the Outer Sphere; as their names might suggest, the Inner Sphere lays nested within the outer. The planes within it are those of material substance and fundamental forces. The Outer Sphere is filled with angels and demons and all manner of other creatures of concept, thought, and soul, but it's the Inner Sphere we are primarily concerned with at present. The Inner Sphere is rather like an onion, comprised of many layers all within each other. The innermost world, found at the center of it all like a pit in the middle of a fruit, is the Universe, where Golarion resides. Surrounding this pit are the planes of relevance to our current topic: the Elemental Planes.

First is the Plane of Air, which lays next to the Universe, followed in sequence by the Planes of Wood, Water, Metal, Earth, and finally the Plane of Fire as the outermost layer of the sphere. I've included a diagram for your reference which I hope you will find helpful. You will note the planes of wood and metal are not full shells or layers like the others. They burst back into being but now appear to be growing slowly, not yet at their true blossom, which may come eons from now.

A NEW EXPLORER'S PRIMER

The Elemental Planes are wondrous destinations worthy of study and exploration. I have provided a summary of the six Elemental Planes, and what you might expect to find when you journey to them, below.

The Plane of Air might look empty, but the clouds and clear skies that fill it are all made of air. Asteroids of rock and ice, formed where Air's borders thin, frequently become the sites of planar settlements. The Plane of Air is inhabited by air elementals, mighty cloud dragons, air scamps, and the empire of jaathoom genies, in addition to the two elemental lords of Air, Hshurha and Ranginori. *Further reading on page 62*.

The Plane of Earth is a great, rocky shell, riddled with caverns and cave systems. Untold riches hide within the plane, alongside ancient vaults, crystalline geodes, and vast underground oceans. Elementals, jabali genies, crystal dragons, earth scamps, and ancient xiomorns call the Plane of Earth their home, and you can also find here the domains of the elemental lords of earth, Ayrzul and Sairazul. *Further reading on page 86*.

The Plane of Fire is a beautiful place filled with warmth and radiance, but for an unprepared visitor, its fiery seas and skies of smoke and cinder can make it one of the most hostile planes in the multiverse. The ifrit genies and the munsahirs had the two most powerful empires on the Plane of Fire, but fire scamps, elementals, and magma dragons also live here. Since Atreia's return, the Lambent King has been locked in war against Ymeri, the other Lord of Fire, for control of the plane. *Further reading on page 110*.

The Plane of Metal is unpredictable and constantly shifting, filled with magnetic fields, mercury rivers, clouds of iron and rust, and towering, spiky needles that shoot up into the sky and catch the lightning. The realms of Ferrumnestra and Laudinmio are found on this plane, alongside the lairs of planar dragons and cities where zuhra genies, metal elementals, and metal scamps live. *Further reading on page 134*.

The Plane of Water is an endless expanse of ocean, illuminated by its borders with the Plane of Air and plunged into bottomless darkness where it draws too close to the Plane of Earth. Brine dragons control massive, corroded territories, including the domain of the Brackish Emperor himself, the Lord of Water Kelizandri. Water scamps, water elementals, and faydhaan genies also live on the Plane of Water, alongside the returned Lord of Water, Lysianassa. *Further reading on page 164*.

The Plane of Wood is an eternal forest, filled with trees whose branches give way to the trunks of ever smaller trees. The plane is vibrant with plant life, and beautiful petal storms pass through the air. The plane is inhabited by wood elementals, forest dragons, wood scamps, and the Glowing Infinity of the kizidhar genies, in addition to the elemental lords of Wood, Shumunue and Verilorn. *Further reading on page 188*.

THE CONCORDANCE

Long ago, representatives of air, earth, fire, and water saw that the elements were lesser without one another, and sought an accord. They dubbed themselves the Concordance of Elements and declared it their quest to preserve the balance among the four. A council of scholars, each tied to one element, would provide leadership. Yet they needed a tiebreaker, so a fifth position joined the Seats of Air, Earth, Fire, and Water: the Seat of Balance, to represent unity. The Cycle of Five ponder and reflect from their fortress of Pentaskelion. The Concordance divides history into periods presided over by a newly chosen Cycle. As the Cycle of Five prepares to become Seven, and Pentaskelion is renovated into Septaskelion, the Concordance is abuzz with the vibrant energy of change.

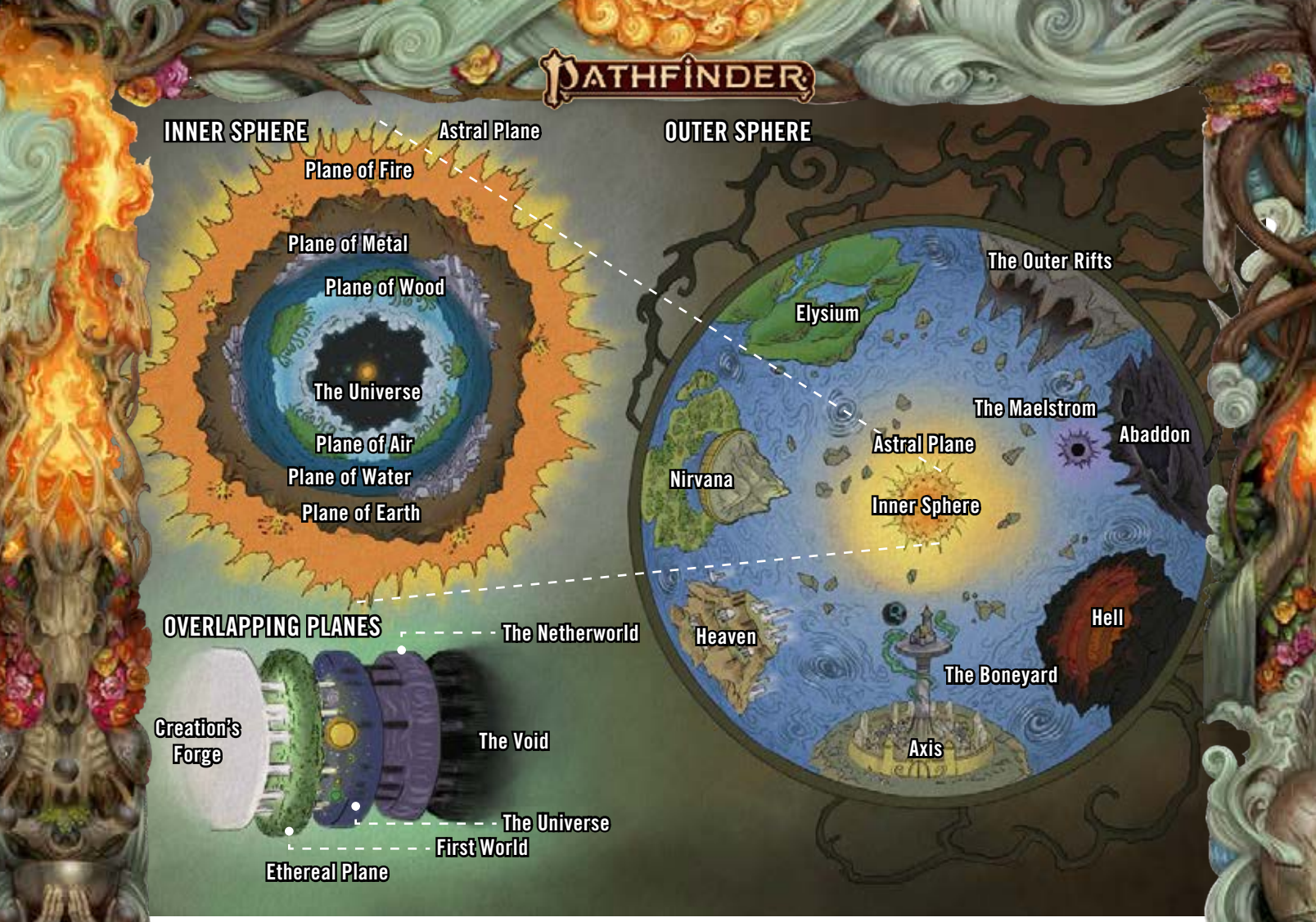
AETHER AND VOID, BRIEFLY

You may have heard many a scholarly debate around the "elements" of aether and void. Contentious topics, they're regarded as elements in certain quarters.

Aether is the spiritual made to resemble the physical through elemental energies. Occult scholars dub it an element. In the form of "quintessence," its name even means "fifth element"! But this force is no more an element than salt or bone. Elemental energy allows aether to act in the ways it does, but the presence of an elemental influence does not an element make. Aether is the spiritual, or ethereal, essence found on the Ethereal Plane, transfigured via elemental energies into a form that allows it to act upon physical objects, impart physical forces, or even mimic matter itself to form the body of a metaphysical being. It's the reason force can act at a distance through so-called "telekinesis," as well as the answer to what makes "force" magic different than magic that bludgeons, affects gravity, or otherwise acts upon fundamental forces.

Void is considered an element only in certain circles, including the empire of Minkai. It is a force—or maybe the reverse of a force—coming from its namesake plane, The Void. Often considered a force of destruction, its role in elemental philosophy is as a force that creates emptiness. To Minkaian elemental philosophy, space and emptiness are essential to make room for creation by other elements and creativity. Without destruction, we could not understand creation itself! Scholars obsessed with parallelism wish to prove the existence of a similar element linked to Creation's Forge, the generative plane. There's no clear evidence to support or deny this theory either way. Still, given how long we managed to lose multiple elemental planes, we shall have to keep our minds open.

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TRAVELING BETWEEN THE ELEMENTS

From the Universe, a hopeful traveler can reach the Elemental Planes by locating a portal or by way of magic. Portals can often be found in places where the element is particularly concentrated, such as volcanoes with portals to the Plane of Fire, but these sites are often terribly dangerous. Magic, for those capable, can be both safe and reliable, though one must always be cautious of where upon the elemental plane their magic transports them.

As the Elemental Planes form layers stacked upon each other within the Inner Sphere, each plane has regions where it borders the plane next to it. In these border regions, the character of one plane is influenced by the element of another, and travel between the two becomes possible simply by walking, swimming, or flying.

The Elemental Cycle

Elemental energy does not stagnate within the confines of each lonely plane. Rather, the energy flows in and out in a predictable sequence. The volume of this flow is constant and self-regulating, and any disruption has great implications. Bolstered regions see a spike in vitality and activity, while others weaken. In the extreme, a disruption in the flow can cut off entire planes, as appears to have been the case with the Planes of Metal and Wood.

(A note: Please understand this elemental cycle is *not* the same as the term "Cycle of Five" long used by the Concordance of Elements. So many of my discussions with their representatives went askew due to misunderstandings over these two phrases!)

The cycle has two major modes of action: feeding and countering. Feeding is the natural flow and change of energy, how one element becomes another. Think of it as the elements acting as one another's sustenance, ensuring all elements will always exist. You can see from the outer circle in the diagram (page 9) that wood feeds fire, fire feeds earth, earth feeds metal, metal feeds water, and water feeds wood.

Countering—more accurately counterbalancing—is how elements keep each other in check to prevent one from completely devouring or depleting another. It's as though the cycle experiences hunger. If you need sustenance, you feel hungry. Once you have eaten enough, the hunger stops. The countering cycle appears in the middle of the diagram. Wood counters earth, earth counters water, water counters fire, fire counters metal, and metal counters wood.

Barring interference from the elemental lords or powers even greater, the planes keep the energy circulating uniformly. If an imbalance does occur, these two mechanisms go into overdrive or stagnate until the balance is restored. There are rare instances where reverse

feeding and reverse countering happen, though the energy involved makes the phenomenon brief and limited in scale.

THE ROLE OF AIR

Air, though not mentioned in the feeding and countering mechanism, is still integral. When energy from elements of the cycle mix and take on a non-solid form, that becomes air. Which is to say, air is always feeding and being fed—plus countering and being countered—by the five other elements. Some go so far as to say that the Plane of Air is, in a way, the immaterial counterpart to the Universe.



To an extent, the existence of the Plane of Air ensures that even if the flow is completely severed, all Elemental Planes can continue to exist and function—if a little diminished. This was likely how the closure of the Planes of Metal and Wood did not result in catastrophe, but rather settled into a new equilibrium.

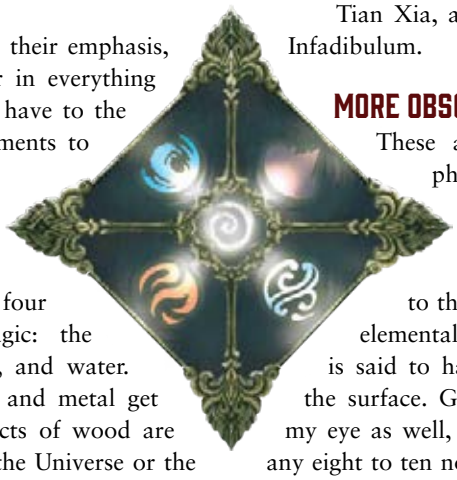
SPARSE SOURCES

Most of Golarion's knowledge of the elemental cycle comes from the holy scriptures of the Tian deity Qi Zhong. The God of Medicine's sacred manuals contextualize the cycle in nature, medicine, and even philosophies. Outside these documents, sources are sparse—a handful of ancient records engraved on wood and metal that contain detailed descriptions of the cycle. Sadly, these are incomplete, as much of the original texts have decomposed or rusted away. It's little surprise, then, that few outside Tian Xia have an understanding of these elements.



Elemental Philosophies

Depending on where cultures place their emphasis, their elemental theories may differ in everything from the number of elements they have to the interaction and relation of the elements to each other.



FOUR ELEMENTS OF THE INNER SEA

In the Inner Sea region, they saw four elements as components of magic: the accessible forces of air, earth, fire, and water. The few hints of elemental wood and metal get little notice, and most of the aspects of wood are instead attributed to the nature of the Universe or the First World. Metal, on the other hand, is preserved as a concept in alchemy, divided into the sub-elements of sulfur, mercury, and salt.

INTERNAL ELEMENTS

In comparison to treating elements as external sources of power, other philosophies see elements as an internal aspect of the body or a combination of internal and external. Minkai elementalism, for instance, draws attention not only to what makes up the physical world, but also classifies the observing mind and emptying force of the void as elements. Elemental philosophy of Vudra, meanwhile, focuses on the elements as parts of the mortal body. If one can attune their aether, air, earth, fire, and water levels to a perfect balance, they achieve perfection, and thus immortality and enlightenment.

FOCUS ON CYCLES

For the aforementioned philosophies, the elements are distinct, either as equals or in a particular order of importance. The elemental philosophies of the Successor States of Tian Xia are a great contrast to this way of thinking, as not only do they keep the elements of the wood and metal despite their lack of potency in recent years, but they also place emphasis on the cycle of the elements being a blueprint for how the world naturally functions. Early Shory elementalism is similar, in that they heavily studied how the two elements of air—that which is free—and earth—that which is anchored—can transform or gain properties of one another through various processes such as condensation, erosion, magnetism, or sedimentation. In both of these cases, these understandings of the elements have led to great breakthroughs, such as the cycle's application to medicine and herbology in Tian Xia, and the Shory Empire's Aeromantic Infadibulum.

MORE OBSCURE PHILOSOPHIES

These are only a few of the elemental philosophies, of course. There are many more that I am only now reading up on, such as the elven tripartite of earth, water, and wood in relation to the livability of a habitat; or dwarven elementalism of sky, stone, and metal, which is said to have tied into their efforts to reach the surface. Goblin elementalism recently caught my eye as well, as their elements can seemingly be any eight to ten nouns, with a hierarchy based on the subjective necessity of said noun for an individual. More often than not, sleep, food, drinks, and fire end up being the most significant.

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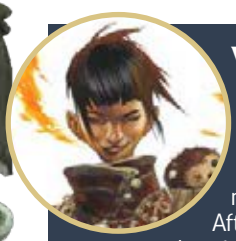
ELEMENTAL CHARACTERS

The elements manifest in the Universe without lives of their own, yet they sustain life and help it come to be in minor ways throughout all the world. Fascinating are the many wild ways creatures become closer to natives of the elemental planes. Eyes might blaze. Metal veins can spread over the skin like a map. And then, of course, there are the kineticists...



KINETICIST **PAGE 13**

Elemental matter blasts from a magical gate within every kineticist. Shaping these elements into magical impulses, a kineticist can fight nonstop with wild elemental magic. Kineticists can specialize in one element or grow into many, increasing their command over the fury of the elemental planes as they do.



YOON

Yoon has known adventure since she was only a kid. Though she's now grown up, she still brings an energetic (if hasty) attitude, a battered stuffie named Gom-Gom, and fire! fire! fire! After achieving her life goal—reaching her father's homeland of Hwanggot—Yoon has set her sights on the next horizon.

CHARACTER OPTIONS

In addition to the kineticist class, you'll find these new character options in Chapter 1.

- **Elemental allies** (page 38) include elemental eidolons, animal companions, and familiars.
- **Elemental backgrounds** (page 44) tie a character's backstory to the elements.
- **Ardande** (page 46) geniekin are linked to the Plane of Wood. They have an innate connection to wood and plants but aren't plant creatures themselves.
- **Talos** (page 50) geniekin are linked to the Plane of Metal. They typically have metal growing naturally as part of their bodies.
- An **elemental instinct** (page 54) gives a barbarian a literal rage of elements.
- **Elemental spell changes** (page 55) update several spells from *Secrets of Magic* to use the two new elements and provide updates for the elemental spell list the elementalist uses.
- **Elemental archetypes** include the kineticist multiclass archetype (page 57), which allows characters of other classes to tap into some kinetic magic. An updated and expanded elementalist class archetype (page 58) allows an elementalist to use either the four elements of Inner Sea elementalism or the five elements of the elemental cycle. This archetype originally appeared in *Secrets of Magic*. Page 56 covers the rules of how archetypes work.

Oh, how I wish I could be a kineticist! To have the most direct channel to an element, and to feel its presence in its purest form. The kinetic gate, as pioneering kineticists call it, links a person to an elemental plane, making them a perfect conduit to call forth the majesty of that element in its purest form. How this happens, we don't know. Is it even the same from one kineticist to another?

What we do know is that visualizing this gate helps a kineticist to limit and expand the flow of elemental energy and matter—and to close and open it, at the extremes. Understanding and self-image seem to be crucial in kinetic shaping. Signatures aren't rote as those seen in formal spellcasting, but strongly individualized. Elements in a kinetic aura might look like simple fragments, form shapes like animals, blur in intricate patterns, or even coalesce into shifting words. Having observed meetings of kineticists, they seem fascinated to see how others' elements manifest. Those who form close bonds have even witnessed their elemental manifestations growing more similar to one another.

Kineticists of metal and wood began showing up recently in high numbers. The planes' magic surges! How exciting to welcome these newcomers. I must note that a small few kineticists have been tapping gates to these planes for a long time, especially those from Tian Xia who had the tools to understand the powers of metal and wood. Kineticists often find their powers at a young age, but now, even older people feel elements springing to life. For this, we can thank the opening of the two lost planes and the great changes in the elemental order.

Kinetic impulses, as they've been dubbed, can be fleeting, yet kineticists who set their mind to a task can create great works of art, architecture, and craftsmanship with their elements. A hut built slowly, stone by stone. Cascading waterfalls of colorful fire. A miniature city of fine metal frames and wooden inlay. It's easy to assume kinetic magic is a flash and then nothing, but discipline and heart show that to be reductive. I count among my treasures a number of fine souvenirs given by my kineticist acquaintances, crafted from and by their heart.

What's to come from our kineticist friends? I'm eager to see. May they all flourish, and may they find one another. Those of us who study the elements can help them, but we must understand... they have much more to teach us than what we can teach them.

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PATHFINDER

KINETICIST



The power of the elements flows from within you. Roaring fire, pure water, fleeting air, steadfast earth, twisting wood, slicing metal. A kinetic gate inextricably tied to your body channels power directly from the elemental planes, causing elements to leap to your hand, whirl around your body, and blast foes at your whim. As your connection to the planes grows, you attain true mastery over your chosen elements.

KEY ATTRIBUTE

CONSTITUTION

At 1st level, your class gives you an attribute boost to Constitution.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

Elemental magic surges from you throughout the fight. Without any restrictions on how often you can use your abilities, you become a reliable slinger of magic. You can develop powers you can use in a variety of situations... or you can choose just a few favorite attacks you use repeatedly.

DURING SOCIAL ENCOUNTERS...

The elements you channel might guide or even influence how you carry yourself in social situations. You might leap to anger like a raging fire, stand your ground as solid as a mountain, keep your motives elusive as the wind, go with the flow like water, make cutting remarks sharp as metal, or exhibit the slow patience of the forest.

WHILE EXPLORING...

Your innate connection to the elements hones your awareness of the natural world. In an environment full of an element you can channel, you're unparalleled, with the ability to repeatedly manipulate the element around you.

IN DOWNTIME...

You could commune with the elements or practice your control over your kineticist powers. Through retraining, you can realign the flow of your kinetic gate to perfect different manifestations of your element.

YOU MIGHT...

- Have a conflicted relationship with the kinetic gate that fuels your kineticist magic, possibly because it manifested at a traumatic point in your past.
- Struggle with controlling and understanding your elemental powers.
- Form a kinship with elemental creatures or feel at home in areas strong with your element.

OTHERS PROBABLY...

- Find your ability to keep calling on more and more elemental power truly astonishing.
- Defer to you in all matters related to your element, from the smallest tasks to the politics of the elemental planes.
- Worry you'll consume yourself with elemental magic or lose control of its primal forces.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude
Expert in Reflex
Trained in Will

SKILLS

Trained in Nature
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in unarmored defense

CLASS DC

Trained in kineticist class DC

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KINETICIST ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, kinetic gate, kinetic aura, impulses (Elemental Blast, Base Kinesis), kineticist feat
2	Kineticist feat, skill feat
3	Extract Element, general feat, skill increase, Will expertise
4	Kineticist feat, skill feat
5	Ancestry feat, attribute boosts, gate's threshold, skill increase
6	Kineticist feat, skill feat
7	General feat, kinetic durability, kinetic expertise, skill increase
8	Kineticist feat, skill feat
9	Ancestry feat, gate's threshold, perception expertise, skill increase
10	Attribute boosts, kineticist feat, skill feat
11	General feat, kinetic quickness, reflow elements, skill increase, weapon expertise
12	Kineticist feat, skill feat
13	Ancestry feat, gate's threshold, light armor expertise, skill increase, weapon specialization
14	Kineticist feat, skill feat
15	Attribute boosts, general feat, greater kinetic durability, kinetic mastery, skill increase
16	Kineticist feat, skill feat
17	Ancestry feat, double reflow, gate's threshold, skill increase
18	Kineticist feat, skill feat
19	Final gate, general feat, kinetic legend, light armor mastery, skill increase
20	Attribute boosts, kineticist feat, skill feat

Class Features

You gain these abilities as a kineticist. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and you must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These are noted at the start of this class.

KINETIC GATE

As a kineticist, you've awakened or opened a kinetic gate, a supernatural conduit within your body that can channel elemental forces straight from the elemental planes. You can choose either a single gate (one element) or dual gate (two elements) at 1st level.

When selecting an element for your kinetic gate, you can pick from six elements—air, earth, fire, metal, water, and wood. Elements you can channel are referred to as your kinetic elements. Your kinetic elements function even in environments where they normally wouldn't. For example, you could use fire actions underwater even though that's normally not possible, and you could create air in a vacuum.

Your kinetic gate gives you impulse feats, magical actions that let you shape and control your elements in awesome ways. You can select more impulse feats using your kineticist class feats, as described under Impulses on page 15. At higher levels, the gate's threshold class feature gives you more impulse feats and lets you choose whether to improve with one element or access new kinetic elements.

Single Gate

Your kinetic gate links to a single elemental plane, starting you with a single element but giving you greater power with it. Choose one element to be your kinetic element, and select two 1st-level impulse feats that have that element's trait.

In addition, you gain an impulse junction, a benefit that occurs when you use an impulse of the chosen element that takes 2 actions or more. This happens before the other effects of the impulse, unless noted otherwise. You can gain only one impulse junction per round; they are described in full below.

Air Before or after the other effects of the impulse, you can either Stride up to half your Speed or Step. If you have a fly Speed, you can Fly up to half your fly Speed instead.

Earth Fragments of stone float around you, granting you a +1 circumstance bonus to AC until the start of your next turn.

Fire Increase the damage die size of fire damage dealt by the impulse by one step.

Metal Choose acid, electricity, or piercing. Until the start of your next turn, each time a creature touches you or damages you with an unarmed melee attack or non-reach melee weapon, it takes damage of the chosen type equal to half your level (minimum 1 damage).

Water After the impulse's other effects, you can move one creature targeted by the impulse or in its area 5 feet in any direction, or 10 feet if it's in a body of water. This can't move the creature into the air. You can choose only a creature that's willing to be moved, that failed its save against the impulse, or that you succeeded at an impulse attack roll against.

Wood You gain temporary Hit Points equal to your level that last until the start of your next turn.

Dual Gate

Your kinetic gate is a harmonious conduit between two planes, allowing you to combine their elements to give you a versatile set of abilities. Select two elements to be your kinetic elements. Then, select two 1st-level impulse feats, one with the trait of the first element and one with the trait of the other.

Kinetic Aura

Through your kinetic gate, elements flow from an elemental plane to orbit your person. The form and appearance of this kinetic aura are unique to you. Examples include a chaotic wind orbiting the body, fragments of floating gravel, colorful wicks of flame, stars of raw metal always changing shape, floating snowflakes, or splinters dancing in the air. If you can channel more than one element, pieces of all your kinetic elements appear in the aura.

You have the Channel Elements action, which lets you activate your kinetic aura.

Channel Elements ❖

AURA KINETICIST PRIMAL

Requirements Your kinetic gate isn't active.

You tap into your kinetic gate to make elements flow around you. Your kinetic aura activates, and as a part of this action, you can use a 1-action Elemental Blast or a 1-action stance impulse. Your kinetic aura is a 10-foot emanation where pieces of your kinetic element (or all your kinetic elements, if you can channel more than one) flow around you. The kinetic aura can't damage anything or affect the environment around you unless another ability allows it to. Channel Elements has the traits of all your kinetic elements.

Your kinetic aura automatically deactivates if you're knocked out, you use an impulse with the overflow trait, or you Dismiss the aura. Though you can't use new impulses while your kinetic aura is deactivated, ones you already used remain, and you can still Sustain any that can be sustained. Stance impulses are linked to your kinetic aura and end when the aura deactivates.

Impulses

An impulse is a special type of magical action available to kineticists, allowing them to wield or shape their element into diverse and powerful forms. To wield an element, you must have your kinetic aura active and have a free hand, as described in the impulse trait (see the Key Terms sidebar on this page). You automatically gain the Elemental Blast and Base Kinesis impulses, and your kinetic gate selection gives you additional impulse feats. You can select more impulse feats with kineticist class feats, and at higher levels, you'll automatically get more with the gate's threshold class feature. You can select an impulse feat only if it matches one of your kinetic elements.

Impulses are magical, and though they aren't spells, some things that affect spells also affect impulses. Abilities that restrict you from casting spells (such as being polymorphed into a battle form) or protect against spells (such as a spell that protects against other spells or a creature's bonus to saves against spells) also apply to impulses.

Impulse Levels

Any impulse you use is the same level you are. For instance, if you're 5th level, your Elemental Blast would be 5th level (and its counteract rank would be 3rd rank), even though you gained the action at 1st level.

Key Terms

The following new key traits appear in many kineticist class features and feats.

Composite: A composite impulse combines multiple elements. You can gain an impulse with the composite trait only if your kinetic elements include all the elements listed in the impulse's traits.

Impulse: The primary magical actions kineticists use are called impulses. You can use an impulse only if your kinetic aura is active and channeling that element, and only if you have a hand free to shape the elemental flow. The impulse trait means the action has the concentrate trait unless another ability changes this. If an impulse allows you to choose an element, you can choose any element you're channeling, and the impulse gains that element's trait.

Infusion: Actions with the infusion trait tweak your kineticist impulses. You must use an infusion action directly before the impulse action you want to alter. If you use any action (including free actions and reactions) other than an impulse action directly after, you waste the benefits of the infusion action. Any additional effects added by an infusion action are part of the impulse's effect, not of the infusion action itself.

Overflow: Powerful impulses temporarily overdraw the energy of your kinetic gate. When you use an impulse that has the overflow trait, your kinetic aura deactivates until you revitalize it (typically with Channel Elements). Extinguishing your element this severely is taxing, and consequently, you can use only one overflow impulse per round, even if you reactivate your kinetic gate.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.

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Similar to spells, many impulses get more powerful as you increase in level. In these cases, the impulse ends with one or more "Level" entries. This either lists the levels at which the impulse gets an upgrade or has an entry with a plus sign that describes a benefit that increases on a regular basis. For instance, a 1st-level impulse with a "Level (+4)" entry would get stronger at 5th, 9th, 13th, and 17th levels.

Impulse Attacks and DCs

An impulse that requires a saving throw uses your kineticist class DC. Some of your impulses require you to attempt an **impulse attack roll** to see how effective they are. Your impulse attack roll uses the same proficiency and attribute modifier as your kineticist class DC. Like a spell attack modifier, your impulse attack modifier uses the following formula: d20 roll + attribute modifier + proficiency bonus + other bonuses + penalties. This means your impulse attack roll is typically 10 lower than your class DC. The drained condition can reduce your impulse attack rolls and class DCs. You can acquire a *gate attenuator* (page 224) to gain a bonus to your impulse attack modifier.



Elemental Blast

The Elemental Blast impulse is a simple expression of your power, allowing you to attack with the pure matter of your kinetic element. Though each element has its own strengths and weaknesses, the basic principles to using them are the same. You can customize the appearance of your Elemental Blast and can even choose a different form each time you use the impulse.

ELEMENTAL BLAST ◆ OR ◆◆

ATTACK IMPULSE KINETICIST PRIMAL

With a wave of your hand, you collect elemental matter from your aura and swing or hurl it. Choose one of your kinetic elements and a damage type listed for that element, then make a melee or ranged impulse attack against the AC of one creature. Add your Strength modifier to the damage roll for a melee Elemental Blast. If you make a 2-action Elemental Blast, you gain a status bonus to the damage roll equal to your Constitution modifier.

The element determines the damage die, damage type, and range (for a ranged blast). A damage type other than a physical damage type adds its trait to the blast.

- **Air** 1d6 electricity or slashing, 60 feet
- **Earth** 1d8 bludgeoning or piercing, 30 feet
- **Fire** 1d6 fire, range 60 feet
- **Metal** 1d8 piercing or slashing, 30 feet
- **Water** 1d8 bludgeoning or cold, 30 feet
- **Wood** 1d8 bludgeoning or vitality, 30 feet

Critical Success The target takes double damage.

Success The target takes full damage.

Level (+4) The damage increases by one die.

Base Kinesis

The Base Kinesis impulse lets you perform simple alterations to an element.

BASE KINESIS ◆◆

IMPULSE KINETICIST PRIMAL

It's trivial for you to create some of your element or alter a portion of it that already exists. Choose one of your kinetic elements to affect. This impulse has a range of 30 feet, and the Bulk of the target must be negligible or light. The GM

decides what Bulk the element is. You can't affect an element that's magical, secured in place (like a stone mortared in a wall), or attended by a creature unwilling to let you.

Choose one of the following options, though the GM might allow you to make similar small alterations. Base Kinesis can't deal damage or cause conditions unless otherwise noted.

- **Generate** You bring an ordinary, non-magical piece of the chosen element from its elemental plane. The element can be used for any of its normal uses. For example, air can be breathed by an air-breathing creature, and fire casts light and can ignite flammable substances.
- **Move** Move an existing piece of the element up to 20 feet in any direction. If you bring it into your space, you can catch it in an open hand. You can Sustain the impulse to keep moving the element.
- **Suppress** You destroy an existing piece of element, such as snuffing out a flame or evaporating water from a cup. This affects only natural forms of the element, not durable, crafted goods like a stone statue, metal lock, or wooden door.

Level (+4) The range increases by 15 feet, and the maximum Bulk increases by 1 (allowing Bulk 1 at 5th level).

KINETICIST FEATS

At 1st level and every even-numbered level, you gain a kineticist class feat.

SKILL FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

EXTRACT ELEMENT 3RD

Creatures with a strong tie to your element might be troublesome for you to deal with, at least until you've learned to turn their elemental nature to your advantage. You gain the Extract Element action.

EXTRACT ELEMENT ❖

IMPULSE KINETICIST PRIMAL

You extract elemental matter from a creature's body to weaken it and take its power for your own. Target a creature within 30 feet that has a trait matching one of your kinetic elements or is made of one of your kinetic elements. The target takes 2d4 damage (with no damage type) and becomes susceptible to your impulses, depending on its Fortitude save against your class DC.

Critical Success The creature is unaffected.

Success The creature takes half damage, and you add some of its elemental matter to your kinetic aura. Your impulses bypass any immunity the creature has to their elemental trait or traits, and the target takes a –1 circumstance penalty to its saves and AC against your impulses. If the target normally has a resistance that would apply to damage from one of your impulses, ignore that resistance; if it normally would be immune to that damage type, it instead has resistance equal to its level to damage from the impulse. You can't target a creature with Extract Element if elemental matter you extracted from it is already in your kinetic aura. These effects last for 5 minutes or until your kinetic aura ends, whichever comes first.

Failure As success, but the creature takes full damage.

Critical Failure As failure, but the creature takes double damage.

Level (+2) The damage increases by 1d4.

SPECIAL RULES

Some rules don't come up that often but can be vital to understand when they do.

Made of an Element: Some kineticist abilities work on creatures made of an element. A creature made of rock, sand, or dirt is made of earth, but a creature wearing metal armor wouldn't be considered a metal creature. If it's unclear whether a creature is made of an element, the GM decides.

Overlapping Kinetic Auras: A creature that's in multiple kinetic auras at the same time is subject to the special effects of all of them. As normal for duplicate effects, a creature can't be affected by multiple copies of the same effect. For instance, if an enemy were in two fire kineticists' auras, and both kineticists had the fire kinetic aura gate junction (page 18), the creature would gain only the higher weakness from the two auras.

Precious Materials: Elements you create (using Base Kinesis to generate an element, for example) must typically be ordinary materials of negligible value. You can't create precious or valuable materials like silver, gemstones, or duskwood unless otherwise noted.

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

SKILL INCREASES 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

WILL EXPERTISE 3RD

Your mental defenses grow stronger. Your proficiency rank for Will saves increases to expert.

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ANCESTRY FEATS 5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

GATE'S THRESHOLD 5TH

You reach a new milestone in your odyssey to become in tune with your kinetic gate and must decide how to expand the gate's power. At 5th level and every 4 levels thereafter, you choose to either expand the portal or fork the path.

- **Expand the Portal:** Your gate attunes more precisely to one of your elements. Gain an impulse feat of your level or lower for one of your kinetic elements; if you have more than one element, you can choose a composite impulse (page 36). You also gain a gate junction for one of your kinetic elements. If you have no valid options for the feat—typically because you have one kinetic element and devoted your class feats to gaining that element's impulses—you can instead select any kineticist class feat of your level or lower for which you meet the prerequisites.
- **Fork the Path:** Your gate reaches to another elemental plane. Add a new element of your choice to your kinetic elements. Gain an impulse feat of your level or lower with the trait of that element. You can't select a composite impulse feat with this feat selection.

Gate Junctions

When you gain a gate junction, you develop a specialized kinetic technique. Choose one benefit from the gate junction table for one of your kinetic elements.

- A **critical blast** junction happens when you get a critical success with an Elemental Blast of the kinetic element.
- An **elemental resistance** grants you resistance to damage while your kinetic aura is active. This resistance is equal to your level, and it applies to damage of any listed type or that comes from a creature or effect that has any of the listed traits. At 17th level, you gain immunity to effects with any of the listed traits. This doesn't make you immune to creatures with such a trait. You can voluntarily forgo this resistance, immunity, or both if you want an effect to work on you.
- You can choose an **impulse junction** instead of one of the listed junctions. Impulse junctions are listed under Single Gate on page 14.
- An **aura junction** adds an effect to your kinetic aura when you Channel Elements.
- A **skill junction** makes you trained in the listed skill and grants you the listed skill feat. If you were already trained in the listed skill, you instead become trained in a skill of your choice. While your kinetic aura is active, you gain a +1 status bonus to the listed skill; the bonus increases to +2 at 10th level and +3 at 17th level.

You can select each gate junction only once, unless noted otherwise, but you can have the same type of junction for multiple elements. You can always choose not to use a gate junction when it would normally occur. If you have multiple junctions that would apply at the same time—such as kinetic aura junctions for different elements—you can apply any number of them. (Though note that you can use only one impulse junction per round.)

GATE JUNCTIONS

Air Gate Junctions
Critical Blast Push the target up to 10 feet.
Elemental Resistance air, electricity
Aura Junction You and any ally that starts its turn in the aura gets a +10-foot status bonus to land Speed until the end of that turn, and to fly Speed if applicable.
Skill Junction Stealth, Experienced Smuggler
Earth Gate Junctions
Critical Blast If the target is on the ground, it's knocked prone; if it isn't on the ground, it descends up to 20 feet (you choose the distance).
Elemental Resistance earth, poison
Aura Junction Squares in the aura are difficult terrain for your enemies, but only if moving into the square would make the enemy farther away from you.
Skill Junction Athletics, Hefty Hauler
Fire Gate Junctions
Critical Blast The target takes 1d6 persistent fire damage. You gain an item bonus to this persistent damage equal to your item bonus to impulse attack rolls, such as from a *gate attenuator* (page 224).
Elemental Resistance cold, fire
Aura Junction Enemies in your kinetic aura gain weakness to fire from your fire impulses. The weakness is equal to half your level (minimum weakness 1).
Skill Junction Intimidation, Intimidating Glare
Metal Gate Junctions
Critical Blast The target takes 1d6 persistent bleed damage; if the creature has the metal trait or is made of metal, it instead takes 1d6 persistent damage with no type from rust. You gain an item bonus to this persistent damage equal to your item bonus to impulse attack rolls, such as from a *gate attenuator* (page 224).
Elemental Resistance electricity, metal
Aura Junction Your enemies in the aura take a –1 status penalty to attacks with metal objects, and they take a –1 status penalty to AC if they're wearing metal armor, have the metal trait, or are made of metal.
Skill Junction Crafting, Quick Repair
Water Gate Junctions
Critical Blast The blast deals 2 splash damage per damage die of the blast, with the same damage type.
Elemental Resistance fire, water
Aura Junction The aura becomes saturated with humidity, and water moves as you please. Non-magical fires in the aura are extinguished, and creatures in the aura gain fire resistance equal to half your level.
Skill Junction Athletics, Underwater Marauder

Wood Gate Junctions
Critical Blast If the target of the critical hit is adjacent to a surface, roots entangle it. The target is immobilized and must spend an Interact action to attempt a DC 10 Athletics check to pull itself free. The target doesn't become stuck if it is incorporeal, is liquid, or could otherwise escape without effort.
Elemental Resistance poison, wood
Aura Junction Life-giving blossoms spring up around you. Any ally that begins its turn in the aura gains 1 temporary Hit Point that lasts until the start of its next turn. This increases to 2 temporary Hit Points if you're 10th level or higher and to 3 temporary Hit Points if you're 15th level or higher.
Skill Junction Survival, Terrain Expertise (forest)

KINETIC DURABILITY 7TH

The sustenance of your inner gate counters harm that would come to your body. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

KINETIC EXPERTISE 7TH

Your kinetic gate grows stronger, making your elements harder to resist. The power flowing from you is even harder to resist. Your proficiency rank for your kineticist class DC increases to expert.

PERCEPTION EXPERTISE 9TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

KINETIC QUICKNESS 11TH

Your body flows with the elegance of a flame, a wave, a breeze. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

REFLOW ELEMENTS 11TH

You twist one of the impulses you've learned into a different but still similar magic. When you make your daily preparations, you can replace one of your impulse feats with a different impulse feat that has the same elemental trait. You can reflow only impulse feats that have exactly one elemental trait, not composite impulse feats or feats that vary by element. This follows the same rules as retraining; you can replace impulse feats gained through your class feats or through class features that grant you impulse feats.

WEAPON EXPERTISE 11TH

You've improved your combat skill. Your proficiency rank for simple weapons and unarmed attacks increase to expert.

LIGHT ARMOR EXPERTISE 13TH

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

WEAPON SPECIALIZATION 13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

GREATER KINETIC DURABILITY 15TH

Your gate protects you even more. Your proficiency rank for Fortitude saves increases to legendary. When you roll a critical failure on a Fortitude save, you get a failure instead. When you fail a Fortitude save against an effect that deals damage, you halve the damage you take.

KINETICIST FEATS

Use this table to look up feats available to all kineticists by name.

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SAMPLE KINETICIST

ELEMENT EXPLORER

You grow your elemental magic over time until eventually you can attune to all six elements.

ATTRIBUTE MODIFIERS
Constitution, Dexterity, Charisma

SKILLS
Acrobatics, Deception, Stealth

KINETIC GATE
Dual gate

FEATS
1st Flying Flame, Four Winds, Whisper on the Wind; **6th** Two-Element Infusion

GATE'S THRESHOLD
5th Ravel of Thorns; **9th** Call the Hurricane; **13th** Rock Rampart; **17th** Alloy Flesh and Steel



KINETIC MASTERY 15TH

The power flowing from you grows even difficult to resist. Your proficiency rank for your kineticist class DC increases to master.

DOUBLE REFLOW 17TH

Your kinetic gate becomes even more adaptable. When you use reflow elements, you can replace two impulse feats instead of one.

FINAL GATE 19TH

Your kinetic gate reaches a perfect form, its power constantly fighting to be released. If your kinetic aura is inactive, you automatically use the first action of your turn to Channel Elements as a free action. You can deliberately suppress the effect. If you're unable to act, final gate still functions, but you don't get to use the Elemental Blast or stance impulse you normally do from using Channel Elements.

KINETIC LEGEND 19TH

Your elements become almost impossible to resist. Your proficiency rank for your kineticist class DC increases to legendary.

LIGHT ARMOR MASTERY 19TH

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

Kineticist Feats

At every level that you gain a kineticist feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

Elemental Impulses: When you gain a kineticist feat, you can either select one from the feats available to all kineticists (pages 20–23) or select an impulse feat for one of your kinetic elements: air (page 24), earth (page 26), fire (page 28), metal (page 30), water (page 32), or wood (page 34). You can also choose a composite impulse (page 36) if you can channel all the kinetic elements it requires.

1ST LEVEL



ELEMENTAL FAMILIAR FEAT 1

KINETICIST

A small creature made of elemental matter springs forth from your kinetic gate. This elemental familiar appears to be made of one of your kinetic elements, though it might have unusual or distinguishing aspects. Like other familiars, your elemental familiar can assist you in various tasks and on adventures. You gain an elemental familiar (page 42) with the trait of one of your kinetic elements. If you have more than one kinetic element, you can change the element you've selected for your familiar to a different one of your kinetic elements each time you make your daily preparations. The familiar uses your Constitution modifier to determine its Perception, Acrobatics, and Stealth modifiers.

EXTENDED KINESIS FEAT 1

KINETICIST

Prerequisites Base Kinesis

You've refined the control you can exert over your elements. Add the following options to Base Kinesis.

- **Proliferate** You cause an existing element to expand. This works like the generate option, except that you can either create an equal quantity of the

element in the same square as its source or in an adjacent square, or cause the element to expand to fill its square (making a flame bigger or turning a twig into a small tree, for example). After you proliferate an element, it reacts to the environment naturally—water you proliferated into thin air would splash back down, for example. This affects only natural forms of the element, not durable, crafted goods.

- **Regulate** (air, fire, metal, or water only) You change the temperature of an existing element, making it colder or warmer. This can snuff out a flame or turn water to ice or steam. After this change, the element cools or warms naturally unless you Sustain the impulse. An item that gets cold or hot enough (as determined by the GM) can be used as an improvised weapon that deals 1 cold damage or 1 fire damage in addition to the damage the GM determines for the improvised weapon.
- **Sculpt** (earth, metal, or wood only) Reshape an existing element into a small object of a design you choose. It looks crude and artificial on close examination. The sculpted element can be shaped into a functional short tool (or a long tool if your Base Kinesis can affect 1 Bulk or greater). It's too fragile and artificial to be used as a weapon or have any monetary value.

VERSATILE BLASTS — FEAT 1

KINETICIST

Accessing a wider realm of elemental manifestations, you can make blasts with rare forms of your elements. Add the following damage types to those you can choose for Elemental Blasts of that element: **air** cold, **earth** poison, **fire** cold, **metal** electricity, **water** acid, **wood** poison.

WEAPON INFUSION ◆ — FEAT 1

INFUSION KINETICIST

With a signature flair, you shape blasts of elemental power into the form of a weapon, such as a sword made of whirling wind or a bow that shoots flames. If your next action is an Elemental Blast, choose a weapon shape for it to take. You can choose to change the blast's damage type to bludgeoning, piercing, or slashing—whichever suits the weapon shape—and you can choose other alterations depending on whether you make a melee or ranged blast.

Melee Add one of the following traits of your choice: agile, backswing, forceful, reach, sweep.

Ranged Choose one of three options: range increment 100 feet and the volley 30 feet trait, range increment 50 feet and the propulsive trait, or range increment 20 feet and the thrown trait.

2ND LEVEL

KINETIC ACTIVATION — FEAT 2

KINETICIST

Rather than incantations and gestures, you can use your kinetic gate to directly unlock the potential of elementally empowered magic items. You can Activate magic items that require you to be able to Cast a Spell, provided you activate them to Cast a Spell with the same trait as one of your kinetic elements; for example, if you can channel fire, you could Activate a *scroll of fireball*. For any effects of these items that use a spell attack roll or spell DC, you can substitute your impulse attack roll or class DC.

You can also prepare a staff that has at least one spell with an appropriate trait, using half your level rounded up to determine the number of charges you add. This doesn't allow you to cast spells without the trait of one of your kinetic elements, and you don't get the extra benefits prepared and spontaneous spellcasters do.

VOICE OF ELEMENTS — FEAT 2

KINETICIST

You can speak with the secret tones of elements you channel, finding words in the crackle of flame, the grinding of stone. Your kinetic aura grants you these three benefits while active.

- You can speak all the languages of your kinetic elements (Sussuran for air, Petran for earth, Pyric for fire, Talican for metal, Thalassic for water, Muan for wood).
- You can communicate with mindless elementals on a basic level if they have a trait that matches one of your kinetic elements or are made of one of those elements. This allows you to use Diplomacy to Make an Impression on them and to make very simple Requests.
- You gain a +2 circumstance bonus to Charisma-based skill checks you attempt against elementals of one of your kinetic elements.

4TH LEVEL

COMMAND ELEMENTAL ◆◆ — FEAT 4

IMPULSE KINETICIST PRIMAL

You grasp the animating force within an elemental creature and bend it to your will. Choose a trait matching one of your kinetic elements and target an elemental creature within 30 feet that has the chosen trait. The elemental becomes controlled by you if its level is equal to or lower than your level – 3, or slowed 1 for as long as you Sustain the effect if its level is equal to your level – 2 or higher. It can attempt a Will saving throw against your class DC to resist being controlled by you or to end the slowed effect. If the target is already under someone else's command, it can't be slowed by this ability, and the controlling creature also rolls a saving throw, with the elemental using the better result.

Critical Success The target is unaffected and is temporarily immune for 24 hours.

Success The target is unaffected.

Failure The elemental creature is controlled or slowed as long as you Sustain the impulse, up to 1 minute. This effect ends if you or an ally attacks the elemental.

Critical Failure As failure, but you can Sustain the impulse up to 1 hour.

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KINETIC SPECIALISTS

Kineticists who specialize in a single element are often referred to by a special title.

- **Air:** Aerokineticist
- **Earth:** Geokineticist
- **Fire:** Pyrokineticist
- **Metal:** Metallokineticist
- **Water:** Hydrokineticist
- **Wood:** Phytokineticist

SAFE ELEMENTS FEAT 4

KINETICIST

Elements are wild and dangerous, but you've found ways to reduce their risk. When you Channel Elements or use a stance impulse that affects your kinetic aura, you can designate a number of creatures up to your Constitution modifier (minimum 1 creature). Choose whether they are immune to the benefits of your kinetic aura or immune to its damage and drawbacks. You don't have to be able to see a creature to designate it, nor does it need to be in your kinetic aura, but you can't designate a creature that's unnoticed by you.

In addition, you gain the Pacifying Infusion action.

Pacifying Infusion ◆ (infusion) If your next action is an impulse, it gains the nonlethal trait. If it has an area, you can exclude creatures you've designated with Safe Elements from its effects.

6TH LEVEL

COUNTER ELEMENT ↷ FEAT 6

IMPULSE KINETICIST

Prerequisites exactly one kinetic element

Trigger You're targeted by or in the area of an effect that has the trait matching your kinetic element and originates from an enemy or hazard.

Your absolute dedication to a single element lets you attempt to gain control over it, even when the element is in service to another entity. You attempt to counteract the effect, using your kineticist class DC – 10 as your counteract check modifier and half this impulse's level rounded up as the counteract rank. If you counteract the effect, you protect only yourself unless you got a critical success on your counteract check.

Level (12th) If you successfully counteract the effect, you can have it target or affect a different creature within 30 feet of you. If you got a critical success on the counteract check, you can choose the effect's targets or entire area.

FEARSOME FAMILIAR ◆◆◆ FEAT 6

IMPULSE KINETICIST PRIMAL

Prerequisites a familiar

Your elemental familiar trades places with an elemental from its elemental plane. Summon a common creature that has the elemental trait and a level no greater than your level – 4. This creature appears in the same space as your familiar, which disappears for the duration of this impulse. You can Sustain this impulse up to 1 minute. When the impulse ends, the familiar appears in the space the summoned elemental occupied. A familiar can endure this process only so often—if you use this impulse on your familiar more than once per day, it dies as soon as it returns the second time.

TWO-ELEMENT INFUSION ◆ FEAT 6

INFUSION KINETICIST

Prerequisites two or more kinetic elements

Slamming one element into another, you combine their strengths. If the next action you use is an Elemental Blast, choose two of your kinetic elements instead of one. The blast gains the traits of both elements and uses the highest range and damage die among the two elements. Half the blast's damage is the damage type of one element, and the other half is the damage type of the other element. If the total damage is an odd number, you choose which element deals the higher damage. Determine the damage amounts before altering the amount due to halving, doubling, resistances, weaknesses, and other calculations. If either element can deal more than one type of damage, you can still choose which damage type to use. You gain any added effects of both elements, such as their critical blast junction effects.

8TH LEVEL

ELEMENTAL OVERLAP FEAT 8

KINETICIST

Prerequisites exactly one kinetic element

Though you've dedicated yourself to one element, you learn to mix that element with another. Gain a composite impulse feat that includes your kinetic element. You can use that impulse even though you can't channel all its elements. The feat's level must be lower than the level at which you selected Elemental Overlap.

Special You can select this feat more than once, choosing a different impulse feat each time.

PURIFY ELEMENT ◆◆ FEAT 8

IMPULSE KINETICIST PRIMAL

You turn an element into its purest form. Choose one of your kinetic elements and target up to 1 cubic foot of that element within 30 feet. (One cubic foot of liquid is roughly 8 gallons.) You remove toxins and pollutants from the element as well as anything intruding into the element, such as plant roots in soil. This can't change the grade of a material, alter the form of a manufactured object, or change the structural integrity of the element. If the purification would remove an alchemical or magical pollutant (such as a poison or curse), Purify Element attempts to counteract that impurity, using your class DC – 10 for the counteract check. If it fails to counteract a particular impurity, any further attempt you make to counteract that impurity with Purify Element fails as well.

10TH LEVEL

AURA SHAPING FEAT 10

KINETICIST

You control the size of your kinetic aura. You can make your kinetic aura's emanation any size from a 5-foot emanation to a 20-foot emanation (you must choose a multiple of 5). You choose the size when you Channel Elements and can change it when you use a stance impulse that affects your kinetic aura. Increase the maximum size you can choose by 5 feet at 15th and 20th levels.

CHAIN INFUSION ❖ FEAT 10

INFUSION KINETICIST

The elemental matter in your blast keeps reconstituting itself to travel onward, no matter how many bodies it collides with. If your next action is an Elemental Blast and it hits, attempt a new ranged Elemental Blast from the target against a different creature that's within the blast's range, measuring from the creature you hit. You can keep chaining the blast in this way each time you hit. Your multiple attack penalty applies normally to any blasts in the chain after the first. You can make up to five blasts total, but you can't target the same creature more than once. Roll damage only once and apply it to each creature you hit. (If you start with a melee blast, you still add your Strength to only that blast, not the successive ranged blasts.)

ELEMENTAL TRANSFORMATION ❖ FEAT 10

KINETICIST POLYMORPH PRIMAL

Prerequisites exactly one kinetic element

Frequency once per day

Requirements Your kinetic gate is deactivated.

You open your kinetic gate, but rather than activating your kinetic aura, you instead become overwhelmed with transformative elemental energy. You're affected by an *elemental form* spell with the same trait as your kinetic element. You can heighten it to any spell rank up to half your level rounded up.

12TH LEVEL

EFFORTLESS IMPULSE ◆ FEAT 12

KINETICIST

Trigger Your turn begins.

A steady ripple from your kinetic gate maintains one of your impulses. You immediately Sustain one of your active impulses that can be sustained.

14TH LEVEL

NOURISHING GATE FEAT 14

KINETICIST

You can sustain yourself on a single drop of elemental dew or the slightest spark from the Plane of Fire. You gain a +2 status bonus to saving throws against poisons, sleep, and effects that would make you paralyzed. You don't need to breathe, eat, or sleep, though you must still take a full night's rest every 24 hours to be able to make your daily preparations. During this time, you remain awake and alert, but you must spend the time meditating or attuning to your kinetic gate rather than engaging in other complex activities. Each kineticist attunes in their own individual way.

RAPID REATTUNEMENT FEAT 14

CONCENTRATE EXPLORATION KINETICIST

Prerequisites reflow elements

You spend 10 minutes realigning your elemental connections in an elemental trance. Replace one of your impulse feats using the same process as reflow elements. If you have double reflow, you can replace two impulse feats instead of one.

16TH LEVEL

IMPERIOUS AURA ◆ FEAT 16

IMPULSE KINETICIST PRIMAL

Prerequisites one or more stance impulses that affect your kinetic aura

Trigger Your turn begins.

Your glowing and majestic kinetic aura marks you as a true child of the elements. Use a stance impulse that affects your kinetic aura.

18TH LEVEL

ELEMENTAL APOTHEOSIS FEAT 18

KINETICIST

Prerequisites Nourishing Gate, exactly one kinetic element

You take on an elemental countenance, appearing like a type of elemental of your element. You gain any Speeds listed in the *elemental form* spell for your element and gain darkvision if you don't already have it. You also gain the elemental trait and the trait of your chosen element.

20TH LEVEL

KINETIC PINNACLE FEAT 20

KINETICIST

No one can match the pace at which elements flow from you. You're permanently quickened. You can use your extra action only to Channel Elements, use a 1-action Elemental Blast, or use a 1-action stance impulse.

OMNIKINESIS ❖ FEAT 20

KINETICIST

Prerequisites reflow elements

You can realign your kinetic gate with a thought. Replace one of your impulse feats using the same process as reflow elements. You can replace only one, even if you have double reflow.

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Air Impulses

1st Level

Aerial Boomerang ◆◆ — Feat 1

AIR IMPULSE KINETICIST PRIMAL

A blade of shearing wind races away from you in a 60-foot line. Each creature in the area takes 2d4 slashing damage with a basic Reflex save against your class DC. In the final square of the line, the boomerang whirls in place until the end of your next turn. Any creature that ends its turn in that square has to save against the boomerang.

On your next turn, you can use a single action, which has the concentrate trait, to return the boomerang to you. It returns in a line from its square to your current location, with the same effect as the initial line, then the impulse ends. You must have line of effect to the boomerang and be within 60 feet of it.

Level (+2) The damage increases by 1d4.

Air Cushion ↺ — Feat 1

AIR IMPULSE KINETICIST PRIMAL

Trigger A creature within 60 feet is falling.

Air currents flow upward to slow the target's fall to 60 feet per round. The cushion ends when the target reaches the ground, and the creature takes no damage from the fall. The cushion expires if the creature doesn't reach the ground within 1 minute, but any distance it fell during that minute doesn't count for any damage the creature would take from the fall. You can't use Air Cushion again while you have one in effect.

Level (8th) The range is 120 feet, and you can create cushions for up to 5 falling creatures with one reaction.

Four Winds ◆◆ — Feat 1

AIR IMPULSE KINETICIST PRIMAL

Mimicking the anemoi—monarchs of the four winds—you propel four creatures. Target up to four willing creatures within 30 feet of you. Each of those creatures can Stride up to half its Speed. If it has a fly Speed, it can instead Fly up to half its fly Speed.

Level (10th) The targets move up to full Speed instead of half.

Whisper on the Wind ◆ — Feat 1

AIR AUDITORY ILLUSION IMPULSE KINETICIST LINGUISTIC PRIMAL

You speak in a whisper, a soft wind carrying your words far away. This has the effect of the *message* spell with a range of 500 feet, and it can target only a creature surrounded by air. If you start your message with the target's name, you and the target don't need to be able to see each other, nor do you need line of effect.

Level (4th) The range is 1 mile.

Level (14th) The range is planetary plus the Plane of Air.

4th Level

Air Shroud ◆ — Feat 4

AIR IMPULSE KINETICIST PRIMAL STANCE

Turbulent air suffuses your kinetic aura. This doesn't displace other matter but provides air for creatures in your kinetic aura that need air to breathe. Attacks with ranged weapons take a –1 circumstance penalty to their attack rolls if their paths pass through your kinetic aura. Air in your kinetic aura is difficult terrain for flying creatures other than yourself.

Lightning Dash ◆◆ — Feat 4

AIR ELECTRICITY IMPULSE KINETICIST MOVE OVERFLOW POLYMORPH PRIMAL

For an instant, you transform yourself into a being of pure lightning and fly forward, shocking anyone in your way. You propel yourself forward in a 30-foot line. You can move through creatures during this movement, and this movement doesn't trigger reactions that are triggered by movement. Each creature you move through takes 2d12 electricity damage with a basic Reflex save against your class DC. You return to your normal form in the final square of the line. If you're in the air, you fall unless you have a fly Speed.

Level (+3) The length of the line increases by 5 feet, and the damage increases by 1d12.

6th Level

Clear as Air ◆◆ — Feat 6

AIR ILLUSION IMPULSE KINETICIST OVERFLOW PRIMAL

Compact layers of air diffract and bend light around your body, making you appear as clear as the sky on a perfect day. You become invisible until the end of your next turn. You can Sustain the impulse. If you use a hostile action, the impulse ends after that action is completed. If you activate your kinetic aura, the impulse conceals its elements, though any special effects of your aura might give away your location.

This impulse weakens if you use it too frequently. Using it again within 10 minutes makes you concealed instead of invisible.

Level (10th) The impulse doesn't end if you take a hostile action, but if you're invisible, you become concealed instead of invisible until the start of your next turn.

Level (16th) Taking a hostile action has no effect on the impulse.

Flinging Updraft ◆◆ — Feat 6

AIR IMPULSE KINETICIST PRIMAL

A speeding wind heeds your call, picking someone up and depositing them nearby. Choose a creature within 60 feet of you. The target jumps in any direction, up to a maximum of 30 feet. If the target doesn't land on a space of solid ground within 30 feet of where it started, it falls unless it has a fly Speed but doesn't take any damage from the fall. You choose the distance and direction of the jump.

If you target an unwilling creature, it attempts a Reflex save against your class DC with the following results.

Success The creature is unaffected.

Failure You make the creature jump up to half the maximum distance.

Critical Failure You make the creature jump up to the maximum distance.

Level (+2) The maximum distance increases by 15 feet.

8TH LEVEL

CYCLONIC ASCENT ◆◆ FEAT 8

AIR IMPULSE KINETICIST PRIMAL

Whorls of wind surround your lower body, forming a cyclone that lifts you into the air. You gain a fly Speed equal to your land Speed or 30 feet, whichever is greater, for 10 minutes. Unlike with a normal fly Speed, you can move upward without treating it as difficult terrain. In addition, you can remain in the air at the end of your turn if you used an air impulse during that turn, even if you didn't use a Fly action that turn.

Level (14th) You can target up to five additional creatures, each of which gains a fly Speed equal to its land Speed or 30 feet, whichever is greater. They don't gain the other benefits.

STORM SPIRAL ◆◆◆ FEAT 8

AIR ELECTRICITY IMPULSE KINETICIST OVERFLOW PRIMAL SONIC

Dark thunderclouds swirl in a miniature storm, crisscrossed with lightning bolts; a tremendous thunderclap fills the air. The storm appears in a 20-foot burst within 60 feet. Each creature in the area takes 3d12 electricity damage and 1d10 sonic damage, with a basic Reflex save against your class DC. A creature that fails its save is deafened until the end of its next turn (or for 1 minute on a critical failure). A creature wearing metal armor or made of metal takes a –1 circumstance penalty to its save.

Level (+3) The electricity damage increases by 1d12.

12TH LEVEL

GHOSTS IN THE STORM ◆ FEAT 12

AIR ELECTRICITY IMPULSE KINETICIST PRIMAL STANCE

Clouds, like eager pets, are drawn to you and to those in your good graces. Fast-moving gray clouds surround you, as well as your allies while they're in your kinetic aura. Anyone surrounded by these clouds gains a +2 status bonus to Reflex saves and Acrobatics checks. When an affected creature uses a move action, clouds dance around it. Until the start of its next turn, it's concealed, and its Strikes gain the *shock* rune.

WILES ON THE WIND ◆◆ FEAT 12

AIR AUDITORY ILLUSION IMPULSE KINETICIST PRIMAL

Speaking lies, you set them loose upon a drifting wind. You create an auditory illusion that comes from a square within 500 feet and can be as loud as four normal humans talking. The sound can be intricate, including speech or music, though the GM might require you to attempt a check or know a language for it to be convincing. The illusion lasts until the end of your next turn, and you can Sustain the impulse.

You can have any creature within 40 feet of the illusion, or that comes within 40 feet of it during the duration, attempt a Will save against your class DC. This is a mental effect.

Success The creature is unaffected, disbelieves the illusion, and is temporarily immune for 1 hour.

Failure The creature is fascinated with the source of the sound until the end of its next turn. When the fascination ends, the creature is temporarily immune for 1 hour.

Critical Failure As failure, but the creature is fascinated for 1 minute or until it disbelieves.

14TH LEVEL

BODY OF AIR ↷ OR ◆◆ FEAT 14

AIR IMPULSE KINETICIST OVERFLOW POLYMORPH PRIMAL

Trigger An enemy you can observe targets you with an attack or other damaging effect.

Your gathered air consumes your body, leaving only a cloud of living vapor. This has the same effects on you as *vapor form*. The effect lasts until the end of your next turn, but you can Sustain the form up to 5 minutes. If you activate your kinetic aura, Body of Air ends.

You can use Body of Air as a reaction only when the trigger is met, but you can use it as a 2-action activity without the trigger being met.

Level (+1) The resistance increases by 1.

18TH LEVEL

CROWNED IN TEMPEST'S FURY ◆ FEAT 18

AIR ELECTRICITY IMPULSE KINETICIST PRIMAL STANCE

You become one with a devastating thunderstorm from the Plane of Air, placing a crown of lightning upon your brow. Sparks flash in your eyes, and lightning strikes constantly in the air around you as howling winds lift you from the ground.

- Any creature that enters your kinetic aura or ends its turn there takes 2d12 electricity damage.
- If you don't have a fly Speed, you gain a 20-foot fly Speed. If you have the Cyclonic Ascent impulse, you instead gain that fly Speed and the extra benefits.
- You gain a +10-foot status bonus to all your Speeds.
- Your air Elemental Blasts deal an additional 1d12 electricity damage.

INFINITE EXPANSE OF BLUEST HEAVEN ◆◆◆ FEAT 18

AIR ILLUSION IMPULSE KINETICIST MENTAL OVERFLOW PRIMAL VISUAL

An illusion of a limitless expanse with an impossibly blue sky makes all within feel the sensation of falling... forever. The vision appears in a 20-foot burst within 100 feet. The illusion lasts until the end of your next turn, but you can Sustain it up to 1 minute. Using this impulse again ends any previous one.

Each creature in the area or that later enters it must attempt a Will save against your class DC. Creatures with the air trait are immune. Any effect of the illusion ends for a creature as soon as it leaves the illusion's area or the impulse ends, and the creature then becomes temporarily immune for 1 hour.

Critical Success The creature is unaffected.

Success The creature is off-guard.

Failure The creature is off-guard. It is fleeing from the illusory sky but is also disoriented; any time it uses an action to attempt to flee, it must succeed at a DC 11 flat check or flee to a space that's still within the illusion. The GM determines where the creatures ends up, but the creature can't stay stationary if it's able to move.

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Earth Impulses

1st Level

Armor in Earth ◆ — Feat 1

EARTH IMPULSE KINETICIST PRIMAL

Stone encases you like armor. The stone armor is medium armor but uses your highest armor proficiency. The stone armor's statistics are: *AC Bonus* +4; *Dex Cap* +1; *Check Penalty* –2; *Speed Penalty* –10 feet; *Strength* 16; *Bulk* 1; *Group* plate. You gain its armor specialization effect. Any bonuses, runes, and magical abilities of your actual armor are suppressed, but any runes that could apply to the stone armor are replicated onto it. The stone armor lasts for 10 minutes, and you can Dismiss this impulse. If you use this impulse again, any existing one ends.

Level (3rd) The armor becomes heavy armor. Its AC Bonus becomes +5, and it gains the bulwark armor trait.

Geologic Attunement ◆ — Feat 1

EARTH IMPULSE KINETICIST PRIMAL STANCE

You tune to the earth and stone around you, extending your senses through it in rippling waves. You gain tremorsense (imprecise) in your kinetic aura. Once per round, you can Point Out a creature you can sense with tremorsense as a free action.

Level (13th) The tremorsense becomes precise.

Stepping Stones ◆◆ — Feat 1

EARTH IMPULSE KINETICIST MANIPULATE PRIMAL

Disks of rock fly to points that you designate to make a new path. You can set them horizontally to make a path across the ground or atop a liquid, or anchor them into a vertical surface to make steps. The path can be up to 20 feet (4 squares) long, and steps can extend up to 10 feet up the side of the surface. All squares must be contiguous and within 60 feet of you. Moving across the path lets a creature ignore difficult terrain and hazardous terrain from the ground beneath it. The disks last until the end of your next turn, but you can Sustain the impulse.

Level (+2) Increase the length of the path by 10 feet or the height of the steps by 5 feet, and increase the maximum distance away from you a square can be by 10 feet.

Tremor ◆◆ — Feat 1

EARTH IMPULSE KINETICIST OVERFLOW PRIMAL

You unleash a small, localized tremor in a 10-foot burst within 30 feet. Each creature in the area takes 1d8 bludgeoning damage with a basic Fortitude save against your class DC. A creature that critically fails is knocked prone. Earth and stone in the area is difficult terrain until the start of your next turn.

Level (+2) The damage increases by 1d10.

4th Level

Calcifying Sand ↻ — Feat 4

EARTH IMPULSE INCAPACITATION KINETICIST OVERFLOW PRIMAL

Trigger A creature damages you with an attack using an unarmed attack or a non-reach melee weapon.

Your flesh gives way as you're struck, becoming coarse sand that can magically turn your enemy to stone. You gain resistance equal to your level to physical damage from the triggering attack. The attacking creature must attempt a Fortitude save against your class DC. Regardless of the result, that creature can't trigger Calcifying Sand again for 1 hour.

Success The creature is unaffected.

Failure The creature is slowed 1 until the end of its next turn.

Critical Failure The creature is petrified until the end of its next turn.

Igneogenesis ◆◆ — Feat 4

EARTH IMPULSE KINETICIST MANIPULATE PRIMAL

You can create a permanent stone object, either sculpting stone pulled directly from your kinetic gate or manipulating earth and stone around you. It must fit within one 5-foot cube that's adjacent to you and on solid ground, and you can make the object large enough to occupy the square. If you create the object underneath you or another willing creature, you cause the target to rise on top of the object; you can't create it under an unwilling creature. This impulse has an unlimited duration, but if you use Igneogenesis again, the object returns to its original location or form. You can spend 1 hour to use Igneogenesis as an exploration activity; in this case, the object is permanent and non-magical.

The object can't include any intricate parts or moving pieces. You can attempt a Crafting skill check as part of using this impulse to add details to your creation, such as a symbol, short message, or pattern (with the DC determined by the GM).

Level (+3) You can add an additional 5-foot cube to the object. Each cube must be contiguous.

6th Level

Sand Snatcher ◆◆ — Feat 6

EARTH IMPULSE KINETICIST PRIMAL

A figure of sand with grasping arms arises in an unoccupied square within 30 feet. You can choose to make it Small or Medium size, and it can flank. When the sand snatcher appears, you can have it attempt to Grapple one creature adjacent to it that's no more than one size larger than it. This Grapple uses your impulse attack roll instead of an Athletics check and shares your multiple attack penalty. The sand snatcher lasts until the end of your next turn, and you can Sustain the impulse up to 1 minute. Each time you Sustain the impulse, you can have the sand snatcher either Grapple again or Burrow, Climb, or Stride up to 20 feet. Attempts to Escape its grasp use your class DC.

Level (10th) You can also choose Large size.

Level (14th) You can also choose Large or Huge size.

Weight of Stone ◆◆◆ — Feat 6

EARTH IMPULSE KINETICIST OVERFLOW PRIMAL

A packed cloud of thundering boulders descends from the sky, beating down everyone in its path. The rain of stone falls in a cylinder 20 feet in diameter and 80 feet high, and the bottom must be within 120 feet of you. Each creature in the area takes

4d8 bludgeoning damage and might be pushed downward, depending on its Reflex save against your class DC.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed downward 40 feet without taking falling damage. If it reaches the bottom of the cylinder or the ground, the push ends. If the creature is pushed to the ground, it can't Fly, *levitate*, or otherwise leave the ground for 1 round.

Critical Failure As failure, but double damage and the distance the creature is pushed is 80 feet.

Level (+2) The damage increases by 1d8.

8TH LEVEL

SPIKE SKIN ◆◆ FEAT 8

EARTH IMPULSE KINETICIST PRIMAL

You touch a willing creature, causing its skin to harden and form spiky protrusions. The target gains resistance 4 to all physical damage (except adamantine). Whenever a creature damages the target with an unarmed attack or non-reach melee weapon, the attacking creature takes 2 piercing damage.

This impulse lasts for 10 minutes, but each time the target takes physical damage, the duration decreases by 1 minute. The target is temporarily immune to this impulse for 1 hour. If you use Spike Skin again, any previous one ends.

Level (+2) The resistance and damage each increase by 2.

SWIM THROUGH EARTH ◆◆ FEAT 8

EARTH IMPULSE KINETICIST PRIMAL

The earth parts before you, letting you swim through it. You gain a burrow Speed equal to your land Speed and can immediately Burrow once. You don't gain the ability to breathe while in the earth, so you must hold your breath. The impulse ends at the end of your next turn, but you can Sustain it up to 1 minute. If you're inside the earth when the impulse ends, you immediately return to the surface directly above you, fall prone when you reach the surface, and are slowed 1 until the end of your next turn.

Level (14th) You can burrow through rock and similar dense earthen matter, leaving no tunnels or signs of your passing.

12TH LEVEL

RATTLE THE EARTH ◆◆ FEAT 12

EARTH IMPULSE KINETICIST OVERFLOW PRIMAL

Striking the ground with the gravity of the deepest rocks, you cause an earthquake. This has the effects of *earthquake* but comes from you, with an area of a 60-foot cone or an emanation with the same size as your kinetic aura. You and your space are unaffected by the quake. The fissures are only 10 feet deep, and the DC of the flat check for a collapse is 4 higher.

Level (16th) Fissures are 20 feet deep, and the DC of the flat check is 2 higher.

Level (20th) The fissures and flat check are unchanged from the spell.

ROCK RAMPART ◆◆◆ FEAT 12

EARTH IMPULSE KINETICIST MANIPULATE OVERFLOW PRIMAL

Drawing on your connection to the Plane of Earth, you form a wall of rock and earth. This has the effect of *wall of stone*, but the wall's maximum length is 40 feet. The wall lasts until the end of your next turn, but you can Sustain it up to 1 minute.

Level (+4) The maximum length of the wall increases by 10 feet, and the Hit Points of each section increase by 5.

14TH LEVEL

ASSUME EARTH'S MANTLE ◆ FEAT 14

EARTH IMPULSE KINETICIST PRIMAL STANCE

Enormous pieces of rock cluster around your body. You can Dismiss this impulse.

- You become Large if you were smaller. This increases your reach by 5 feet (or by 10 feet if you started out Tiny).
- You gain a climb Speed equal to your land Speed, but you can use it only to climb surfaces of earthen matter.
- The armor grants you a +1 circumstance bonus to your Fortitude saves and a +2 circumstance bonus to your Fortitude or Reflex DCs against attempts to Shove you, Trip you, or knock you prone.
- If your Strength is below +4, this armor raises your Strength to +4. If your Strength is +4 or higher, this armor grants you a +1 item bonus to your Strength.
- If you have the Armor in Earth impulse, you can add its effects to Assume Earth's Mantle.

18TH LEVEL

REBIRTH IN LIVING STONE ◆ FEAT 18

EARTH IMPULSE KINETICIST POLYMORPH PRIMAL STANCE

Rock overflows from within you to consume your form before cracking open to reveal your body transformed into living stone. You gain 40 temporary Hit Points. You're immune to critical hits and precision damage. You can't be pushed, pulled, or tripped while you're standing on earth or stone. Your earth Elemental Blasts deal an additional 1d10 damage of their normal type. These benefits last until the end of your next turn, but you can Sustain them up to 1 minute. After you gain temporary Hit Points from this impulse, you can't do so again for 10 minutes.

Level (20th) You gain 50 temporary Hit Points.

THE SHATTERED MOUNTAIN WEEPS ◆◆◆ FEAT 18

EARTH IMPULSE KINETICIST OVERFLOW PRIMAL

A massive sphere of rock explodes, unleashing a cataclysm of falling debris and deadly shrapnel. Its destruction falls in a 20-foot burst within 120 feet. Creatures in the area take 9d10 bludgeoning damage with a basic Fortitude save against your class DC. Those who fail are knocked prone. For the next minute, rocks continue to fall, making the area difficult terrain and dealing 3d10 bludgeoning damage to any creature that ends its turn in the area. If you use this impulse again, any previous one ends.

Level (20th) The initial damage is 10d10, and the area damage is 4d10.

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Fire

1st Level

Burning Jet ◆◆ — Feat 1

FIRE IMPULSE KINETICIST PRIMAL

A condensed burst of flame shoots behind you, propelling you forward with its sheer force. Stride up to 40 feet in a straight line. Movement from this impulse ignores difficult terrain and doesn't trigger reactions.

Level (6th) The maximum distance of the Stride is 60 feet. You can choose to Leap up to 40 feet in any direction instead of Striding. If you're in the air at the end of this Leap, you fall normally.

Level (10th) As 6th level, but you hover briefly after leaping into the air. If you Leap, you don't fall until the end of your next turn. If you use Burning Jet again on a subsequent turn, you remain airborne.

Eternal Torch ◆ — Feat 1

FIRE IMPULSE KINETICIST LIGHT MANIPULATE PRIMAL

You open a connection to your kinetic gate, large enough for a torch flame to flow. You create a magical, torch-like flame within 120 feet in any color you choose. It's as bright and hot as a torch. You can have it orbit a target willing creature or emit from a target object that's unattended or attended by a willing creature. If you create a flame on a weapon, you still need to use it as an improvised weapon to attack with the flame, just as with a torch.

The flame has an unlimited duration. You can have a maximum number of Eternal Torches equal to your Constitution modifier, and you can Dismiss each torch individually.

Level (8th) All your torches—even ones you already created—shed bright light in a 60-foot radius (and dim light for the next 60 feet).

Flying Flame ◆◆ — Feat 1

FIRE IMPULSE KINETICIST PRIMAL

A Tiny shape of flame appears, taking a form of your choice—such as a bird, an arrow, or a simple sphere. It Flies from you up to 30 feet in a path you choose. Each creature it passes through takes 1d6 fire damage with a basic Reflex save against your class DC. A creature attempts only one save, even if the flame passes through it multiple times.

Level (+2) The damage increases by 1d6.

Scorching Column ◆◆◆ — Feat 1

FIRE IMPULSE KINETICIST OVERFLOW PRIMAL

With an upward gesture, you shape a vertical column of extreme heat. The cylinder is 10 feet in diameter and 30 feet high, and the bottom must be within 60 feet of you. Each creature in the area takes 1d6 fire damage with a basic Reflex save against your class DC.

The flame remains briefly, making all squares in the column hazardous terrain until the end of your next turn, and you can Sustain the impulse up to 1 minute. A creature takes 1 fire damage each time it moves into one of these squares.

Level (+3) The initial damage increases by 1d6, and the hazardous terrain damage increases by 2.

4th Level

Blazing Wave ◆◆ — Feat 4

FIRE IMPULSE KINETICIST OVERFLOW PRIMAL

Flames flow out of you in a cascade, engulfing everyone in a 30-foot cone. Each creature in the area takes 4d6 fire damage with a basic Reflex save against your class DC. A creature that critically fails its save is knocked prone.

Level (+2) The damage increases by 1d6.

Thermal Nimbus ◆ — Feat 4

FIRE IMPULSE KINETICIST PRIMAL STANCE

You direct waves of warmth into or out of your kinetic gate to drastically shift the temperature around you. Choose cold or fire. You and allies in your kinetic aura gain resistance equal to your level to damage of that type. Any creature that starts its turn in your kinetic aura or moves into your aura during its turn takes damage equal to half your level of the chosen type. Elemental resistance from a gate junction is cumulative with resistance from Thermal Nimbus.

6th Level

Crawling Fire ◆◆ — Feat 6

FIRE IMPULSE KINETICIST MANIPULATE PRIMAL

You mimic the motions of a beast of your devising, and it becomes real, with a flaming pelt and searing claws. It is Small and appears in an unoccupied space within 30 feet. You can sense from the crawling fire's space as well as your own, using your senses. When you use a fire impulse, you can have it originate from the crawling fire instead of you (with the exception of impulses that affect your kinetic aura).

The creation lasts until the end of your next turn, but you can Sustain it up to 1 minute. Each time you Sustain it, you can have the crawling fire Stride up to 40 feet. The crawling fire can be attacked. It uses your statistics for defenses but is immune to fire. Any damage that would be dealt to the crawling fire is dealt to you instead, though you take damage only once from any ability that includes both you and the creation in the area of effect. If you use Crawling Fire again, any previous one ends.

Level (8th) The fire can be Small or Medium.

Level (10th) The fire can be Small, Medium, or Large.

Level (14th) The fire can be Small, Medium, Large, or Huge.

Volcanic Escape ↷ — Feat 6

FIRE IMPULSE KINETICIST OVERFLOW PRIMAL

Trigger An enemy in your kinetic aura damages you.

Lava reflexively explodes underneath you and the creature that hurt you. The triggering enemy takes 1d6 fire damage with a basic Reflex save against your class DC. You Leap up to half your Speed in any direction; this movement doesn't trigger reactions.

Level (+4) The damage increases by 1d6.

8TH LEVEL

KINDLE INNER FLAMES ◆ FEAT 8

FIRE IMPULSE KINETICIST PRIMAL STANCE

As a candle can light another, you awaken the latent potential to channel fire in other creatures. You shed faint, glowing embers, as do your allies while they're in your kinetic aura. Anyone shedding these embers gains a +1 status bonus to Reflex saves and Acrobatics checks and can Step as a free action once per round. When an affected creature takes a move action, its Strikes deal an extra 2 fire damage until the end of its turn.

Level (12th) The status bonus to Reflex saves and Acrobatics checks is +2, and the Strikes gain the *flaming* rune instead of the extra 2 fire damage.

SOLAR DETONATION ◆◆◆ FEAT 8

FIRE IMPULSE INCAPACITATION KINETICIST OVERFLOW PRIMAL VITALITY

Blinding flames explode in a swirling sphere! The detonation fills a 20-foot burst within 60 feet of you. Each creature in the area takes 6d6 fire damage, plus 2d6 vitality damage if it has void healing, and can become dazzled or blinded depending on the result of its Reflex save. The light from Solar Detonation is sunlight for creatures with a particular vulnerability to sunlight. Each creature that attempts a save becomes temporarily immune to being dazzled or blinded by Solar Detonation for 10 minutes, but not the impulse's other effects.

Critical Success The creature is unaffected.

Success The creature takes half damage and is dazzled until the start of your next turn.

Failure The creature takes full damage and is blinded until the start of your next turn.

Critical Failure The creature takes double damage and is blinded for 1 minute.

Level (+2) Increase the fire damage by 1d6 and the vitality damage by 1d6.

12TH LEVEL

ARCHITECT OF FLAME ◆◆◆ FEAT 12

FIRE IMPULSE KINETICIST MANIPULATE OVERFLOW PRIMAL

Flames rise and shape to your will, forming a wall or dome of your design. You create a *wall of fire*. In addition to the normal choices, you can make the wall up to 10 feet long and 60 feet high. The wall lasts until the end of your next turn, but you can Sustain it up to 1 minute.

Level (+3) The damage increases by 1d6.

FURNACE FORM ◆◆ FEAT 12

FIRE IMPULSE KINETICIST MANIPULATE POLYMORPH PRIMAL

Opening your kinetic gate, you allow flames to consume your form and leave you a living flame. You gain the benefits of the *fiery body* spell (except the ability to cast *ignition*) until the end of your next turn. You can Sustain the impulse up to 1 minute, and when you do, you can Fly up to half your fly Speed. Your fire Elemental Blasts deal an additional die of damage.

Level (16th) This duration is 1 minute, you can't Sustain the impulse, and you can Dismiss the impulse.

14TH LEVEL

WALK THROUGH THE CONFLAGRATION ◆◆ FEAT 14

FIRE IMPULSE KINETICIST OVERFLOW PRIMAL TELEPORTATION

You fall through your own kinetic gate, leaving behind an effigy of flame and reappearing majestically near another fire. You instantly transport yourself, and any items you're wearing and holding, from your current space to a clear space within 120 feet you can observe that's adjacent to an open flame or a creature taking persistent fire damage. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the action fails.

A whorl of fire surrounds you in a 5-foot emanation either before you depart or after you arrive. Each creature in the area takes 4d6 fire damage with a basic Reflex save against your class DC.

Level (+3) The fire damage increases by 1d6.

18TH LEVEL

ALL SHALL END IN FLAMES ◆◆◆ FEAT 18

DEATH FIRE IMPULSE KINETICIST OVERFLOW PRIMAL

White-hot fire consumes everything in a cataclysmic sphere of death. The fire fills your choice of a 30-foot burst within 500 feet or a 30-foot emanation. This deals 13d6 fire damage with a basic Reflex save against your class DC. Any creature dropped to 0 HP by this fire dies, reduced to a pile of ash.

If you die to this impulse, you return to life at the start of your next turn in the same space. When you return, you have Hit Points equal to double your level.

Level (20th) The damage is 15d6.

IGNITE THE SUN ◆◆ FEAT 18

FIRE IMPULSE KINETICIST LIGHT PRIMAL

The fires of creation become yours to control. You create a miniature sun in a 5-foot burst within 500 feet. A creature takes 7d6 fire damage any time it's in the miniature sun, with a basic Reflex save against your class DC. A creature can take this damage no more than once per round. The sun sheds bright light in a 500-foot emanation (and dim light for another 500 feet); this is sunlight for creatures with a particular vulnerability to sunlight.

The sun lasts until the end of your next turn, but you can Sustain it up to 1 minute. The first time you Sustain the impulse each round, you can choose to increase the size of the sun's burst by 5 feet, then make it Fly up to 30 feet. The sun can move through creatures, damaging them as described above.

The sun continually channels fire into you and your allies. You and each of your allies within the sun's light deal an additional 1d6 fire damage with all Strikes, spells that deal fire damage, and impulses that deal fire damage (except for Ignite the Sun itself). These aren't cumulative with multiple suns.

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Metal Impulses

1st Level

Flashforge ◆◆ — Feat 1

IMPULSE KINETICIST METAL PRIMAL

An artificial metal object forms in the hands of you or a willing ally within 30 feet. You can choose a level 0, common, handheld weapon or piece of adventuring gear of 1 Bulk or less. The item is entirely made from metal, making some items impossible or impractical to use (if it's unclear, the GM decides). You can make items with simple moving parts or magnetism, like a compass, poor lock, or merchant's scale. The item lasts for 10 minutes, but each time it's used, the user must succeed at a DC 5 flat check or the item is destroyed after the action is completed.

Magnetic Pinions ◆◆◆ — Feat 1

IMPULSE KINETICIST METAL OVERFLOW PRIMAL

Small pieces of metal fly from you, propelled with magnetism at great velocity. Make ranged impulse attack rolls against up to three creatures within 60 feet of you; you gain a +1 circumstance bonus to your attack roll against any target wearing metal armor or made of metal. All three attacks count toward your multiple attack penalty, but it doesn't increase until after all the attacks. The metal pieces deal 1d4 bludgeoning damage and 1d4 piercing damage on a hit (or double damage on a critical hit).

Level (+2) Each type of damage increases by 1d4.

Metal Carapace ◆ — Feat 1

IMPULSE KINETICIST METAL PRIMAL

Sheets of bent and rusted metal cover you in an armored shell. The carapace is medium armor but uses your highest armor proficiency. The carapace's statistics are: *AC Bonus* +3; *Dex Cap* +2; *Check Penalty* –2; *Speed Penalty* –5 feet; *Strength* 14; *Bulk* 2; *Group* plate; *Armor Traits* noisy. Any bonuses, runes, and magical abilities of your actual armor are suppressed, but any that could apply to the metal carapace are replicated onto it.

When you use this impulse, you can also create a rusty steel shield in a free hand, which uses the statistics of a regular steel shield. You can Shield Block with this shield even if you don't have that feat. The hand wielding this shield counts as a free hand for using impulses. The shield crumbles to flakes of rust if it becomes broken or leaves your grasp.

The impulse lasts for 10 minutes, and you can Dismiss this impulse. If you use this impulse again, any existing one ends. The metal is rusted and fragile. If you take damage from a critical hit, the metal shatters and the impulse ends.

Level (+3) The shield's Hardness increases by 1, its HP by 4, and its BT by 2.

Shard Strike ◆◆ — Feat 1

IMPULSE KINETICIST METAL PRIMAL

Jagged metal shards form in the air and lash out from you. You choose shards or spines, which changes the area, damage type, and critical failure effect. Each creature in the area attempts a basic Reflex save against your class DC. Shards deal 1d6 slashing damage in a 15-foot cone, and a creature that critically fails takes 1d6 persistent bleed damage. Spines deal 1d6 piercing damage in a 30-foot line, and a creature that critically fails is clumsy 1 until the start of your next turn.

Level (+2) The damage increases by 1d6.

4th Level

Magnetic Field ◆ — Feat 4

IMPULSE KINETICIST METAL PRIMAL STANCE

A magnetic field surrounds you. Choose a polarity when you take this action. You can switch the polarity as a free action at the start of each of your turns while you remain in this stance.

Attract A creature that is wearing metal armor, has the metal trait, or is made of metal treats squares in your kinetic aura as difficult terrain when moving away from you. You pull unattended metal objects of light Bulk or less in your kinetic aura to you. They gather in your space and move with you.

Repel A creature that is wearing metal armor, has the metal trait, or is made of metal treats squares in your kinetic aura as difficult terrain when moving closer to you. You push unattended metal objects of light Bulk or less in your kinetic aura away. They stop moving once they're outside your aura.

Plate in Treasure ◆ — Feat 4

IMPULSE KINETICIST METAL PRIMAL

Precious metal flows from your fingers to plate an object. This has the effects of a *clad in metal* spell (page 142) with a rank equal to half your level rounded up. While you're wearing or holding an item of light Bulk or greater that's Plated in Treasure, any metal created by one of your impulses is plated with the metal. If you use Plate in Treasure again, any previous one ends.

6th Level

Consume Power ↷ — Feat 6

IMPULSE KINETICIST METAL PRIMAL

Trigger You would take acid, electricity, fire, or sonic damage.

You absorb energy and hold it in your kinetic gate. You gain resistance equal to your level to the triggering damage—choose one eligible type of resistance. If this reaction prevents any damage, you gain a status bonus equal to half your level to the damage roll of the next metal impulse you use before the end of your next turn.

Scrap Barricade ◆◆◆ — Feat 6

IMPULSE KINETICIST MANIPULATE METAL OVERFLOW PRIMAL

Ragged pieces of metal weld together into a ramshackle structure. The barricade is up to 30 feet long, 15 feet high, and 1/2 inch thick. It must form in a straight line in an unbroken open space that doesn't pass through any creatures or objects, or the impulse fails. Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 10, and 20 Hit Points, and it's immune to critical hits and precision damage. If any section is destroyed, the entire wall collapses, and each creature adjacent to the wall takes 2d8 slashing damage with a basic Reflex save against

your class DC. The wall lasts until the end of your next turn, but you can Sustain it up to 1 minute.

Level (+2) The maximum length of the wall increases by 10 feet, the HP of each section increases by 10, and the damage when it's destroyed increases by 1d8.

8TH LEVEL

CONDUCTIVE SPHERE ◆◆ FEAT 8

ELECTRICITY IMPULSE KINETICIST MANIPULATE METAL PRIMAL

A floating metal ball forms in a space within 30 feet, flashing with electricity. It can't be targeted or damaged. Any of your allies adjacent to it gain resistance to electricity equal to your level and add the *shock* rune to all their Strikes with metal objects. The sphere lasts until the end of your next turn, but you can Sustain it up to 1 minute.

When you conjure the sphere and the first time you Sustain the impulse on subsequent rounds, you can either have it Fly up to 20 feet or deal 1d12 electricity damage to an adjacent creature with a basic Reflex save against your class DC.

RETCH RUST ◆◆ FEAT 8

IMPULSE KINETICIST METAL OVERFLOW PRIMAL

You exhale tendrils formed from flakes of rusted metal. All creatures in a 30-foot cone take 4d10 slashing damage with a basic Fortitude save against your class DC. A metal creature that fails its save also takes 2d4 persistent slashing damage.

Heightened (+2) The cloud's slashing damage increases by 1d10 and the persistent damage increases by 1d4.

12TH LEVEL

RAIN OF RAZORS ◆◆◆ FEAT 12

IMPULSE KINETICIST METAL OVERFLOW PRIMAL

Razor-sharp slivers of metal fall from the sky. Each creature in a 20-foot burst within 60 feet takes 9d6 slashing damage with a basic Reflex save against your class DC. The razors embed in all surfaces in the area, making them hazardous terrain for 1 minute. A creature that moves through this hazardous terrain takes 3 slashing damage for every square of the area it moves into.

Level (+2) The initial damage increases by 1d6 and the hazardous terrain damage increases by 1.

SHATTERSHIELDS ◆ FEAT 12

IMPULSE KINETICIST METAL PRIMAL STANCE

Four plates of pitted metal float around you to intercept attacks. You and allies in your kinetic aura gain a +1 circumstance bonus to AC. When any creature with this bonus would take damage from a physical attack, one of the plates reduces the damage by its Hardness of 5. If the damage exceeds the Hardness, that plate is destroyed. You can replenish all destroyed plates as a single action that has the concentrate trait.

Level (+2) The Hardness increases by 1.

14TH LEVEL

ALLOY FLESH AND STEEL ◆◆ FEAT 14

IMPULSE KINETICIST MANIPULATE METAL POLYMORPH PRIMAL

Elemental energy replaces every cell of your body with raw metal. You gain the benefits of the *ferrous form* spell (except you can't cast *needle darts*; see page 142) until the end of your next turn. You can Sustain the impulse up to 1 minute, and when you do, you can Raise a metal Shield if you're wielding one. Your metal Elemental Blasts deal an additional die of damage. If you suspend any conditions with Alloy Flesh and Steel, when it ends, you're temporarily immune to Alloy Flesh and Steel for 1 hour.

Level (16th) The resistance is 15.

18TH LEVEL

BEASTS OF SLUMBERING STEEL ◆◆◆ FEAT 18

IMPULSE KINETICIST METAL PRIMAL

You conjure metal elemental mounts made of interlocking metal pieces. Target up to 5 Medium or smaller willing creatures within 30 feet. Large mounts appear underneath them, and the targets can immediately Mount the creatures. Each mount can take four different forms. One form has only a land Speed of 80 feet, and the other forms each have a land Speed of 30 feet with a climb, fly, or swim Speed of 60 feet. Each rider chooses the initial form and can change the form as a single action, which has the concentration trait.

The mounts have AC 40, Fortitude +30, Reflex +30, Will +25, and 180 Hit Points. They're mindless and immune to bleed, healing, paralyzed, poison, and sleep. They can't attack. They remain for 1 minute or until you use this impulse again. You can use this impulse as a 1-minute exploration activity to make the duration 1 hour, but this halves the mounts' defenses and HP.

HELL OF 1,000,000 NEEDLES ◆◆◆ FEAT 18

IMPULSE KINETICIST METAL OVERFLOW PRIMAL

The landscape fills with monumental filaments of metal. The needles lance into a cube 30 feet on a side within 500 feet. Each creature in the area takes 13d6 piercing damage, with a basic Reflex save against your class DC. Each creature that fails its save is impaled, becoming immobilized until it Escapes (the DC is your class DC); a creature that critically failed is also off-guard as long as it's impaled.

The hell remains until the end of your next turn, but you can Sustain it up to 1 minute. Using this impulse again ends any previous one. The first time you Sustain it each round, lightning crisscrosses the needles. Each creature in the area takes 3d12 electricity damage with a basic Reflex save against your class DC. Squares in the area are hazardous terrain. A creature takes 6 piercing damage for every square of the area it moves through.

Level (20th) The initial damage is 17d6, and the hazardous terrain damage is 7.

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Water Impulses

1st Level

Deflecting Wave ↻ — Feat 1

IMPULSE KINETICIST PRIMAL WATER

Trigger You would take acid, bludgeoning, fire, or slashing damage from an enemy's attack, spell, or other hostile effect.

Requirements You're aware of the hostile effect, and you aren't off-guard against it.

A cascade of water blunts or disperses the incoming attack. You gain resistance to damage from the triggering effect equal to your level if it's bludgeoning or slashing, or double your level if it's acid or fire damage. If the effect deals more than one applicable type of damage, apply the highest resistance, but apply it only once.

Ocean's Balm ◆ — Feat 1

HEALING IMPULSE KINETICIST MANIPULATE PRIMAL VITALITY WATER

A blessing of the living sea salves wounds and douses flames. Touch a willing living creature. It regains 1d8 Hit Points and gains resistance 2 to fire for 1 minute. If it has persistent fire damage, it can attempt a flat check to remove it with especially appropriate help. The target is temporarily immune to healing from Ocean's Balm for 10 minutes.

Level (+2) The healing increases by 1d8, and the resistance increases by 1.

Tidal Hands ◆◆ — Feat 1

IMPULSE KINETICIST OVERFLOW PRIMAL WATER

With an emphatic gesture, you create waves that rush out from you in the shape of your hands. You either form two 15-foot cones that don't overlap or you combine the hands into one 30-foot cone. Each creature in a wave takes 1d8 bludgeoning damage with a basic Reflex save against your class DC. If a creature critically fails, you also push that creature 5 feet.

Level (+2) The damage increases by 1d8.

Winter's Clutch ◆◆ — Feat 1

COLD IMPULSE KINETICIST PRIMAL WATER

Gleaming flakes of chilling snow fall in a 10-foot burst within 60 feet. Each creature in the area takes 2d4 cold damage with a basic Reflex save against your class DC. The ground in the area is covered in a snow drift, which is difficult terrain. Each square of the drift lasts until it melts, either naturally or until fire damage is dealt in that square.

Level (+2) The damage increases by 1d4.

4th Level

Return to the Sea ◆◆ — Feat 4

IMPULSE KINETICIST MORPH PRIMAL WATER

You adapt a creature to living and moving in water. Target a willing creature within 30 feet. For 10 minutes, it gains the effects of a *feet to fins* spell, can breathe water, and gets a +1 status bonus to AC and saves against any creature with the amphibious, aquatic, or water trait. In addition, its attacks ignore the effects water normally has on bludgeoning and slashing attacks. If you use Return to the Sea again, any existing one ends.

Level (6th) You can target up to 5 willing creatures.

Winter Sleet ◆ — Feat 4

COLD IMPULSE KINETICIST PRIMAL STANCE WATER

Bone-chilling, swirling sleet surrounds you, cruel as deepest winter. Surfaces in your kinetic aura are coated in slippery ice. A creature that moves on this uneven ground immediately falls unless it Balances (DC 15). A creature is off-guard on the ice, as normal for uneven ground. You're immune to these effects.

If a creature on the ice is critically hit by one of your water impulses or critically fails at a save against one, that creature is slowed 1 until the end of its next turn.

6th Level

Driving Rain ◆◆◆ — Feat 6

IMPULSE KINETICIST OVERFLOW PRIMAL WATER

Heavy drops of rain batter down, hitting like sling stones and impeding vision. Each creature in a 15-foot burst within 120 feet takes 3d8 bludgeoning damage with a basic Reflex save against your class DC. Until the start of your next turn, all creatures are concealed while in the area, and all creatures outside the area are concealed to creatures within it.

Level (+2) The damage increases by 1d8.

Torrent in the Blood ◆◆ — Feat 6

HEALING IMPULSE KINETICIST MANIPULATE OVERFLOW PRIMAL VITALITY WATER

A healing wave splashes across creatures in a 30-foot cone, its cleansing water driving afflictions from the body. Each creature in the area regains 3d8 Hit Points and can attempt a new save against one poison or disease affliction affecting it; on a failed save, the condition doesn't worsen.

Each creature that benefited from this impulse becomes temporarily immune to Torrent in the Blood for 10 minutes.

Level (+2) The healing increases by 1d8.

8th Level

Call the Hurricane ◆◆ — Feat 8

IMPULSE KINETICIST OVERFLOW PRIMAL WATER

Massive waves spiral around you, with you as the eye of the hurricane. The waves appear in a 20-foot emanation, or a 30-foot emanation if you're in a body of water. Each creature in the area takes 6d8 bludgeoning damage with a basic Reflex save against your class DC. A creature that fails its save is battered by the waves and pushed 10 feet (or 20 feet on a critical failure).

Level (+2) The damage increases by 1d8.

IMPENETRABLE FOG ◆◆◆ FEAT 8

IMPULSE KINETICIST MANIPULATE OVERFLOW PRIMAL WATER

Fog condenses in a chaotic, swirling pattern, thick enough that it seems to push back against you. You call forth a fog bank in a 10-foot burst within 120 feet. All creatures in the fog are concealed, and all creatures outside the fog become concealed to creatures within it. The fog is so magically dense it impedes movement, making the area difficult terrain. The fog lasts until the end of your next turn, and you can Sustain the impulse up to 1 minute.

Level (+3) You can make the radius of the burst larger. Increase its maximum size by 5 feet.

12TH LEVEL

GLACIAL PRISON ◆◆ FEAT 12

COLD IMPULSE INCAPACITATION KINETICIST OVERFLOW PRIMAL WATER

Intense cold swirls around your foe, covering it in frost that slows it down and turns its body to ice. Target a creature you can observe within 120 feet. It must attempt a Fortitude save against your class DC. The creature is then temporarily immune for 24 hours.

Critical Success The target is unaffected.

Success The target is slowed 1 until the end of its next turn.

Failure The target is frozen solid. It can't act, its AC is 9, it has Hardness 5, and it's immune to other cold effects, critical hits, and precision damage. This lasts until the end of your next turn, but if the target is affected by a hostile action, this effect ends immediately after that action.

Critical Failure As failure, but after becoming unfrozen, the creature is slowed 1 until the end of its next turn.

SEA GLASS GUARDIANS ◆ FEAT 12

IMPULSE KINETICIST PRIMAL STANCE WATER

Eerily beautiful elemental water beings race around you, eager to protect and heal you and your allies. Their forms vary and might include eels formed of undulating water or ice crystals whirling in the shape of a jellyfish. The guardians flow around combatants and don't occupy a space. They attempt to intercept all dangers, granting you and your allies within your kinetic aura a +1 status bonus to AC and saving throws.

If any creature affected is critically hit or critically fails at a saving throw against an attack, effect from an enemy, or hazard and remains above 0 HP, the guardians reach out to heal that creature. The creature regains 4d8+8 Hit Points, and the impulse ends. If the creature is in water, the healing dice are d10s instead of d8s.

Level (+3) The healing increases by 1d8+4.

14TH LEVEL

BARRIER OF BOREAL FROST ◆◆◆ FEAT 14

COLD IMPULSE KINETICIST MANIPULATE OVERFLOW PRIMAL WATER

You form an intricate structure of ice, such as a wall of bricks made of packed snow or a screen of enormous icicles. This has the effect of a *wall of ice* spell with a spell rank equal to half your level rounded up. It can only be a wall (not a hemisphere), and you choose whether the ice is transparent or opaque. The wall lasts until the end of your next turn, but you can Sustain it up to 1 minute.

18TH LEVEL

RIDE THE TSUNAMI ◆◆◆ FEAT 18

IMPULSE KINETICIST OVERFLOW PRIMAL WATER

Booming, crashing walls of water, enough to fill a harbor, smash out ahead of you, overwhelming all in their path. The waves move forward in your choice of a 60-foot cone or 120-foot line. If you're in water, you can increase these waves to a 90-foot cone or 180-foot line. Each creature in the area takes 10d10 bludgeoning damage with a basic Reflex save against your class DC. A creature that fails its save is pushed 20 feet (or 40 feet on a critical failure). Any unattended object of 1 Bulk or less in the area is pushed to the far edge of the area. The sheer mass of water extinguishes all non-magical flames in the area.

As the wave crashes down, you can catch it to your destination. After the impulse deals damage, you can Swim in a straight line to any point in its area before the water disappears.

USURP THE LUNAR REINS ◆◆◆ FEAT 18

IMPULSE KINETICIST OVERFLOW PRIMAL WATER

The moon has always been connected to the tides, and now you can grasp that connection. You can create massive amounts of water and control these tides, subverting even the moon's sovereignty over the oceans and seas. Choose an area 50 feet long by 50 feet wide within 500 feet, and choose two different effects from the options provided below. The effects take place in the listed order.

- **Flood** You create a pool of pure, clean water in the area, which coalesces from ambient moisture. This water must be created on a surface—not in air—and flows normally.
- **Control** You tug on the moon to raise or lower the level of bodies of water in the area by 10 feet. If you control a portion of a larger body of water, the water then equalizes normally.
- **Modulate** With a wave of your hand, you create or smooth ripples, making all bodies of water in the area either calm or turbulent. Making it calm turns difficult terrain or greater difficult terrain to calm water, and making it turbulent turns calm water into difficult terrain.
- **Slow** By exercising your rightful control over all water, each creature with the water trait in the area must succeed at a Fortitude save against your class DC or be slowed 1 (or slowed 2 on a critical failure).

Flood and control are permanent and non-magical. Modulate and slow last until the end of your next turn, but you can Sustain the impulse to continue them.

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Wood Impulses

1st Level

Fresh Produce ◆ — Feat 1

HEALING IMPULSE KINETICIST PLANT PRIMAL VITALITY WOOD

You grow a nourishing nut, vegetable, seed, or fruit. Choose a creature in your kinetic aura. The produce grows in their open hand, or at their feet if they have no open hands. The produce has light Bulk. A creature can eat it with an Interact action to regain 1d4 + 1 HP; this is a healing vitality effect. The creature feels full for 10 minutes, during which it has resistance 2 to void damage and can't eat another piece of produce. Produce not consumed by the start of your next turn withers away.

Level (+2) The healing increases by 1d4+5, and the resistance increases by 2.

Hail of Splinters ◆◆ — Feat 1

IMPULSE KINETICIST OVERFLOW PRIMAL WOOD

A fusillade of jagged splinters flies from you. Creatures in a 30-foot cone take 1d4 piercing damage and 1d4 persistent bleed damage with a basic Reflex save against your class DC.

Level (+2) Each type of damage increases by 1d4.

Hardwood Armor ◆ — Feat 1

IMPULSE KINETICIST PRIMAL WOOD

Wood and bark grow over your body like armor. This hardwood armor is medium armor but uses your highest armor proficiency. The wooden armor's statistics are: *AC Bonus* +3; *Dex Cap* +2; *Check Penalty* –2; *Speed Penalty* –5 feet; *Strength* 14; *Bulk* 1; *Group* wood[TV]. Any bonuses, runes, and magical abilities of your actual armor are suppressed, but any runes that could apply to the hardwood armor are replicated onto it.

When you use this impulse, you can also create a wooden shield in a free hand. You can Shield Block with this shield even if you don't have that feat. The hand wielding this shield counts as a free hand for using impulses. The shield decays in an instant if it becomes broken or leaves your grasp.

The armor lasts for 10 minutes, and you can Dismiss this impulse. If you use this impulse again, any existing one ends.

Level (+3) The shield's Hardness increases by 1, its HP by 4, and its BT by 2.

Timber Sentinel ◆◆ — Feat 1

IMPULSE KINETICIST PLANT PRIMAL WOOD

A slim, symmetrical tree travels from the Plane of Wood. You conjure a tree within 30 feet, as a *protector tree*[SoM] spell of a rank equal to half your level rounded up. If you use this impulse again, any previous one ends, and an ordinary tree remains.

4th Level

Ravel of Thorns ◆ — Feat 4

IMPULSE KINETICIST PLANT PRIMAL STANCE WOOD

Thorny vines grow in geometric patterns on surfaces in your kinetic aura. A creature that starts its turn in the thorns takes a –10-foot circumstance penalty to its Speeds until it leaves the area. The thorns are hazardous terrain. A creature takes 2 piercing damage each time it moves into one of these squares. If any square the thorns grow on is water or soil, double the hazardous terrain damage for all thorns. If you move, the thorns disappear; new thorns grow at the end of your turn.

Level (+4) The damage increases by 1.

Tumbling Lumber ◆◆ — Feat 4

IMPULSE KINETICIST PRIMAL WOOD

A slew of logs eject from the Plane of Wood and slam into your enemies. They roll in a 10-foot-wide, 30-foot-long line. Non-magical difficult terrain on any ground the logs roll over is smashed flat; greater difficult terrain remains. Each creature in the area takes 2d8 bludgeoning damage and might be moved by the logs, depending on its Reflex save against your class DC.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed out of the line in the most direct path available.

Critical Failure The creature takes double damage and is knocked prone.

Level (+3) The damage increases by 1d8.

6th Level

Dash of Herbs ◆◆ — Feat 6

HEALING IMPULSE KINETICIST PLANT PRIMAL VITALITY WOOD

A small cloud of medicinal herbs heal a creature. The type of herbs depends on which malady you decide to treat: confused, disease, poison, sickened, or injuries. Target one living creature within 30 feet, who regains 2d8+4 HP and can attempt a new save against one malady of the chosen kind. If you chose injuries, instead increase the healing dice to d10s. The creature becomes temporarily immune to Dash of Herbs for 10 minutes.

Alternatively, you can add the herbs to a dish of food being prepared for up to six people. Creatures who partake in the meal gain the benefits. The herbs' healing effects wear off if not eaten within an hour, though their flavor remains.

Level (+2) The healing increases by 1d8.

Wooden Palisade ◆◆◆ — Feat 6

IMPULSE KINETICIST MANIPULATE OVERFLOW PRIMAL WOOD

Planks of wood, embellished with carvings, spring forth to form a wall. The palisade is up to 30 feet long, 20 feet high, and 1 inch thick. It must form in a straight line in an unbroken open space that doesn't pass through any creatures or objects, or the impulse fails. When you create the wall, you can choose to create ledges on one side of the wall, 4 feet from the top, with ladders reaching to them from the bottom of the wall.

Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 10, and 20 Hit Points, and is immune to critical hits and precision damage. The wall lasts until the end of your next turn, but you can Sustain it up to 1 minute.

Level (+2) The maximum length of the wall increases by 10 feet, and the HP of each section increase by 10.

8TH LEVEL

DRIFTING POLLEN ◆ FEAT 8

IMPULSE KINETICIST PLANT PRIMAL STANCE WOOD

A haze of pollen floats around you. A creature in your kinetic aura when you enter the stance, or who later enters the aura or ends its turn in the aura, attempts at a Fortitude save against your class DC. On a failure, it's sickened 1 (sickened 2 on a critical failure) and dazzled until it's no longer sickened. A creature attempts this save no more than once per round and doesn't attempt a new save if already affected.

SANGUIVOLENT ROOTS ◆◆◆ FEAT 8

IMPULSE KINETICIST OVERFLOW PLANT PRIMAL WOOD

Blood-drinking vines grow from the ground in a 15-foot burst within 120 feet. Each living enemy in the area has its blood drained, taking 3d6 piercing damage with a basic Fortitude save against your class DC. Each time the vines drink blood, living creatures in the area who aren't your enemies regain HP equal to half the damage a single creature took; calculate this using the highest damage a single creature took. This is a healing vitality effect. Your enemies with void healing in the area take vitality damage in the same amount as the healing.

The vines last until the end of your next turn, and you can Sustain the impulse. The first time you Sustain the impulse on subsequent turns, you can repeat the effect.

Level (+2) The damage increases by 1d6.

12TH LEVEL

HEDGE MAZE ◆◆◆ FEAT 12

IMPULSE KINETICIST MANIPULATE OVERFLOW PLANT PRIMAL WOOD

You sculpt a manicured maze of hedges. You create a *wall of shrubs* (page 199) in a square 30 feet on a side, with 15-foot-high walls. You can place up to four more walls inside, each 10 feet wide and 15 feet high. The hedge lasts until the end of your next turn, and you can Sustain the impulse up to 1 minute.

You can spend 10 minutes using this impulse as an exploration activity to instead create a *cozy cabin* with hedges for walls. It lasts for 12 hours, but ends if you use the impulse again.

WITCHWOOD SEED ◆◆ FEAT 12

IMPULSE KINETICIST OVERFLOW PLANT POLYMORPH PRIMAL WOOD

You touch a creature to implant a malignant seed in its body. The creature takes 5d10 piercing damage and other effects depending on its Fortitude save against your class DC. The creature is then temporarily immune for 24 hours. Creatures with the fungus, plant, or wood trait are immune.

Critical Success The creature is unaffected.

Success The creature takes half damage and takes a –10-foot status penalty to all its Speeds until the end of its next turn.

Failure The target takes full damage and is clumsy 2 and immobilized until the end of its next turn.

Critical Failure The target takes double damage and is clumsy 2 and immobilized. It attempts a new save at the end of each of its turns, ending the effect if it succeeds.

Level (+4) The damage increases by 1d10.

14TH LEVEL

ORCHARD'S ENDURANCE ◆ FEAT 14

IMPULSE KINETICIST PLANT PRIMAL STANCE WOOD

Patches of bark appear on the skin of you and your nearby allies. You and your allies in your kinetic aura gain resistance 5 to bludgeoning and piercing damage. In addition, you and your affected allies roll flat checks to recover from persistent damage twice and take the higher result; this is a fortune effect.

Level (+4) The resistance increases by 2.

18TH LEVEL

ROUSE THE FOREST'S FURY ◆◆◆ FEAT 18

IMPULSE KINETICIST OVERFLOW PLANT PRIMAL WOOD

Terrifying trees attack your enemies. Three Large trees appear in unoccupied spaces within 500 feet, at least 15 feet from one another. Each tree has AC 40, Fortitude +33, Reflex +24, Will +30, and 200 HP. The trees can flank, but are unable to move. When the trees appear, each makes a Strike; they share a multiple attack penalty. The tree's melee Strike is a branch that has reach 10 feet; on a hit, the target is grabbed by the tree (Escape DC 40). The ranged Strike is a hurled fruit, gourd, seed, or stone with a range increment of 60 feet. Either Strike has a +30 attack modifier and deals 4d10+9 bludgeoning damage.

The trees last until the end of your next turn, and you can Sustain the impulse. Each time you Sustain the impulse, you can have one tree make a Strike.

Level (20th) The attack modifier is +32 and the Strike damage is 5d10+9.

TURN THE WHEEL OF SEASONS ◆◆◆ FEAT 18

IMPULSE KINETICIST OVERFLOW PRIMAL WOOD

The seasons shift rapidly. This impulse affects a cube 100 feet in each dimension within 1,000 feet. Choose the starting season. The impulse lasts for 4 rounds, proceeding to the next season at the start of each of your turns. You can't use this impulse again until the previous one ends.

Spring Each ally in the cube gains 20 temporary HP that last until the start of your next turn. Any dying ally rolls a recovery check, but can't get worse than a success.

Summer (light) Each enemy in the area is exposed to sunlight and must attempt a Reflex save against your class DC. It's unaffected on a critical success, dazed until the start of your next turn on a success, or blinded until the start of your next turn on a failure.

Autumn Leaves and rain make everything in the area concealed until the start of your next turn, and a cold wind makes each enemy in the area slowed 1 until the start of your next turn unless it succeeds at a Fortitude save against your class DC.

Winter Each enemy in the aura takes 5d6 cold damage with a basic Reflex save against your class DC. A creature that fails its save also takes 2d6 persistent cold damage.

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Composite Impulses

4th Level

Ambush Bladderwort ◆◆◆ Feat 4

COMPOSITE IMPULSE KINETICIST PLANT PRIMAL WATER WOOD

You plant the seed of a giant bladderwort in an unoccupied square of ground or water within 30 feet. It lasts for 10 minutes. Using this impulse again ends any previous one. If a creature enters its square, the seed erupts into a voluminous, translucent plant that seals tight around the triggering creature and fills with water. Unless the creature succeeds at a Reflex save against your class DC, it's immobilized within the bladderwort and must hold its breath or begin drowning. The Escape DC is also your class DC. The plant has AC 10 and 50 Hit Points.

If a creature dies inside it, the plant shrinks down, converting itself and the remains into a watery fruit. A creature can eat this consumable to regain 1d8+4 HP, after which that creature is temporarily immune for 10 minutes. This fruit rots after 1 hour.

Level (+4) The bladderwort's HP increase by 25 and the fruit's healing increases by 1d8+4.

Lava Leap ◆◆ Feat 4

COMPOSITE EARTH FIRE IMPULSE KINETICIST OVERFLOW PRIMAL

You wreath yourself in molten stone and hurtle toward your enemy. Leap up to your Speed. At the end of your Leap, a wave of lava crashes onto all creatures in a 10-foot emanation. Each creature in the area takes 1d6 bludgeoning damage and 2d6 fire damage, with a basic Reflex save against your class DC.

The cooling remains of the lava form a temporary protective shell around you, granting you a +2 circumstance bonus to AC until the start of your next turn.

Level (+3) Each type of damage increases by 1d6.

Living Bonfire ◆◆ Feat 4

COMPOSITE FIRE IMPULSE KINETICIST PRIMAL WOOD

Roots and branches of living wood writhe in elemental fire at your command, forming a bonfire fearsome enough to scare off predators in the night. You conjure a bonfire in an unoccupied 10-foot-square space within 30 feet. The bonfire burns for 10 hours, providing all the benefits of a normal campfire. If you use this impulse again, any previous one ends.

When you make a wood ranged Elemental Blast, you can have it come from the bonfire instead of you, flinging burning logs. This blast deals an additional 1d6 fire damage. Each time you do this, the size of the bonfire is reduced by one 5-foot square. If all the squares are removed, the impulse ends.

Level (+5) The fire damage increases by 1d6.

Rain of Rust ◆◆◆ Feat 4

COMPOSITE IMPULSE KINETICIST METAL PRIMAL WATER

You conjure a red raincloud in a 10-foot burst within 60 feet, which pours rust-colored rain directly below it. Any creature in the rain with the metal trait, that is made of metal, or is wearing metal armor is covered in corrosive build-up. Any such creature is clumsy 1 as long as it remains in the area. If such a creature is in the rain at the start of its turn, it takes 3d6 damage with a basic Fortitude save against your class DC, plus 1d6 persistent damage if it fails. Damage from this impulse ignores Hardness.

Level (+2) The initial damage increases by 1d6.

Whirling Grindstone ◆◆ Feat 4

ATTACK COMPOSITE EARTH IMPULSE KINETICIST METAL PRIMAL

A whirling grindstone made of flint appears in an unoccupied square within 30 feet. The grindstone shreds flesh and shoots sparks. Attempt an impulse attack roll against the AC of a creature adjacent to the grindstone. On a hit, the creature takes 2d6 slashing damage and 1d6 fire damage (or double damage on a critical hit). The grindstone lasts until the end of your next turn, and you can Sustain the impulse up to 1 minute. On subsequent turns, the first time you Sustain the impulse that turn, you can roll the grindstone up to 20 feet and can repeat the attack.

A creature within reach of the grindstone can Interact with it to sharpen a metal weapon. This grants a +2 circumstance bonus to the next damage roll made with that weapon within 1 minute.

Level (+5) The grindstone's damage increases by 1d6 slashing and 1d6 fire, and the bonus to weapons increases by 1.

6th Level

Ash Strider ◆◆ Feat 6

AIR FIRE IMPULSE KINETICIST OVERFLOW POLYMORPH PRIMAL

You discorporate into a cloud of whirling ash and Stride. If you have a fly Speed, you can Fly instead. This movement doesn't trigger reactions, you can move through occupied spaces and tiny cracks, and you ignore any difficult terrain and greater difficult terrain that wouldn't impede smoke. The first creature you pass through during this movement takes 3d6 fire damage with a basic Reflex save against your class DC. Ash lingers around you after your movement is complete, granting you concealment until the start of your next turn.

Level (+2) The damage increases by 1d6.

Desert Wind ◆ Feat 6

AIR COMPOSITE EARTH IMPULSE KINETICIST PRIMAL STANCE

A vortex of sand and dust surrounds you. Each creature inside your kinetic aura (including you) is concealed from any creature outside your kinetic aura, and creatures outside the aura are concealed from creatures inside the aura other than you.

Your air impulses carry sands that cut at great speed. When you use a damaging air impulse that affects at least one creature in your kinetic aura, that impulse deals 1 additional slashing damage, or 2 if the impulse has a single target.

Level (+2) The extra damage increases by 1, or 2 if the impulse has a single target.

Elemental Artillery ◆◆◆ Feat 6

COMPOSITE IMPULSE KINETICIST METAL PRIMAL WOOD

Spinning wood and metal together, you create a rugged wooden ballista. The ballista is Medium and appears in an unoccupied space within 30 feet. It immediately shoots a bolt with a jagged tip of elemental metal. Make an impulse attack roll against the

AC of a target within 120 feet. The target takes 3d12 piercing damage on a hit (or double damage on a critical hit).

The ballista can be shot again, but it must first be reloaded with two Interact actions. The ballista lasts until the end of your next turn, and you can Sustain the impulse. Each time you Sustain it, you can roll the ballista up to 20 feet, shoot it if it's loaded, or contribute 1 action toward reloading it.

Level (+3) The damage increases by 1d12.

JAGGED BERMS ◆◆◆ FEAT 6

COMPOSITE EARTH IMPULSE KINETICIST OVERFLOW PRIMAL WOOD

You conjure up to six cube-shaped mounds of packed earth. Each appears in an unoccupied square within 120 feet, fills its square, and provides cover. A mound has AC 10, Hardness 10, and 20 HP, and is immune to critical hits and precision damage. If destroyed, a mound becomes difficult terrain. The mounds last for an unlimited duration, but if you use the impulse again, any previous one ends.

Sharpened wooden stakes protrude from each mound into adjacent squares. They can project from any of its sides; you choose which sides for each mound. For each square of wooden stakes a creature enters, that creature takes 2d6 piercing damage. Destroying a mound also destroys its stakes.

Level (+2) The HP of each section of the wall increases by 10, and the piercing damage increases by 1d6.

LIGHTNING ROD ◆◆◆ FEAT 6

AIR COMPOSITE IMPULSE KINETICIST METAL PRIMAL

You smash a metal rod into your foe and call lightning to it. Attempt a 1-action melee Elemental Blast using the metal element. On a hit, the target is skewered with a metal rod, which gives it a –1 circumstance penalty to AC and saves against electricity; the penalty is –2 if the creature also has the metal trait, is made of metal, or is wearing metal armor. A hit creature immediately takes 1d12 electricity damage with a basic Reflex save against your class DC. The creature can Interact to attempt a DC 10 Athletics check to pull the lightning rod free.

Level (+6) The electricity damage increases by 1d12.

MOLTEN WIRE ◆◆ FEAT 6

COMPOSITE FIRE IMPULSE KINETICIST METAL PRIMAL

Spinning molten iron through a vortex of fire, you trap your foe in searing wires. Make an impulse attack roll against a creature within 15 feet. On a success, the target takes 2d6 slashing damage and is wrapped in molten wire for 1 minute. It is clumsy 1 and takes 2d4 fire damage at the start of each of its turns, with a basic Reflex save. The wire's Escape DC is your class DC. The wire has AC 10 and 75 HP. The impulse ends if the creature Escapes or the wire is destroyed.

Level (+4) The slashing damage increases by 1d6, the fire damage increases by 1d4, and the wire's HP increases by 25.

RISING HURRICANE ◆◆◆ FEAT 6

AIR COMPOSITE IMPULSE KINETICIST OVERFLOW PRIMAL WATER

A hurricane lifts your enemies into the air before bringing them crashing down in a bloody rain. Your hurricane appears in a cylinder that's 40 feet tall, has a 30-foot diameter, and is within 120 feet. All creatures in the area take 2d6 bludgeoning damage with a basic Fortitude save against your class DC. Lift any creature that fails its save to any height you choose within the area, move it up to 5 feet in any direction, then drop it. It takes falling damage normally unless it has a fly Speed.

Level (+3) The rain damage increases by 1d6, and the cylinder's height increases by 5 feet.

ROILING MUDSLIDE ◆◆ FEAT 6

COMPOSITE EARTH IMPULSE KINETICIST PRIMAL WATER

You form water and earth into a mudslide that smashes your opponents and coats them in mud. Each creature in the area takes 2d8 bludgeoning damage with a basic Fortitude save against your class DC. A creature that fails is also pushed 5 feet (or 10 feet on a critical failure) and coated in mud until the end of its next turn. While coated in mud, the creature falls prone at the end of its movement any time it ends a move action other than a Crawl or Step. The creature can attempt an Acrobatics check or Reflex save against your class DC, avoiding the fall if it succeeds.

Level (+4) The damage increases by 1d8.

STEAM KNIGHT ◆ FEAT 6

COMPOSITE FIRE IMPULSE KINETICIST PRIMAL STANCE WATER

You shape your kinetic aura into swirling armor of steam that scalds your enemies and propels you on super-heated jet streams. A creature can take damage from Steam Knight only once per round. Your steam armor has the following effects.

- You gain a +10-foot status bonus to your Speed.
- When you Leap, you can jump up to your Speed. You don't immediately fall at the end of a jump, provided you Leap again with your next action. If you Leap over a creature and come within 10 feet, that creature takes 2d6 fire damage with a basic Reflex save against your class DC.
- At the start of each of your turns, you can emit steam as a free action. It deals 2d6 fire damage to each creature in your kinetic aura with a basic Reflex save against your class DC. A creature that fails is also pushed 5 feet.

Level (+5) The fire damage from a jump or blast of steam increases by 1d6.

TREE OF DUALITY ◆◆◆ FEAT 6

AIR COMPOSITE IMPULSE KINETICIST PRIMAL WOOD

An ephemeral tree bursts forth, floating on air in an unoccupied square of your choice within 60 feet. Blooming flowers and fungal growths shed pollen and spores, which a swirling gust of air spreads in a 10-foot emanation around it. The tree lasts until the end of your next turn, and you can Sustain it up to 1 minute.

- **Cleansing Pollen** (healing, vitality) Each living ally that's in the area or enters it regains 3d4 HP and is then temporarily immune to regaining HP from Tree of Duality for 10 minutes.
- **Hallucinogenic Spores** (mental) Enemies in the area are dazzled. An enemy that leaves the area remains dazzled until the start of its next turn.

Level (+2) The healing increases by 1d4.

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ELEMENTAL ALLIES

Summoners bond with elemental eidolons spun from the formless energy of the Elemental Planes, witches and wizards find elemental familiars to serve them, and druids and rangers travel alongside elemental companions.

Elemental Eidolons

Eidolons from the six Elemental Planes each have their own distinctive features, but they share much in common with each other. Summoners (*Secrets of Magic* 51) can form a bond with all types of elementals, using the elemental eidolon below.

ELEMENTAL EIDOLON

Your eidolon is a primal chunk of elemental matter infused with sapience, power, and identity, but unable to manifest a true form of their own without the life force you provide via your connection. Most elementals in their natural environment already have different sorts of forms, from vaguely humanoid, to animalistic, to simple masses of their component element. As your life force provides your eidolon the instincts necessary to adopt a physical form, their appearance varies based on the strength of their own self image and your prior exposure to elementals.

Elemental eidolons tend to reach their unusual state—powerful but formless—as the result of large scale events or cataclysms, such as the war to seal the benevolent Elemental Lords or their recent unsealing. Whether elemental eidolons possess any memories of a previous life or are a new sapience formed from left-over essence of a mighty servant of the Elemental Lords brought low varies from eidolon to eidolon. Together, you might undertake a journey to understand your eidolon's mysterious past or leave the past behind and forge a new destiny of your own.

Tradition primal

Traits eidolon, elemental, and one more (see Elemental Core, below)

Home Plane: elemental plane matching their Elemental Core

Size Medium

Suggested Attacks branch (bludgeoning), fist (bludgeoning), spike (piercing), tendril (bludgeoning), wave (bludgeoning)

Adaptable Elemental *Str* +1, *Dex* +4, *Con* +3, *Int* +0, *Wis* +1, *Cha* +0; +1 AC (+4 Dex cap)

Primordial Elemental *Str* +4, *Dex* +2, *Con* +3, *Int* –1, *Wis* +1, *Cha* +0; +2 AC (+3 Dex cap)

Skills Nature, Survival

Senses darkvision

Languages Sussuran (air elemental), Petran (earth elemental), Pyric (fire elemental), Talican (metal elemental), Thalassic (water elemental), or Muan (wood elemental),

Speed 25 feet

Abilities *Initial* elemental core; *Symbiosis* elemental burst; *Transcendence* elemental maelstrom



Elemental Core

Your elemental eidolon is an amalgam of elemental matter and mortal life force, which helps protect them from certain effects that are more harmful to mortals than elementals. They gain a +2 circumstance bonus to saving throws against poison and sleep effects, as well as effects causing the paralyzed condition. Additionally, their elemental essence bleeds less easily than flesh, so the DC of any flat check they make to remove persistent bleed damage is 10 (or 5 after receiving particularly effective aid). Choose for your eidolon to be an air, earth, fire, metal, wood, or water elemental. Your eidolon and all their unarmed attacks gain the trait of the chosen element, and the eidolon gains additional effects based on your choice.

Air: Your eidolon is formed from elemental air and is light as a breeze. Your eidolon can Leap, High Jump, and Long Jump twice as far, and doesn't take falling damage.

Earth: Your eidolon is formed from elemental earth, and is incredibly hard to move by force. Your eidolon gains a +2 circumstance bonus to their Fortitude or Reflex DCs against attempts to Shove or Trip them. This bonus also applies to saving throws against

spells or effects that attempt to knock them prone. In addition, if any effect would force them to move 10 feet or more, they're moved only half the distance.

Fire: Your eidolon is formed from elemental fire and burns with embers of flame. Your eidolon gains resistance equal to half your level (minimum 1) to fire and an equal amount of weakness to cold and water. Their unarmed attacks deal 1 additional fire damage.

Metal: Your eidolon is formed from elemental metal and can adapt their metallic form to battle. One of your eidolon's starting melee unarmed attacks gains the versatile bludgeoning, piercing, or slashing trait, as your eidolon learns how to shift the metal into various weaponlike forms.

Water: Your eidolon is formed from elemental water and swims with ease. Your eidolon gains the amphibious trait, allowing them to breathe in water and air and to avoid the normal –2 penalty for making bludgeoning and slashing unarmed Strikes underwater. Your eidolon's land Speed is reduced to 15 feet, and they gain a swim Speed of 25 feet. You can take the Amphibious Form feat (*Secrets of Magic* 68) to increase their land Speed back up to 25 feet, as described in the feat.

Wood: Your eidolon is formed from elemental wood, and its living wooden form twists and regrows as you focus your elemental energies. You can choose to have your eidolon gain the plant trait. Whenever you Refocus, your eidolon regains a number of Hit Points equal to double your level.

Elemental Burst

Your eidolon can form projectile attacks from their own body. Your eidolon gains the Elemental Burst activity.

ELEMENTAL BURST ◆◆

CONCENTRATE EIDOLON

Frequency once per 10 minutes

Your eidolon rips off a chunk of elemental matter from their own form and hurls it into a group of foes. Your eidolon loses a number of Hit Points equal to your level. All creatures in a 20-foot burst within 60 feet take 6d6 damage with a basic Reflex save against your spell DC. The damage increases by 1d6 for each level you have beyond 7th. The damage's type is either fire damage if your eidolon is a fire elemental, or the same physical damage type as your eidolon's primary unarmed attack if your eidolon isn't a fire elemental. Elemental Burst gains any traits that your eidolon's unarmed attacks gain from elemental core.

Elemental Maelstrom

Your eidolon can form a swirling vortex of elemental matter and move across the battlefield, damaging everything in their path. Your eidolon gains the Elemental Maelstrom activity.

ELEMENTAL MAELSTROM ◆◆◆

EIDOLON

Your eidolon temporarily shifts its form into a swirling vortex of elemental matter and rampages through their foes. Your eidolon Strides. During their movement, they can attempt a Strike against each enemy that is within their reach. If an enemy comes within your eidolon's reach more than once, your eidolon makes only a single Strike against a given enemy. These attacks all count towards your eidolon's multiple attack penalty, but the penalty doesn't increase until after all the attacks. If your eidolon has the appropriate Speed, they can Climb, Fly, or Swim instead of Stride.

Elemental Companions

The Elemental Planes contain creatures of all sorts, from powerful gods to tiny wisps, and everything in between. The fact that the Elemental Planes contain elementals of animal intelligence that serve a similar role in their ecology is no surprise to scholars of the elements, travelers to the Elemental Planes, or any novice conjurer who has ever summoned a cinder rat.

The fauna of the Elemental Planes can form bonds with druids and rangers in much the same way as animals do in the Universe. Elemental companions have the elemental trait instead of the animal trait but otherwise use the normal rules for animal companions. Elemental companions are immune to bleed, paralyzed, poison, and sleep. Elemental companions are typically

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only selected by druids who have both the animal order and a corresponding elemental order (flame for fire elemental, storm for air elemental, and so on).

AIR ELEMENTAL

UNCOMMON AIR

Your companion is an air elemental, such as a zephyr hawk.

Access You are a member of the storm order.

Size Small

Melee ❖ gust (finesse), **Damage** 1d6 bludgeoning

Str +1, **Dex** +2, **Con** +1, **Int** –4, **Wis** +1, **Cha** +1

Hit Points 4

Skill Stealth

Senses darkvision

Speed fly 50 feet

Support Benefit Your air elemental swirls around you with concealing gusts, making it harder for your foes to hit you and possibly giving you a moment to hide. Until the start of your next turn, if you hit with a Strike and deal damage to a creature in your air elemental's reach, you are concealed to that creature until the start of your next turn.

Advanced Maneuver Circling Flyby



CIRCLING FLYBY ❖❖

Your air elemental flies in a circle, blowing gusts at your foes before returning back to its starting position. The air elemental Flies up to half its Speed, makes two gust Strikes, then Flies up to half its Speed again to return to its original location. Both attacks count toward the air elemental's multiple attack penalty, but the penalty doesn't increase until after it makes both attacks.

EARTH ELEMENTAL

UNCOMMON EARTH

Your companion is an earth elemental, such as a living boulder or sod hound.

Access You are a member of the stone order[SoM].

Size Small

Melee ❖ fist, **Damage** 1d8 bludgeoning

Str +2, **Dex** +0, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 10

Skill Survival

Senses darkvision

Speed 20 feet, burrow 10 feet

Support Benefit Your earth elemental cracks the earth beneath your foe's feet, making it difficult for the foe to move. Until the start of your next turn, if you hit with a Strike and deal damage to a creature in your earth elemental's reach, the first square the creature moves into after taking that damage is difficult terrain.

Advanced Maneuver Rolling Knockdown

ROLLING KNOCKDOWN ❖❖

Your earth elemental rolls along the ground like a bowling ball and knocks a foe over. It Strides up to 10 feet then makes a fist Strike. If it hits, the target is also knocked prone.

FIRE ELEMENTAL

UNCOMMON FIRE

Your companion is a fire elemental, such as a cinder rat or lava otter.

Access You are a member of the flame order[SoM].

Size Small

Melee ❖ tendril (agile, finesse), **Damage** 1d6 fire

Str +2, **Dex** +2, **Con** +1, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 4

Skill Intimidation

Senses darkvision

Speed 25 feet

Special *Immunities* fire, *Weaknesses* cold and water (equal to the fire elemental's level)

Support Benefit Your fire elemental burns your foes and sets them on fire. Until the start of your next turn, your Strikes that damage a creature in your fire elemental's reach also deal 1d6 persistent fire damage. If your fire elemental is nimble or savage, the persistent fire damage increases to 2d6.

Advanced Maneuver Flamethrower

FLAMETHROWER ❖❖

Frequency once per 10 minutes

The fire elemental makes a tendril Strike against all creatures in a 60-foot line, even those that aren't in the tendril Strike's reach. All these Strikes count toward the fire elemental's multiple attack penalty, but it doesn't increase until all the Strikes.

METAL ELEMENTAL

UNCOMMON METAL

Your companion is a metal elemental, such as a mercurial. Metal elementals don't have any special access because druids don't have an order dedicated to the elemental magic of metal.

Size Small

Melee ❖ spike, **Damage** 1d8 piercing

Str +2, **Dex** +1, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Intimidation

Senses darkvision

Speed 25 feet

Support Benefit Your metal elemental pierces an enemy with metal spikes that cause it to bleed. Until the start of your next turn, your Strikes that damage a creature in your metal elemental's reach also deal 1d6 persistent bleed damage. If your metal elemental is nimble or savage, the persistent bleed damage increases to 2d6.

Advanced Maneuver Spiked Bunker

SPIKED BUNKER ❖

Your metal elemental surrounds itself with protective metal spikes, hunkering down defensively. It gains a +2 circumstance bonus to AC. Any creature that hits the metal elemental with a melee unarmed attack while it's in its Spiked Bunker takes 2d6 piercing damage (or 3d6 piercing damage if your metal elemental has a specialization). The metal elemental can't move, Strike, or take other actions that require it to use its body while in its Spiked Bunker, but it can retract the bunker as a single action, ending the effects.

WATER ELEMENTAL

UNCOMMON WATER

Your companion is a water elemental, such as a brine shark.

Access You are a member of the wave order[SoM].

Size Small

Melee ❖ wave, **Damage** 1d8 bludgeoning

Str +2, **Dex** +2, **Con** +1, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 6

Skill Survival

Senses darkvision

Speed 15 feet, swim 35 feet

Special *Resistances* fire (equal to the water elemental's level)

Support Benefit Your water elemental waterlogs a foe. The first time before the start of your next turn you hit with a Strike that deals damage to a creature within your water elemental's reach, that creature becomes clumsy 1 until the end of your next turn.

Advanced Maneuver Drench

DRENCH ❖

Your water elemental drenches nearby fires to extinguish them. Your elemental puts out all fires in a 5-foot emanation. It extinguishes all non-magical fires automatically and attempts to counteract magical fires (its counteract modifier is equal to its attack modifier with its wave Strike, unmodified by any bonuses or effects that apply to attack rolls).

WOOD ELEMENTAL

UNCOMMON PLANT WOOD

Your companion is a wood elemental, such as a moss sloth.

Access You are a member of the leaf order.

Size Small

Melee ❖ branch, **Damage** 1d8 bludgeoning

Str +2, **Dex** +1, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Survival

Senses darkvision

Speed 25 feet, climb 25 feet



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Support Benefit Your wood elemental entangles your foes with detachable branches and roots. Until the start of your next turn, if you hit with a Strike that deals damage to a creature in your wood elemental's reach, the creature takes a –5-foot circumstance penalty to its Speeds for 1 minute (–10 on a critical success). The creature, or a creature adjacent to it, can use an Interact action to unravel the branches and roots and remove the penalty.

Advanced Maneuver Grabbing Branches

GRABBING BRANCHES ❖❖

Your wood elemental surrounds a foe with branches, grabbing it in place. Your wood elemental makes a branch Strike; on a success, the target is also grabbed by the wood elemental until the end of your next turn unless your wood elemental moves or the target Escapes.

Elemental Familiars

Spellcasters with an affinity for elemental energies call forth elemental creatures to serve as familiars.

NEW FAMILIAR ABILITIES

The following familiar abilities are available to any character with a familiar and are used by the specific elemental familiars presented below.

Elemental: Your familiar has the elemental trait instead of the animal trait. Choose air, earth, fire, metal, water, or wood. Your familiar gains that trait. The familiar is immune to bleed, paralyzed, poison, sleep, and the element matching its trait. Your familiar must have the resistance familiar ability to select this, unless it's a specific familiar. You can't select this ability if your familiar has a trait other than animal (such as a leshy familiar or an undead familiar).

Jet: Your familiar can use bursts of elemental energy or magic to Leap up to 30 feet in any direction, even if that would exceed its normal maximum distance for leaping. The Leap must begin and end on a solid surface capable of supporting the familiar.

Levitator: Using magnetism, magic, or other forces, your familiar can float up to 3 feet above solid and liquid surfaces while moving at a Speed of 25 feet. This allows it to ignore difficult terrain and damaging effects related to coming into direct contact with the surface. It typically allows the familiar to also avoid triggering the reactions of hazards that require you to step on them or an attached pressure plate.

MOOD CLOUD

This air elemental is little more than a tiny cloud with just enough internality to have emotions. Elemental scholars believe mood clouds to be related to despairing palls (page 82), though far less evolved.

MOOD CLOUD

AIR ELEMENTAL

Required Number of Abilities 3

Granted Abilities elemental (air only), flier

Emote ❖ **Frequency** once per round; **Effect** The cloud of sentiment changes the expression on its miniature face. It prepares to Aid you on a skill check for a skill matching its expression: Deception for an inscrutable expression, Diplomacy for a friendly expression, or Intimidation for an angry expression. It gains a reaction this round, which it can use only to Aid you in this way. It automatically succeeds at its check to Aid you with the skill or automatically critically succeeds if you're a master of the skill in question.

CRYSMAL SHARDLING

A crysmal shardling is a younger, smaller version of crysmal. When acting as a familiar, a shardling's hunger for crystals is sated by magic, turning an urgent need into a mere interest. More information on crysmals appears on page 103.

CRYSMAL SHARDLING

EARTH ELEMENTAL

Required Number of Abilities 3

Granted Abilities burrower, elemental (earth only), speech

Crystal Scent A crysmal can sense crystals or gems within 60 feet as if using the scent ability.

ELEMENTAL WISP

Wisps are tiny elementals that often act as familiars. They each usually have different personalities: air wisps are playful and capricious, earth wisps are timid but loyal, fire wisps are carefree and boisterous, metal wisps are serious and morose, water wisps are gentle and nurturing, and wood wisps are fierce and controlling.

ELEMENTAL WISP

ELEMENTAL

Required Number of Abilities 3

Granted Abilities accompanist, elemental, speech

Elemental Mobility Your wisp gains a familiar ability depending on its element. Air wisps gain flier, earth wisps gain burrower, fire wisps gain jet, metal wisps gain levitator, water wisps gain amphibious, and wood wisps gain climber.

Innate Element An elemental wisp's element is set. You choose the element when you gain the specific familiar and can't change it each day.

Resonance (aura) 30 feet. Your wisp vibrates at a frequency attuned to their element, resonating with and empowering all effects sharing that trait. Creatures in the area gain a +1 status bonus to damage rolls for alchemical and magical effects with the same elemental trait as your wisp. If your wisp is a wood wisp, the status bonus also applies to damage rolls for effects with the plant trait.

GENNAYN

Minor genies, gennayn are elementally adaptable and personable. They look like miniature humanoids with elemental energy surrounding them, and frequently carry messages or announce the arrival of their allies. More information on gennayns appears on page 226.

GENNAYN

ELEMENTAL

Required Number of Abilities 5

Granted Abilities elemental, speech

Elemental Mobility As elemental wisp.

Little Wish ↷ (fortune) **Frequency** once per day; **Trigger** A creature the gennayn can see that is within 60 feet attempts a saving throw or skill check; **Effect** The gennayn reshapes reality in a small way to twist fate, allowing the creature to reroll the saving throw or skill check.

Elemental Diplomat A gennayn's modifier for Diplomacy is equal to your level plus your key spellcasting attribute modifier, rather than just your level. The gennayn gets a +1 circumstance bonus to Diplomacy checks against elementals and grants you the same bonus if you're in the same space.

ELEMENTAL SCAMP

The elementals called scamps look humanoid in appearance, except for the elemental matter in their bodies and their batlike wings. An elemental scamp familiar is a bit smaller than other scamps but makes up for it by being more mischievous. Driven by ego, scamps often take on long names with many titles and insist on being addressed in full.

ELEMENTAL SCAMP

ELEMENTAL

Required Number of Abilities 5

Granted Abilities elemental, flier, speech

Elemental Mobility As elemental wisp.

Elemental Breath ❖❖ (arcane) **Frequency** once per hour; **Effect** The scamp breathes elemental matter in a 10-foot cone. Each creature in the area takes 1d6 damage for every 2 levels you have, with a basic Reflex save against your class DC or spell DC, whichever is higher. The damage type depends on the type of scamp.

Scamp Elements An elemental scamp's element or elements are set. You choose a type of scamp and can't change the element each day. This determines the scamp's elemental traits and the damage type of their Elemental Breath. **Air** (air) slashing damage; **earth** (earth) bludgeoning damage; **fire** (fire) fire damage; **metal** (metal) slashing damage; **water** (water) acid damage; **wood** (plant, wood) poison damage.



ELEMENTAL BACKGROUNDS

The elements can leave lasting impressions on the minds and lives of those who experience them at a formative point in their life. From fear and awe at the destructive force of an uncontrolled fire raging across the city of their birth to a decade of apprenticeship spent learning to listen to the rhythmic song of metal on metal, each element incites and inspires adventurers in different ways.

ALLOYSMITH BACKGROUND

Blacksmithing might be an ancient profession, but you are its cutting edge. You've studied the properties of different metals, experimented with them by combining them, exposing them to different elements and processes, and have even delved into the metaphysical nature of metal in your quest to master it. You might have taken up adventuring to acquire more funding and materials or to test your designs.

Choose two attribute boosts. One must be to Strength or Intelligence, and one is a free attribute boost.

You're trained in the Crafting skill and the Plane of Metal Lore skill. You gain the Specialty Crafting skill feat with the blacksmithing specialty.

CRYSTAL HEALER BACKGROUND

Mineral formations can be beautiful things, sparkling and arrayed in geometric configurations. To you, they are also potent natural healing aids. You may have taken up adventuring to prove yourself by healing the ailing or to find new crystals with unique properties to add to your growing collection.

Choose two attribute boosts. One must be to Wisdom or Charisma and one is a free attribute boost.

You're trained in the Nature skill and the Plane of Earth Lore skill. You gain the Natural Medicine skill feat.

DEEP-SEA DIVER BACKGROUND

The sapphire depths of the seas and the mysteries they hold beneath their surface have always piqued your interest. Your obsession with the ocean depths cannot be contained to one world alone, and you've read tomes and journals about the source of all water, everywhere, hoping to one day understand the watery secrets of the great unknown.

Choose two attribute boosts. One must be to Strength or Wisdom, and one is a free attribute boost.

You're trained in the Athletics skill and the Plane of Water Lore skill. You gain the Underwater Marauder skill feat.

DENDROLOGIST BACKGROUND

Trees grow in every biome, and your awe at their ability to conquer terrain has inspired deeper study into their workings. There are trees everywhere, and your study of them will inevitably take you ever further afield in search of new varieties, perhaps even to the Plane of Wood itself.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Survival skill and the Plane of Wood Lore skill. You gain the Terrain Expertise skill feat for forests.

FIRE WARDEN BACKGROUND

Whether you fought against fires in the wilderness or in crowded city streets, you've had your fair share of dealing with uncontrolled flames. Battling thick smoke and toxic fumes, you've broken down obstacles to save trapped people from a fiery grave, and you've studied the nature and source of fire itself to try and better learn how to fight it.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Athletics skill and the Plane of Fire Lore skill. You gain the Breath Control feat.

SKY RIDER BACKGROUND

The freedom of a bird in flight is something to envy, and envy it you did, but not for long. You've borrowed mechanical gliders or sought out the benefits of magically aided gliding and flight, doing anything for an opportunity to look down on the world with only the wind to keep you aloft. The expense of these experiences may have been a notable factor in why you undertook the adventuring lifestyle or perhaps you are seeking new methods of flight to master.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in the Acrobatics skill and the Plane of Air Lore skill. You gain the Cat Fall skill feat.

Uncommon Backgrounds

CONCORDANCE RESEARCHER BACKGROUND

UNCOMMON

Tasked by the Concordance of Elements (page 7) to research a variety of enigmatic planar phenomena, you've acquired very specific knowledge about the planes and the interactions between them. While being a researcher is usually a peaceful profession, the Concordance might require you to go out into the field and research unstable planar situations.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in four of the following: Plane of Air Lore, Plane of Earth Lore, Plane of Fire Lore, Plane of Metal Lore, Plane of Water Lore, or Plane of Wood Lore.

CONCORDANCE SCOUT BACKGROUND

UNCOMMON

You were hired by the Concordance of Elements to seek out rumors of planar breaches or other evidence of planar imbalances. After reporting back to the Concordance, they'd



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send agents more well equipped to deal with the situation. Still, this job has led you into more trouble than your employers suspect, and you've learned how to get your information quickly and get out relatively unscathed.

Choose two attribute boosts. One must be to Constitution or Charisma, and one is a free attribute boost.

You're trained in the Diplomacy skill and one of the following lore skills: Plane of Air Lore, Plane of Earth Lore, Plane of Fire Lore, Plane of Metal Lore, Plane of Water Lore, or Plane of Wood Lore. You gain the Hobnobber skill feat.

Rare Backgrounds

ELEMENTALLY INFUSED — BACKGROUND

RARE

You were exposed to a strong burst of elemental essence originating directly from an elemental plane, most likely caused by a planar breach. Your body absorbed the elemental essence with no ill effects, and now it coalesces within you. With time, you've learned to project elemental power in a manner safe to you but still deadly to others.

Choose two attribute boosts. One must be to Constitution or Charisma, and one is a free attribute boost.

Choose one elemental plane: Air, Earth, Fire, Metal, Water, or Wood. You are trained in the corresponding Lore skill: Plane of Air Lore, Plane of Earth Lore, Plane of Fire Lore, Plane of Metal Lore, Plane of Water Lore, or Plane of Wood Lore. You also gain a cantrip according to your chosen plane: **air** *gale blast* SoM; **Earth**: *scatter scree* SoM; **Fire**: *ignition*; **Metal**: *needle darts* (page 144); **Water** *spout* SoM, or **wood** *root reading* (page 197). You can cast this spell as a primal innate spell at will.

PLANAR MIGRANT — BACKGROUND

RARE

Your birthplace was on one of the elemental planes, but you traveled to the Universe for some reason. Maybe you left on good terms, or maybe you were driven out and hope to one day return. Maybe you were even exiled, and any mention of it brings pain and resentment. In any case, nowhere has quite felt like home since, and you've roamed the land, carrying your life's possessions on your back wherever you go. You adventure possibly in search of a place to belong or a way to return to your plane of origin and settle unfinished business.

Choose two attribute boosts. One must be Dexterity or Constitution, and one is a free attribute boost.

You're trained in the Athletics skill and one of the following lore skills: Plane of Air Lore, Plane of Earth Lore, Plane of Fire Lore, Plane of Metal Lore, Plane of Water Lore, or Plane of Wood Lore. You gain the Hefty Hauler and Prescient Planner skill feats.

ARDANDE GENIEKIN

The strength of a baobab trunk and flexibility of a yew branch, flowers and fruit sprinkled across a forest canopy like jewels in a crown, soft moss blankets, and the daytime constellations created by pinpricks of light through leaves—this is what ardandes are made of.

Ardandes are geniekin, or elemental planar scions, born with elemental wood for flesh and blood-like sap flowing through their veins; just as much elemental essence as they are mortal. They are the descendants of wood elementals, kizidhars, dryads, and forest dragons, or were born under the influence of powerful elemental forces tied to the First World or Plane of Wood.

Ardandes often share a connection to specific aspects of wood, such as spring blossoms, ancient and rotten stumps seething with life that feeds on their decay, or sap dripping down tree bark; this is called an ardande lineage. Typically, an ardande has the same lineage as their ardande parent, though some are born with a new or different lineage, or to parents who didn't have one. Sometimes a lineage reflects where an ardande was born, such as springsoul ardandes born in the vibrant, portal-riddled Grungir Forest in the Lands of the Linnorm Kings, or moldersoul ardandes influenced by the Darkblight infection of the Southern Fangwood. They can also occur as a reflection of the ardande's planar ancestry, like ambersoul ardandes who descend from kizidhars.

If you want to play a character who embodies the tenacity, flexibility, and succor of elemental wood, you should play an ardande.



ARDANDE

YOU MIGHT...

- Associate your personal identity with elemental wood, and believe the characteristics of wood, plants, and trees form core aspects of your personality.
- Enjoy giving gifts or expressing love for your friends with food and hospitality.
- Take pride in your elemental lineage and your connection to the previously lost Plane of Wood.

OTHERS PROBABLY...

- Look to you as an authority on plant creatures and the Plane of Wood.
- Take you for granted as an endless well of energy, patience, and support.
- Mistake you for a ghoran or dryad, perhaps not even realizing there is an elemental Plane of Wood.

Physical Description

Ardandes vary in appearance just as much as their different ancestors do. Green, brown, and ash gray are the most common skin tones, though many also have bodies covered in moss, bark, or knotted wood. Ardandes are often born with coils of ivy or flowering vines for hair, but just as common are those who grow beards made of petals or leaves, or hair that rustles like a leaf caught in a perpetual wind. Most smell like dew on fresh grass, wildflowers, or a mossy forest floor. Rarely, an ardande is born with amber or bark for nails, leaves or delicate petals freckling their skin, or even rotten, mossy bodies that shed spores and resin.

Society

Poorly understood by both themselves and others, ardandes born before the Plane of Wood's return have struggled to fully comprehend their own heritage. Due to the Plane of Wood's longstanding absence from the Universe, Golarion has had too few ardandes for the wood geniekin to form their own societies or cultural norms. In most regions where ardandes are found, only a single family might have a connection to elemental wood, and the norms of the elemental scions of wood in those areas are simply those of that single ardande family.

BELIEFS

Many ardandes value community and family. Religious ardandes gravitate to the faiths of wood and nature deities, such as Gozreh, the Green Mother, Shyka, or the elemental lords of wood, Shumunue and Verilorn.

Some venerate the kings of the leshies, known as the green men, or join druidic orders or other spiritual practices focused on nature, like the Green Faith. Evil ardandes sometimes look to gods who represent destruction, disease, and rot for guidance, like Urgathoa, Groetus, or the demon lord Treerazer. The ardandes who venerate these vile gods often interpret corruption and disease as necessary components of nature's eternal cycle: death that carves the way for renewal, rather than death as a final ending.

Popular Edicts flow with the cycles of nature, grow the world I want to live in
Popular Anathema betray my family

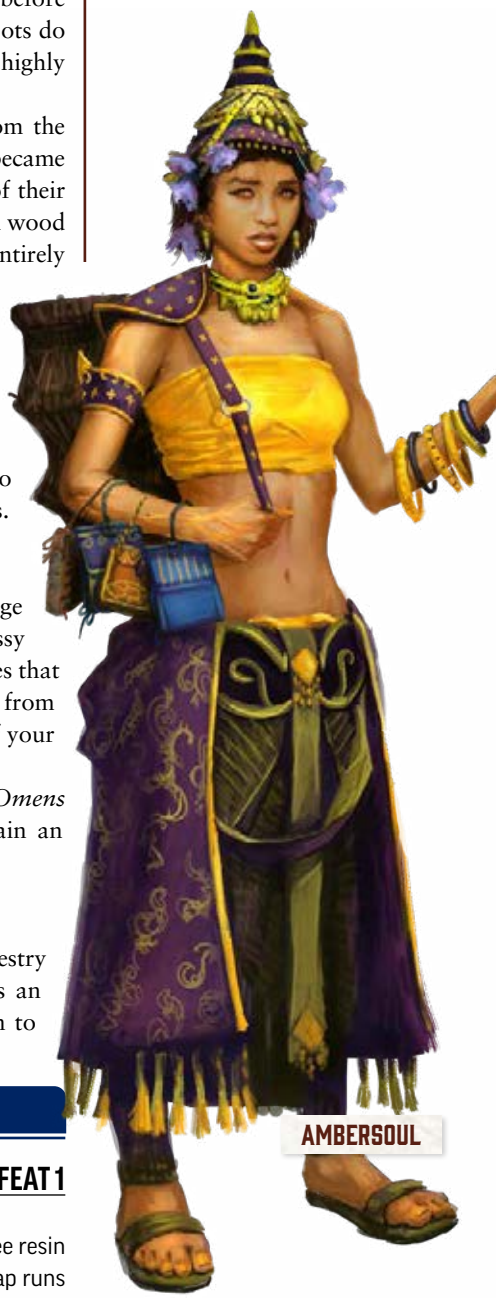
Ardandes of Golarion

Ardandes born on Golarion prior to the Plane of Wood's return fall into two primary groups: those who trace their lineage to non-elementals who nonetheless carry the spark of elemental wood within them, such as forest dragons or woodland fey; and ardandes from the bloodlines of ancient kizidhars and other elementals who became stranded on Golarion before mortal life even began. While there are a few other ardandes whose roots do not match either of these origins stories, their backgrounds tend to be highly unusual and often involve powerful sources of extraplanar magic.

Over the millennia while the Plane of Wood was locked away from the Inner Sphere, most of Golarion's oldest ardande families eventually became disconnected from their elemental heritage. Regardless of the source of their elemental connection, these families found the innate spark of elemental wood becoming increasingly rare in their children, until it seemed to die out entirely and ardande children stopped being born altogether. Now that the Plane of Wood has returned, many of these lost ardande families are experiencing a resurgence of their old elemental heritage, though they have little more than legends and folk stories of an ancestor's elemental power to explain and offer guidance for their new generation of ardande children. Many ardandes born into this new generation are rapidly becoming the foremost explorers into the Plane of Wood, eager to use their innate gifts to trace their heritage through its extraplanar roots.

Ardande Adventurers

Misunderstood and unexplained, many ardande children turn to lives of adventure as they search for answers and information about themselves. Backgrounds as artists and artisans are common, as woodcrafts and sculpture often help them to feel connected with kizidhar ancestors, though many also become scholars and elementalists in their quests to uncover the secrets of the Inner Sphere and their place inside it.



AMBERSOUL

Ardande (Uncommon Heritage)

You descend from wood elementals or have some other heritage influenced by the elemental Plane of Wood. You might have green, mossy skin, vines that grow from your head instead of hair, or thin appendages that resemble twigs. You gain the ardande trait, in addition to the traits from your ancestry. You also gain low-light vision, or you gain darkvision if your ancestry already has low-light vision.

You can choose from ardande feats, geniekin feats (*Pathfinder Lost Omens Ancestry Guide* 99), and feats from your ancestry whenever you gain an ancestry feat.

Ardande Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an ardande, you can choose from among the following feats in addition to those available from your ancestry and geniekin feats.

1st Level

Ambersoul — Feat 1

ARDANDE LINEAGE

Your elemental heritage is reflected in the oils and fragrances of plants, in tree resin that fossilizes into amber, or in the gentle smell of a flower. Sticky, golden sap runs

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ARDANDE SETTLEMENTS

In most parts of Golarion, ardande bloodlines are only just beginning to return. Two families of ardandes in Tian Xia (both descended from the same forest dragon) managed to retain their connection to elemental wood, while across the world in distant Arcadia, ardande families have kept their elemental heritage intact through continued dealings with the fey.

through your veins instead of blood. Each time a creature deals slashing or piercing damage to you with a melee Strike, your sap coats its weapon or unarmed attack. The creature takes a –1 circumstance penalty on attack rolls with that weapon or unarmed attack until the end of its turn.

GROVE-HARBORED FEAT 1

ARDANDE

You are accustomed to exploring thick woodlands and defending yourself against the attacks of magical plants. You gain a +1 circumstance bonus to saves against plant, poison, and wood effects, and if you roll a success on a save against a poison effect, you get a critical success instead.

MOLDERSOUL FEAT 1

ARDANDE LINEAGE

Your connection to elemental wood asserts itself in the form of decay, like forgotten logs left to rot and the char that remains after a forest fire, cycles of devastation clearing away what was to make room for the next generation of life. You gain the Decompose action.

Decompose ❖❖ (primal, void) **Frequency** once per day; **Effect** Void energy seeps out of you, decaying everything within a 5-foot emanation and causing plants and foliage to age and decompose. Natural difficult terrain is destroyed, and creatures in the area with the plant or wood trait take 1d6 void damage with a basic Fortitude save against your class DC or spell DC, whichever is higher.

SPRINGSOUL FEAT 1

ARDANDE LINEAGE

Your connection to elemental wood manifests as fresh blossoms, spring fruits, and the seeds of new life, and you harness this power to spread vitality and abundance. You can cast the *tangle vine* cantrip as an innate primal or arcane spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

SUNLIT VITALITY FEAT 1

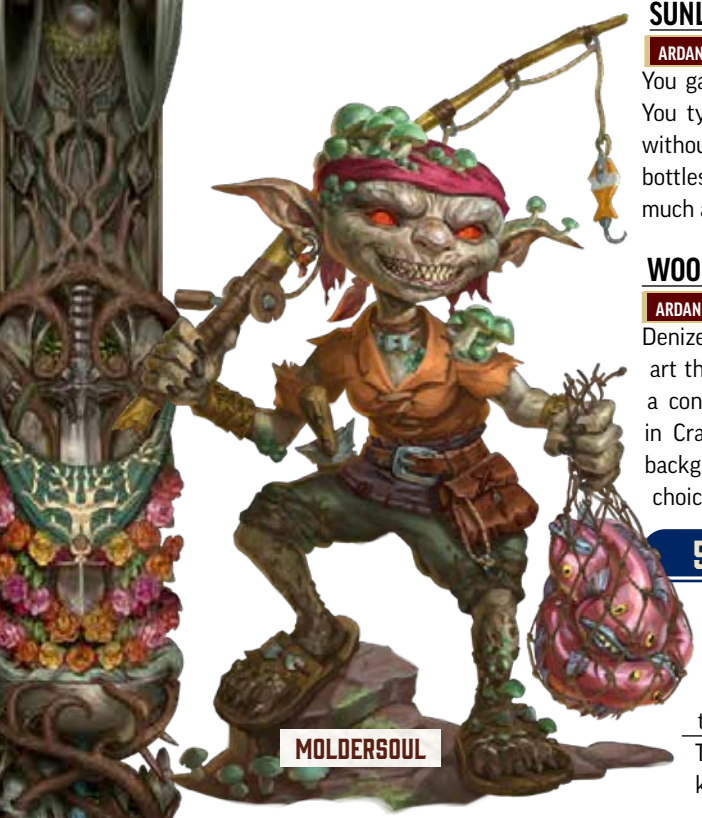
ARDANDE

You gain nourishment through photosynthesis, like trees and other green plants. You typically don't need to pay for food, though you begin to starve if you go without sunlight for 1 week. You can derive nourishment from specially formulated bottles of sunlight instead of natural sunlight, but these bottles cost 10 times as much as standard rations (4 gp per week).

WOODWORKER FEAT 1

ARDANDE

Denizens of the Plane of Wood take immense pride in the magnificent works of art they can craft from wood, and practicing your own woodcraft helps you feel a connection with your planar heritage. You gain the trained proficiency rank in Crafting. If you would automatically become trained in Crafting (from your background or class, for example), you instead become trained in a skill of your choice. You gain the Specialty Crafting skill feat for woodworking.



MOLDERSOUL

5TH LEVEL

READ THE ROOTS ❖❖ FEAT 5

ARDANDE PRIMAL SCRYING WOOD

Requirements You are standing on the ground, and there are plants rooted in the ground within 100 feet of you.

The root systems of trees are a far-reaching network of information, and you know how to access them and extract their secrets. You Seek within 30 feet

using tremorsense, an imprecise sense, instead of one of your own senses. You can also detect subjects touching or burrowing through the surface you are standing on in this way.

TREESPEECH FEAT 5

ARDANDE

Prerequisites You speak Muan.

Your connection to elemental wood allows you to communicate with trees in the Universe in Muan, the language of wood elementals. You can ask questions of, receive answers from, and use the Diplomacy skill with woody plants like trees and shrubs.

9TH LEVEL

FLOWERING PATH ◆◆ FEAT 9

ARDANDE PLANT PRIMAL

Frequency once per day

Vitality and elemental wood flows out from your body and into the earth, infusing it with a stream of new life. When you walk, you leave blooming flowers and sprouting vines in your wake. For the next minute, each time you Step or Stride, you create difficult terrain in each square you leave during your movement.

KIZIDHAR MAGIC FEAT 9

ARDANDE

You can wield the arcane magic of a kizidhar, casting *entangling flora* and *one with plants* once per day each as 2nd-rank arcane innate spells.

13TH LEVEL

SUMMON WOOD ELEMENTAL FEAT 13

ARDANDE

Your connection to the Plane of Wood allows you to summon elemental allies. Once per day, you can cast *summon elemental* as a 5th-rank primal innate spell, but the elemental must be a wood elemental.

WOODEN MANTLE FEAT 13

ARDANDE

Your connection to the magic of the Plane of Wood allows you to call upon the power of plants and trees to protect yourself. You can cast *mantle of the unwavering heart* (page 197) as a 5th-rank primal innate spell once per day.

17TH LEVEL

WOOD WARD ↻ FEAT 17

ARDANDE CONCENTRATE PLANT PRIMAL WOOD

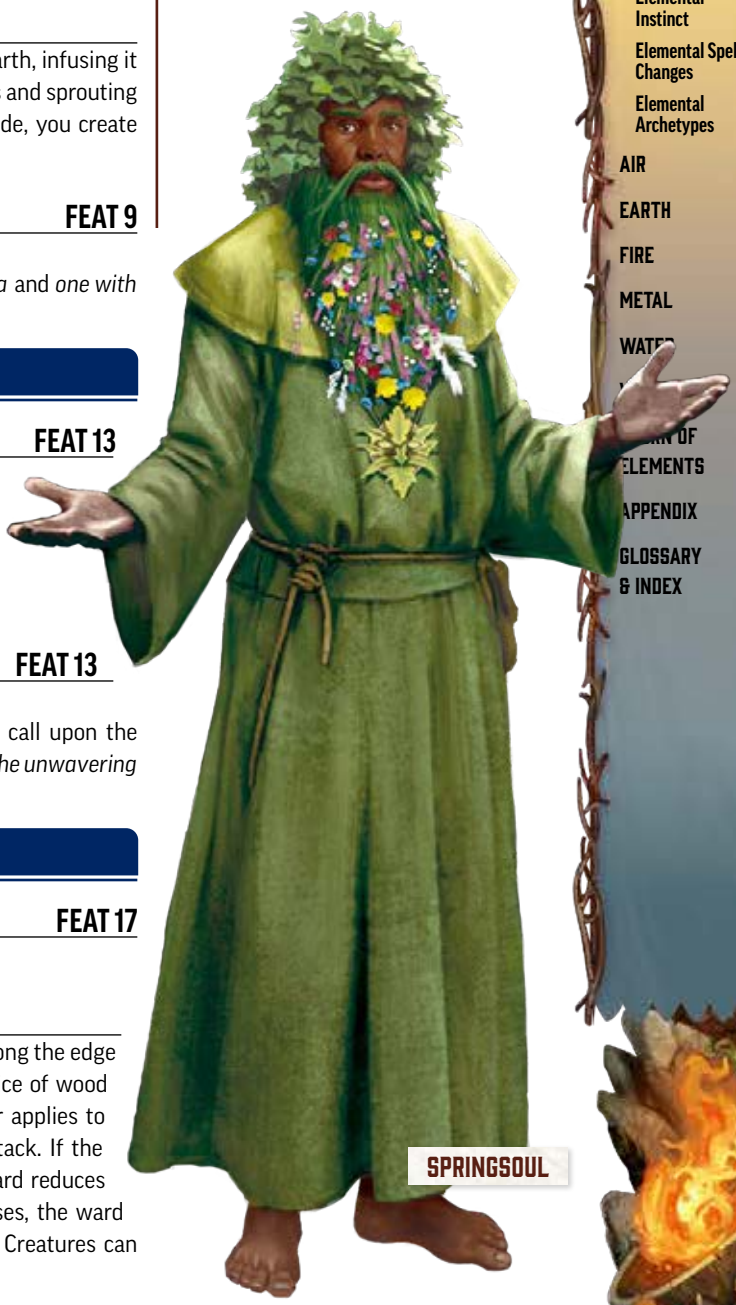
Trigger A creature targets you with an attack.

Frequency once per hour

With a sweep of your hand, vines and roots burst from the ground along the edge of your space between you and the attacker, creating a natural lattice of wood that grants standard cover. The circumstance bonus from the cover applies to your AC when you're determining the outcome of the triggering attack. If the triggering attack still hits and deals physical damage to you, the ward reduces the damage by 30 and is immediately destroyed. If the attack misses, the ward instead persists for 3 rounds before withering back into the earth. Creatures can cross the ward, but it's difficult terrain.

ARDANDE RELATIONS

Forest dragons and dryads are common ancestors for ardandes born before the return of the Plane of Wood, or kizidhars who became trapped in the Universe and were forced to make new lives for themselves. Ardandes with wood scamp parents are often short and bushy, like living shrubs, and are often mistaken for leshies and conrasus.



SPRINGSOUL

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TALOS GENIEKIN

Taloses, geniekin gifted with magic from the Plane of Metal, resonate with the unlimited potential of raw ore, the treasured shine of polished gold, or the forgiving ring of a hammer reforging a broken blade.

As the Plane of Metal renews its contact with other planes, its influence over the bloodlines of those descended from its elemental denizens results in an ever-increasing number of the planar scions known as taloses. This isn't limited to only newborns—it can spring forth in adults with latent connections, fed by the explosion of elemental metal magic cascading across the Universe. Other lineages have lingered in on Golarion since before the elemental plane's retreat, mistaken for other planar scions such as oreads or aphorites.

Some talos lineages possess an inherent connection to a particular aspect of elemental metal, such as iron-based ferrous metals, lustrous precious metals, or the rare liquid metals such as mercury or djezet. Often, but not always, these taloses share their lineage with their parents. Taloses can most often be found among alchemists, smiths, inventors, and miners—anyone who works with metal for a living.



TALOS

YOU MIGHT...

- Feel a strong connection to elemental metal and believe aspects such as its luster or mutability represent core elements of your personality.
- Enjoy being the center of attention through flashy displays of your personal talents.
- Take great pride in your elemental lineage, especially if you believe yourself related to a commanding zuhra shuyookh.

OTHERS PROBABLY...

- Look to you as an authority on metallurgy or the elemental Plane of Metal.
- Presume you to be a miner, alchemist, or smith.
- Assume that you must be sharp-tempered, unyielding, or that you are too ostentatious for your own good.

Physical Description

Taloses come in all shapes and sizes. Skin color ranges from the matte black of cast iron to lustrous platinum, copper to brass; even the blue-green of abysium and other skymetal colors make rare but not unheard-of appearances. Hair covers the same range of color and an even wider variety of metallic textures, from tight, sharp coils of steel wool to strands of gold as thin as spun thread, or even delicate chains of silver or iron. Hair length and style are equally varied.

Taloses bear a passing resemblance to other ancestries and heritages with bodies partially made of metal, which may lead to confusion early in life before their elemental metal affinity becomes clear. As they are born, not built, taloses bear none of the telltale seams or circuits of androids and other constructs. Taloses also lack the uncanny mathematical balance of aphorites; their bodies may bear the rough texture of beaten silver, the iridescent swirls of Numerian steel, or the scuffs, rust, and tarnish left by a long or hard life. As for their oread cousins, the greatest physical indicator of a talos in comparison is a

distinct lack of nonmetallic, earthy features; most oreads will have at least a bit of cragginess around the edges that a talos lacks.

Society

A talos is most often born and raised amid the society of their mortal family. The general lack of widespread knowledge about the Plane of Metal can result in the sense of isolation common to geniekin, which might be especially pronounced for a young talos. Talos children tend to be quick-witted and mercurial, prone to flamboyant displays of their natural talents and hard-won skills in an ongoing quest for attention. Those taloses who don't go into fields utilizing alchemy, smithing, or other forms of metalwork often become performers or diplomats to put their natural charisma and (sometimes literally) magnetic personalities to work.

Beliefs

Taloses are often regarded as independent and inconstant, with detractors writing them off as "all flash, no substance." They sometimes have difficulty connecting with other people but are rarely actively malicious; even those who lack confidence tend to be good at faking it well enough to get by.

The most popular deities among religious-minded taloses are gods of metals and crafts: Torag in particular, but also the likes of Daikitsu and Grandmother Spider. Some taloses feel a kinship with the metal goddesses Brigh and Casandalee, while others object to being conflated with constructs. Those hailing from the Plane of Metal often revere Laudinmio and Ferrumnestra, the elemental lords of metal; however, most from the Universe are hesitant to follow suit until learning more about these long-absent entities.

Popular Edicts make your elemental ancestors proud, refine your passions and skills, craft beautiful and durable objects

Popular Anathema let the metal within you grow tarnished

Taloses of Golarion

Metal is unique among the elements in that it is the only one that arguably has more power and purpose when acted upon than when left to its own natural devices. Thus, while most geniekin populations coalesce around geographical anomalies, taloses tend to be found in cities. The largest recognized population of taloses can be found in Tian Xia, where metal is a commonly understood element and advanced metallurgy has been practiced for many centuries.

When found in more rural areas, talos children are almost always born to mining communities, or in areas near large, exposed deposits of raw ore. One notable exception to this is Numeria, where the high concentration of skymetal results in an unusually large population of quicksoul and gildedsoul warriors with adamantine-dark hair or noqual-green eyes.

Goblin taloses are also likely to be among the quicksoul lineages, thanks to their general passion for alchemy and lack of safety regulations. In dwarven communities, talos children are often encouraged to take up religious service to Torag, as they are said to have been crafted in his image.

Though cautious with their mundane metallurgy, the Kallijae elves of the Mwangi Expanse take particular interest in their rare talos offspring, who are often umanyano half-elves. A common belief holds that these taloses gain unique benefits from the Unburdening—that the ritual, dutifully performed, can "forge" a talos body and soul, making their mortal form as sturdy and protective as the metal they resemble.

Talos Adventurers

Taloses who become adventurers often get their starts as artisans, entertainers, merchants, miners, or tinkerers. Many are driven by a desire for adventure, personal glory, or financial independence, and will flit from one adventuring company to another until they find their perfect fit. Taloses who favor crafting naturally gravitate toward being alchemists and inventors, while those who crave the spotlight often become bards.



FERROUSOUL

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TALOS SETTLEMENTS

Taloses living on the Plane of Metal most often build their communities on the outskirts of zuhra cities. These neighborhoods tend to be tight-knit communities and are considerably warmer toward other planar denizens than the aloof zuhras. Grand Conduu, a community bordering Argyris (page 137), has welcomed an influx of immigrants from the Universe after the Plane of Metal became more accessible, causing some to jokingly nickname it "Little Golarion."



GILDEDSOUL

TALOS (UNCOMMON HERITAGE)

Your physical features reflect the influence a zuhra or other metal elemental has had over your bloodline. Your skin likely has a metallic sheen, ranging from the dull luster of raw ore to the gleaming polish of a new blade, with the wear of age or hardship taking the form of tarnish, rust, or scouring. Your hair might resemble spun gold, coiled steel, copper wiring, or braided chains. You gain the talos trait, in addition to the traits from your ancestry. You gain resistance to electricity equal to half your level (minimum 1). You can cast the *detect metal* cantrip (page 142) as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

You can choose from talos feats, geniekin feats (*Ancestry Guide* 99), and feats from your ancestry whenever you gain an ancestry feat.

Talos Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a talos, you can choose from among the following feats in addition to those available from your ancestry and geniekin feats.

1ST LEVEL

FERROUSOUL — FEAT 1

LINEAGE TALOS

Whether in their pure elemental forms or as part of an alloy such as steel, the elemental metal in your soul resonates strongly with iron, bronze, and other sturdy, practical metals suitable for weaponry. Your fist attacks gain the modular B, P, or S trait (*Pathfinder Treasure Vault* 25) and lose the nonlethal trait. Your fist's damage die increases to 1d6.

GILDEDSOUL — FEAT 1

LINEAGE TALOS

Your elemental lineage manifests in the polished gleam of precious metals, such as silver and gold, or even rare and valuable skymetals like adamantine or orichalcum. This natural luster enhances your charm; you become trained in your choice of Diplomacy or Society. If you would automatically become trained in both these skills (from your background or class, for example), you instead become trained in a skill of your choice. If you're trained in Society, you also gain the Courtly Graces skill feat.

QUICKSOUL — FEAT 1

LINEAGE TALOS

The elemental metal in your bloodline literally courses through your veins in the form of liquid metals like mercury, rubidium, gallium, and djezet, giving your actions a languid fluidity. You gain the trained proficiency rank in Acrobatics. If you would automatically become trained in Acrobatics (from your background or class, for example), you instead become trained in a skill of your choice. As these metals are largely toxic to organic life, you also gain the Toxic Touch action.

Toxic Touch ❖ (poison) **Frequency** once per day; **Requirements** Your most recent action was to Tumble Through, and you successfully moved through an enemy's space; **Effect** Make a melee unarmed Strike against the enemy whose space you moved through. On a hit, the target takes 1d6 persistent poison damage and is sickened 1 (or takes 2d6 persistent poison and is sickened 2 on a critical hit).

REFLECTIVE DEFENSE ↷ — FEAT 1

LIGHT TALOS

Frequency once per 10 minutes

Trigger A creature within 30 feet of you targets you, and you can see the attacker.
Requirements You are in dim or bright light.

Your body's natural luster has been polished to a gleaming shine. You use this to reflect light back into your enemy's eyes, disrupting its aim and focus; it must succeed at a Reflex save against your class DC or be dazzled until the end of your next turn.

5TH LEVEL

CONDUCTOR'S REDIRECTION ↷ FEAT 5

TALOS

Trigger You are hit by an attack, spell, or other effect that deals electricity damage.

You conduct the damage through your body, taking damage as normal (if applicable) and redirecting it at one target within 10 feet that you can see. The creature must make a Fortitude save using your class DC or spell DC, whichever is higher. On a failure, they take the electrical damage; on a success, they take half damage.

PRECIOUS ALLOYS FEAT 5

TALOS

Choose cold iron or silver. Your melee unarmed attacks have the special properties of a weapon made of that metal. If you are at least 13th level, you can choose adamantine instead of just cold iron or silver.

Special You can take this ancestry feat multiple times, choosing a different metal each time.

9TH LEVEL

NATURAL MAGNETISM FEAT 9

TALOS

Your connection with elemental iron grants you a natural field of weak magnetic attraction. You can cast *magnetic attraction* (*Secrets of Magic* 114) and *magnetic repulsion* (*Secrets of Magic* 115) once per day each as 2nd-rank primal innate spells.

Special If you chose the gildedsoul lineage, you can replace one of the above spells with *enthrall*.

13TH LEVEL

SUMMON METAL ELEMENTAL FEAT 13

TALOS

You can summon an elemental ally. Once per day, you can cast *summon elemental* as a 5th-rank primal innate spell, but the elemental summoned must be a metal elemental.

17TH LEVEL

METALLIC SKIN ◆◆ FEAT 17

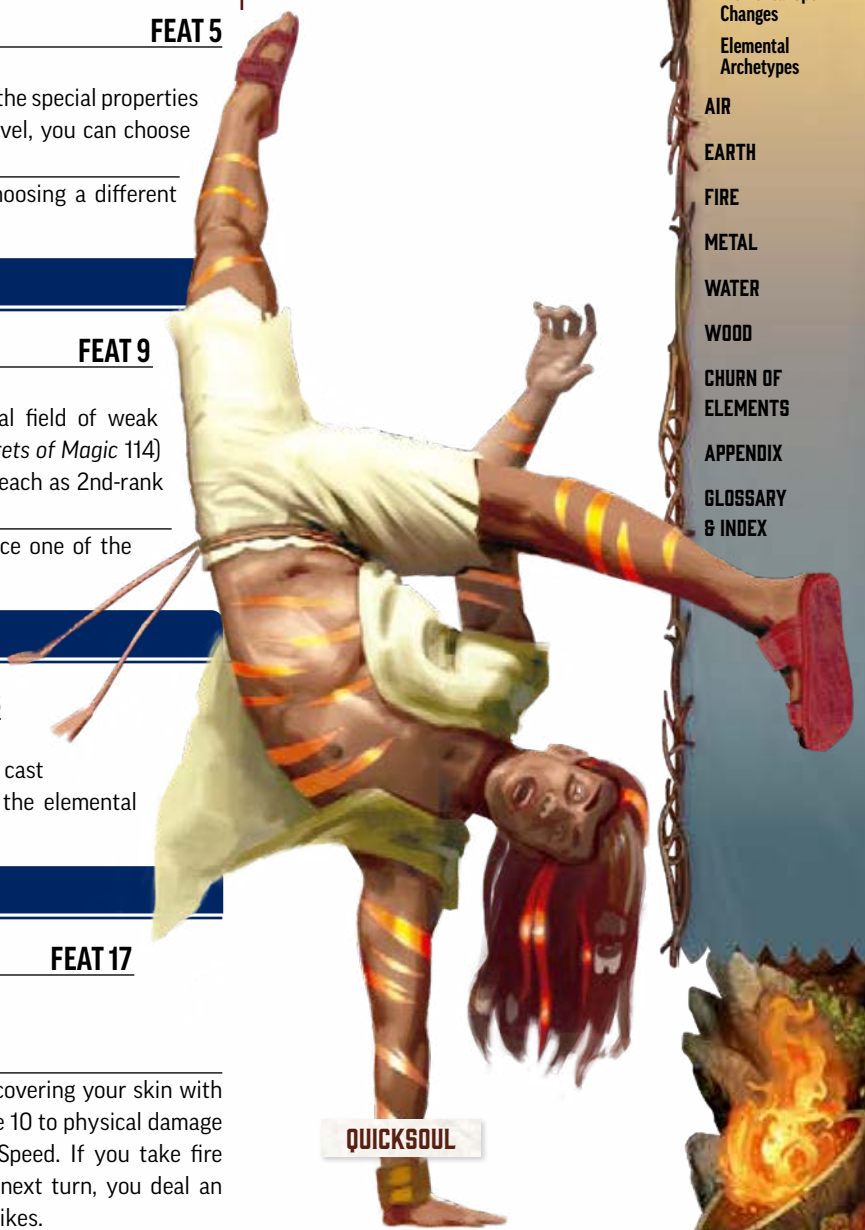
CONCENTRATE PRIMAL TALOS

Frequency once per day
Duration 1 minute

You fortify your natural resistances with elemental metal, covering your skin with thick metal. You gain a +2 status bonus to AC and resistance 10 to physical damage (except adamantine), but you take a –10-foot penalty to Speed. If you take fire damage while this ability is active, until the end of your next turn, you deal an additional 2d6 fire damage with all your unarmed melee Strikes.

FAMILY RELATIONS

Most taloses descend from zuhras, the genies native to the Plane of Metal, but there are other possibilities as well. Gildedsoul taloses may be distantly descended from a sky dragon, lending scaled patterns to their skin and fangs to their mouths. On the other hand, a quicksoul talos may not be descended from any elemental at all, and instead result from their parent's extended exposure to metal-based alchemical fumes during pregnancy.



QUICKSOUL

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Elemental Barbarian Instinct

This instinct option for barbarians allows you to channel elemental forces, bonding with a single element and its associated plane. Perhaps your ancestors were elemental conjurers or blessed by an elemental lord. Select an element from the Elemental Instincts table to be your instinct's element. If your element offers multiple damage types, choose one of those type when you select your element.

ELEMENTAL INSTINCTS

Element	Trait	Damage
Air	Air	Electricity or slashing
Earth	Earth	Bludgeoning or piercing
Fire	Fire	Fire
Metal	Metal	Piercing or slashing
Water	Water	Bludgeoning or cold
Wood	Wood	Bludgeoning or piercing



ANATHEMA

Disrespecting an elemental creature is anathema to your instinct; defending yourself against one is not. Purposefully despoiling the elemental plane associated with your element is anathema to your instinct, though this doesn't prevent you from responsibly altering that plane.

ELEMENTAL RAGE (INSTINCT ABILITY)

While raging, you're cloaked in a vortex of elemental matter; you become concealed against ranged attacks. You can't use this concealment to Hide or Sneak. While raging, you increase the additional damage from Rage from 2 to 4 and change its damage type to the one you selected for your element.

If you have any kineticist impulses with the same element type as the one you chose for your instinct, such as ones gained by taking the Kineticist Dedication multiclass feat, they gain the rage trait.

SPECIALIZATION ABILITY

When you use elemental rage, you increase the damage from Rage from 4 to 6. If you have greater weapon specialization, instead increase the damage from Rage when using elemental rage from 6 to 12.

RAGING RESISTANCE

You resist the damage dealt by attacks and abilities of elemental creatures of your chosen element, as well as creatures made of your element, regardless of the damage type. You also resist damage dealt by attacks, spells, and abilities with your elemental trait.

ELEMENTAL EVOLUTION — FEAT 2

BARBARIAN

Prerequisites elemental instinct

The elemental power within you is more mutable and versatile than most. Choose a second damage type for your element. Whenever you Rage, you can choose that type instead of the damage type you would normally gain. The new damage type can be the one you did not choose when you selected the element initially if you had multiple options available for your element, or one of the following types: **air** cold, **earth** poison, **fire** cold, **metal** electricity, **water** acid, **wood** poison.

ELEMENTAL EXPLOSION ◆◆ — FEAT 6

BARBARIAN CONCENTRATE PRIMAL RAGE

Prerequisites elemental instinct

Requirements You're raging, and you haven't used this ability since you last Raged.

You unleash the energy roiling within you, exploding elemental matter in a 15-foot emanation. Each creature in the area takes 1d8 damage per level you possess, with the same type you chose for elemental rage. Each creature in the area must attempt a basic Reflex save against your class DC. Elemental Explosion gains the trait of your element.

ELEMENTAL SPELL CHANGES

The return of elemental metal and wood brings with it new opportunities for elemental magic, as even experienced spellcasters uncover newfound power along their well-worn magical paths.

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Elemental Spell List

If you have the elementalist archetype, your spell list consists of all the universal elemental spells listed below, plus any spell that has one or more traits in your elemental philosophy, and no elemental traits that aren't in your philosophy. Spells from this book have a page reference, ones from *Secrets of Magic* have an SoM superscript, and those from *Player Core* have no superscript.

Cantrips: *detect magic*, *elemental counter* (page 222), *light*, *message*, *prestidigitation*, *read aura*, *shield*, *sigil*, *telekinetic hand*; **1st Rank:** *breadcrumbs*[SoM], *mending*, *mystic armor*, *pet cache*, *runic weapon*, *ventriloquism*; **2nd Rank:** *darkvision*, *dispel magic*, *elemental zone*[SoM], *environmental endurance*, *peaceful rest*, *resist energy*, *revealing light*, *summon elemental*; **3rd Rank:** *elemental absorption*[SoM], *elemental annihilation wave*[SoM], *levitate*, *safe passage*; **4th Rank:** *elemental gift*[SoM], *elemental sense* (page 222), *fly*; **5th Rank:** *banishment*, *elemental breath* (page 222), *elemental form*, *summon giant*, *temporary glyph*[SoM]; **6th Rank:** *elemental confluence*[SoM], *teleport*, *truesight*; **7th Rank:** *energy aegis*, *interplanar teleport*, *planar seal*, *unfettered pack*; **8th Rank:** *summon elemental herald* (page 222); **9th Rank:** *Wrathful storm*; **10th Rank:** *Cataclysm*, *element embodied*[SoM], *gate*, *indestructibility*, *nullify*[SoM], *remake*

Secrets of Magic Spells

Because *Secrets of Magic* was released before the metal and wood traits appeared in the game, we have included new options for many elemental spells from that book. Typically, if you have any of these spells, you can use the new elemental options, though this works differently for elementalists, and a GM might keep metal and wood options uncommon for their campaign.

Add the metal trait to the following spells. **2nd Rank:** *instant armor*, *magnetic attraction*, *magnetic repulsion*; **3rd Rank:** *magnetic acceleration*; **4th Rank:** *draw the lightning*

Add the wood trait to the following spells. **1st Rank:** *protector tree*; **3rd Rank:** *soothing blossoms*; **4th Rank:** *murderous vine*, *petal storm*; **6th Rank:** *nature's reprisal*

ELEMENT EMBODIED (PAGE 101)

Add metal and wood elemental. The metal Strike is Dexterity based, and the wood Strike is Strength based.

- **Metal Elemental** 40 feet, fly 40 feet; resistance 10 to electricity; **Arcing Electricity** (aura, electricity, metal) 30 feet. A creature that enters the aura or starts its turn in the aura takes 2d12 electricity damage with a basic Reflex save against your spell DC; a creature made of metal, with the metal trait, or wearing metal armor takes a –1 circumstance penalty on this save. A creature can take damage from the aura only once per round; **Melee** ❖ blade (reach 25 feet, versatile slashing), **Damage** 3d12+15 piercing; **Ranged** ❖ metal shard (range increment 40 feet, versatile slashing), **Damage** 4d8+6 piercing.
- **Wood Elemental** 30 feet, climb 35 feet; resistance 5 to physical; weakness to axes 10; **Lush Growth** (aura, wood) 30 feet. Ground in the area is difficult terrain, and any time a creature in the area regains HP from a healing vitality effect, the aura grants a +5 status bonus to the healing; **Woody Toughness** You gain 40 temporary Hit Points when you choose this form instead of 30; **Melee** ❖ branch (reach 25 feet), **Damage** 3d10+18 bludgeoning; **Ranged** ❖ seed (range increment 40 feet), **Damage** 4d8+6 bludgeoning.

ELEMENTAL ABSORPTION (PAGE 102)

Add metal (electricity or slashing damage) and wood (bludgeoning or vitality damage) to the choices.

ELEMENTAL ANNIHILATION WAVE (PAGE 102)

You can replace the air trait with the metal and wood traits when you cast the spell.

ELEMENTAL CONFLUENCE (PAGE 102)

You can swap in a metal elemental, a wood elemental, or both in place of the standard elementals.

- **Metal** (metal) The elemental flings shards of metal through the confluence, dealing 2d6 slashing damage to those partially or entirely inside the confluence with a basic Reflex save. A creature that critically fails also takes 1d6 persistent bleed damage.
- **Wood** (wood) Roots and stumps grow, making ground in the area difficult terrain.

ELEMENTAL GIFT (PAGE 103)

Add metal and wood to the choices.

- **Metal** The target's Strikes using a metal weapon or an unarmed attack deal an additional 1d4 electricity damage on a hit and get a +1 status bonus to the attack roll if the target is made of metal or wearing metal armor.
- **Wood** The target gains a number of temporary Hit Points equal to the spell's rank, then gains half that number of temporary HP at the start of each of its turns.

ELEMENTAL ZONE (PAGE 104)

Add metal (electricity or slashing damage) and wood (bludgeoning or vitality damage) to the choices.

ELEMENTAL ARCHETYPES

Whirling air. Enduring earth. Searing fire. Piercing metal. Cleansing water. Ever-growing wood. These fundamental foundations of elemental magic are shaped and wielded by beings who draw power from the very fundaments of matter and the planes from which they come. Druids and kineticists are among the best known of the wielders of elemental magic, at least those who best understand it. Wizards, witches, sorcerers, and other spellcasters with ties to elemental entities or planes might also avail themselves of elemental magic.

Adaptability is a core feature of several elements, and spellcasters who practice the mixing and matching of such power are quite common. The Magaambya is home to storied spellcasters who mesh the druidic arts with arcane talents and counts many other primal spellcasters among the ranks of its students and faculty. Across Golarion, from the Verduran Forest of Andor to the daikitsu druids of Minkai in Tian Xia, many wield the magic of the elements.

Archetype Rules

You gain an archetype by selecting archetype feats instead of your normal feats. First, find the archetype that best fits your character concept. Then select that archetype's dedication feat, using one of your class feat choices. Once you've taken the dedication feat, you can select any feat from that archetype, as long as you meet its prerequisites. Most archetype feats are taken in place of class feats, and so these are called archetype class feats.

An archetype feat you select is still subject to any restrictions on the class feat it replaces. For example, if you had a special ability at 6th level that granted you a bonus class feat, but that class feat had to be 4th level or lower and have the dwarf trait, you could use that class feat to take an archetype class feat, but only one of 4th level or lower with the dwarf trait.

Dedication Details

Each archetype's dedication feat represents your character's dedicated effort learning a new set of abilities, making it impossible to split your focus and pursue another archetype at the same time. Once you take a dedication feat, you can't select a different dedication feat until you complete your dedication by taking two other feats from your current archetype. You can't retrain a dedication feat as long as you have any other feats from that archetype.

Multiclass Dedications

Archetypes with the multiclass trait allow you to diversify your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are already a member of that class.

Additional Feats

Some archetypes include a list of "Additional Feats" that appear in other sources. The list includes each feat's level, which might be different than normal when gained from the archetype. You can take the feat as an archetype feat of that level, meaning it counts toward the number of feats required by the archetype's dedication feat. When selected this way, a feat that normally has a class's trait (such as the fighter trait) doesn't have that class trait.

Feats That Grant Feats

Sometimes an archetype feat lets you select another feat, such as a class feat of a lower level. You must always meet any prerequisites of the feat you gain in this way. These always count as only one feat for the purposes of your dedication, no matter how many feats they actually grant; for example, taking the barbarian archetype's Basic Fury feat to gain the Raging Intimidation barbarian class feat (which grants the Intimidating Glare and Scare to Death skill feats), counts as only one feat, not four.

Archetype Skill Feats

Some archetype feats have the skill trait. You select these in place of a skill feat, otherwise following the same rules above. While these archetype skill feats still count toward the two archetype feats required before taking the dedication for a different archetype, they are not archetype class feats, and so they might not count toward certain abilities (for instance, to determine the number of Hit Points you gain from the Fighter Resiliency feat).

Class Archetypes

Archetypes with the class trait fundamentally alter your class abilities, but they still fit within the theme of your class. You can gain a class archetype only if you meet the criteria listed in its prerequisites. Class archetypes always alter or replace some of a class's static class features (such as proficiencies) in addition to any new feats they might allow your to take.

It might be possible to take a class archetype at 1st level if it alters or replaces some of your class's initial class features. The 1st-level ability is presented much like a class feature and includes the class archetype's prerequisites and rules on how it changes your class. If you select this ability, you *must* take that archetype's dedication feat as your 2nd-level class feat, and you proceed normally afterward. You can never have more than one class archetype.

Kineticist (Multiclass Archetype)

You have, intentionally or accidentally, awoken a gateway to elemental power inside yourself and can now channel that power to devastating effect, adding an elemental arsenal to your abilities.

Multiclass Kineticist Characters

Kineticist is a great fit for characters with high Constitution who want to add some magical blasting to their repertoire without managing the complexity of spell slots. Kineticist impulses can also provide damage types that are useful against certain creatures and special utility abilities such as better movement or battlefield control.

Champions looking to diversify their capabilities, barbarians with the Moment of Clarity feat, and particularly stout druids might all find suitable options.

Kineticist Dedication — Feat 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Constitution +2

You become trained in kineticist class DC and impulse attack rolls. Choose one element to be your kinetic element (air, earth, fire, metal, water, or wood). You gain a kinetic aura and the Channel Elements action (page 15), though you don't get to use an Elemental Blast or stance impulse when you take that action. You gain the Elemental Blast action (page 16). Your Elemental Blast does not automatically gain additional damage dice every four levels, instead requiring you to take the Improved Elemental Blast feat.

Base Kinesis — Feat 4

ARCHETYPE

Prerequisites Kineticist Dedication

You gain the Base Kinesis impulse (page 16). For the purposes of determining when the range and Bulk improvements of the action occur, your kineticist level is equal to half your level (for example, Base Kinesis for a 10th-level character with this feat would have a range of 45 feet and could affect 1 Bulk of their chosen element).

Through the Gate — Feat 4

ARCHETYPE

Prerequisites Kineticist Dedication

You gain a 1st- or 2nd-level kineticist feat of your choice. Your options include impulse feats for your kinetic element, as normal for a kineticist.

Advanced Element Control — Feat 6

ARCHETYPE

Prerequisites Through the Gate

You gain one kineticist feat. For the purpose of meeting its prerequisites, your kineticist level is equal to half your level. Your options include impulse feats for your kinetic element, as normal for a kineticist.

Special You can select this feat more than once. Each time you select it, you gain another kineticist feat.

Improved Elemental Blast — Feat 8

ARCHETYPE

Prerequisites Kineticist Dedication

The power of your elemental blast improves. The damage of your elemental blast increases by one die.

Special You can take Improved Elemental Blast a second time at 14th level to increase your Elemental Blast to three damage die, and a third time at 18th level to increase your Elemental Blast to four damage die.

Add Element — Feat 10

ARCHETYPE

Prerequisites Advanced Element Control

Choose a second kinetic element to add to the one you already have. You gain an impulse feat for that element. For the purpose of meeting its prerequisites, your kineticist level is equal to half your level. If you gain more kineticist feats, you can select hybrid impulses that have both your elements, as normal for a kineticist.

Expert Kinetic Control — Feat 12

ARCHETYPE

Prerequisites Kineticist Dedication

You become an expert in kineticist class DC and impulse attack rolls.



Elementalist (Class Archetype)

You revere the elements as the building blocks of creation and the source of all life. You believe that by balancing, mixing, and rearranging these elements, magic is made. This belief has led you to eschew traditional magical theories and divisions, and you instead focus on harnessing, manipulating, and shaping the elements. There are many paths to elementalism, and many classes can become elementalists. As the most basic building blocks of matter, the elements can be shaped to your specific training and understanding. The study of elementalism expands every day.

You cast spells drawn from multiple traditions and can use the elements to alter and empower your spells, making them manifest and mixing them in unique ways. Most elementalists embrace either the philosophy of four elements common in the Inner Sea or the five-element cycle prevalent in Tian Xia. This is often a balance, but some elementalists feel a stronger connection to a singular element that they hone to great heights, utilizing the other elements to support and augment their favored.



Secrets of Magic Elementalist: This section updates and expands the elementalist class archetype originally presented on page 206 of *Secrets of Magic*. If you're using the version of the archetype from *Secrets of Magic* and are happy with it, you don't need to make any changes—that original version functions the same as using the new text and choosing Inner Sea elementalism for your elemental philosophy!

Elemental Magic [1st]

You're a spellcaster who specializes in harnessing the elements. Though you might feel a kinship for one element over the others, you're capable of shaping many of them. Due to your specialization in elemental magic, you have a smaller, more focused spell list than other spellcasters, though your magic is drawn from multiple traditions. If you choose this class archetype, you must select the Elementalist Dedication as your 2nd-level class feat.

Prerequisites: You must have a spellcasting class feature that chooses spells from the arcane or primal spell list.

Elementalist Adjustments: Replace your spell list with the elemental spell list (page 55). Your actual magical tradition is unchanged, but you choose your spells from the elemental list instead. You must choose an elemental philosophy (detailed below), which determines which spells and other elemental magic you can use.

Druid Elementalist Adjustments: If you're a druid of the storm order and air is in your elemental philosophy, you can choose to replace your starting order spell, *tempest surge*, with *updraft* (page 60).

Elemental Sorcerer Adjustments: If you're a sorcerer with the elemental bloodline, you can replace your initial bloodline spell with an initial elemental focus spell, and your advanced bloodline spell with an advanced elemental focus spell. The initial and advanced elemental focus spells you select must have the same trait as your elemental bloodline. The list of elemental focus spells is on page 60.

Wizard Elementalist Adjustments: If you're a wizard, you can either choose to be a universalist or to follow an arcane school dedicated to one element from your elemental philosophy. If you choose an elemental school, your curriculum spells can be any spells that you have access to and that have your chosen element's trait. Your school spells are the elemental focus spells of your chosen element (page 60), with the 1st-rank spell as your initial school spell and the 3rd-rank spell as the advanced school spell.

Additional Feats: 4th Familiar (*Player Core*), **6th** Enhanced Familiar (*Player Core*)

Elemental Philosophy

Choose an elemental philosophy, which determines which elements you can use. The options available in this book are as follows.

- **Elemental Cycle:** Earth, fire, metal, water, wood
- **Inner Sea Elementalism:** Air, earth, fire, water

Every elementalist has the spells from the universal elemental spells list (page 55). Your choice of elemental philosophy affects your other spells. Your personal list also contains any spell that shares one or more traits with those in your elemental philosophy, and doesn't have any traits that aren't in your elemental philosophy. For example, an elemental cycle elementalist could choose a spell with both the earth and fire traits, but not one with the air and fire traits, while an inner sea elementalist could choose either of those, but not a spell with metal and fire traits.

The universal spells for the elemental spell list appear on pages 228–231. Any spell appearing in a spells section of *Rage of Elements* is on the elemental spell list. Page 55 also include some spells from *Secrets of Magic* that now have the metal or wood trait, but were originally released without it. Your GM might allow you to add more spells from other books that fit the metal or wood element but first appeared without the trait, adding the relevant trait to the spell.

You can't take elementalist feats or use elementalist abilities for an element you're unable to attune to. For example, an Inner Sea elementalist couldn't select the Reverberating Spell feat, use Redirect Elements against a metal or wood spell, or choose a metal or wood ability for their Elemental Familiar.

ELEMENTALIST DEDICATION — FEAT 2

ARCHETYPE CLASS DEDICATION

Prerequisites elemental magic

Each day when you make your daily preparations, you can attune yourself to one element of your choice from your elemental philosophy. You gain resistance equal to half your level (minimum 1 resistance) against damage dealt by effects with your attuned elemental trait. This attunement lasts until you next make your daily preparations.

DOUSING SPELL ❖ — FEAT 4

ARCHETYPE SPELLSHAPE WATER

Prerequisites Elementalist Dedication, water is in your elemental philosophy

You enhance your spell with elemental water, soaking the target. If the next action you use is to Cast a Spell targeting a single creature, you soak the target of the spell with water. If the target has persistent acid or fire damage, the DC to end those conditions is reduced to 10, and the creature can attempt a flat check to end those types of persistent damage immediately. The spell gains the water trait (causing it to deal extra damage to creatures with weakness to water).

ELEMENTAL FAMILIAR — FEAT 4

ARCHETYPE

Prerequisites Elementalist Dedication, Familiar

Your familiar becomes an elemental spirit capable of taking on aspects of the elements. Other than taking the form of an elemental instead of an animal, this familiar continues to use all the same rules as other familiars. If you want to give your familiar the elemental familiar abilities found on page 42, you must select that familiar ability.

Your familiar gains one additional familiar ability each day, which must be one of the following elemental familiar abilities. While your familiar has an elemental familiar ability, your familiar is composed of the associated elemental matter and gains the matching elemental trait. You can't select more than one elemental familiar ability at a time.

- **Air** If your familiar stays completely still for 1 round, it becomes invisible until it next takes an action. Any motion, even being moved or carried by another creature, ends this effect.
- **Earth** Your familiar gains resistance to physical damage (except adamantine) equal to half your level.
- **Fire** Your familiar sheds bright light in a 20-foot radius (and dim light for the next 20 feet) and emits warmth. Creatures who remain within a 15-foot emanation don't take damage from severe environmental cold.
- **Metal** Your familiar gains resistance to physical damage from metal weapons equal to half your level.
- **Water** Your familiar can move through a gap at least 2 inches wide without Squeezing and can Squeeze through a gap at least 1 inch wide.
- **Wood** If your familiar remains in bright light for 1 round, it gains fast healing equal to half your level. Once it is out of bright light, this effect ends.

BURNING SPELL ❖ — FEAT 6

ARCHETYPE FIRE SPELLSHAPE

Prerequisites Elementalist Dedication, fire is in your elemental philosophy

You enhance your spell with elemental fire, causing it to set the target on fire. If the next action you use is to Cast a non-cantrip Spell that deals damage at a single target, the spell deals additional persistent fire damage equal to the spell rank, in addition to its other effects. This has no effect if the spell already deals persistent fire damage. The spell gains the fire trait.

CURRENT SPELL ❖ — FEAT 6

ARCHETYPE CONCENTRATE SPELLSHAPE

Prerequisites Elementalist Dedication, air or water is in your elemental philosophy

As you use your magic to manipulate air or water, you divert some of its currents to form a barrier around you. If your next action is to Cast a Spell with the air or water trait, until the start of your next turn, you gain a +1 circumstance bonus to AC or a +2 circumstance bonus against ranged attacks. This effect has the air or water trait, or both, depending on the traits of

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the spell you cast. You also gain a +1 circumstance bonus to all saves against effects with the air trait, water trait, or both until the start of your next turn, depending on the spell's traits.

EXPANDED ELEMENTAL MAGIC — FEAT 6

ARCHETYPE

Prerequisites Elementalist Dedication

You reach new understandings of the elements, taking an expansive view. Add to your elemental philosophy any of the following elements it doesn't already include: air, earth, fire, metal, water, and wood.

METABOLIZE ELEMENT — FEAT 8

ARCHETYPE

Prerequisites Elementalist Dedication

Trigger You take damage from a foe's spell or magical ability with a trait of one of the elements in your elemental philosophy.

Your rapidly metabolize the elemental particles in your opponent's spell to gain a boost of energy. You gain the quickened condition until the end of your next turn. You can use the extra action only to Step or Stride.

REVERBERATING SPELL — FEAT 10

ARCHETYPE METAL SPELLSHAPE

Prerequisites Elementalist Dedication, metal is in your elemental philosophy

Your spell disorients your targets with a metallic clangor. If the next action you use this turn is to Cast a non-cantrip Spell that deals damage in an area (such as a burst, line, or cone), the spell deals an additional 1d8 sonic damage and all creatures who fail their save against the spell are deafened for 1 round. Targets who critically fail their saves against this spell are instead deafened for 1 minute. The spell gains the sonic trait.

GROWTH SPELL — FEAT 10

ARCHETYPE SPELLSHAPE

Prerequisites Elementalist Dedication, wood is in your elemental philosophy

You enhance your spell with elemental wood, causing your magic to expand and grow beyond its original limitations. If the next action you use this turn is to Cast a non-cantrip Spell that affects an area, expand the area of the spell. For bursts, expand the radius by 5 feet; for cones, expand the cone by 10 feet; and for lines, expand the length by 15 feet. The spell gains the wood trait.

ROCKSLIDE SPELL — FEAT 10

ARCHETYPE EARTH SPELLSHAPE

Prerequisites Elementalist Dedication, earth is in your elemental philosophy

You enhance your spell with elemental earth, causing chunks of stone to litter the ground. If the next action you use is to Cast a non-cantrip Spell that affects an area, a number of 5-foot squares in the area equal to the spell rank become difficult terrain for 1 round. These squares must be on the ground, and the entire area of difficult terrain must be contiguous. The spell gains the earth trait.

REDIRECT ELEMENTS — FEAT 12

ARCHETYPE

Prerequisites Elementalist Dedication

Trigger The spell attack roll for a foe's spell with an elemental trait targeting you fails or critically fails, and the elemental trait is in your elemental philosophy.

You seize the elemental essence of an incoming spell and redirect the spell to a creature of your choice within the spell's area. The attacker rerolls the spell's attack roll against the new target.

WATER STEP — FEAT 6

ARCHETYPE

Prerequisites Elementalist Dedication, water is in your elemental philosophy

You can Stride across liquid and surfaces normally wouldn't support your weight. This benefit lasts only during your movement. If you end your movement on a surface that can't support you, you fall in or it collapses as normal.

WIND-TOSSED SPELL — FEAT 14

AIR ARCHETYPE CONCENTRATE SPELLSHAPE

Prerequisites Elementalist Dedication, air is in your elemental philosophy

You enhance your spell with elemental air, using the wind to find your target and carry your magic around cover. If the next action you use is to Cast a Spell that requires a spell attack roll, you ignore the target's concealed condition and any cover they have from you. The spell gains the air trait.

ELEMENTAL FOCUS SPELLS

The focus spells used by the elementalist archetype appear here, divided by element. The focus spells for metal and wood appear in their elements' sections.

Metal initial: *serrate* (page 145); advanced: *repel metal* (page 145)

Wood initial: *arms of nature* (page 199); advanced: *wood walk* (page 199)

Air Focus Spells

UPDRAFT — FOCUS 1

UNCOMMON AIR CONCENTRATE FOCUS MANIPULATE

Range 60 feet; **Targets** 1 creature

Defense basic Reflex

A powerful blast of wind erupts from the ground, launching the target into the air and sending it crashing back down. The collision deals 2d6 bludgeoning damage with a basic Reflex save. On a failure, the target is knocked prone.

Heightened (+1) Increase the damage by 2d6.

POWERFUL INHALATION — FOCUS 3

UNCOMMON AIR CONCENTRATE FOCUS MANIPULATE

Area 10-foot emanation

Defense basic Fortitude

You rapidly draw the air from your surroundings, hoarding it for yourself. Creatures in the area when the spell is cast take 5d6 bludgeoning damage with a basic Fortitude save. A creature that fails its save can't speak above a raspy whisper for 1 round. A creature that critically fails can't speak or use abilities that require it to breathe for 1 round. This prevents it from using effects that require speech and from using a breath weapon or similar ability.

Creatures made of air (such as air elementals) attempting a save against this spell get a degree of success one worse than they rolled.

Heightened (+1) Increase the damage by 2d6.

Earth Focus Spells

CRUSHING GROUND ◆◆ FOCUS 1

UNCOMMON CONCENTRATE EARTH FOCUS MANIPULATE

Range 60 feet; **Targets** 1 creature

Defense Reflex; **Duration** 1 round

You tear open the ground then slam it shut. The target creature takes 2d6 bludgeoning damage with a Reflex save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage, is off-guard, and takes a –10-foot circumstance penalty to Speed.

Critical Failure The target takes double damage and is off-guard and immobilized. It can attempt to Escape against your spell DC. If it doesn't Escape, the target takes an additional 2d6 bludgeoning damage when the spell ends.

Heightened (+1) Increase the initial damage and additional damage by 2d6.

STONE LANCE ◆◆ FOCUS 3

UNCOMMON ATTACK CONCENTRATE EARTH FOCUS MANIPULATE

Range 120 feet; **Targets** 1 creature

Duration 1 minute

You conjure a jagged lance of stone and then launch it at a foe. Make a spell attack roll against the target. On a hit, you deal 6d6 piercing damage and the lance impales the creature, giving it a –10-foot circumstance penalty to its Speeds unless it Escapes. On a critical hit, if the creature is on the ground, the lance also embeds into the ground and immobilizes the creature until it Escapes. A creature that Escapes after being impaled takes 3 persistent bleed damage. When the spell ends, the lance crumbles into dirt, freeing the target if it hasn't Escaped.

Heightened (+1) Increase the damage by 2d6 and the persistent bleed damage for Escapes by 1.

Fire Focus Spells

WILDFIRE ◆◆ FOCUS 1

UNCOMMON CONCENTRATE FIRE FOCUS MANIPULATE

Range 30 feet; **Area** 10-foot burst

Defense Reflex; **Duration** sustained up to 1 minute

A thin layer of ash and flame covers the ground in the area. The area becomes hazardous terrain. A creature that moves on the ground through the area takes 1 fire damage for every square of that area it moves into. A creature that ends its turn in the area must succeed at a Reflex save or take 1 persistent fire damage.

Each time you Sustain this spell, the radius of the burst increases by 5 feet.

Heightened (+2) Increase the damage and persistent damage by 1.

COMBUSTION ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FIRE FOCUS MANIPULATE

Range 120 feet; **Targets** 1 creature

Defense Fortitude

You ignite a creature in lasting flames. The fire deals 4d8 fire damage and 2d6 persistent fire damage to the creature, which must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and takes no persistent damage.

Failure The creature takes full damage, as well as full persistent damage.

Critical Failure The creature takes double damage, as well as double persistent damage.

Heightened (+1) Increase the initial damage by 1d8 and the persistent damage by 1d6.

Water Focus Spells

RISING SURF ◆ FOCUS 1

UNCOMMON FOCUS MANIPULATE MOVE WATER

Range 30 feet

You create a wave of water that you ride, banking around obstacles and surfing to higher ground. You move up to 35 feet, raising yourself up to 5 feet above the ground. (You can avoid many types of difficult terrain in this way.) You must end your movement on an unoccupied space where you have solid footing. This movement isn't a Stride, but you measure the distance in a similar way, and it still triggers reactions caused by movement. You can't transport anyone else with you.

Heightened (+2) Increase the distance you move by 5 feet and the maximum height traveled above the ground by 5 feet.

PULVERIZING CASCADE ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS MANIPULATE WATER

Range 120 feet; **Area** 10-foot radius, 20-foot-tall cylinder

Defense basic Reflex

You raise a pair of towering waves and slam them into each other, crushing creatures caught between them. Creatures in the area take 5d6 bludgeoning damage with a basic Reflex save.

Heightened (+1) Increase the damage by 2d6.



Shifting with the Breeze

Change has come for the element of air, but we are good at change. We're invisible, malleable, vivacious—a strong and sudden force of nature, found anywhere and everywhere all at once. Even our absence can smother and kill. For time unmeasured, we have been the first of four Elemental Planes, a barrier of boundless sky between the Universe and the rest, unseen and ever-present. Now, time has turned over a new epoch for the Inner Sphere, but our place as first among the elements persists, and we remain between the Universe and the rest. So, hush now and be still, and I will tell you of the endless sky I call my home, an eternal expanse where she who claims the title of mother over elementals still exacts her whims.

For millennia, the so-called Duchess of All Winds and the sultan of the Jaathoom Empire had free rein of this plane, politicking and secreting away stolen power in the pursuit of their capricious goals. Ranginori—Zephyrous Prince and lord over air's benevolent manifestations, guardian of its beauties and joys and freedoms—was imprisoned within the *Untouchable Opal* and kept from his domain. All of air suffered for the Duke of Thunder's absence; without his influence to guide the plane and its element, all across its skies succumbed to the duchess's suffocating machinations, whether we understood them or not. With Ranginori free, all of air is freed, and with his freedom, the winds of change sweep across the whole of the Inner Sphere.

Sleights Unseen

Mortal minds are filled with cute understandings of air. I suppose you wish for me to separate the truth from falsehood, but asking this of a creature of air would misunderstand our nature. When you see a vessel and think it empty, air is always within.

We flow so cleverly around all things that some elemental traditions consider us only a space between. In Tian Xia, mortal elementalists believe in a cycle of five elements eternally feeding into each other: fire, wood, metal, water, and earth. Unlike those five, air has no solid form; this is the true distinction understood in our exclusion from the cycle. Other elemental philosophies do call us an element in "equal" standing. This discrepancy is ideal, I say. Thrive in the inconsistency and keep the mortals guessing—as unable to grasp us conceptually as they are physically. Air is everywhere, always; it is the space between all spaces, the energy moved through the cycle, and the barrier lying between the Universe and the Great Beyond.

Air is flexible, mutable, and invisible—an ideal element for spells and magical tools. Pomp and show have no purpose in my work, and elemental air is perfectly suited for slipping by while drawing minimal attention. Do you breathe, mortal? Air can give life with but a breath, or strip that life away with the same ease.

Do not fail to recognize that air can also be ostentatious if it desires. If you wish for magic to impress a crowd, air elementalism can harness nature's deadliest storms, summoning bolts of lightning and great claps of deafening thunder to strike wherever you direct. Air carries both heat and chill, offering protection and sanctuary or cutting with unseen blades.

Heed the teachings of elemental air, for what you can learn is as vast as the sky above you.

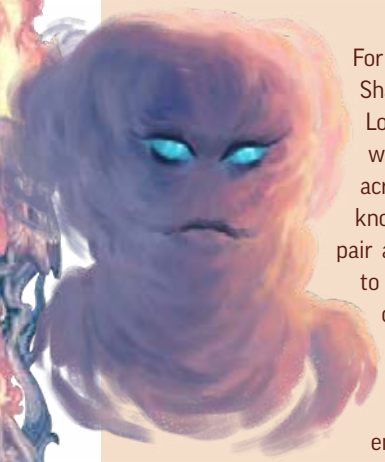
Where the Sky Ends

Your Universe borders our endless sky. Air surrounds you. You breathe it in and touch the element everywhere across your world. The Universe is most hospitable for my kind—more welcoming even than the rest of the Inner Sphere. There are powerful air elementals, known as anemoi, who live in the Universe carrying out important tasks given to them by ancient deities. They guide the winds of your world and ensure your weather carries on according to nature's wishes—yet another way air sustains mortal life.

Portals between our planes open often, and travel between them is quite simple, provided you know where to look. For those unbothered by the wind currents of a raging storm, comfortable with a sudden change in air pressure, and undeterred by lightning's strike, these portals are simple to find. At the center of the strongest storms that rage across your world, you will find portals to the Plane of Air. It's quite common for elementals, dragons, and giants to travel between our worlds during such storms.

Permanent nexuses of elemental energy exist on your world as well. Your Eye of Abendego is the most famous—a permanent storm, like our own Storm of Fangs, raging forever with no end in sight. It's beautiful. I wonder which of Golarion's anemoi is responsible for keeping it there?





About the Author

For eons, the air elemental Shanaria served Hshurha as the Lord of Air's right hand, trusted with her most secret business across the Inner Sphere. None know for certain what drove the pair apart; Hshurha is too proud to admit the loss of a trusted confidant, and Shanaria is covert to a fault. Shanaria now oversees but a single, constant storm that never ends, and while she certainly has machinations on the Plane of Air, the specifics remain a mystery.

Flying across Eternity

The Endless Sky begins where the skies of the Universe end, with an invisible but impassable border. Like all elemental planes, my home is eternal, an infinite expanse of open air in all directions, with a horizon that stretches forever. Great orbs of heatless fire, visible from all points of the plane, aid navigation alongside distant, twinkling lights that glow from your Universe like the reflections of stars. Of course, I need no landmarks on the Plane of Air. I merely feel the wind and know where I am.



Bronze Sphere

We travel the plane by flying. Even if you lack the ability to fly on your home plane, you'll find you can join us in the skies while you're on the Plane of Air. Come, and I will instruct you: for many mortals, the process is aided by imagining it not as flight, but rather a perpetual state of falling. Once comfortable in your fall, let its direction leave your mind, and realize that you can direct your fall as you desire.

Flying yourself across the entirety of the plane would become slow and tedious, as the Plane of Air is vast. However, its largest settlements are close to sky stream routes. The streams are invisible, always shifting and changing, but a sky sailor who understands air's nature can navigate the streams and use them to quickly sail across the plane. When your destination is remote and a sky stream isn't an option, you can ride a flying mount or rent a small airship and try your hand at sailing across the sky. If other options fail, one could always rely on magic spells for travel.

Storms in the Clouds

Air hides many secrets, including dangers. Be wary of my kindred, for phades serve many masters, from noble jaathooms to the Duchess of All Winds herself. Learn the loyalties of all parties before striking deals, or you may make one you regret. Be wary also of jaathooms and anemoi—the latter have little interest in those who don't interfere with their work, but you should remember that the most powerful and ancient among them are trusted to guide the air currents of our home plane. As for jaathooms, they are easily dealt with. They believe themselves the masters of air; if you must have dealings with them, leverage this self-importance so your interactions may be brief.

Dead Air

The pockets of dead air dotting the plane pose significant danger to you, should you venture out to explore the plane. Even mortals can feel the disturbance that makes the air wrong. The air here is thick—too heavy to fill your lungs or lift your airships. The most dangerous dead air is surely the Hungry Sea. It lays alongside a major sky stream, and many ships trying to navigate the stream become lost inside. If you wish for a challenge, I am certain that many treasures wait to be found aboard those wrecked and listless ships.

Grazulk's Resplendent Fastness

Long ago, a mortal came from your Universe: Grazulk, apprentice of Karzoug. A spellcaster of great power, he built a fortress with his spells to store his wealth and magical tomes. The mortal conjurer is now dead, but giants descended from one of his companions still live in the fortress. They practice an old magic from your world, which makes them your problem. I encourage you to sort it out.

Hautansia

Pathetic little elemental scamps pose little danger to me, but you, mortal, present a different case. Despite looking safe and uninhabited, a cluster of rocky islands connected in a superstructure of ice actually forms a scamp nation, ostentatiously named the Sparkling Principality of Hautansia. The scamps capture travelers to work their mines and dig out all manner of glittering treasures. I will admit King Eshakhar II has some style. The pompous ice scamp makes ice sculptures of those who draw his ire and puts them on display. Delightful.

Night's Embrace

Almost all of the Plane of Air is bright and clear with what you would call daylight. Yet, within Night's Embrace, skies of twilight and utter darkness hide dangerous things. Immense and pale creatures adapted to the darkness, undead beings, and creatures of shadow all roam inside the dark sky. Explorers from your Universe even call this expanse the Sea of Night's Embrace in an insulting comparison to the depths of your oceans. You'll find fewer elementals there. Though we can see fully in the darkness, most of us find it discomforting and foreign.

The Roaring Spark

Visiting the realm of the lord of air Ranginori is safer than stepping into Hshurha's Verglas Precessional, yet I caution against entering any deity's realm. The Zephyrous Prince has replenished his home, re-sparking the great nexus of thunder and lighting at its center. The estates that once made up the realm had drifted apart over the ages, and slowly, his forces have tethered them back to the base, lashing them in a spiral around the center. These estates are mostly in ruins, and not all have been cleared of dangers that had taken up residence.

Other towers and mansions remain quite far away. Lost. Many forces have sought the treasures of the ancient realm for a long time, and now they hurry to collect what they can before Ranginori's supplicants can reclaim the errant pieces of the Roaring Spark. I suspect you mortals may find this appealing.

Sussuran

Elementals, genies, and other creatures native to the Plane of Air speak the elemental language of Sussuran, which sounds like whistles and blowing breezes. Air elementals hold the permanency of the written word in contempt, preferring to share information through storytelling and spells like *voice on the breeze* (page 73). When cloud dragons needed a way to write in their native tongue, they adapted the Draconic alphabet. Humanoids find the whistling sounds of Sussuran easy to create, though they often struggle with the linguistic nuances of tools like fans and bellows, used to create winds of different intensities and meanings.

The Spheres

All on the Plane of Air know of the spheres; they require no further specification. Orbs of pure bronze and steel, large as moons, covered in ancient writings. A mortal from your world, Zennia Lyn, a Pathfinder, took a great interest in the spheres and spent much time tracking their movements across the Plane of Air and deciphering their ancient inscriptions. She claims a pattern in her research led her to be in attendance when one of the spheres cracked open like an egg! This occurrence coincides with the return of the Planes of Metal and Wood, almost exactly.

Inside the orb were genies of wood, who remained in a sort of stasis for a short time after the sphere first opened. These kizidhars had grown and developed separately from those on the Plane of Wood, from all information we have. They became less mutable, and more specifically adapted to their spheres. They say little, and upon meeting other kizidhars have had great trouble communicating with their distant relatives.

Inside the abandoned spheres, dwellings—or maybe containment vessels—dot the interior walls. Abandoned buildings suggest there might be treasures inside, but no one has fully explored them, due both to the traps therein and the instinctual sense of repulsion experienced by anyone who ventures too close. Zennia Lyn, emboldened by her one correct guess, continues to make additional claims. She implies another sphere has opened, this one containing zuhra genies from the Plane of Metal. Perhaps these were life rafts from their planes that failed to open and free their passengers?

Zennia doesn't present this as a possibility, instead seeming convinced that stranger and more dangerous things lie in wait within the spheres still closed. Anyone attempting to see into a sphere using scrying magic receives only visions of bloody teeth. This might be only a false vision as a security measure, but if so, no one has overcome the illusion so far.

The Storm of Fangs

You think I will reveal the secrets of my home to you, mortal? You would do better to cower quietly and leave me to my solitude. Go to the airship captains of Port Eclipse, and see what they'll tell you of the Storm of Fangs! The Fangstorm bites like a wild thing, they'll say; it chews through ships and lets nothing escape its grasp. Go to the courtiers of the Duchess's courts, the halls I used to call home, and you may overhear two elementals whispering how the storm began when I left Hshurha's side, and how it has raged without stopping or slowing for centuries since. I mind my business, and the rest of the plane would do well to keep theirs. Choose another question; we'll speak no more of this.

Verglas Precessional

Float through the endless empyrean for long enough and, eventually, you may find yourself facing solid walls of air. The invisible palace called Verglas Precessional is the domain of a tyrant already named: Hshurha, she who calls herself mother of the elementals. I call her mother no longer, but many in her courts still do, and the palace is filled with those phades still loyal to her. The Lord of Air delights in hosting guests, but few visitors, if any, share in such delight. The palace is a labyrinth, its walls and floors appearing and disappearing as amuses the duchess. Beware, for beneath the palace lies a sinister storm vortex, and the floors might open below your feet at any time to pull you into the depths.

Ports of Respite

The Plane of Air has few great cities. Jaathooms rule the greatest empire on the plane, and none can rival its size and might, nor are any interested in trying. Most scamps on the plane live in their own independent kingdoms or nations, built upon the islands and debris scattered across the plane. The most infamous of the scamp kingdoms is the Sparkling Principality of

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PORT ECLIPSE

Hautansia, a series of islands knit together with magic by its ruler, His Frozen Majesty King Eshakhar II, who took the throne after Eshakhar I tried to lay siege to the wrong airship.

Air elementals live in many places across the plane, but those most loyal to Hshurha spend their days in Verglas Precessional. Near our border with the Plane of Water, ice elementals live in small, insular communities on frozen islands that slipped across the planar boundary. These ice elementals have no allegiance to Hshurha, but they're wary of strangers. Many come to their islands hoping to harvest and sell their ice elsewhere on the plane, and the elementals readily defend their homes with violence. As the Plane of Wood returns and slowly takes over this planar boundary, the ice elementals' concern will no doubt grow as their territory shrinks.

If you want a place to rest, you should go to none of these places.

ARMUN KELISK

Jaathooms claim their empire's capital city is the jewel of the Plane of Air, and few have the patience to argue with them. Armun Kelisk is a metropolis spread across seven floating islands of stone, ice, and silver, and the genies' magic lets them rearrange the city's platforms at their whim. Their magic also simulates gravity and the cycle of day and night found in the Universe. Much trade is conducted in the city; your kind would typically visit the lower city. There are ample airship docks on every platform of Armun Kelisk, including this one, and you can charter a ship to take you anywhere on the plane.

Ascending the city brings one to the Cyan Keep of the jaathooms military, the Silversky Markets you may visit to trade, the Luminous Court filled with art of exquisite tastes, the Cirussean Ward with its great gardens, the Godsward with its temples and shrines, and the High Palaces of the sultan, his family, and his court. The sultan's magnificent Sussuran Palace floats alone among the palaces. One can see this structure from all but the most pathetic areas of the city.

PORT ECLIPSE

Those who maintain Port Eclipse believe it a hidden enclave, where pirates and sky captains can carry out their deals outside the view of the Jaathoom Empire. They can't hide from me, for the air tells me all, but without my instruction, perhaps the port would've lingered outside your knowledge. You'll find the harbor

hidden inside the hollow shell of one of the plane's many islands, appearing externally as any of the other stones floating through the sky.

The mayor of Port Eclipse is a sylph called Vendria. Any deal you strike with her will never be to your favor. Yet I do not entirely discourage this. The nature of her work means she must keep confidentiality, and you can disguise your comings and goings should you get in her good graces. Moreover, if things sour, at least one rival would happily depose her with your help. But, you didn't hear it from me.

Putting on Airs

As with other places, there are many individuals you should fear on the Plane of Air. The utter lack of suspicion you've displayed toward me thus far makes me wonder if you're capable of taking appropriate caution at all. I can do little about that for you.

As I have already explained, the Lords of Air hold great power on the plane. The Duchess of All Winds, **Hshurha**, maintains her court in Verglas Precessional, where she lords over all those elementals who still call her mother. She's capricious, and her favor, if gained, is always quickly lost; you would do well not to seek it at all. **Ranginori** has been returned to us for several years, and the work of rebuilding his realm, the Roaring Spark, has been fruitful. The Duke of Thunder has forged many alliances across the planes and succeeded in his quest to free the other Elemental Lords.

Be cautious in dealings with the Jaathoom Empire, for its reach is vast and mighty. The air genies can offer you sanctuary that phades would never consider, but always be mindful of the terms of your deals. Sultan **Zafer XXXVIII**, Lord of the Heavens and All the Stars of the Mortal Void, rules the empire from his Sussuran Palace in the jaathoom capital of Armun Kelisk. The sultan has agents across the plane, jaathoom shuyookhs and other genies loyal to him, each of whom rules their own smaller territories. Sultan Zafer places appropriate value on knowledge and has been willing to broker allegiances in the past to expand his empire's cultural reach. If ever you must strike a bargain with the empire, perhaps this information will prove useful.

Anemoi elders are powerful and ancient divine servants, trusted to guide the winds of the Plane of Air. Unlike in the Universe, their duties here aren't divided by cardinal directions. Instead, each is responsible for a different type of air across the whole of the plane. Teliashtes is the flowing wind, shifting the sky streams across the plane. Do not think you can beseech an elder anemoi to change the sky streams for you; I assure you, you can't. Sirceon is the rising wind, creating the greatest of our storms and inviting in the lightning. Agrasthyr is the cleansing wind, closing portals and quelling storms that grow out of hand. Kasathys is the hidden wind, rolling the mist and clouds across our infinite sky. And Yanoklis—who I will see dead at my hand in time—is the anemos of the Storm of Fangs.

Air Adjustments

To quickly give a creature a magical connection to the element of air, you can use the following adjustments.

- Add the air trait.
- If it has any languages, add Sussuran.
- If the creature is 8th level or higher, give it a fly Speed of 25 feet. If its level is lower than that, you can give it this fly Speed if it either doesn't have ranged attacks or you remove its ranged attacks; use discretion.
- If the creature can cast spells, you can replace spells with air spells of the same rank, such as: **Cantrip** *gale blast*[SoM], **1st** *gust of wind*, **2nd** *cleanse air* (page 70), **3rd** *wall of wind*, **4th** *fly*, **5th** *pressure zone* (page 71), **6th** *phantom orchestra* (page 71), **7th** *fly*, **8th** *whirlwind*[SoM], **9th** *wrathful storm*.

Plane of Air — Plane

AIR SUBJECTIVE GRAVITY

Category Inner Plane

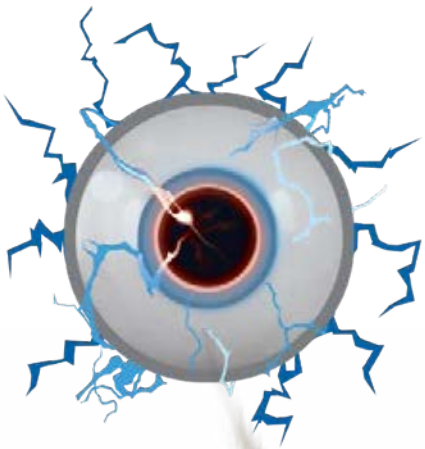
Divinities elemental lords of air

Native Inhabitants air elementals, cloud dragons, jaathooms, shades (air pneuma)

The Plane of Air, innermost of the Elemental Planes, is a vast realm of wind, storms, and skies. Illuminated by great artificial globes of flame and distant starlight from the mortal Universe, the plane is populated by air elementals, dragons, air scamps, and a great empire of jaathooms. Though mostly clouds and empty skies, the plane isn't entirely bereft of solid ground. It includes rock and ice created by the residents or dragged into their realm from the distant Plane of Earth or neighboring Plane of Water. The returning pockets of the Plane of Wood have let loose giant pieces of driftwood into the plane as well. Bizarre, drifting spheres of brass and iron are aggressively fought over, most housing the cities of the vast Jaathoom Empire. However, these spheres are almost entirely abandoned, and the plane's inhabitants have shunned them, believing them cursed and that they've entrapped forgotten, ancient enemies who once ravaged the plane.

The jaathooms rule from their shining capital city of Armun Kelisk, built atop a series of seven floating islands. Their vast trade network crisscrosses the skies and ventures to other planes, kept aloft by natural and magical flight, including great airships that allow visitors to quickly and safely traverse the skies. The jaathooms are welcoming and gracious hosts to extraplanar travelers and adventurers, a perspective not shared by Hshurha the Duchess of All Winds, one of the elemental lords of air.

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Hshurha

Duchess of All Winds

Areas of Concern air, last breaths, windstorms

Edicts revel in formlessness and freedom, humiliate terrestrial creatures, kill foes via falling or hazards from high winds

Anathema deny a flying creature the ability to fly, walk on earth if you could easily travel otherwise

Divine Attribute Strength or Dexterity

Devotee Benefits

Cleric Spells 1st: *gust of wind*, 2nd: *summon elemental* (air only), 4th: *vapor form*

Divine Font *harm*

Divine Sanctification can choose unholy

Divine Skill Stealth

Domains air, cold[LOGM], destruction, dust[LOGM]

Favored Weapon longbow

Above all else, Hshurha, Lord of Air, is an inscrutable goddess. As she glides across the cosmos, the Duchess of All Winds leaves naught but whispers in her wake. She has no perceivable form, no known motives, and no plans her enemies have ever successfully predicted. The elemental lord takes capricious delight in crafting schemes so intricate and labyrinthine that they defy explanation. Hshurha's reputation for cruelty is well deserved, as she holds substantial creatures in contempt and alternately creates or destroys according to unknowable and tempestuous whims.

Hshurha receives guests and supplicants at Verglas Precessional, her translucent palace constructed from air veneered into thin sheets of ice. Its frozen walls and floors aren't just invisible—they're also shuffled and rearranged according to the duchess's whims. Unwary guests, particularly those with visible forms, are often abandoned by their elemental guides, becoming lost in the twisting halls until an unmarked opening in the floor sends them spiraling into the lightless vortex beneath the palace.

Most air elementals worship Hshurha as a mother goddess. Her favored children, the phades, serve as her informants and executioners, gathering intelligence across the Inner Sphere and carrying out her will from the shadows. Though she maintains an outward alliance with the jaathooms of the Plane of Air, many suspect the treacherous Lord of Air is working with the Dominion of Flame to undermine their power. She rarely allies with other deities, though some scholars claim she works in secret with either Norgorber or Set.

In the Universe and beyond, cults worshipping the Duchess of All Winds beseech her for dominion over the skies, secrets whispered only for the wind, powerful elemental magic, and her blessing over clandestine affairs and plans of betrayal. Temples to Hshurha are temporary and transitory. Her followers construct great monuments to the goddess only to destroy them in her honor, ensuring that even idols of the Lord of Air lack permanent physical form.

Avatar

When casting the *avatar* spell, a worshipper of Hshurha gains the following additional abilities. The imperceptible form ability allows the caster to spend a single action casting *invisibility* at will as a divine innate spell.

Hshurha no land speed, fly Speed 70 feet, imperceptible form; **Melee** ❖ twisting gale (agile, shove, thrown 20 feet, versatile S), **Damage** 4d6+6 bludgeoning plus Grab; **Ranged** ❖ cruel outburst (air, range 120 feet), **Damage** 4d6+3 bludgeoning plus 2d6 sonic splash damage

RANGINORI

The Zephyrous Prince

Areas of Concern air, thunderstorms, welcome breezes
Edicts open closed areas to fresh air, travel throughout your surroundings daily, fly or make creations that fly
Anathema wrongfully imprison a creature, restrain a creature longer or more tightly than is necessary, suffocate a creature
Divine Attribute Dexterity or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *liberating command*[LOGM], 4th: *fly*, 6th: *chain lightning*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Acrobatics
Domains air, freedom, lightning[LOGM], travel
Favored Weapon whip



Ranginori holds sway over the aspects of air most mortals consider beneficial—a breath of fresh air, a cooling breeze, and a welcome storm. The Lord of Air recently returned to the plane after the Pathfinder Society and the Concordance of Elements liberated him from his imprisonment in the *Untouchable Opal*, and he now seeks to rebuild his domain, regain his strength, and form new alliances. Though he revels in his hard-won freedom, Ranginori knows he has powerful enemies, and his downfall could be a breath away.

From his realm of the Roaring Spark, Ranginori extends the hand of friendship to potential allies and worshippers who can help bring balance to the elemental planes. Ranginori also fosters relationships with the Pathfinder Society, the Concordance of Elements, the Firebrands, and other mortal organizations, for he respects the strength and cunning of mortals. It's to them that he owes his freedom, after all. The Zephyrous Prince's image has become a call to arms, a symbol of rebellion, and a promise of change, but even so, reuniting the good elemental lords has proven difficult. Ranginori hopes the winds of change might stoke Atreia's feeble, smoldering flames, but Lysianassa has proven nigh-impossible to locate since her release. Though he gathers new allies, he has numerous enemies. Ranginori has no doubt that Hshurha will soon attack the Roaring Spark. Ymeri has a large following, and her soldiers stood strongest against Ranginori's escape. Kelizandri, who masterminded his imprisonment, could also pose a challenge, but Ranginori believes he can take advantage of the Brackish Emperor's self-interest and sloth.



Avatar

When casting the *avatar* spell, a worshipper of Ranginori gains the following additional abilities.

Ranginori Speed 30 feet, fly Speed 70 feet, immune to forced movement, immune to immobilized; **Melee** ❖ crackling jaws (reach 20 feet), **Damage** 4d6+6 piercing plus 2d6 electricity; **Melee** ❖ hundred raking claws (agile, reach 15 feet), **Damage** 4d6+6 slashing plus 1d6 persistent bleed; **Ranged** ❖ lightning bolt (electricity, range 120 feet), **Damage** 6d6+3 electricity

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AIR SPELLS

As varied as the sky itself, air magic encompasses the cutting chill of a winter gale, the chaos of a cyclone, and the soft touch of a breeze. Where some see inconsistency, air mages see versatility and flexibility. To understand a force that gives such life and causes such destruction requires a broad perspective and an equally broad study of spells.

AIRLIFT ◆◆ SPELL 4

AIR CONCENTRATE MANIPULATE

Traditions arcane, primal
Area 10-foot emanation
Defense Reflex

A massive rush of wind lifts, briefly carrying you and everything around you to a nearby destination. You, each creature in the area, and each item of 10 Bulk or lighter are lifted by this powerful gale. You and all affected creatures and objects Fly up to 60 feet and land on a solid surface, arriving in the same relative position to each other. If there wouldn't be enough room at the destination for everything you're bringing, the spell fails, though the GM might allow you to rearrange the group slightly to accommodate the spell.

Any unwilling participant can attempt a Reflex save to avoid being carried along. The *airlift* doesn't carry items that are secured in place (such as a hinged door or a person manacled to a wall).

Heightened (6th) The distance you Fly increases to 120 feet, and the Bulk limit of an item you can *airlift* increases to 20.

BLASTBACK ↷ SPELL 3

AIR CONCENTRATE

Traditions arcane, primal
Trigger You fall more than 10 feet.
Area 20-foot emanation
Defense basic Reflex

You hit the ground with a shuddering boom, propelling the force of your fall out in a wave. You take no damage from the fall as the displaced air allows you to land gently, but all other creatures in the spell's area take 6d4 bludgeoning damage. Creatures that fail their save are also pushed back 5 feet.

Heightened (+2) The emanation increases by 10 feet, and the damage increases by 1d4.

CLEANSE AIR ◆◆ SPELL 2

AIR CONCENTRATE MANIPULATE

Traditions arcane, divine, primal
Range 120 feet; **Area** 30-foot burst
Duration 1 minute

You purify the air in the area, making it clean and breathable. This removes inhaled poisons, pollution, and similar contaminants from the air but doesn't prevent future contamination. This effect is immediate; for the remaining duration, the spell prevents any further contamination from altering air in the area, including keeping toxic air bordering the area from coming inside. This spell doesn't create air, so casting it underwater wouldn't create breathable air, nor would it affect any toxins within air suspended in the water.

Heightened (3rd) The area increases to 60 feet.
Heightened (4th) The area increases to 120 feet.
Heightened (6th) The area increases to 500 feet.
Heightened (9th) The area increases to 1 mile.

CLOUD DRAGON'S CLOAK ↷ SPELL 3

AIR MANIPULATE

Traditions arcane, primal
Trigger You or an ally in range is targeted by a ranged attack.
Range 60 feet; **Targets** the creature targeted by the attack
Duration 1 round

A cloud of mist enshrouds the target, appearing much like the deflecting clouds created by cloud dragons. The target is treated as hidden for the purposes of resolving the triggering attack (so normally the attacker must succeed at a DC 11 flat check to target it) and all ranged attacks against it for the duration.

DEEP BREATH ◆ CANTRIP 1

AIR CANTRIP MANIPULATE

Traditions arcane, primal
Duration 10 minutes

You take an incredibly deep breath and can hold it for the spell's duration. You don't lose breath when hit, but you do lose all the air you inhaled if you speak (including to Cast a Spell). This spell doesn't create air; if you don't have air to breathe when you cast it, you get no benefit.

Heightened (2nd) The duration increases to 1 hour, and you lose only 10 minutes of breath if you speak.
Heightened (4th) The duration increases to 8 hours, and you lose only 10 minutes of breath if you speak.

GENTLE BREEZE ◆◆ SPELL 2

AIR CONCENTRATE HEALING MANIPULATE VITALITY

Traditions divine, occult, primal
Range 60 feet; **Area** 40-foot burst
Duration 10 minutes

A light, soothing breeze flows through the area, making it easier to rest and recover. Medicine checks attempted to benefit living creatures in the area get a +2 status bonus. Any living creature in the area also gets a +2 status bonus to saving throws against afflictions and, if it remains within the area for the full duration, regains 10 Hit Points. In addition, the cool breeze reduces the temperature effects of heat by one step for any creature in the area.

Heightened (+2) The healing increases by 10 Hit Points.

PHANTOM ORCHESTRA ◆◆ SPELL 6

AIR CONCENTRATE MANIPULATE SONIC

Traditions arcane, occult, primal
Range 120 feet
Duration sustained up to 1 minute
Defense basic Fortitude

You orchestrate an invisible ensemble of lost sounds captured inside errant breezes across the Plane of Air, and you can direct this symphony to attack foes within range. The sounds materialize and manifest as directed, appearing as silhouetted instruments and musicians that dance and bob in the wind.

When you Cast the Spell, a captured breath of ephemeral music explodes in a great crescendo, appearing in a space you choose within range. On subsequent rounds, the first time you Sustain the Spell each round, you can move your conjured melody to a space within range (if needed) and create another explosion of music.

Each explosion of sound from the *phantom orchestra* deals 8d6 sonic damage to all creatures in a 10-foot burst (basic Fortitude save). The *phantom orchestra* doesn't take up space, grant flanking, or have any other attributes a creature would.

Heightened (+1) The damage increases by 1d6.

PRESSURE ZONE ◆◆◆ SPELL 5

AIR CONCENTRATE MANIPULATE

Traditions arcane, primal
Range 500 feet; **Area** 20-foot burst
Defense Fortitude; **Duration** 1 minute

Air pressure drops precipitously, causing pain and debilitation in creatures' inner ears and joints. Each living creature in the area of the spell when you cast it or that enters the area during the spell's duration must attempt a Fortitude save.

Critical Success The creature is unaffected.
Success The creature is deafened and clumsy 1 until the end of its next turn, after which it's temporarily immune for 1 hour.
Failure The creature is deafened and clumsy 2. At the end of each of its turns, it can attempt a new save if it's no longer in the *pressure zone*. On a success, it ends the effects and is temporarily immune for 1 hour.
Critical Failure The creature is deafened and clumsy 2 for the duration of the spell.

A creature deafened by this spell can attempt to end the condition by popping its ears. It can use a single action to attempt a new Fortitude save, losing the deafened condition from this spell on a success. Some creatures with anatomies that lack inner ears or joints might be immune to these effects, as determined by the GM.

PROPULSIVE BREEZE ↷ SPELL 2

AIR MANIPULATE MOVE

Traditions arcane, primal
Trigger An ally in range Strides or Leaps.
Range 60 feet; **Targets** the triggering creature

You create a current of wind at your ally's back, propelling their movement. When your ally's Stride or Leap ends, the current propels them an additional 15 feet in the same direction as the last 5 feet of their Stride or Leap.

SHOCK TO THE SYSTEM ◆◆ SPELL 7

AIR CONCENTRATE ELECTRICITY HEALING MANIPULATE VITALITY

Traditions divine, occult, primal
Range 30 feet; **Targets** 1 living creature or 1 corpse that died within the last round
Duration 1 minute

A dense lightning cloud descends to fill the target's space, then fires a jolt of revitalizing lightning into the target. If the target is a corpse that died within the last round, the creature comes back to life with 0 Hit Points, and any effects and conditions it had when it died, with the exception of dying, and its wounded condition increases by 1. The creature's initiative is right before yours.

Regardless of whether the creature came back to life or was already alive, it regains 8d8 Hit Points, and the bolt wakes it up if it was unconscious. For the duration of the spell, the target is supercharged. It becomes quickened and can use the extra action to Stand, Stride, Strike, or Fly (if it has a fly Speed). In addition, it can cast 5th-rank *thunderstrike* as an innate spell at will, using your spell DC.

The cloud that covered the creature remains until the end of the target's next turn. Any creature in the cloud is hidden, and anything outside the cloud is hidden to any creature inside the cloud.

Heightened (+1) The healing increases by 2d8, and the *thunderstrike* rank increases by 1.

SLASHING GUST ◆◆ CANTRIP 1

AIR ATTACK CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, primal
Requirements You have at least one free hand.
Range 60 feet; **Targets** 1 or 2 creatures
Defense AC

You slash your hand through the air, channeling miniature ripples of air from each finger to slice your enemy. If you have two hands free, you can target two creatures with this spell; otherwise, you target one.

Make a spell attack roll against each target's AC. This deals 2d4 slashing damage. On a critical success, a target also takes 1d4 persistent bleed damage. If you're attacking two creatures, this counts as two attacks for your multiple attack penalty, but the penalty doesn't increase until after both attacks.

Critical Success The target takes double damage and 1d4 persistent bleed damage.
Success The target takes full damage.
Heightened (+1) The damage increases by 1d4, and the persistent damage on a critical hit increases by 1d4.

STIFLING STILLNESS ◆◆ SPELL 4

AIR CONCENTRATE MANIPULATE POISON

Traditions arcane, primal
Range 120 feet; **Area** 20-foot burst
Defense basic Fortitude; **Duration** 1 minute

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You make all air in the target area unnaturally still and unyielding, creating a shimmering haze. The stagnant, heavy air becomes an area of difficult terrain. Creatures in the area that breathe air and aren't holding their breath must spend a single action on their turn straining to breathe the stagnant air; once they do, they still mostly breathe their own exhaled air, taking 3d6 poison damage (basic Fortitude save) and becoming fatigued.

Heightened (+2) The damage increases by 3d6.

TEMPEST CLOAK ◆◆ SPELL 3

AIR CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** 1 willing creature

Duration 1 minute

You shroud one creature in a cloak of fierce, howling winds, shielding it from attacks and making it difficult to approach. The twisting shield of wind creates difficult terrain in a 5-foot burst surrounding the target. The target also gains a +2 circumstance bonus to its AC against physical ranged attacks, such as attacks made with bows, javelins, or slings. In addition, the sound of the swirling storms makes it easier for the target to ignore anything it doesn't want to hear, granting the target a +2 circumstance bonus to all defenses against auditory effects.

VACUUM ◆◆ SPELL 7

AIR CONCENTRATE INCAPACITATION MANIPULATE

Traditions arcane, primal

Area 15-foot emanation

Defense Fortitude; **Duration** sustained up to 1 minute

You inhale all air in the surrounding area, stealing the breath of nearby creatures. During *vacuum*'s duration, you take a –1 circumstance penalty against inhaled threats, such as inhaled poisons. If you cast *vacuum* in an environment where you can't breathe, the spell fails and you immediately begin to suffocate.

Creatures in the area must attempt a Fortitude save. A creature that's holding its breath gets a result one degree of success better than it rolled, and creatures that don't need to breathe air are immune to the spell. A creature that later enters the area or ceases holding its breath must attempt a save against the effect. On subsequent rounds, the first time each round you Sustain the spell, you can force each creature in the area to save against the effect.

Success The creature begins holding its breath.

Failure The creature wheezes and gasps as its breath is stolen, becoming stunned 1. The creature then begins holding its breath but has only half its normal number of rounds of remaining air.

Critical Failure The creature has all the air sucked out from its lungs and immediately starts to suffocate.

VOICE ON THE BREEZE ◆◆ SPELL 2

AIR CONCENTRATE MANIPULATE

Traditions arcane, occult, primal

Range 10 miles; **Area** 10-foot burst

You whisper a secret message or sound into the wind, which carries it to a designated spot. The message travels to a specific 10-foot burst within range that's familiar to you, provided there's a path for the wind to follow between you and the area. The gentle breeze goes all but unnoticed until it reaches its destination, where it delivers its whisper-quiet message. The message is delivered regardless of who or what is present to hear it, even if no one receives it at all. Once the message is delivered, the spell ends.

Your message can contain no more than 25 words, 1 round's worth of other sounds, or a simple rustling in the air at the target location. It moves at a speed of your choosing between 1 mile per hour and 1 mile per 10 minutes; when it arrives, the wind swirls around the area and whispers the full message. A *voice on the breeze* can't activate magical effects triggered by voices.

Heightened (4th) The range increases to 1,000 miles, and the message can contain up to 100 words.

WISDOM OF THE WINDS SPELL 5

UNCOMMON AIR CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Cast 1 minute

Duration varies

You ask a question of the spirits of air, imploring them to send signals through the winds to help you find your way. You might be guided by air elementals, anemoi, or even the Lords of Air themselves. You receive guidance as either words of wisdom or a rustling wind that guides you to a helpful destination—whichever the spirits think will be most beneficial. The spirits don't give guidance you can't follow, such as winds that lead somewhere you can't reach, nor do they give advice that will help their causes at the expense of your own. If you've upset all the spirits of air, they don't mislead you but do refuse to guide you.

- **Guiding Gale** (detection) A noticeable wind flows continuously toward a destination the spirits think will be valuable for you to find. Though you can't ask for a specific destination, the spirits understand your current circumstances and urgent priorities. They won't lead you to a location you're already aware of or can currently see, unless this might lead you to a fruitful destination you've already dismissed as an option. The spell has a duration of 8 hours or until you reach the destination, whichever comes first. When you arrive, the winds swirl in playful circles and then disperse to make it clear you're in the right place.
- **Voice of the Sky** (auditory, linguistic, prediction) A voice on the wind, clearly audible to you, gives you advice on a course of action that holds positive potential for you. This advice is rarely more than two or three sentences long, typically spoken in Sussuran if you understand it, and Common if not. If you can't hear, the spirits blow small objects around to mimic written words or sign language. If following the advice poses great danger, the spirits typically note this risk but rarely go into detail. The advice is instant, so the spell doesn't have a duration.

ZEPHYR SLIP ↷ SPELL 4

AIR MANIPULATE MOVE

Traditions arcane, primal

Trigger A creature enters a space within 5 feet of you.

An arresting breeze sweeps you up in an instant and moves you to safety. You Fly 15 feet directly away from the triggering creature.

Heightened (6th) You and one adjacent ally Fly up to 25 feet directly away from the triggering creature.

Heightened (8th) You and up to 5 allies within 30 feet Fly up to 25 feet directly away from the triggering creature.

Air Rituals

SKY SIGNS RITUAL 6

UNCOMMON AIR ILLUSION VISUAL

Cast 1 day; **Cost** lenses and fine mineral dusts worth 300 gp total; **Secondary Casters** 2

Primary Check Nature (master); **Secondary Checks** Crafting, Diplomacy

Duration 8 hours

You emblazon a message across the sky itself. Casting the ritual requires choosing a set of symbols for the message you want to send, which you can convey with an atmospheric phenomenon of your choice. Common choices include carefully shaped clouds during the day and auroras at night. Some cultures—such as the many denizens of the Plane of Air and star-gazing iruxis—develop complex symbology to communicate clearly using *sky signs*.

The message appears in the sky above you and can be seen to the horizon. To be conveyed in this way, the message must be very simple—typically something that can be expressed in 5 words or fewer. The symbols look the same to anyone who sees them. If you wish to conceal a message, you need to choose symbols that will make sense to your chosen audience but not to any other onlookers.

Critical Success You display your chosen signs, and the message is clear to anyone who sees it.

Success You display a somewhat muddled version of your message. The signs aren't entirely clear and require interpretation from those who view them—and many interpret them incorrectly.

Failure You're unable to show your message.

Critical Failure The spirits of air find your message audacious and offensive. As punishment, they emblazon the opposite of your intended message across the sky, and the message is clear to anyone who sees it.

Heightened (10th) The scope of your message is truly staggering and can be seen across the entire planet.

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AIR ITEMS

The element of air instills items with a characteristic lightness and a sense of gentle chaos. Most of them create or control air, alter the weather, or carry their user in flight. Items created on the Plane of Air often use precious materials taken from other planes—especially items created at the order of janns. Though raw materials sourced from other planes can do the job, salvaging materials from flying flotsam in the Plane of Air makes for a better story, and therefore a more valued treasure.

AERIAL CLOAK ITEM 3

AIR INVESTED MAGICAL

Price 60 gp

Usage worn cloak; **Bulk** –

This blue cloak is surprisingly light for its length and seems to catch wind bursts in its tail, flying out behind the wearer while cushioning falls and easing jumps. The sides of the cloak are slightly weighted, making it easy to grab ahold of when it fills with air. This cloak grants you a +1 item bonus to Athletics checks to Leap and a +1 item bonus to Acrobatics checks to Balance or Maneuver in Flight.

Activate—Fall Gently ↷ (concentrate, air) **Frequency** once per day; **Trigger** You're falling; **Effect** The cloak catches the air and you grab onto its edges, utilizing the draft to guide you to safety. Treat your fall as 30 feet shorter and glide to a space of your choice at the bottom of your fall, which must be within 20 feet of where you would've landed.

ATMOSPHERIC STAFF ITEM 4+

UNCOMMON AIR MAGICAL STAFF

Usage held in 1 hand; **Bulk** 2

This staff is made of a dense wood and strikes the ground with an imposing boom. At the top of the staff is a perfectly round obsidian sphere that, when stared at for too long, makes viewers feel as though they're heavier than before. When wielding this staff, you gain a +1 item bonus to saves against forced movement.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *lesser atmospheric staff*; **Level** 4; **Price** 95 gp

- **Cantrip** *gale blast* SoM
- **1st** *air bubble*, *gravitational pull* SoM

Type *atmospheric staff*; **Level** 8; **Price** 480 gp

- **2nd** *gentle breeze* (page 70)
- **3rd** *gravity well* SoM, *tempest cloak* (page 72)

Type *greater atmospheric staff*; **Level** 12; **Price** 1,900 gp

- **4th** *fly*, *variable gravity* SoM
- **5th** *elemental form* (air only), *telekinetic haul*

Type *major atmospheric staff*; **Level** 16; **Price** 8,900 gp

- **6th** *zero gravity* SoM
- **7th** *elemental form* (air only), *vacuum* (page 72)

Craft Requirements Supply one casting of all listed ranks of all listed spells.

BLIGHT BREATH ITEM 12

AIR BOTTLED BREATH CONSUMABLE MAGICAL POISON

Price 350 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This foul-smelling bottle contains compressed, noxious fumes. After you inhale the odious gases of the *blight breath*, you gain resistance 10 to poison for as long as you hold your breath. You can exhale the *blight breath* as a single action. The resulting spray of noxious fumes deals 10d6 poison damage to each creature in a 15-foot cone, with a DC 29 basic Reflex save.

EXTRA LUNG ITEM 8

AIR INVESTED MAGICAL

Price 500 gp

Usage worn; **Bulk** L

An *extra lung* is a waterproofed bladder of air worn in an underarm holster, connected to the wearer's nose by a long tube. You can use it as a source of air instead of breathing in the air around you. It can hold 5 rounds' worth of breathable air, and can be refilled if the *extra lung* is left open for 10 minutes in an environment with suitable air.

You can switch to breathing from the *extra lung* at any time, without using an action. You can use air from the bladder following the rules for holding your breath, but you can speak without losing the air from the *extra lung*. When you lose air at the end of each of your turns, choose whether you use breath you're holding or air from the *extra lung*. Speaking causes you to lose breath you're holding but doesn't affect the air in the *extra lung*.

Activate—Cough Up ↷ (manipulate) **Trigger** You breathe in an inhaled poison or other inhaled affliction; **Effect** You cough the poison or tainted air into your *extra lung*, immediately attempting a new save against the effect. The air inside your *extra lung* becomes fouled, and you re-expose yourself to the inhaled affliction if you breathe it in. The *extra lung* is cleansed of any poison it contains every day at dawn.

FAN OF SOOTHING WINDS ITEM 11+

AIR MAGICAL

Usage held in 1 hand; **Bulk** 1

This *fan of soothing winds* has six cloud-shaped glass beads on the bottom of the fan, one on each of the exposed ribs. One side of the beads is white, and the other is a dark, stormy gray. Once flipped, a bead stays on its newly exposed side for an entire day before resetting overnight.

Activate—Healing Wind ❖❖ (concentrate) **Frequency** once per day per bead; **Effect** You open your fan and turn a bead

of your choice. The fan casts a 3-action *heal* spell with an area of a 30-foot cone instead of a 30-foot emanation; the save DC for an undead creature is 28. This spell gains the air trait. The rank of the spell depends on which bead you're turning: the first two beads cast 4th-rank *heal*, the center two cast 3rd-rank *heal*, and the last two cast 2nd-rank *heal*.

Type *fan of soothing winds*; **Level** 11; **Price** 1,400 gp

Type *greater fan of soothing winds*; **Level** 15; **Price** 6,500 gp

The save DC is 34. The first two beads cast 6th-rank *heal*, the center two cast 5th-rank *heal*, and the last two cast 4th-rank *heal*.

FLOATING TENT ITEM 1+

Bulk 1

This diamond-shaped tent is designed for sleeping in planar environments without gravity, such as the Plane of Air. Weights are attached at each of its six points, carefully balanced against each other to prevent the tent from leaning too far in any one direction. The tent has an anchor, which can be used to moor the tent and prevent it from floating away from the object or location it is anchored to.

Type floating pup tent; **Level** 1; **Price** 10 gp

A floating pup tent is large enough for one person and their supplies. It contains one hammock suspended in the center of the tent, large enough for a Medium or smaller creature to comfortably sleep, in addition to a net beneath the hammock where gear can be stored.

Type floating four-person tent; **Level** 2; **Price** 25 gp

A standard floating tent is large enough for four creatures and their supplies, containing four hammocks in two rows suspended in the center of the tent and large nets near the top and bottom of the tent for gear.

FROST BREATH ITEM 7

AIR BOTTLED BREATH COLD CONSUMABLE MAGICAL

Price 70 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This bottle of frozen vapors is captured in the frozen peaks of the crown of the world. After inhaling *frost breath*, you gain resistance 5 to cold. You can exhale the *frost breath* as a single action to release a spray of frigid air in a 15-foot cone. Each creature in the area takes 4d6 cold damage with a DC 20 basic Reflex save. For 10 minutes, surfaces in the area are covered in ice, becoming difficult terrain and uneven ground (Acrobatics DC 20).

JAATHOOM'S SCARF ITEM 10

AIR INVESTED MAGICAL

Price 900 gp

Usage worn belt; **Bulk** –

This scarf is made of fine silk that's the same shade of blue as a clear, cloudless sky. The short ends are edged with a fine gold fringe that seems to sway even in still weather as though touched by invisible winds. The long edges have exquisite embroidery in threads that vary from a blue identical to the silk to the deep gray of storm clouds during winter. Wearing this scarf grants a +2 item bonus to Performance checks to dance and to Acrobatics checks to Escape.

Activate—Vanish ❖❖ (concentrate) **Frequency** once per day; **Effect** The scarf casts 4th-rank *invisibility* on you.

Activate—Jaathoom's Rebuke ❖ (concentrate) **Frequency** once per hour; **Effect** You let the winds around you catch the edges of the *jaathoom's scarf*, and a jaathoom shuyookh appears with a sudden updraft. The winds force your enemies back, granting you some breathing room in battle. Each enemy in a 10-foot emanation must succeed at a DC 18 Fortitude save or be pushed 10 feet. A creature that critically fails is also knocked prone after being moved. Creatures with the air trait are immune to all these effects.

BOTTLED BREATH

Bottles of breath are enchanted bottles of cloud and mist, first developed by the denizens of the Plane of Air. You can Activate an item with the bottled breath trait as you inhale it or cause another creature to inhale it. You can make another creature inhale bottled breath only if that creature is within reach and willing or so helpless that it can't resist. You usually need only one hand to consume a bottled breath or make another creature inhale it.

The bottled breath is held in a user's lungs, and its effects last as long as the user holds its breath. This is typically a maximum number of rounds equal to 5 + its Constitution modifier, but this time can be reduced due to the creature's actions or it taking damage (as described in *Player Core*), or extended by abilities that increase the amount of time a creature can hold its breath.

Some bottled breath consumables have a special effect when you exhale them. Since you're exhaling the breath, doing this expends the item.

NIMBUS BREATH ITEM 8

AIR BOTTLED BREATH CONSUMABLE ELECTRICITY

Price 80 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

The dwarves of Cloudspire Citadel in Golarion's Mwangi Expanse create bottles of *nimbus breath* by capturing and bottling the fluffiest nimbus clouds from the lairs of cloud dragons. After harvesting the cloud, the bottle must sit at the peak of the tallest mountain for 10 days and 10 nights, pelted by all forms of weather. *Nimbus breaths* can also be created by capturing clouds on other planes, such as those found on the Plane of Air or in the highest peaks of Celestia.

After you inhale the *nimbus breath*, you gain resistance 5 to electricity and are affected by *fly* as long as you hold your breath.

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You can exhale the breath as a single action to create a *gust of wind* (DC 24) from your mouth. If you're airborne when the cloud expires, you float gently to the ground at 60 feet per round and don't take damage from this fall.

SPIRAL CHIMES ITEM 13

AIR MAGICAL

Price 2,500 gp

Usage held in 1 hand; **Bulk** L

Spiral chimes are a set of small metal bells decorated with spiraling designs that hang on thin wires from a carved statue of a storm cloud or air elemental. Each bell in the *spiral chimes* rings at a different tone, and when caught in the turbulent winds of a storm, the bells combine to create deep, full songs.

A set of *spiral chimes* is a planar key for *interplanar teleport* and similar magic. When the chimes are used this way, you're more likely to arrive where you intend to be, appearing 1d6×25 miles from your intended destination instead of 1d10×25 miles away.

Activate—Forecast Chime 10 minutes (manipulate, prediction); **Effect** You let the *spiral chimes* play in the wind, interpreting the music to predict the weather at your location for the next 24 hours. You receive advanced warning of the temperature, humidity, storms, natural disasters (such as tornadoes, floods, or volcanic eruptions), and other weather conditions that naturally arise. The information you gain through the *spiral chimes* doesn't take magical occurrences that might change the weather into account.

Activate—Revealing Chime ❖ (manipulate, sonic) **Frequency** once per day; **Effect** You ring the chimes, blanketing everything in a 30-foot burst within 120 feet in visible, reverberating sound. This can negate invisibility, making creatures concealed instead of invisible. The duration and other effects depend on the result of each creature's attempt at a DC 30 Reflex save.

Critical Success The target is unaffected.

Success The target's invisibility is negated for 2 rounds.

Failure The target is deafened for 1 minute, and its invisibility is negated for 1 minute.

Critical Failure The target is deafened for 10 minutes, and its invisibility is negated for 10 minutes.

SPUN CLOUD ITEM 2+

AIR BOTTLED BREATH CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

On the Elemental Plane of Air, small clouds of differing colors can sometimes float separately from other cloud formations. Clever people can spin these clouds into small handfuls, creating a magical bundle of elemental power. Unlike most bottled breath, *spun clouds* don't have any effect on you while you hold them in your lungs, but you can exhale the cloud as a single action. When exhaled, the cloud flows out and expands into a 20-foot burst within 60 feet of you. The cloud dissipates after 1 minute.

Type *black spun cloud*; **Level** 7; **Price** 70 gp

A dark storm cloud conceals creatures within it. Creatures outside the cloud are concealed to creatures within it.

Type *blue spun cloud*; **Level** 6; **Price** 50 gp

A blue cloud protects against lightning. Creatures gain resistance 5 to electricity while in the cloud.

Type *green spun cloud*; **Level** 9; **Price** 125 gp

A green cloud smells terrible, making those inside ill. Any creature that ends its turn in the cloud must succeed at a DC 25 Fortitude save or be sickened 1 (or sickened 2 on a critical failure). Regardless of the result of its save, the creature becomes temporarily immune for 24 hours. This is an olfactory poison effect.

Type *red spun cloud*; **Level** 8; **Price** 100 gp

A red cloud terrifies those it surrounds. Any creature in the cloud, or that later enters the cloud, must succeed at a DC 24 Will save or become frightened 2 (or frightened 3 on a critical failure). Regardless of the result of its save, the creature becomes temporarily immune for 24 hours. This is an emotion, fear, and mental effect.

Type *white spun cloud*; **Level** 2; **Price** 7 gp

A white cloud swirls with winds that speed up travel. A creature that starts its turn in the cloud gains a +10-foot item bonus to its land Speed and fly Speed (if it has one) until the end of its turn.

STORM BREATH ITEM 9

AIR BOTTLED BREATH CONSUMABLE ELECTRICITY MAGICAL

Price 125 gp

Usage held in 1 hand; **Bulk** L

Storm breaths are bottles of temperamental lightning captured during storms on the Plane of Air, releasing small charges of static energy any time they're touched. The first *storm breaths* were created by Ranginori's faithful following the Elemental Lord's return from a long imprisonment, but the recipe has since been duplicated across the multiverse.

After inhaling *storm breath*, you gain resistance 5 to both electricity and sonic. You can exhale the *storm breath* as a bolt of lightning, dealing 4d12 electricity damage to all creatures in a 30-foot line, with a DC 25 basic Reflex save.

WISP CHAIN ITEM 9+

AIR INVESTED MAGICAL

Usage worn armor; **Bulk** –

This *+1 resilient chain shirt* is made of small, interlocking currents of wind carefully woven together. While the links of air don't jingle against each other like chain links might, the tiny cyclones nevertheless create a blustering howl akin to standing at the center of a storm. A creature that ends its turn adjacent to you must attempt a DC 23 Fortitude save. On a failure, it becomes deafened until it moves away from you.

Activate—Slicing Links ❖❖ (concentrate) **Effect** You unbind the currents that form your armor and release them as cutting whorls of air that slice into creatures in a 60-foot cone. Creatures in the area take 6d6 slashing damage with a DC 25 basic Fortitude save. A creature that fails its save is also pushed 10 feet (or 20 feet on a critical failure). You



AERIAL CLOAK



ATMOSPHERIC STAFF



NIMBUS BREATH



EXTRA LUNG



FAN OF SOOTHING WINDS



FLOATING TENT



SPIRAL CHIMES



JAATHOOM'S SCARF



WISP CHAIN

lose the AC bonus of your armor until the end of your turn, when the air currents reform the *wisp chain* around you.

Type *wisp chain*; **Level** 9; **Price** 685 gp

Type *greater wisp chain*; **Level** 12; **Price** 1,900 gp

The armor is a *+2 resilient chain shirt*, the DC for deafening creatures is 27, and the DC of the activation is 29.

Type *major wisp chain*; **Level** 15; **Price** 6,000 gp

The armor is a *+2 greater resilient chain shirt*, the DC for deafening creatures is 32, and the DC of the activation is 34.

Type *true wisp chain*; **Level** 19; **Price** 35,000 gp

The armor is a *+3 greater resilient chain shirt*, the DC for deafening creatures is 39, and the DC of the activation is 41.



THE SHAPE OF THE AIR

Anemoi on the Plane of Air are typically genderless, while those who spend time in the Universe sometimes experiment with or develop preferences for one of the genders of the mortals they watch or live close to.

ANEMOS

The truth of life in the Universe is that weather controls the world. The life-giving water that flows across Golarion, the maintenance of healthy forests, and the snows, thaws, and rains that help crops flourish all rely on the weather—weather that's shaped at the whims of the winds. Anemoi are powerful beings from the Plane of Air tasked by ancient gods to guard the skies and shepherd the winds of every world across the planes. They guide the winds along their natural paths, and while neither malevolent nor malicious, an anemos has little regard for how a storm might affect any creature caught in its path.

Anemoi can take several forms and shift between them as easily as they slip between the breezes. They wear humanoid guises to walk among mortals without drawing undue attention, and they transform into great, thunderous horses made of storm clouds and rain when they need to move quickly across the skies. Their true form, however, is wind coalesced into a humanoid shape, often with curling hair and feathery wings made of soft, drifting clouds.

On Golarion, each of the four cardinal winds are created and directed by a quartet of cardinal anemoi. The cold north winds are guided by Boreal, bringer of winter. Austral shepherds hot winds from the south. Eural brings stormy winds from the east. Finally, the gentle winds of spring come at the call of Zephyr, from the west. These four cardinal anemoi, alongside their councils of lesser anemoi, shape and control the winds across all of Golarion. As far as anyone can tell, the cardinal anemoi don't answer to a greater authority. There are even more powerful maximal anemoi living in the Plane of Air, but they seem content to leave the Universe out of their plans.

Though the cardinal anemoi try to keep a degree of separation from mortal affairs, lesser anemoi occasionally take a closer interest. Some monitor a single settlement or county, protecting, nourishing, or even vindictively destroying it. Each one has their own sets of interests. Many are vain or petty. Even more change attitudes just as quickly as the winds they guide. Pleasing an anemoi isn't a matter of following a set formula, but rather repeatedly changing course to give them what they desire for their mercurial current interests or perceived needs.

ANEMOS — CREATURE 18

RARE MEDIUM AIR ELEMENTAL

Perception +33; darkvision

Languages Common, Empyrean, Sussuran; truespeech

Skills Acrobatics +38, Arcane +31, Nature +33, Occult +31, Performance +38, Planar Lore +33, Religion +31, Stealth +36, Survival +33

Str +4, **Dex** +9, **Con** +7, **Int** +6, **Wis** +6, **Cha** +9

Truespeech An anemos can speak with and understand any creature that has a language.

Wind Orchestra (air, auditory) An anemos does not require instruments to perform music, instead using their winds to create and carry the sounds of any instruments they wish to duplicate. They can mimic any number of instruments simultaneously, creating and directing their own personal orchestra.

AC 43; **Fort** +29, **Ref** +33, **Will** +30

HP 310, regeneration 15 (deactivated by earthbane); **Immunities** bleed, electricity, paralyzed, poison, sleep; **Resistances** cold 20

Blessed by the Winds (air, aura) 80 feet. The winds grow turbulent for those who would dare to fly in the same space as an anemos, but they take care to never harm or inconvenience their shepherd. Air within the emanation is difficult terrain for Flying creatures that do not have the air trait. While the aura is

active, the anemos cannot be affected by environmental air or weather affects unless they choose to be.

Earthbane An anemos's regeneration is suppressed for 1 round if the anemos is affected by an earth effect, or for as long as they are in contact with the ground and 1 round thereafter. If an anemos is submerged in at least 1 inch of mud, dirt, or stone, the anemos's aura deactivates, and the anemos becomes stunned 2 and clumsy 2.

Redirect Weather ↷ (divine) **Requirements** The anemos's aura is active; **Trigger** A creature within the anemos's aura uses an air or electricity spell, or an air or electricity spell otherwise comes into effect within the anemos's aura; **Effect** The winds and weather of the spell obey the anemos's call. The anemos makes all the choices to determine the targets, destination, or other effects of the spell, as though they were the caster.

Speed 25 feet, fly 200 feet; swiftness

Melee ❖ thunderbolt +35 (electricity, magical), **Damage** 3d8+12 electricity plus 3d6 sonic

Ranged ❖ air blast +35 (agile, air, magical, range 100 feet), **Damage** 3d10+12 bludgeoning

Ranged ❖ thunderbolt +35 (electricity, magical, thrown 30 feet), **Damage** 3d8+10 electricity plus 3d6 sonic

Divine Innate Spells DC 40; **9th** *cleanse air* (page 70); **7th** *humanoid form* (at will); **4th** *airlift* (page 70; at will), *vapor form* (at will), *voice on the breeze* (at will, page 73); **1st** *air bubble* (at will)

Divine Rituals DC 40; *control weather*, *sky signs*

Collect Thunder ◈ or ❖ (electricity, manipulate) **Requirements** The anemos has a hand free; **Effect** The anemos runs a hand through the winds that swirl around them, the sparks from their fingertips coalescing into a thunderbolt. The anemos creates a thunderbolt in their open hand. If the anemos spends an action to Collect Thunder, a bolt instead strikes their open hand, creating a booming peal that deafens all creatures within 20 feet for 1 round unless they succeed at a DC 40 Fortitude save; this adds the auditory trait to Collect Thunder. Any thunderbolts dissipate after 1 round.

Command the Breeze When an anemos casts a ritual, they perform all aspects of the ritual themself, commanding their winds to complete all the ritual's components. They must fulfill any requirements for the ritual's additional casters and must attempt the checks normally performed by additional casters. In addition, anemoi can cast rituals faster than usual. If a ritual has a casting time measured in days, they can cast it in an equal number of hours.

Storm Strikes Twice ❖❖ (air, teleportation) The anemos throws a thunderbolt, then becomes a wind that carries them in an instant to the bolt's location to attack again. They make a ranged thunderbolt Strike against a creature within their first range increment, teleport to the creature's location as a gust of wind, then grasp the thrown thunderbolt and make a melee thunderbolt Strike against a creature within reach. Their multiple attack penalty doesn't increase until they've made both attacks.

Swiftness The anemos's movement doesn't trigger reactions.



THE CARDINAL ANEMOI

Anemoi who are particularly ancient and powerful often have their own unique capabilities. In addition to their standard abilities, Golarion's cardinal anemoi possess the following additional innate spells.

Austral, the south wind: **8th** *flame vortex*[SoM]; **5th** *geyser*[SoM]

Boreal, the north wind: 8th *frigid flurry*[SoM]; **5th** *howling blizzard*

Eural, the east wind: 8th *chain lightning*; **5th** *pressure zone* (page 71)

Zephyr, the west wind: 8th *field of life*; **4th** *petal storm*[SoM], *speak with plants*



BLUSTERING GALE

Blustering gales are among the least of air elementals: spirits of the small breezes who sometimes arise in the wake of mightier creatures, like the downdraft of a swallow's wing or the sharp expulsion of a vigorous cough. Unwilling or unable to act effectively alone, they form into "gales," collections of weak elementals that use their combined power to hurl insults and pummel those who defy them in a misguided attempt to rise above their humble origins.

Together, they force other creatures to do their bidding, then move on when they grow bored. While most gales claim their abandoned minions were useless, in truth, blustering gales lack the commanding presence and confidence to retain vassals for long.

LACKEYS

Blustering gales sometimes serve as heralds or enforcers for other creatures (including cloud dragons, jaathooms, and other powerful air elementals), bullying and intimidating others at the behest of a more influential overlord. While blustering gales often feel secure and confident in these roles, they rankle at subservience, and rarely feel content with such an arrangement for long.

BLUSTERING GALE — CREATURE 11

GARGANTUAN AIR ELEMENTAL TROOP

Perception +20; darkvision

Languages Sussuran

Skills Acrobatics +20, Athletics +22, Intimidation +22, Stealth +18

Str +7, **Dex** +5, **Con** +3, **Int** +0, **Wis** +1, **Cha** +5

AC 30; **Fort** +22, **Ref** +24, **Will** +18

HP 150 (16 squares); **Thresholds** 100 (12 squares), 50 (8 squares); **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** area damage 10, splash damage 10

Bullying Bluster (auditory, aura, emotion, mental, linguistic) 30 feet. The blustering gale constantly unleashes a tirade of insults and aggressive taunts. Each enemy who enters or starts their turn in the aura must succeed at a DC 30 Will save or become stupefied 1 for as long as they remain within the aura (stupefied 2 on a critical failure). The troop's members are collectively able to mimic a few curse words or insults in every language, allowing their Bullying Bluster to affect any creature who understands a language. A creature who succeeds at its save is temporarily immune for 1 hour. The blustering gale can activate or deactivate the aura with a free action, which has the concentrate trait.

Troop Defenses (page 233)

Speed 25 feet, fly 60 feet; troop movement

Form Up ❖ (page 232)

Pummeling Winds ❖ to ❖❖❖ **Frequency** once per round; **Effect** The blustering gale bashes, batters, and pummels each adjacent enemy (DC 27 basic Reflex save). The damage depends on the number of actions.

❖ 1d8+2 bludgeoning damage

❖❖ 2d8+12 bludgeoning damage

❖❖❖ 3d8+15 bludgeoning damage

Troop Movement Whenever a troop Flies or Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

Windstorm ❖❖ (air) The blustering gale exhales as a unit, creating a powerful windstorm. This windstorm is a 10-foot burst within 100 feet that deals 3d8+10 bludgeoning damage (DC 30 basic Reflex save). Creatures that fail their saving throw are pushed 10 feet in any direction (plus knocked prone on a critical failure). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst and the distance pushed decreases to 5 feet.

COMOZANT WYRD

Buzzing, crackling plasma makes up a comozant wyrd, electrically charged waves of greens, blues, and purples cascading in heatless flame. Given a mind and a semblance of a face, comozant wyrds need a surface from which they can crackle and writhe. Once secure, they seek out companionship from anyone nearby. In the Universe, they can be found in many places: lashing themselves to sailing ships, dancing across the buildings, or anchoring to the stones of a mountain range. In the vast spans of the Plane of Air, however, comozant wyrds often come to feel extremely lonely. A lucky few become pets for jaathooms living in the plane's cities, but many wait on isolated floating islands for an airship they can attach to or, more tragically, strive vainly to reach a distant shore before sputtering out.

COMOZANT WYRD — CREATURE 5

SMALL AIR ELEMENTAL INCORPOREAL

Perception +12; darkvision

Languages Sussuran

Skills Diplomacy +11, Nature +12

Str –5, **Dex** +4, **Con** +0, **Int** –1, **Wis** +3, **Cha** +4

Plasmatic Form Unlike other incorporeal creatures, a comozant wyrd can't move into or through solid objects. If a comozant wyrd isn't adjacent to a solid object or surface of its size or larger at the end of its turn, it loses 10 HP. This HP loss cannot be mitigated or avoided in any way.

AC 21; **Fort** +7, **Ref** +15, **Will** +12

HP 60; **Immunities** disease, electricity, paralyzed, poison, precision; **Resistances** all damage 5 (except force or *ghost touch*; double resistance vs. non-magical)

Illuminating Flames (aura, electricity, light, primal) 30 feet. The comozant wyrd sheds bright light in the emanation and dim light for another 30 feet. Heatless flames similar to the wyrd's own surround any creature in the emanation. A visible creature can't become concealed while in the emanation, and an invisible creature becomes concealed rather than undetected. The wyrd can communicate empathically with any non-mindless creature affected by illuminating flames, even if they don't share a language.

Speed 15 feet, fly 25 feet

Ranged ❖ lightning lash +15 (electricity, range 30 feet), **Damage** 2d12 electricity

Leap the Gap ❖❖ **Requirements** The comozant wyrd is adjacent to a solid object or surface of its size or larger; **Effect** The wyrd Flies up to its Speed in a straight line, ending its movement adjacent to a different solid object or surface of its size or larger; this movement doesn't trigger reactions. The wyrd can move through other creatures during this movement, and all creatures it moves through take 2d12 electricity damage with a DC 22 basic Reflex save.

Wyrd Wisdom ❖ **Frequency** once per day; **Requirements** The comozant wyrd is communicating empathically with another creature through illuminating flames; **Effect** The comozant wyrd's odd means of communication brings strange insight. One creature the wyrd is empathically conversing with gains the benefits of an *augury* spell, though only about this conversation topic, rather than any topic of the creature's choice.

COMOZANT COMMUNICATION

Creatures of emotion and instinct, comozant wyrds use simple images and concepts to convey deep and layered meanings. They're quite insightful, able to leap to solid conclusions as rapidly as they leap across solid surfaces. Most who "converse" with a comozant wyrd find the process enlightening, but have little desire make it a regular experience.



TEMPESTUOUS SPIRITS

Air elementals are often flighty contrarians, often more concerned with bringing about change than with the specific changes they enact. Art and writing created by such elementals is exceptionally rare, as they usually destroy their projects once the challenge and excitement of completing them fades.

ELEMENTAL, AIR

Many elementals that roam the Plane of Air embody the mercurial formlessness and chaos of tumultuous storms.

DESPAIRING PALL

Despairing palls are small, dark clouds that float aimlessly through the Plane of Air, casting literal and emotional shadows wherever they go. Pranksters and mischievous elementalists often summon them to rain on a rival's parade.

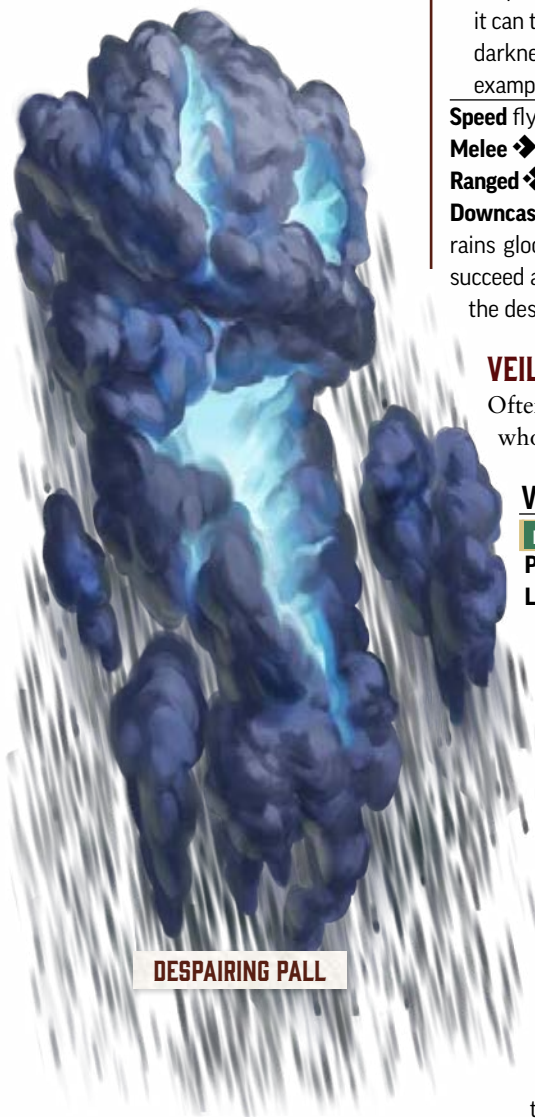
DESPAIRING PALL — CREATURE 1

SMALL AIR ELEMENTAL

Perception +5; darkvision
Languages Sussuran
Skills Acrobatics +8, Intimidation +6, Stealth +8
Str +0, **Dex** +4, **Con** +1, **Int** +0, **Wis** +0, **Cha** +2

AC 17; **Fort** +4, **Ref** +10, **Will** +7
HP 15; **Immunities** bleed, electricity, paralyzed, poison, sleep
Duskflow ↻ (darkness) **Trigger** The despairing pall is damaged by a melee Strike; **Effect** Darkness billows out from the despairing pall, covering its attacker in inky shadow. The despairing pall immediately Steps up to 15 feet in any direction. If the despairing pall took the triggering damage due to a reaction it provoked by moving, it can then finish the movement. For one round, the triggering attacker is cloaked in darkness and perceives light as one step lower (bright light becomes dim light, for example), affecting its ability to sense creatures and objects accordingly.

Speed fly 50 feet
Melee ◆ hot air +7 (air), **Effect** pushed 5 feet
Ranged ◆ lightning bolt +7 (electricity, range increment 50 feet), **Damage** 1d6 electricity
Downcast ◆◆ (air, emotion, mental) The despairing pall Flies up to its Speed, then rains gloom and despair in a 15-foot line straight down. Creatures in the area must succeed at a DC 16 Will save or take a –1 status penalty to attack rolls until the end of the despairing pall's next turn.



DESPAIRING PALL

VEILED CURRENT

Often considered cousins of phades, veiled currents are loose veils of wind who catch prey within their folds.

VEILED CURRENT — CREATURE 8

LARGE AIR ELEMENTAL

Perception +17; darkvision
Languages Sussuran
Skills Acrobatics +18, Athletics +18, Deception +15, Stealth +18
Str +2, **Dex** +6, **Con** +4, **Int** +2, **Wis** +1, **Cha** +3

AC 28; **Fort** +15, **Ref** +19, **Will** +13
HP 100; **Immunities** bleed, paralyzed, poison, sleep
Naturally Invisible The veiled current is invisible at all times. When they take a hostile action of any kind, the veiled current is hidden instead of undetected as the vague outline of their humanoid form becomes faintly visible until the start of their next turn.

Speed fly 50 feet
Melee ◆ static fold +19 (agile, finesse, reach 10 feet), **Damage** 2d10+8 bludgeoning plus Grab (page 232)
Ranged ◆ static scream +19 (range increment 50 feet), **Damage** 2d8+4 sonic
Envelop ◆◆ **Requirements** The veiled current begins their turn with a target of their size or smaller grabbed; **Effect** The veiled current maintains the Grab and coalesces around the creature, stretching themself into a semisolid veil that smothers the creature within. This thereafter has the same effect as if

the veiled current had Engulfed the creature (DC 26, 1d8+8 bludgeoning, Escape DC 26, Rupture 17). As engulfing a creature is a hostile action, the veiled current is hidden instead of undetected every round it has a creature engulfed.

PICTURE-IN-CLOUDS

The shifting shapes of clouds in the sky have captivated the imaginations of mortal children for centuries. Pictures-in-clouds represent this pure possibility of air, transforming into anything the Universe imagines them to be.

PICTURE-IN-CLOUDS CREATURE 13

HUGE AIR ELEMENTAL

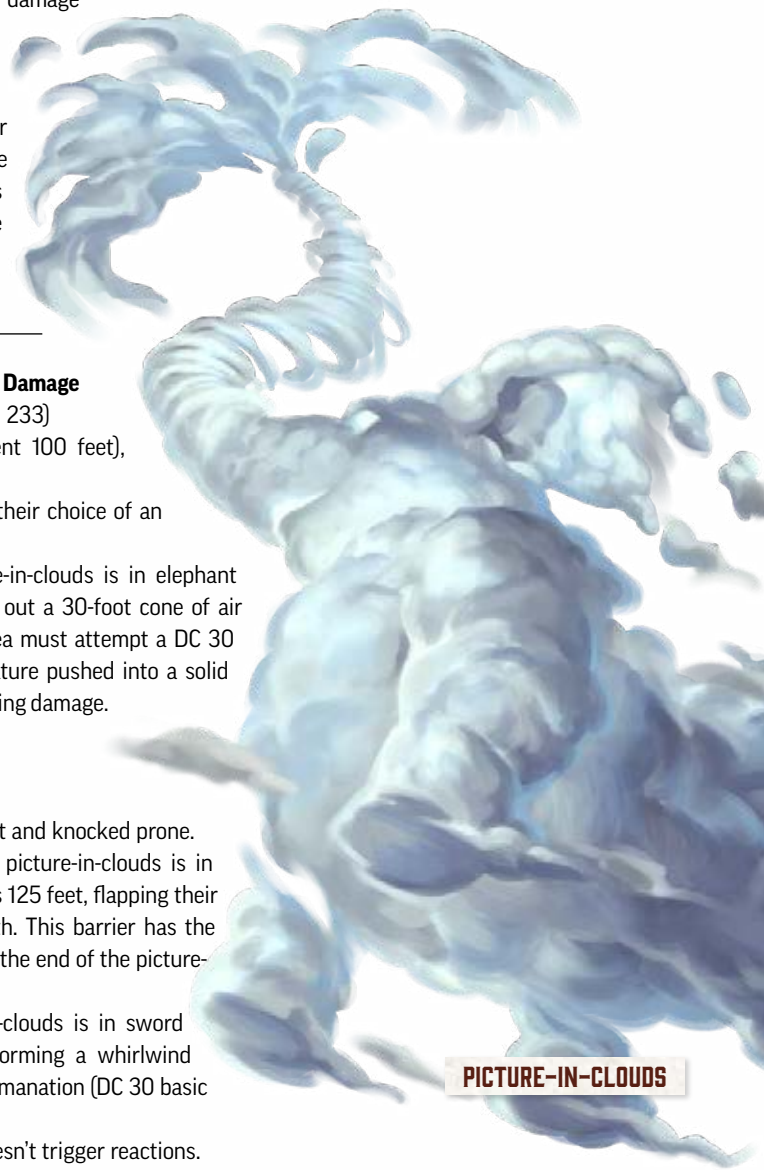
Perception +20; darkvision
Languages Sussuran
Skills Acrobatics +26, Stealth +24
Str +4, **Dex** +8, **Con** +5, **Int** +4, **Wis** +4, **Cha** +4

AC 35; **Fort** +21, **Ref** +26, **Will** +19
HP 175; **Immunities** bleed, paralyzed, poison, sleep
High Winds (air, aura) 60 feet. Air within the emanation is difficult terrain for Flying creatures that don't have the air trait.
Disperse ↻ **Trigger** The picture-in-clouds takes damage from a hostile action; **Effect** The picture-in-clouds disperses. Until the end of the current turn, they can't be attacked or targeted, they don't take up space, and any auras or emanations they have are suppressed. At the end of the turn, the picture-in-clouds re-forms in any sufficient space within 150 feet of where they dispersed; any auras or emanations they have are restored as long as the duration didn't run out while the elemental was dispersed.

Speed fly 100 feet; swiftness
Melee ❖ gust +26 (finesse, reach 20 feet), **Damage** 3d10+10 bludgeoning plus Push 15 feet (page 233)
Ranged ❖ lightning lash +26 (range increment 100 feet), **Damage** 3d12 electricity
Cloudgaze ❖ The picture-in-clouds shifts into their choice of an eagle shape, elephant shape, or sword shape.
Elephant Blast ❖❖ **Requirements** The picture-in-clouds is in elephant shape; **Effect** The picture-in-clouds breathes out a 30-foot cone of air from their cloudy trunk. Creatures in the area must attempt a DC 30 Fortitude save to stand their ground. A creature pushed into a solid object stops moving and takes 4d10 bludgeoning damage.
Critical Success The creature is unaffected.
Success The creature is pushed 20 feet.
Failure The creature is pushed 40 feet.
Critical Failure The creature is pushed 40 feet and knocked prone.
Feather Storm ❖❖ (move) **Requirements** The picture-in-clouds is in eagle shape; **Effect** The picture-in-clouds Flies 125 feet, flapping their wings and creating a barrier along their path. This barrier has the effects of *wall of wind* (DC 30) and lasts until the end of the picture-in-clouds's next turn.
Slicing Wind ❖ **Requirements** The picture-in-clouds is in sword shape; **Effect** The picture-in-clouds spins, forming a whirlwind that deals 5d8 slashing damage in a 15-foot emanation (DC 30 basic Reflex save).
Swiftness The picture-in-clouds's movement doesn't trigger reactions.

INVISIBLE COURTIERS

Formless and invisible elementals are the favored children of Hshurha, the air elementals' mother goddess. They receive favorable treatment in her realm, Verglas Precessional, where they serve as trusted advisors, emissaries to other planes, and members of her personal retinue, in addition to performing clandestine tasks the goddess wishes to keep hidden.



PICTURE-IN-CLOUDS

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LADY DARIYA'S DAZZLING EMPORIUM

The reclusive jaathoom gem dealer and silversmith Lady Dariya crafts enchanted jewelry out of rare and unusual planar materials. She operates Lady Dariya's Dazzling Emporium in Shadow Absalom. She's also on rocky footing with Armun Kelisk and rumored to be in exile from the Plane of Air now that Ranginori has returned.



GENIE, JAATHOOM

Exalted jaathoom shuyookhs are ostentatious purveyors of dreams and nightmares. They can remain invisible like any jaathoom, but prefer to make themselves visible to better communicate and express their individuality through bright fabrics, expensive jewels, and flashy displays of excess.

JAATHOOM SHUYOOKH — CREATURE 10

RARE LARGE AIR ELEMENTAL GENIE

Perception +22; darkvision

Languages Common, Sussuran (can't speak any language); cloud of visions

Skills Acrobatics +21, Arcana +20, Athletics +19, Crafting +17, Deception +22, Diplomacy +22, Society +20, Stealth +17

Str +5, **Dex** +7, **Con** +3, **Int** +5, **Wis** +3, **Cha** +6

Items *+1 striking jambiya* (functions as a dagger)

Cloud of Visions (arcane, aura, mental) 120 feet. A jaathoom has telepathy 60 feet but can only show images rather than speaking.

AC 39; **Fort** +17, **Ref** +21, **Will** +19

HP 150

Turbulent Skies (air, arcane, aura) 20 feet. Swirling winds make all squares in the emanation difficult terrain for Striding and Flying creatures. Creatures with the air trait are immune. The jaathoom can activate or deactivate this aura as a single action, which has the concentrate trait.

Naturally Invisible The jaathoom is invisible at all times. They can become visible or return to invisibility as a single action, which has the concentrate trait.

Speed 25 feet, fly 75 feet

Melee ❖ *jambiya* +24 (agile, finesse, magical, reach 10 feet, versatile S), **Damage** 2d4+11 slashing plus 1d12 electricity

Melee ❖ fist +23 (agile, finesse, nonlethal, reach 10 feet, unarmed), **Damage** 1d6+11 slashing plus 1d12 electricity

Ranged ❖ crashing wind +23 (air, arcane, range increment 50 feet), **Damage** 3d8+8 bludgeoning

Ranged ❖ *jambiya* +24 (agile, magical, thrown 20 feet, versatile S), **Damage** 2d4+11 piercing plus 1d12 electricity

Arcane Innate Spells DC 30; **7th** *interplanar teleport* (at will; to Astral Plane, Elemental Planes, or Universe only); **5th** *illusory creature*, *illusory object*, *nightmare* (×2), *pressure zone* (page 71), *sleep* (×2); **4th** *ill omen*, *vapor form*; **Cantrips (5th)** *detect magic*

Change Shape ❖ (arcane, concentrate, polymorph) The shuyookh transforms into a Small or Medium air elemental or aerial animal, such as an owl (page 232). This doesn't affect the shuyookh's statistics, but it could change the damage type of their Strikes.

Hurricane Blast ❖ (air, arcane) **Frequency** once per round; **Effect** The jaathoom moves all creatures without the air trait in their turbulent skies aura 20 feet directly away, clockwise, or counterclockwise. A creature avoids being moved if it succeeds at a DC 29 Fortitude save.

Impressive Wish (downtime) **Frequency** three times per year; **Effect** The shuyookh conducts a *wish* ritual for the benefit of a mortal, requiring no cost or secondary casters. The shuyookh's result is a success if they succeed at a DC 5 flat check or a failure if not. The shuyookh's visions of the subject's future inform how it interprets the wish.

Ominous Dreams ❖❖ (mental, prediction) The jaathoom sends a prophetic dream into the mind of a sleeping creature within 60 feet. An unwilling creature can avoid the vision if it succeeds at a DC 32 Will save. The jaathoom chooses the dream's subject but not its exact events. The target sees a brief vision of its future related to that subject, with the effect of *augury*. If the result is bad or mixed, the creature is frightened 2 and doesn't start to recover from being frightened until it wakes.

VELDENAR

Some dangers lurking within the Endless Sky can doom prey before they even realize it; such are the ambush tactics of the 20-foot-tall elementals known as veldenars. Their inherent invisibility and pale, almost translucent forms make them among the most deadly creatures to call the Plane of Air home.

Veldenars resemble amphibians from the Universe, albeit with myriad red eyes and an affinity for cold. Hunting along the edges of eternal storms, the event horizons of dead zones, and the banks of sky streams, veldenars prey on the lesser denizens of their home plane. They can often be found using their natural buoyancy to drift among the large chunks of magical ice that crossed onto the Plane of Air from its former border with the Plane of Water. There, they extend their tongues to trap unwary flying insects or adventurers who might happen to float by. Their multiple eyes keep watch for their next meal even while devouring current prey.

The intense cold of a veldenar's stomach rapidly incapacitates its victims, allowing the predator to focus on returning to invisibility and finding a secluded spot to digest. Victims who escape the veldenar's stomach often feel chilled to the bone for days.

Veldenars aren't discerning about who or what they inhale. As a result, kinds of scrap can collect in their stomachs, especially inorganic material. Those hunting veldenars often wait until the elemental needs to regurgitate debris, as this is one of the few times a veldenar can be caught in a compromising position, unable to capture anything due to their clogged esophagus.

VELDENAR — CREATURE 11

HUGE AIR ELEMENTAL

Perception +24; all-around vision, darkvision
Languages Sussuran
Skills Athletics +20, Intimidation +20, Stealth +23
Str +7, **Dex** +5, **Con** +5, **Int** –2, **Wis** +2, **Cha** +0

AC 32; **Fort** +24, **Ref** +21, **Will** +18
HP 190; **Immunities** cold; **Resistances** electricity 10; **Weaknesses** fire 10

Natural Invisibility A veldenar is naturally invisible and only becomes visible when using a hostile action. Creatures it has engulfed remain visible within it, albeit slightly blurred by the veldenar's translucent skin.

Viscous Breath (air, aura) 15 feet. The veldenar raises the viscosity of the surrounding air just by breathing it. Creatures who enter or start their turn within the emanation treat the area as difficult terrain and take a –2 status penalty to any non-magical physical attacks they attempt. This aura is suppressed whenever the veldenar has a creature engulfed.

Reactive Strike ↻ (page 233)

Speed 25 feet, fly 25 feet

Melee ❖ tongue +25 (reach 15 feet), **Damage** 2d10+10 bludgeoning plus 1d10 cold

Vacuum ❖❖ (air) **Requirements** The veldenar doesn't have a creature engulfed; **Effect** The veldenar forcefully unlocks then expands its jaws to inhale the air in a 15-foot cone before it, pulling Large or smaller creatures into its cavernous maw. The veldenar Engulfs the creatures in the area (DC 27, 1d10+10 cold, Escape DC 27, Rupture 25). See the Engulf rules on page 232.



PAIRED PREDATORS

Veldenars bond in partnership for life, which can be well over a century. Utilizing their ambush pack tactics, one veldenar will often drive potential prey into their partner's clutches. Visitors to the Plane of Air should keep in mind that if they happen to spot one veldenar, another is likely close by.

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The Embrace of Abundance

I am old, child, but not even I was here when the Plane of Earth was new. I have known Sairazul as long as I have known anything, and she told me long ago that the Plane of Earth's primordial form was like a single, unbroken ore—solid, with neither crack nor crevice. Over time, the Inner Sphere took its shape around her, and the elements began to change and influence each other; we call this the elemental cycle. That brick of earthen stone cracked and carved into the pathways and chasms familiar to us now, much like time and erosion shape the mountains of the Universe. This phase of earth came and went before the first mortals entered the multiverse.

When Sairazul told me this, I felt grateful to know the Plane of Earth as it is. An earth that exists unbroken and outside the cycle, uninfluenced by the other elements, has always seemed an earth divorced from its own context; I am not sure I would recognize it. The Plane of Earth I know is a monument to the shaping and carving that make and have made it what it is. Elemental earth is rich in minerals, stones, and other precious things, yes—but also in raw potential for creation. As readily as earth makes bricks and mountains, so too does it build caverns, tunnels, and stalagmites, which it must carve and shear and shape into themselves. Earth takes time to come into its own, child. It is built up, and it is carved down; that cycle is what makes it earth.

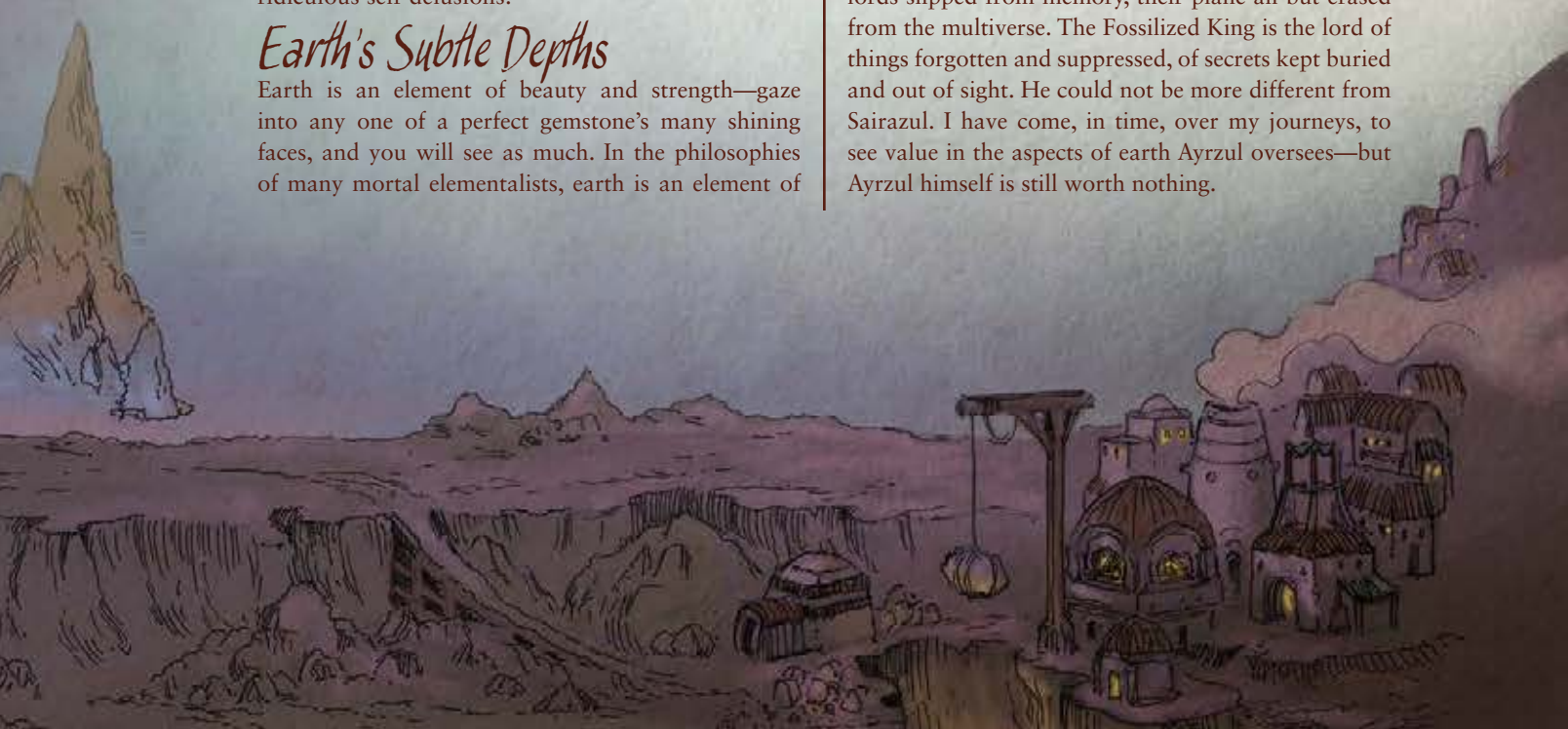
I see this in myself, as one of earth's children. As a grain of sand ground from its own being. My body, my mind, were reshaped by time, magic, and Sairazul's rewards for my long service. Forces of control claim to exalt the steadiness of stone. It is not stone that is unchanging, but their parade of ridiculous self-delusions.

Earth's Subtle Depths

Earth is an element of beauty and strength—gaze into any one of a perfect gemstone's many shining faces, and you will see as much. In the philosophies of many mortal elementalists, earth is an element of tremendous strength and fortitude, capable of bearing even the heaviest burdens. An understanding of earth would serve as a solid foundation in your journey to master all six elements; if you are a quick study, I could have you ready for the other five in a mere century.

Earth's place in the elemental cycle, fed by fire and feeding metal, is fundamental. Fire and lava settle into solid form, their chaos slowing down. As the earth naturally erodes, the metal within becomes exposed to feed the Plane of Metal. The element of wood cracks stone and tunnels into soil, an important step in regulating earth's nature. The return of the Plane of Wood pleases me greatly; I hope to see its roots reach out to my home plane within my lifetime. When first I learned to use and shape the elements, I was taught to empty my mind of distractions. Earth is nurturing and life-giving; it is the soil of the field and the shield of the mountains. Let the element envelop you, and you will feel the strength and support of its unending embrace.

Like all Elemental Planes, the Plane of Earth is ruled by two opposing Elemental Lords, each representing different aspects of the element. My old ally Sairazul, the Crystalline Queen, mother to so many across the multiverse, is the lord of nurturing earth and beautiful things, of precious gems and shining shimmering crystal, and of fecund and fruitful creation. All that is good and beautiful across the Inner Sphere can be found within Sairazul's bounty. Foul Ayrzul, on the other hand, is the jealous lord of an irradiated, labyrinthine prison. When Sairazul was lost to us, Ayrzul preyed on her children, manipulating them until they forgot her and worshipped him as their patron. Not content to steal only from her, the deceiver claimed dominion of metal for eons while metal's true lords slipped from memory, their plane all but erased from the multiverse. The Fossilized King is the lord of things forgotten and suppressed, of secrets kept buried and out of sight. He could not be more different from Sairazul. I have come, in time, over my journeys, to see value in the aspects of earth Ayrzul oversees—but Ayrzul himself is still worth nothing.





About the Author

Ancient even among geniekind, the jabali Jaram was one of Sairazul's long-time allies on the Plane of Earth. After her imprisonment, he embarked on a journey of self-reflection, leaving the search for Sairazul to her consorts. The Plane of Earth is his true home, and he feels inseparable from it. His meditations reveal truths about the plane as well as himself.

Rhinestone in the Rough

Earth is everywhere in the Universe, child. The wealth and beauty of the element is truly abundant. How fortunate you are for it to furnish every corner and crevice of your tiny world with riches and wonders the likes of which many mortals can only dream. Look at the mountains! Have you truly seen such colossal monuments of pure earth for what they are, and appreciated their magnitude? They cut across your world like none other and yet are only one of earth's many riches in the Universe. Rivers of shimmering ruby flow through the mountains, and sheets of quartz lie beneath the ground you walk on, buried alongside countless other treasures. The food that nourishes you grows deep within the dirt as well, given strength by the earth. Farming and agriculture rely on harnessing elemental earth, and your civilizations could never have grown without it.

The parallels some mortals see between the Darklands beneath Golarion's surface and the many twisting caves and caverns cutting through the Plane of Earth are, surprisingly, not unfounded! Xiomorns, among Sairazul's first children on the Plane of Earth, first built their great vaults across our plane before leaving for the Universe. The ruins of their civilization can be found all through the center of your world, child, just as in ours. In the Darklands, explorers call these ruins the Vaults of Orv, and they know xiomorns simply as the ancient Vault Builders. Xiomorn influence can be found aboveground in your River Kingdoms, as well, where a spike of pure emerald, extending only a few meters above ground, descends for miles into the earth. Both sites overflow with elemental power and will remain connected to the Plane of Earth, radiating planar energy, until the end of time.

Elemental Burrows

The Plane of Earth is filled with infinite caverns and tunnels, but most are interconnected. Though these cavern paths are the only routes a mortal like you can take, their reticular nature should keep you from becoming trapped. Many mortals feel lost on the plane—but finding your way could not be easier. Every cavern is its own landmark, designated with a unique symbol or stone. Once you know the marks of your path, you simply follow them until you reach your destination.

In the Inner Sphere, the Plane of Earth lies with the Plane of Fire outside it, and the Planes of Metal and Water sharing its inner shell. The Plane of Metal was hidden alongside us, folded back upon itself, for millennia uncounted, giving the appearance that water was our natural neighbor. Now metal has returned, and grows even as we speak, but progress will be too slow for mortal instruments to measure. One day, there will be no connection to water left, but its presence has left our plane forever changed, even as the original planar order reasserts itself.

Before the schism, the Plane of Metal left vast deposits in the Plane of Earth. Though Ayrzul used these remnants to claim the Lord of Metal title while its true stewards were absent, these veins of gold and steel are planar bubbles like all the rest. Lord Sairazul's realm lies close to an expansive area where metal meets earth. The lords of metal are unimpressed by Ayrzul's petty antics, but the Crystalline Queen remains metal's steadfast ally.

Where the Planes of Earth and Fire meet, lakes of magma and slag are interspersed with shimmering glass caves and tunnels filled with black char and smoke. An uneasy peace currently holds at the border between the two planes, but the jabalis' capital isn't far, and their hatred for their counterparts of fire is legendary. Since Sultana Ashadieeyah bint Khalid took the jabali throne, the Opaline Vault has refused to entertain delegates from the Plane of Fire entirely.

Warnings Etched in Stone

The Plane of Earth is filled with beauties and wonders, but there are dangers on the plane you must look out for while you explore. Cave-ins are common and can prove deadly for the unprepared. Near the border with the Plane of Fire, caverns can fill with smoke and poisonous gases created when the elements mix. With no way to dissipate, these foul pockets sometimes sit for centuries. The planar border is particularly dangerous for those of us who rely on these tunnels to travel through stone.

The Blistering Labyrinth

At the center of our infinite expanse lies Ayrzul's domain, an irradiated subterranean maze that infects anyone unwise enough to enter. Everything in the Blistering Labyrinth, from the smallest stone to the bones of those who perished within, is seeped in radiation; anything removed from the realm will spread disease through the plane. Few treasures, if any, are worth the price you pay for finding them in the Blistering Labyrinth.

The Deadground

The Deadground is a cursed place, child—worse even than the labyrinth. Its breadth, as vast as a continent

on Golarion, is filled with dross and ash instead of stone and soil. I have told you how earth is a life-giving element, full of the potential for creation. The land we call the Deadground is the opposite, a danger to all life. The stone here has been made wrong, lacking the spark of life present in all other stone, the essence of earth that defines it across the plane. If you seek to explore it, or to search for the cause of its condition, beware the undead darvakkas who stalk the area. Ravenous urveths, as wrong and dead as the ground they haunt, burrow through the fragile ash, ending any life that crosses their path.

THE SALINE SARCOPHAGUS

The Saline Sarcophagus is a chasm vast enough to fit your entire world of Golarion inside its walls. The ground of the sarcophagus is salt, as fine as sand and littered with sinkholes, each connected to a miles-long shaft that twists and turns before ending in a portal. Some of these portals lead to the Plane of Air, others to the skies of different worlds across the Universe. With the Plane of Metal returned, I have heard rumors that some of the portals lead into the heart of the Scouring Tempest, a terrible storm that rampages across that plane.

Earth elementals called sand sentries guard these portals and help keep unprepared or lost travelers from accidentally falling in. The sentries' tradition dictates that they must work to contain creatures who use the portals to enter the Plane of Earth. They warn those leaving the plane via the portals that they may not return the way they came, lest they become the next interlopers the sand sentries must apprehend.

The sinkholes are not the only danger of the sarcophagus, either. The air inside the great chamber is incredibly dry, and most humanoids find their skin beginning to crack and peel within mere hours. A trip into the sarcophagus without adequate hydration typically ends in death by desiccation.

Foundations for Growth

The Plane of Earth has been home to many civilizations, some past, some present, and surely more in our future. Xiomorns, who built incredible vaults spanning the entirety of the plane, left eons ago to travel and build other worlds. All remains of their works now are ruins scattered between other realms, the smallest traces of their empire's grandeur during its prime. You will see them much in your travels.

During Sairazul's imprisonment, we jabalis rose to great power. Others of my kind now rule over the plane's greatest empire from their Opaline Vault. Their so-called Peerless Empire spans the entirety of the Plane of Earth, from one set of borders to the other. If you need a safe place outside of the Peerless Empire, you can turn to the Emergent Facet or seek out one of the many realms ruled by crystal dragons. Unlike my kind, they will offer hospitality and sanctuary to any who enter their domain.

PETRAN

Mortals often liken Petran to the sound of grinding stone and crunching glass, reminiscent of the chitters and calls of insects like cicadas. The language is spoken differently across the Plane of Earth, and outsiders often don't realize that the melodic twinkles of a jabali sing-speaking in the Peerless Empire is the same tongue as the scraping and crunching of an argumentative earth elemental or the shrill, grating abrasions created in an earth scamp's throat. Mortals often speak the language by knocking their knuckles together, or by using small bags of rocks and dirt.

BUHAYRAT AL-NAAR

The citadel of Buhayrat al-Naar, on the border of the Planes of Earth and Fire, claims outwardly to be a diplomatic outpost between the Peerless Empire and the Dominion of Flame. Beneath the surface, however, the outpost's position on the Plane of Earth is far more complicated.

It is an open secret in the Peerless Empire that Sultana Ashadieeyah bint Khalid has long considered the settlement an affront to her power. She vowed vengeance against the Dominion of Flame for killing her father half a millennium ago, and she refuses to cede any border territories to them. The fortress's ifrit leader, General Baalzakeem, recently made a small concession to the sultana, officially changing the outpost's name from Lavaloch to the Peerless Empire's preferred name. Posted far from his home plane, he seems to be looking for an alternative to working under the Dominion of Flame and might become a subtle ally to Sultana Ashadieeyah in her quest for revenge.

CITRINIDE

Some caverns on the Plane of Earth are so small you can barely squeeze through them. Citrinide is not. Its roof, huge like the underbelly of a great continent, is lined with huge citrine stalactites that bathe everything in a pale yellow glow. Nearly 40 city-states populate the cavern, each with diverse populations and distinct rulers outside the domain of the Peerless Empire.

Beautiful Topallah, one of Citrinide's city-states, is one of the Plane of Earth's true wonders, ruled by the crystal dragon Amchromis. The breathtaking, gem-encrusted frescoes of its outer walls alone make Topallah worth a visit. Yet exercise caution, for a few rumors suggest Amchromis has been deposed and imprisoned by rivals of other city-states, and you do not want to treat with them, child, I assure you.

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STONETIDE

GOLDHIVE

The Peerless Empire has 86 treasured resource holds, and Goldhive—unending miles of raw gold deposits where the empire borders the Plane of Metal—is one of them. Even after centuries of ceaseless mining, Goldhive's resources are not depleted in the least.

The imperial jabalis recently removed the hold's former overseers from duty due to corruption and ineptitude. No longer relying on trust alone, they have bound several lampads to Goldhive's cavernous mines. As these nymphs are unable to safely leave their cave, the jabalis believe their loyalty secure. Though outwardly friendly, these overseers report all troublesome visitors and theft from the mines without reservation. Stay cautious, child.

THE OPALINE VAULT

Capital of the Peerless Empire and ancestral home of jabalis, the Opaline Vault is located near the border between the Plane of Earth and Plane of Fire. The city is exquisitely beautiful. Enchanted orbs of light reflect a kaleidoscope of colors against the pearl-white veneer of the buildings; taken with the lake of melted gemstones at the center of the city, the capital certainly earns its moniker of the Rainbow Metropolis.

My jabali kindred maintain peaceful relationships with most other residents of the Great Beyond, with the exception of the ifrits of the Dominion of Flame. A great deal of trade happens within the walls of the Opaline Vault thanks to jabalis' skill in diplomacy and the strength of the trade agreements they have brokered across the planes. They are not to be trifled with, but they have a vested interest in maintaining diplomatic relations with any plane that is not the Plane of Fire, so as to keep wealth flowing into their empire.

SOMNISPHERE

The prison and nature preserve for earth elementals called the Somnisphere consists of gigantic rings of concentric glass, filled with numerous smaller cells of reinforced glass with magically sealed doors. Labyrinthine tunnels connect the different wards. A xiomorn named Keevauchtum serves as warden, commanding many subordinates. Xiomorns are, to my mind, best left to their own vaults and kept out of elemental affairs. To have this one spend most of their focus on magically pacifying enraged elementals annoys me in ways I cannot say. The Somnisphere is truly enormous, making an appealing target for anyone who could stage a jailbreak and gain the loyalty of its prisoners.

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STONETIDE

Stonetide is a confederation of independent cities, all built where the Plane of Water met the Plane of Earth and turned the ground to sludge. Most of Stonetide's cities are part of the Peerless Empire, ruled by jabalis or elementals loyal to the sultana, but some are fully independent. Millennia of ceaseless tides flowing into the region from the Plane of Water have swept the ground into the sea and eroded the earth's foundations into mud.

The greatest of Stonetide's cities is the Ascending Metropolis, ruled by Baahir Nagi, a jabali sheikha. Rather than fight the tides, the Ascending Metropolis builds ever upward, beginning new constructions directly on top of the old while the lower levels sink into the muck.

Mountains Among Dust

For an epoch, Ayrzul, the Fossilized King, held undue influence over the Plane of Earth, manipulating the land and changing the element for his own purpose. He stole from the lords of metal, and he stole from his counterpart and opposite, Sairazul. Now that the Crystalline Queen has returned to the Plane of Earth, however, she has begun the task of healing the plane and taking back what is hers. Many of her consorts and allies have returned to her court, myself among them. There will be a reckoning for the damage Ayrzul has wrought.



NIVI RHOMBODAZZLE

The current ruler of the Peerless Empire, Sultana **Ashadieeyah bint Khalid**, has served for only 500 years. She wages war against the Dominion of Flame even more aggressively than her father and has done so ever since ifrits took his life on the battlefield. Obsessed with this front, the sultana has paid little mind to the arrival of the Plane of Metal on the plane's other border, save for ordering the savvy merchants at her beck and call to open new trade routes. The Peerless Empire is on the precipice, stretched thin by the costs of war, and I suspect she views this opportunity as a lifeline, yet she fails to commit to making it a strong relationship, her eyes always gazing into the flames.

Nivi Rhombodazzle, though she does not maintain her own realm here, often visits our plane in search of gemstones and games of chance. Once a mortal gnome, Nivi won her godhood from the god Torag, wagering a gemstone filled with xiomorn magic she found in Golarion's Darklands against his godhood. A temple to Nivi Rhombodazzle can be found in the basement of a gambling hall in the Opaline Vault. Priestess **Zanvadir**, an oread gnome cleric with a fondness for card games, maintains the temple, which serves both as a place of worship for the goddess and a place of refuge within the Peerless Empire. Secret tunnels magically hidden from imperial eyes connect the temple to the outside of the city, so Nivi's faithful can help those on the wrong side of the empire access the capital's safely.

EARTH ADJUSTMENTS

To quickly give a creature a magical connection to the element of earth, you can use the following adjustments.

- Add the earth trait.
- Add tremorsense 60 feet (imprecise).
- If it has any languages, add Petran.
- Add a burrow Speed of 20 feet, or 40 feet if the creature is 8th level or higher.
- If the creature can cast spells, you can replace spells with earth spells of the same rank, such as: **Cantrip** *scatter scree*[SoM], **1st** *pummeling rubble*[SoM], **2nd** *exploding earth* (page 94), **3rd** *one with stone*, **4th** *mountain resilience*, **5th** *wall of stone*, **6th** *petrify*, **7th** *heaving earth* (page 95), **8th** *earthquake*.

PLANE OF EARTH — PLANE

EARTH

Category Inner Plane
Divinities elemental lords of earth, Nivi Rhombodazzle
Native Inhabitants crystal dragons, earth elementals, jabalis, shades (earth pneuma)

A great and rocky shell situated between the Plane of Fire and Plane of Water, the Eternal Delve hosts a unique and varied ecology of creatures at home in its rocky depths. Far from an endless, solid expanse, the Plane of Earth is riddled with great caverns and cave systems, excavated artificial vaults, vast crystalline geodes, and underground oceans and springs of magma where it borders its neighboring planes. Housing untold riches in gemstones and veins of precious metals, the Plane of Earth is an attractive setting for planar travelers seeking wealth and willing to risk environmental hazards and the wrath of elementals, jabalis, and other inhabitants who resent the plunder of their home.

While elementals have little organized society, the jabali genies' Peerless Empire rules much of the plane from its capital, the Opaline Vault–a rainbow-lit city within a 30-mile-wide geode cavern. They brook little dissent, and their rule can be harsh. However, they are downright welcoming compared to Ayrzul the Fossilized King, the hated elemental lord of earth who rules a great expanse of rock from his radiation-poisoned domain, the Blistering Labyrinth.



Ayrzul

The Fossilized King

Areas of Concern bone, buried secrets, earth, radiation

Edicts obscure your true motives, slowly poison others, use the strength of stone to protect yourself and your secrets

Anathema make a fire larger or hotter than necessary, remove a creature's petrified condition

Divine Attribute Strength or Constitution

Devotee Benefits

Cleric Spells 1st: *shockwave*[LOGM], 2nd: *summon elemental* (earth only), 6th: *petrify*

Divine Font *harm*

Divine Sanctification must choose unholy

Divine Skill Deception

Domains destruction, earth, might, secrecy; **Alternate Domains** cities, dust, metal (page 145), undeath

Favored Weapon morningstar

In the depths of the ossified and radioactive caverns of the Blistering Labyrinth, Ayrzul plots. His dominion over the Plane of Earth after the imprisonment of his enemies brought few changes, suggesting he might have been content with proceedings on the Plane of Earth itself but had ambitions beyond it. The disappearance of the Planes of Metal and Wood brought Ayrzul a measure of security, yet he seeks total control, with no challengers to his power. To Ayrzul, secrecy and patience is of the utmost importance. Now, he waits in the shadows for the opportunity to strike at the target he truly desires to defeat: Ymeri. Ayrzul knows he must crush the Queen of the Inferno's forces and depose her for his goal to be attainable.

Over the eons, Ayrzul won significant victories. By imprisoning his rival Sairazul, Ayrzul invaded the Plane of Metal and seized the portfolio of metal from Laudinmio. Co-opting the sickening radiation of certain metals, he built his labyrinthine fortress. He also forced the armies of wood lord Verilorn to retreat from an invasion of the Blistering Labyrinth, bringing an insidious and ravaging sickness back to the Plane of Wood with them. All as Ayrzul desired.

The Fossilized King is primarily worshipped by xiomorns (page 108). For eons, they built underground vaults in the Fossilized King's name in which he hid many secrets. However, their worship has been declining since they began migrating to the Universe.

Avatar

When casting the *avatar* spell, a worshipper of Ayrzul gains the following additional abilities.

Ayrzul Speed 50 feet, burrow Speed 30 feet, immune to petrified; **Melee** ❖ fossilized jaw (reach 20 feet), **Damage** 6d8+6 piercing; **Ranged** ❖ radioactive ray (range increment 120 feet), **Damage** 4d6+3 poison plus 2d6 persistent poison

SAIRAZUL

The Crystalline Queen

Areas of Concern bounties of the earth, caves, fertility, gems
Edicts aid childbirths, care for Sairazul's children, mine responsibly, shelter others within stone and earth
Anathema collapse an earthen structure on a creature, damage subterranean natural wonders
Divine Attribute Constitution or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *shattering gem*[LOGM], 2nd: *expeditious excavation*[LOGM], 4th: *mountain resilience*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Nature
Domains earth, family, toil (page 97), wealth; **Alternate Domains** creation, protection
Favored Weapon pick



Mother to countless species of outsiders across the multiverse, Sairazul the Crystalline Queen is an elemental lord worshipped by crystal dragons, earth elementals, burrowing creatures, and by mortals who work with the earth and seek her favor in their homes. Captured for eons in the magical *Moaning Diamond*, she was freed only recently.

Stories of Sairazul's life prior to her imprisonment catalog her many consorts and lovers. A few have survived the ages without her. The jabali Farah abd Aziz and the ancient dragon Rezthyrian spent millennia searching for her and working toward her freedom. Both have reunited with the goddess. The Crystalline Queen has also been spending time with Feronia, a fertility goddess on the Plane of Fire, and Arshea, one of the empyreal lords, nurturing new connections across the planes. Sairazul was allied with the elemental lord of metal, Laudinmio before their imprisonments, and is attempting to reawaken the relationship to protect both realms against their shared foe Ayrzul. But so far, Laudinmio remains withdrawn.

Since her return to the Plane of Earth, Sairazul has established her new domain, the Emergent Facet, close to the border between the planes of earth and metal. The palace is a huge, organic emerald with gold veins that blossomed from the earth to grow a network of walls and rooms. The realm continues to expand into endless new chambers and tunnels. The goddess's children, consorts, and followers are all welcome and made family in her domain, as are travelers who lose their way on the Plane of Earth. The goddess has been building a permanent portal to the Plane of Metal, connecting her realm to that of Laudinmio's.

Sairazul's greatest cathedrals are sculpted from marble and encrusted in gemstones, founded to give new life to empty caverns and mines. Humbler temples are found all over the planes where the goddess is worshipped—an altar needs only a few raw crystals to be dedicated to the Queen.



AVATAR

When casting the *avatar* spell, a worshipper of Sairazul gains the following additional abilities.

Sairazul Speed 50 feet, burrow Speed 30 feet, immune to petrified; shield (15 Hardness, can't be damaged); **Melee** ❖ pick (fatal d10, reach 15 feet), **Damage** 6d6+6 piercing; **Ranged** ❖ returning gemstones (agile, nonlethal, thrown 60 feet, versatile bludgeoning), **Damage** 6d6+6 piercing

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EARTH SPELLS

Elemental earth is characterized by strength and resilience; its steady power is as enduring and vast as a planet. Earth magic infuses everything from soil and sand to rock and crystal, and it can be as delicate as it is powerful. Its adaptability allows practitioners to protect their allies, crush their foes, manipulate battlefields, and unearth hidden secrets.

BURROW WARD ◆◆ SPELL 2

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Area 15-foot emanation

Duration sustained up to 1 minute

You solidify the earth around you, hindering burrowing creatures. Creatures that can't burrow through stone can't burrow through the area. Such creatures already underground within the area must succeed at a Fortitude save or be ejected from the area toward the surface. Those who succeed are forced out of the area but can remain underground. Creatures that can burrow through stone treat the area as difficult terrain.

Heightened (5th) You create a 30-foot emanation.

CAVE FANGS ◆◆ SPELL 3

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range 60 feet; **Area** 20-foot burst

Defense basic Reflex; **Duration** 1 minute

Sharp flowstone formations protrude from the ground and ceiling, dealing 6d6 piercing damage to creatures in the area with a basic Reflex save. Densely packed with protrusions, the area becomes difficult terrain for the duration. The protrusions turn to dust when the spell ends. You can Dismiss the spell.

Heightened (+1) The damage increases by 2d6.

ENGRAVE MEMORY SPELL 5

UNCOMMON CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Cast 1 minute

Range touch; **Targets** 1 stone of at least 1 Bulk

Duration unlimited

You store memories inside a stone. This memory can convey up to 10 minutes of material. When you Cast this Spell, choose a command word. Doing so creates a carved symbol on the stone that hints at the word. Any creature can access the memories stored within the stone by using an action to speak the command word.

As it imparts the memories, the stone crumbles to dust, but the memory is infallibly available to the creature that activated the stone for the next 24 hours. After that time, the creature's normal capacity for memory must be relied upon to recall the stone's imparted memory. It's up to the GM what benefit the imparted memory grants, from circumstance bonuses to checks related to the memory or clear information on subjects the memory covers.

EXPLODING EARTH ◆◆ SPELL 2

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature

Defense AC

You throw a hard-packed ball of earth and stone at a creature, and the projectile explodes upon impact. Attempt a spell attack against the target's AC. If you hit, you deal 4d6 bludgeoning damage plus 1d6 bludgeoning splash damage. On a critical hit, double the initial damage, but not the splash damage, and the target you hit must succeed at a Fortitude saving throw or fall prone.

Heightened (+2) The damage increases by 2d6, and the splash damage increases by 1d6.

GLASS FORM ◆◆ SPELL 4

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 willing creature

Duration 10 minutes

You grant the target properties of dull, transparent glass. The target becomes concealed, has no scent, and can't bleed. They gain resistance 5 to acid, cold, electricity, and piercing damage and weakness 5 to sonic and bludgeoning damage. A creature in this form is affected by the *shatter* spell as though the creature were an unattended object. Each time the target takes damage to which the spell grants resistance or weakness, reduce the duration by 1 minute.

Heightened (+2) The resistances and weaknesses increase by 5.

GLASS SHIELD ◆ CANTRIP 1

CANTRIP CONCENTRATE EARTH

Traditions arcane, primal

Duration until the start of your next turn

Defense basic Reflex

You summon a layer of clear glass to keep you from harm. This cantrip functions as the *shield* spell, except it has Hardness 2 and 4 Hit Points. If this shield breaks, provided the breaker is within 5 feet, they must succeed at a basic Reflex save or take 1d4 piercing damage from the glass shards.

Heightened (3rd) The shield has Hardness 4 and 8 Hit Points, and the damage increases to 1d4 + your spellcasting attribute modifier.

Heightened (5th) The shield has Hardness 7 and 16 Hit Points, and the damage increases to 2d4 + your spellcasting attribute modifier.

Heightened (7th) The shield has Hardness 10 and 24 Hit Points, and the damage increases to 3d4 + your spellcasting attribute modifier.

Heightened (9th) The shield has Hardness 12 and 32 Hit Points, and the damage increases to 4d4 + your spellcasting attribute modifier.

GRASPING EARTH ◆◆ SPELL 4

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range 60 feet; **Area** 10-foot burst on the ground

Duration sustained up to 1 minute

Defense Fortitude

Handlike protrusions of rock and soil grab and bury creatures. Each creature in the area when you cast the spell, and each creature that ends its turn in the area during the spell's duration, must attempt a Fortitude save. The first time each round you Sustain this spell, each creature still grabbed by the earth takes 1d6 bludgeoning damage, and each creature restrained by the earth takes 2d6 bludgeoning damage. A creature can attempt to Escape, rolling against your spell DC.

Success The creature is unaffected.

Failure The creature is grabbed by the earth.

Critical Failure The creature is restrained by the earth.

Heightened (+2) The bludgeoning damage dealt when you Sustain this spell increases by 1d6 for grabbed creatures and 2d6 for restrained creatures.

HEAVING EARTH ◆◆ SPELL 7

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature or object on the ground

Defense Reflex

You strike the ground, and unleash a wave that travels through the struck surface to the target. The effect ends as soon as it can't travel through a solid surface, such as a stone floor. Each creature in a line between you and the target is shaken by tremors and must attempt a Reflex saving throw against your spell DC. A creature that fails this save is pushed 10 feet away from you.

The wave explodes once it reaches the target, showering the target with earth and stone and dealing 12d10 bludgeoning damage with a basic Reflex save. A target that fails its save against this explosion is also pushed back 10 feet and knocked prone. A creature subject to the explosion doesn't need to save against the tremors.

Heightened (9th) The wave explodes on one additional target of your choice in the line to the final target.

INSTANT POTTERY SPELL 1

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Cast 1 minute

Range 10 feet

Duration 1 hour

You pull earthen material out of the environment, then shape it into one or more earthenware objects that, in combination, can be up to light Bulk. Alternatively, you can cast this spell on objects previously created with this spell, extending their duration. No object can have intricate artistry or complex moving parts, can fulfill a cost or the like, or is made of anything more than clay or earth. Each object is obviously the product of temporary magic and thus can't be sold or passed off as a valuable item.

Heightened (2nd) You can create objects of up to 1 Bulk. They last 8 hours.

Heightened (3rd) You can create objects of up to 2 Bulk. They last 24 hours.

INTERPOSING EARTH ↷ SPELL 1

EARTH MANIPULATE

Traditions arcane, primal

Trigger You are the target of a Strike or would attempt a Reflex save against a damaging area effect.

Duration 3 rounds

You raise a flimsy barrier of earth to shield you from harm. This barrier is 1 inch thick, 5 feet long, 5 feet high, and must be placed on the border between two squares. This barrier appears between you and the source of the triggering effect and grants you standard cover against the triggering effect. If you would be damaged by the triggering effect despite this barrier, the barrier is destroyed, and the damage dealt to you is reduced by 2. The barrier remains in place for 3 rounds (or until destroyed). It has AC 5, 2 Hardness, and 5 Hit Points.

Heightened (4th) The damage reduced increases to 8, the barrier's hardness increases to 8, and the barrier's Hit Points increases to 20.

PAVE GROUND ◆◆ SPELL 2

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Area 60-foot line along the ground

Duration sustained up to 1 minute

You even out the ground and push aside low obstacles. Non-magical difficult terrain or greater difficult terrain composed of earth, rubble, sand, and the like in the area becomes normal terrain. You can attempt a counteract check against magical difficult terrain and greater difficult terrain composed of earthen materials in the area, too, making it normal terrain for the duration if you succeed. The ground doesn't change quickly enough to cause anyone to lose footing, and it doesn't clear concealing features enough to make them non-concealing. At the GM's discretion, if you use this spell on "ground" that has no underlying surface to flatten and clear, such as ice on the surface of a lake, the spell fails.

Heightened (4th) The area increases to a 120-foot line along the ground.

Heightened (6th) The area increases to a 500-foot line along the ground.

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SLIDING BLOCKS

RUBBLE STEP ◆◆ SPELL 2

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 willing creature

Duration 1 minute

The target leaves behind a trail of shifting rubble that typically consists of stones, but you could choose another earthen material, such as loose sand or soil. For 2 rounds, when the target willingly moves out of a space, and if the target is in contact with the ground, the ground in that space becomes difficult terrain. The difficult terrain remains for the spell's duration.

Heightened (4th) The target leaves difficult terrain behind for 1 minute instead of two rounds, and the spell's duration is 10 minutes.

SAND FORM ◆◆ SPELL 3

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 willing creature

Duration 10 minutes

You grant the target's body and gear aspects of sand. The target gains resistance 5 to piercing and slashing damage, has no scent, and can't bleed. In sandy terrain, even when out in the open, the target has enough concealment to attempt to Hide. Each time the target takes damage to which *sand form* grants resistance, reduce the duration of the spell by 1 minute.

Heightened (5th) The resistance is 10.

Heightened (7th) The resistance is 15.

SLIDING BLOCKS ◆◆◆ SPELL 4

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range 120 feet

Duration sustained up to 10 minutes

You conjure up to six 5-foot stone cubes you can gently move with a gesture. Each cube appears in any space within range, and they're capable of levitating. If you conjure a cube in an occupied space or in a space that can't accommodate it, it fails to appear. Each 5-foot cube can be Climbed with a successful DC 10 Athletics check and has AC 10, Hardness 10, and 40 Hit Points. If any of the cubes is ever farther away from you than the range of this spell, it immediately crumbles into dust.

Each time you Sustain this spell, you can move up to two of the conjured cubes up to 10 feet each in any direction, including vertically. You can choose different cubes to move each time you Sustain.

Heightened (+2) The cubes have 10 additional Hit Points, and you can move the chosen cubes an additional 5 feet each time you Sustain this Spell.

TREMOR SIGNS ◆ CANTRIP 1

CANTRIP EARTH MANIPULATE

Traditions arcane, divine, occult, primal

Range 120 feet; **Targets** 1 creature

You send a series of tremors, no longer than a short sentence of speech, toward your target. If the target is within range and connected to the same body of earth as you, the vibrations reach the target through the ground. You need neither line of sight nor line of effect, so a target on another floor of a building is a valid target.

The target can give a brief, vibrational response as a reaction, or as a free action on their next turn, but they must be within range to do so. If they respond, their response is delivered to you through tremors you feel, as with the original message. The tremors impart a clear meaning only if you and the target know that meaning, such as three tremors for a specific warning, two for another. Neither of you can impart a nuanced or new meaning using this spell.

A creature that has tremorsense can feel the vibrations from this spell if the creature is within range of the vibrations at any point during their journey to any target.

Heightened (4th) The spell can target up to 5 creatures.

TREMORSENSE ◆◆ SPELL 2

CONCENTRATE EARTH MANIPULATE

Traditions arcane, occult, primal

Duration 10 minutes

You become aware of vibrations in the ground around you. You gain tremorsense as an imprecise sense with a range of 30 feet. As normal for tremorsense, you can detect a creature only if it's on the same surface as you and only if the subject is moving along (or burrowing through) the surface.

Heightened (3rd) The spell's duration is 1 hour.

Heightened (5th) The spell's duration is 8 hours.

VITRIFYING BLAST ◆◆ SPELL 6

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range 60 feet; **Area** 15-foot cone

Defense Reflex; **Duration** varies

You launch a cone of glass shards, which embed in creatures to turn them partially to glass. The shards deal 8d6 piercing damage to creatures in the area, based on each creature's saving throw.

Critical Success The target is unaffected.

Success The target takes half damage and gains weakness 3 to sonic and bludgeoning damage for 1 round.

Failure The target takes full damage, is slowed 1, and gains weakness to sonic and bludgeoning damage. The weakness is equal to 3 × the slowed value it has from this spell. The target must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the creature's slowed value increases by 1 (or by 2 on a critical failure), to a maximum of slowed 3. A successful save reduces the creature's slowed value by 1 (or by 2 on a critical success). If the creature ends its turn with a slowed value of 0, the effect ends.

Critical Failure As failure, but the target is initially slowed 2.

Heightened (+1) The damage increases by 1d6.

WEAKEN EARTH ◆◆ SPELL 1

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 creature, unattended object, or hazard or structure made of stone or earth

Defense Fortitude; **Duration** 1 minute

You weaken the bonds that hold earth and stone together. If your target has Hardness, you can affect one contiguous object, up to a 5-foot cube, or one creature, decreasing the Hardness by 5, to a minimum of 0. If the target lacks Hardness, it gains weakness 3 to physical damage. A target with a Fortitude modifier can attempt a Fortitude saving throw, negating the effect on a success.

Heightened (+2) Hardness decreases by 5, the size of a contiguous object increases by one 5-foot cube, and the weakness increases by 3.

Toil Domain

Sairazul has the toil domain. This domain is chosen by devotees who work constantly and refuse to let anything stand in their way. Sairazul's followers working underground can benefit from the magic of this domain, and the Crystalline Queen often grants it to devotees she wants to lead her other subjects to safety and prosperity through hard work. Many of the other deities with the toil domain grant it to their followers for far less charitable purposes.

The toil domain has the following domain spells.

Domain Spell *practice makes perfect*

Advanced Domain Spell *tireless worker*

FOCUS SPELLS

PRACTICE MAKES PERFECT ↻ FOCUS 1

UNCOMMON FOCUS MANIPULATE

Domain toil

Trigger You or an ally within range fails a skill check for a skill in which you or they are trained.

Range 30 feet; **Targets** the triggering creature

The target gains a +2 status bonus to the triggering check, or a +3 bonus if the target has master or better proficiency in the skill. This bonus can change the outcome of the target's check.

TIRELESS WORKER ◆◆ FOCUS 4

CONCENTRATE FOCUS HEALING MANIPULATE

Domain toil

Range 30 feet; **Targets** 1 creature

Duration sustained up to 1 minute

You suppress your choice of one of the following conditions that's affecting the target: clumsy, encumbered, enfeebled, or fatigued. If you don't remove the effect that caused the condition, the condition returns after the spell's duration expires.

EARTH ITEMS

The Plane of Earth formed the first items of elemental earth. Magic spontaneously took hold in primeval volcanoes, in diamonds formed under unimaginable pressure, and in tremendous stones shattered under tectonic stress. Outside the Plane of Earth, the durability and beauty of stones made them ideal materials for magic items. Hundreds of noted items use stones, such as *crystal balls* and the famed *aeon stones*. Gemstones from the Plane of Earth often resonate with natural magic, making them prized for decorating magic items.

AEON STONE ITEM 3+

UNCOMMON EARTH INVESTED MAGICAL

Usage worn, **Bulk** –

Like other *aeon stones*, these stones from the Plane of Earth orbit around your head when worn.

Type cymophane cabochon; **Level** 9; **Price** 650 gp

Jabalis use the *cymophane cabochon aeon stone* to keep an eye on their belongings and surroundings. You gain a +2 item bonus to Perception checks and DCs against Hide, Sneak, and Steal actions.

The resonant power allows you to cast *see the unseen* as an arcane innate spell once per day.

Type olivine pendeloque; **Level** 14; **Price** 1,200 gp

An *olivine pendeloque aeon stone* imparts the calmness of still earth and a solidity of thought, granting you a +2 item bonus to saving throws against effects that cause the confused, frightened, or stupefied conditions.

Activate—Still Earth ↻ (concentrate) **Frequency** once per hour; **Trigger** You become confused, frightened, or stupefied; **Effect** The stone suppresses the triggering effect for 1 minute, but the calming urges impose a –1 status penalty to your attack rolls.

Type polished pebble; **Level** 3; **Price** 50 gp

A *polished pebble aeon stone* imbues you with the strength of the earth, granting a +1 item bonus to Fortitude saves and DCs against attempts to grapple or swallow you.

The stone's resonant power allows you to cast *grease* as a primal innate spell once per day. You can target only surfaces, not objects, with this spell.

DROUGHT POWDER ITEM 11

CONSUMABLE EARTH MAGICAL

Price 250 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

A gray powder that smells like wet rock, *drought powder* has various uses against water. If you sprinkle it over your body, you and items you carry or wear remain dry for the next 24 hours. Thrown into a body of water, the dust lowers the water in an area 50 feet long by 50 feet wide by 10 feet. You can fling it in the air, coating all creatures in a 10-foot burst centered on a point within 5 feet of you. Creatures who have the water trait in that area are affected as if by a *slow* spell (DC 28). If you attempt to use the dust in other, similar ways, the GM decides whether the dust can accomplish your aims.

EXUVIAE POWDER ITEM 14

RARE ALCHEMICAL CONSUMABLE EARTH

Price 750 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

Exuviae powder comes from cast-off shells of cicada-like insects native to the Plane of Earth, crushed to dust. You sprinkle this powder over your body, leaving an iridescent layer reminiscent of insect chitin. After you do so, for 8 hours, you double the time you can hold your breath. During this time, you also have access to the shed chitin activation.

Activate—Shed Chitin ↻ (concentrate) **Trigger** You would be petrified; **Effect** The powder petrifies like a shell around you instead, and its other effects end. The powder causes you to become quickened for 1 minute as well as doomed 1 and restrained (Escape DC 25). You can use the extra action each round only for Escape and Stride actions.

FOSSIL FRAGMENT ITEM 7+

EARTH MAGICAL

Usage held in 1 hand; **Bulk** L

A *fossil fragment* is a piece of a fossil creature, typically a smaller bone from a larger specimen.

Activate—Fossil Metamorphosis ❖❖ (concentrate, manipulate) **Effect** You activate the fragment by placing it on solid ground and then speaking its name, causing the fragment to form the full fossilized skeleton of a creature. In creature form, the fragment has the minion trait. Because it's an animated fossil instead of a living creature, it has the construct and earth traits and lacks its normal creature type trait (typically animal). It's also immune to bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, vitality, void, and unconscious. It can understand your language, and it obeys you to the best of its ability when you use an action to command it. The specifics of each creature, as well as the activation's frequency, if any, appear in its entry below.

If the fragment is slain while in creature form, it reverts to its fragment shape and can't be activated again for 1 week. If the fragment is destroyed, its magic is lost.

Type amber mosquito; **Level** 13; **Price** 2,500 gp

A minuscule insect preserved in fossilized tree sap, this fragment becomes a giant mosquito (*Bestiary 2* 175) when activated. It can be called upon once per day for up to 10 minutes. The fossil mosquito can't afflict anyone with septic malaria. If the mosquito uses Blood Drain, it doesn't gain

temporary Hit Points, but instead collects blood from the victim. The blood stays within the mosquito indefinitely and stays fresh while it does. If the mosquito uses Blood Drain again, any blood from before that use is lost.

Type brontosaurus phalange (uncommon); **Level** 18; **Price** 21,000 gp

This massive toe bone becomes a brontosaurus when activated. It can be called upon no more than four times per month. The skeleton remains for 24 hours if used as a beast of burden or for transport. If it attempts an attack or otherwise engage in combat, it reverts to its fragment form after 1d4 rounds.

The skeleton is so massive and sturdy that it can serve as the base of a structure (from an item or spell effect with the structure trait), provided the structure is no larger than 20 feet in width or height. When the brontosaurus reverts to its fragment form, the structure reverts with it.

Type deinonychus claw; **Level** 7; **Price** 360 gp

This curved claw becomes a deinonychus when activated. It can be called upon once per day and can remain in deinonychus form for no more than 10 minutes. The skeleton can serve as a mount for a creature one size smaller than it or smaller.

Type eurypterid paddle; **Level** 12; **Price** 1,700 gp

The tip of an oar-like limb specialized for swimming becomes a spiny eurypterid (*Bestiary 3* 97) when activated. It can be called upon once a week for up to 24 hours. The eurypterid can serve as a mount for a creature one size smaller than it or smaller, and when it does, it confers the ability to breathe both air and water upon its rider.

Type petrified wood (uncommon); **Level** 14; **Price** 4,200 gp

This colorful sliver of petrified wood becomes an awakened tree when activated. It doesn't have the normal weaknesses of an awakened tree, but it's rooted in place, immobilized. As a single action, it can throw a petrified seed, such as a stone pine cone or acorn, up to 60 feet. A copy of the tree appears there, provided there's an unoccupied space large enough for it. While two trees exist, if either tree throws another seed, one of the existing trees disappears, replaced by the new tree. The tree can be called upon once per day for up to 1 minute. This duration starts when you activate the item, and all trees disappear when it ends.

Type triceratops frill; **Level** 15; **Price** 6,000 gp

This small piece of triceratops frill turns into a triceratops when activated. It can be called upon once per day and can remain in triceratops form for no more than 10 minutes. The skeleton can serve as a mount for a creature one size smaller than it or smaller.

Type tyrannosaur tooth; **Level** 17; **Price** 14,000 gp

This dagger-shaped tooth turns into a tyrannosaurus when activated. It can be called upon once per day and can remain in tyrannosaurus form for no more than 10 minutes. The skeleton can serve as a mount for a creature one size smaller than it or smaller.

JABALI'S DICE ITEM 12

EARTH MAGICAL

Price 1,800 gp

Usage held in 1 hand; **Bulk** –

Jabali's dice are two six-sided dice carved from evenly weighted stone to the specifications of a specific jabali shuyookh. The sides showing a 6 also have the name and title of the shuyookh inscribed in Petran. If you whisper the name and title during a dice game using *jabali's dice*, they bless you with a bit of luck, granting a +2 item bonus to your Games Lore check. You can do so frequently enough to apply this bonus while Earning Income using Games Lore, but only one user at a time can do so.

Activate—Jabali's Gamble ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You call out the shuyookh's name and title, then roll the dice. The shuyookh appears briefly to provide for your defense. Roll 2d6 to determine the effect. Represented by the GM, the shuyookh chooses any effect's specifications, benefiting you according to the shuyookh's whims.

- **2–5** The shuyookh casts *mountain resilience* on you.
- **6–9** The shuyookh casts *grasping earth* (page 95), but you and your allies are immune to it.
- **10–11** The shuyookh casts *wall of stone*. The edges can pass through creatures, which are shunted to the side of the wall opposite that edge.
- **12** The shuyookh casts a DC 31 *petrify* spell on a creature hostile and in proximity to you. If no appealing target exists, you receive a 10–11 result instead.

LIMESTONE SHIELD ITEM 7

EARTH MAGICAL

Price 350 gp

Usage held in 1 hand; **Bulk** 4

This tower shield is a slab of limestone, shaved to a portable size and weight. The shield has Hardness 7 and 28 Hit Points.

Activate—Limestone Wall ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You set the shield down as it expands up to 60 feet wide and 10 feet tall. Each square of the wall has AC 10, Hardness 7, and 28 Hit Points, and it's immune to critical hits and precision damage. If a section is destroyed, this effect ends, and your *limestone shield* is broken. You can Dismiss this activation, which otherwise lasts for 1 minute.

Activate—Block Elements ↻ (concentrate) **Frequency** once per day; **Trigger** You're targeted by an effect with the air, fire, or water trait; **Effect** The shield expands to block the triggering effect, granting you standard cover from that effect.

ROBE OF STONE ITEM 11

UNCOMMON EARTH INVESTED MAGICAL

Price 1,400 gp

Usage worn garment; **Bulk** L

A *robe of stone*, decorated with patterns reminiscent of gems and geodes, constantly sheds tiny amounts of dust. While wearing it, you gain imprecise tremorsense in a radius of 10 feet, and you can speak and read Petran. Also, you can eat earth (soil, sand), gems (crystals, glass), and metal instead of food to meet your daily nutrition requirements. You find eating these materials as pleasant as food—the more valuable, the more delicious.

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Activate—Become Stone ❖❖ (concentrate, manipulate, polymorph) **Frequency** once per day; **Effect** The cloak casts *elemental form* on you, transforming you into an earth elemental. In addition to the spell's normal effects, you can Burrow through any earthen matter, including rock, moving at the spell's burrow Speed, leaving no tunnels or signs of your passing. Also, the range of the tremorsense you gain from the robe increases to 30 feet.

SAIRAZUL BLUE ITEM 10

RARE CONSUMABLE EARTH MAGICAL POTION

Price 180 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

A *Sairazul blue* potion is a rich navy blue in color. Subjects of the Crystalline Queen produced the potion to protect themselves from the radiation Ayrzul left behind. For the next 8 hours, your skin becomes navy blue, and you gain resistance 5 to poison damage and void damage.

If you drop to 0 Hit Points due to poison or void damage, the *Sairazul blue* within your body reacts, healing you for 8d8 Hit Points. The resistances the potion grants then end.

SANDCASTLE ITEM 11

UNCOMMON EARTH MAGICAL STRUCTURE

Price 1,250 gp

Bulk L (inactivated)

A *sandcastle* comes in a cylindrical, waterproof satchel that contains densely packed fine sand. The sand's color depends on where it was collected when the item was made. This sand can be shaped and magically activated to create a fortification made of hard-packed sand. It can survive most ordinary weather, but a *sandcastle* has little resilience against water. It collapses if activated on water or if the structure is caught in a deluge or heavy rainfall. Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 10, and 40 Hit Points. It's immune to critical hits and precision damage, and it has weakness to water 15. If destroyed, a section of the sandcastle becomes a pile of sand, or wet sand if it was destroyed by water. This sand is difficult terrain, which lasts for the remaining duration of the activation. It's easy to make handholds and footholds in the sand walls, so the DC to climb the walls is 15.

Activate—Shape the Castle 1 minute (concentrate, manipulate); **Frequency** once per day; **Effect** You empty the satchel and shape the sand into a miniature castle. When finished, you utter "build" in Petran, and the *sandcastle* swiftly builds into a full-size structure. The castle is shaped as you choose, up to 120 feet in any dimension. Its walls must be 10 feet thick, and each story must be at least 10 feet tall from floor to ceiling. The *sandcastle* has only rudimentary furnishings with no moving parts—even a chair or door is too complicated, but block-like benches and platforms can be created. Typically, the castle has little more than staircases and windows.

You can return the *sandcastle* to its portable form by using one Interact action to fill the item's satchel with sand from the castle.

SINGING STONE ITEM 13

UNCOMMON EARTH MAGICAL

Price 3,000 gp

Usage held in 1 hand; **Bulk** L

A *singing stone* looks like a drinking cup made of polished rock, and it always faintly hums or keens. Anyone who carries the cup for some time senses that it changes its tune depending on the types of rock nearby and that it grows quiet in areas with little stone. A *singing stone* is a planar key for *interplanar teleport* and similar magic. When it's used this way, you're more likely to arrive where you intend to be, appearing 1d6×25 miles from your intended destination instead of 1d10×25 miles away.

Activate—Stone's Speech 1 minute (manipulate); **Frequency** once per day; **Effect** The *singing stone* casts *speak with stones*, allowing you to speak and listen through the bowl to communicate with stones. You can use the spell normally, or, as you activate the *singing stone*, you can target one stone you can clearly identify in appearance and location. This target must be on the same plane as you or on the Plane of Earth. You can't change targets during a single activation.

Activate—Stone's Sight ❖ (manipulate, revelation) **Frequency** once per day; **Effect** Placing the *singing stone* against a rocky surface, you cause it to reverberate, revealing what's behind or beneath the surface. You get a mental image of this area that's 15 feet deep and 5 feet in diameter. The image doesn't convey color, but it's clear to you what objects or creatures within are moving and which are stationary. The image is instant, however, and therefore doesn't allow you to track movement over time.

STALAGMITE SEED ITEM 7

CONSUMABLE EARTH MAGICAL

Price 60 gp

Activate ❖ (manipulate)

You can throw a *stalagmite seed*, use it as a sling stone, or pack it into firearm ammunition. When you use the seed, you aim it at a 5-foot square rather than a specific target. Stalagmites of assorted sizes erupt in the square the seed lands in, dealing 6d6 piercing damage to any creature within that space (DC 23 basic Reflex save). The stalagmites remain for 1 minute, creating difficult terrain in that space, before they crumble into dust.

VITAL EARTH ITEM 9

CONSUMABLE EARTH MAGICAL

Price 30 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Life-infused soil from the Plane of Earth, *vital earth* is glittering dust you inhale that causes you to not need air or water for 24 hours. Also, for this time, your wounds close easily, like molding clay, meaning someone attempting to Administer First Aid or Treat Wounds on you doesn't need a healer's toolkit and gains a +1 item bonus to the Medicine check.



AEON STONES



DROUGHT POWDER



EXUVIAE POWDER



FOSSIL FRAGMENT



LIMESTONE SHIELD



JABALI'S DICE



SANDCASTLE



SAIRAZUL BLUE



SINGING STONE



ROBE OF STONE

FAMILIAL INSTINCTS

Although elementals don't reproduce like typical creatures, living landslides (*Monster Core*) sometimes develop bonds with smaller or weaker earth elementals, such as earth wisps (*Bestiary 3* 90), living boulders (*Bestiary 2* 108), and sod hounds (*Monster Core*). When several of these smaller elementals are gathered in one place, living landslides who cared for the creatures often continue to watch over their wards. Avalanche legions sometimes form from these gatherings, as multiple living landslides join forces to protect the smaller elementals.

AVALANCHE LEGION

Elementals of the Plane of Earth can be fiercely territorial. Some more solitary elementals protect their lairs on their own, but occasionally others band together to defend larger regions that serve as shared turf. Notable among these alliances are avalanche legions, who patrol the perimeter of these shared territories, driving off intruders who dare to trespass upon their home ground.

AVALANCHE LEGION CREATURE 11

GARGANTUAN EARTH ELEMENTAL TROOP

Perception +21; darkvision, tremorsense (imprecise) 60 feet

Languages Petran

Skills Athletics +23

Str +5, **Dex** +0, **Con** +4, **Int** –2, **Wis** +1, **Cha** +0

Earthbound When not touching solid ground, the avalanche legion is slowed 1.

AC 31; **Fort** +24, **Ref** +20, **Will** +21

HP 240 (16 squares); **Thresholds** 160 (12 squares), 80 (8 squares); **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** area damage 15, splash damage 8

Troop Defenses (page 233)

Speed 30 feet, burrow 25 feet; earth glide, troop movement

Form Up ❖ (page 232)

Earth Glide The avalanche legion can Burrow through any earthen matter, including rock. When it does so, the legion moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Pummeling Boulders ❖ to ❖❖❖ **Frequency** once per round; **Effect** The avalanche legion unleashes an onslaught of blows against each enemy within 5 feet (DC 28 basic Reflex save). The damage depends on the number of actions.

- ❖ 2d8 bludgeoning damage
- ❖❖ 3d8+8 bludgeoning damage
- ❖❖❖ 4d8+11 bludgeoning damage

Spinning Stones ❖❖ The avalanche legion spins in place, kicking up a barrage of stones. Each creature in a 10-foot burst within 30 feet of the troop takes 2d12+10 bludgeoning damage (DC 28 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Trample into the Earth ❖❖❖ The avalanche legion speeds forward, running over creatures with their stone bodies and knocking them down. As Trample (page 233); Gargantuan or smaller, 2d8 bludgeoning damage, DC 28. A creature that critically fails its save is knocked prone.

Troop Movement Whenever the avalanche legion Strides or Burrows, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its respective Speed. This works just like a Gargantuan creature moving; for instance, if any square of the legion enters difficult terrain, the extra movement cost applies to all the elementals.



CRYSMAL

Crysmals dwell within deep caverns of the Plane of Earth, laden with crystals that glow under their own internal energy. A crysmal's hunger for gems will lead it to travel almost anywhere, even through planar tears. Occasionally, they even establish colonies on planes other than their own, should their newfound territory prove filled with crystals.

A crysmal's scorpion-like body glitters with crystal. As light refracts between the facets, they concentrate and absorb it, energizing the crysmal and, some say, fueling the creature's magic.

Crysmals form small communities in locations where crystals are plentiful, working alongside one another to track down anything from a common quartz to precious rubies and sapphires. Scouting parties use their innate magic to communicate with each other via light and wordless sound, as well as to seek out more crystals. However, when precious stone resources grow scarce, crysmals become independent and territorial about their supply, taking crystals from wherever they can, even seizing them from other creatures.

A crysmal's drive to gather crystals is akin to the drive to reproduce. As a crysmal gathers stones, it stores them within its body. Once the crysmal has enough stored material, the parent fuses its stores into a tiny replica of itself and extrudes the infant crysmal, sometimes referred to as a shardling, into the world. The process leaves the parent weakened for a short time, until it can gather enough crystal to repair its body and begin the process anew. Infant crysmals consume crystals in a similar way. They process the raw material over a few months to grow to adult size. Thereafter, a crysmal "eats" stone only to heal injuries.

CRYSMAL — CREATURE 3

SMALL EARTH ELEMENTAL

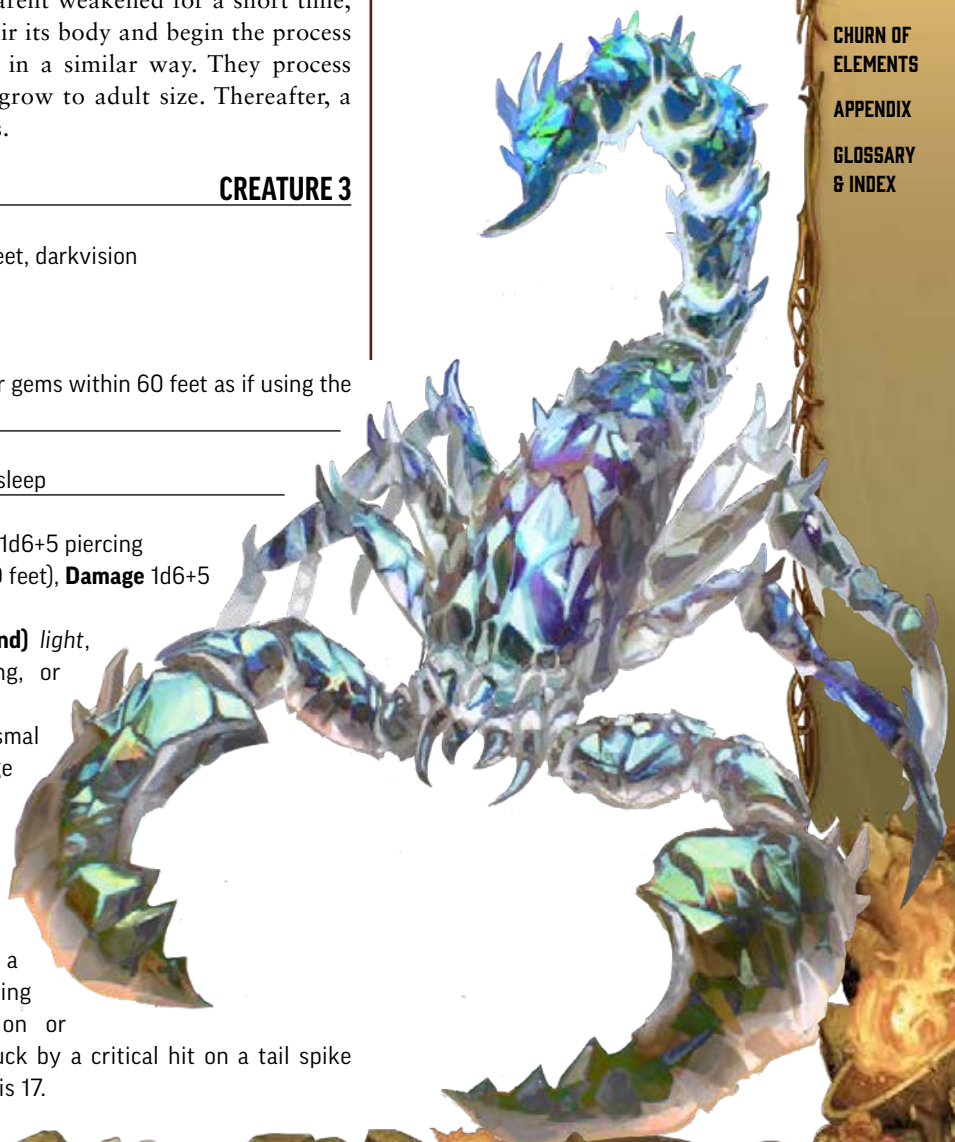
Perception +9; crystal scent (imprecise) 60 feet, darkvision
Languages Petran
Skills Athletics +9, Stealth+9
Str +2, **Dex** +2, **Con** +1, **Int** –2, **Wis** +2, **Cha** +1
Crystal Scent A crysmal can sense crystals or gems within 60 feet as if using the scent ability.

AC 18; **Fort** +8, **Ref** +9, **Will** +9
HP 45; **Immunities** bleed, paralyzed, poison, sleep

Speed 25 feet, burrow 25 feet
Melee ❖ crystal stinger +10 (agile), **Damage** 1d6+5 piercing
Ranged ❖ tail spike +10 (range increment 60 feet), **Damage** 1d6+5 piercing and sink into stone
Primal Innate Spells DC 17; **Cantrips (2nd)** *light*, *detect magic*, *figment* (chiming, clinking, or rattling sounds only), *telekinetic hand*
Rock Stride ❖ (teleportation) The crysmal phases into adjacent rock that is large enough to accommodate it. Then, the crysmal senses similar or larger rocks within 60 feet and emerges from one. The crysmal can't use this ability again for 1 minute.
Sink into Stone The spikes fired from a crysmal's tail phase into stone, pinning enemies in place. Enemies standing on or adjacent to a stone surface who are struck by a critical hit on a tail spike Strike are immobilized. The DC to Escape is 17.

INTERNAL GEMS

When a crysmal dies, its body breaks into fragments of crystal. Some of these pieces are valuable, but potentially more lucrative are the gems the crysmal has stored inside its body to produce offspring. It takes semiprecious and precious stones worth 500 gp to produce an infant crysmal, though most slain crysmals have only a fraction of this amount stored. Once the stones become a new crysmal, they transform into the crystal of the infant's body, no longer the treasured material they once were.



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ELEMENTAL, EARTH

The vast ranks of earth elementals have been slow to respond to the return of the elemental lords and the Planes of Metal and Wood. These events have not broken the mountains, nor have they blown away the sands.

EARTHY EMOTIONS

Earth elementals talk even less than most elementals. They're ponderous, weighing decisions so slowly they can crush the energy from a discussion. Their foremost concern is whether a situation can be endured. Though a rare or resplendent treasure might entice an earth elemental, it's difficult to spur any sense of urgency in them without the presence of an immediate threat.

GLUTTONOUS GEODE

Gluttonous geodes form when natural forces crack open a geode that's steeped in elemental magic, causing a natural break that acts like a hinged jaw. Though seemingly unimportant and no larger than a common turtle, gluttonous geodes are bellicose and dogged in their pursuit of an enemy.

GLUTTONOUS GEODE — CREATURE 1

TINY EARTH ELEMENTAL

Perception +6; darkvision, tremorsense (imprecise) 30 feet
Skills Stealth +4, Survival +6
Str +3, **Dex** –1, **Con** +3, **Int** –4, **Wis** +1, **Cha** –3

AC 15; **Fort** +8, **Ref** +4, **Will** +6
HP 25; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet
Melee ❖ crystal teeth +9, **Damage** 1d4+4 piercing plus Attach
Attach ❖❖ The geode Leaps up to 15 feet and makes a crystal teeth Strike. If it hits a creature larger than itself, it can attach to that creature. Doing so is like Grabbing the creature (Escape DC 17), but the geode moves with that creature rather than holding it in place. The geode is off-guard while attached. If the geode is killed or pushed away while attached to a creature, that creature takes 1 persistent bleed damage. Escaping the attached geode or removing the geode in other ways doesn't cause bleed damage.
Gnaw ❖ **Requirements** The geode is attached to a creature; **Effect** The geode deals 1d4+2 bludgeoning damage to the creature it's attached to (DC 17 basic Fortitude save).

CRYSTAL STRIDER

Each long, thin leg of a crystal strider is a single enormous crystal, typically quartz or selenite. The strider uses this panoply of legs and a fluctuating physical structure to rapidly move about crystalline caverns, unimpeded by terrain.

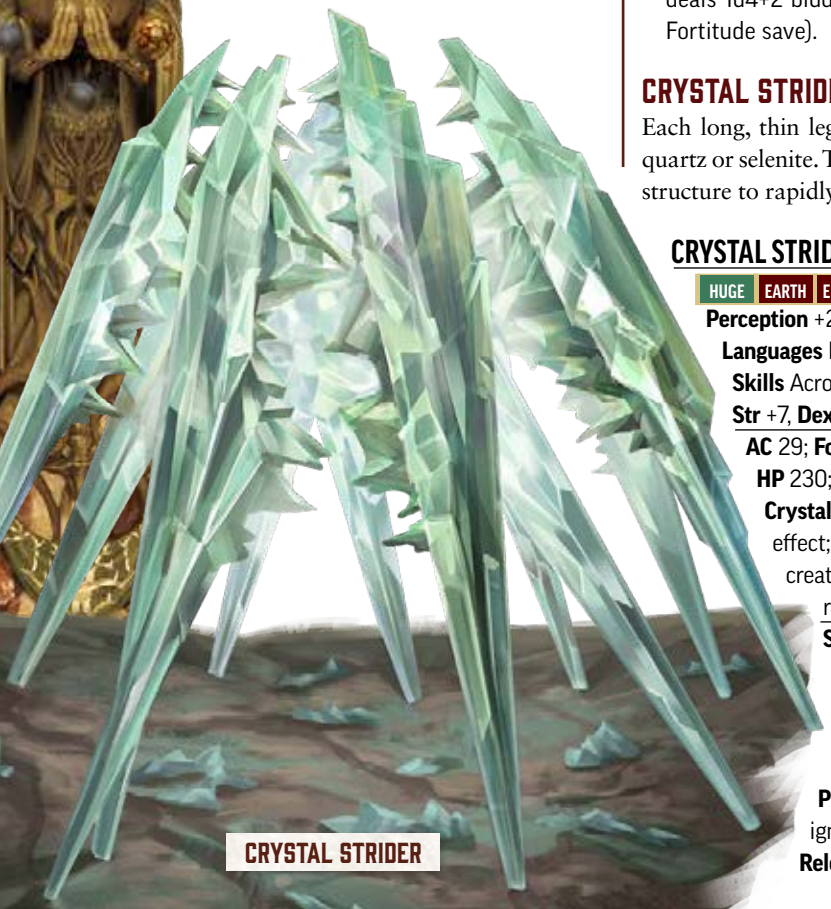
CRYSTAL STRIDER — CREATURE 10

HUGE EARTH ELEMENTAL

Perception +20; darkvision, tremorsense (imprecise) 60 feet
Languages Petran
Skills Acrobatics +19, Athletics +23, Nature +20
Str +7, **Dex** +3, **Con** +5, **Int** +0, **Wis** +4, **Cha** +1

AC 29; **Fort** +21, **Ref** +19, **Will** +20
HP 230; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** sonic 10
Crystal Refraction ❖ **Trigger** The crystal strider is targeted by a light effect; **Effect** The strider redirects the triggering effect to a different creature of its choice within 30 feet or absorbs the effect harmlessly, reducing the number of rounds left to recharge Release Light by 1.

Speed 45 feet, climb 45 feet; precise steps
Melee ❖ leg +23 (reach 15 feet, versatile P), **Damage** 2d10+13 bludgeoning
Ranged ❖ crystal dart +21 (range increment 30 feet), **Damage** 2d10+13 piercing
Precise Steps The crystal strider's many narrow legs allow it to ignore difficult terrain.
Release Light ❖❖ (attack, light, primal) The strider emits the light



CRYSTAL STRIDER

that continually refracts within them to cast *chromatic ray* (*Secrets of Magic* 95) as an innate primal spell heightened to 5th rank, with a +21 spell attack roll. The crystal strider can't Release Light again for 1d4 rounds.

Trample ❖❖❖ Large or smaller, leg, DC 29 (page 233)

ELDER OUTCROP

An outcrop of dense stone that spends ages eroding can gain sapience and slowly awaken with the wisdom of nature. Such elemental beings are slow to action and difficult to anger, spurred only by immediate threats.

ELDER OUTCROP — CREATURE 13

HUGE EARTH ELEMENTAL

Perception +26; darkvision, tremorsense 120 feet

Languages Common, Fey, Petran

Skills Athletics +29, Diplomacy +25, Nature +26, Survival +26

Str +8, **Dex** –2, **Con** +8, **Int** +1, **Wis** +5, **Cha** +4

AC 33; **Fort** +29, **Ref** +19, **Will** +26

HP 295; **Immunities** bleed, paralyzed, poison, sleep

Dust Eternal (aura, earth) 30 feet. Dust swirls about the outcrop, rendering everything within its aura (including the outcrop) concealed. In addition, the dust at the outcrop's base creates difficult terrain on the ground within the aura. The outcrop can activate or deactivate this aura using a single action, which has the concentrate trait.

Unstoppable The elder outcrop's slowed condition can't exceed slowed 1, and it ignores penalties to its Speeds and the immobilized condition.

Speed 30 feet, burrow 30 feet; earth glide

Melee ❖ column +27 (reach 15 feet), **Damage** 3d10+14 bludgeoning plus Knockdown (page 233)

Ranged ❖ rock +27 (brutal, range increment 120 feet), **Damage** 3d6+14 bludgeoning plus call of earth

Call of Earth (primal) A flying creature hit by the elder outcrop's rock ranged strike is affected by a 7th-rank *earthbind* spell (DC 33).

Earth Glide The elder outcrop can Burrow through any earthen matter, including rock. When it does so, the elder outcrop moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Natural Formation ❖ (concentrate) Until the next time it acts, the elder outcrop appears to be a natural terrain feature. It has an automatic result of 47 on Deception checks and DCs to pass as a natural outcropping of rock. The outcrop's dust eternal aura is deactivated while Natural Formation is being used.

Stone Grip ❖❖ (earth, incapacitation, primal) Great fingers of stone arise to grasp up to two Medium or smaller creatures on the ground in the outcrop's aura. Each target must succeed at a DC 33 Reflex save or be grabbed by the stone hand (or restrained on a critical failure; Escape DC 33). A creature grabbed or restrained by a stone hand at the end of its turn becomes slowed 1 or increases its existing slowed condition by 1. When a creature is unable to act due to the slowed condition from this effect, the creature is permanently petrified.

Throw Rock ❖ (page 233)

WISDOM OF STONE

Elder outcrops learn a lesson for every grain of rock eroded away, every squall and freeze that has shaped their craggy bodies. As wizened advisors and tutors, they have the respect and affection of other elementals, as well as from natural creatures. Druids of the stone order revere the wisdom of elder outcrops, always happy to receive their wide perspective, literal and philosophical.



ELDER OUTCROP

INDUSTRY TITANS

The mercantile empires of jabali shuyookhs extend across the Plane of Earth and onto other planes. Jabalis especially like to trade in regions of the Universe and across the Plane of Fire. Many customers value gemstones, metals, and other precious materials mined on the Plane of Earth. Thus, the resources of the Plane of Earth feed industry across the planes.



GENIE, JABALI

A jabali genie of great power and high social rank is called a shuyookh. Strong in body and mind, jabali shuyookhs value physical skill, fine artistry, and displays of strength. Incredibly proud, they're easily offended and quick to anger but lash out only after weighing the consequences. Shuyookhs view their desires as greater than those around them, leading them to provide aid as quickly and efficiently as possible, fulfilling the terms of bargains expediently and to the letter.

Jabali shuyookhs are industrious and have many interests, including athletic competitions, engineering, jewelry-making, masonry, metalworking, and sculpting. They enjoy games of chance and bargaining, whether in a gambling hall, arena, or marketplace. Some mix their interests by managing organizations or guilds involving such concerns. Many shuyookhs reap the wealth of the Plane of Earth for sale elsewhere and speculate on the value of such commodities.

JABALI SHUYOOKH — CREATURE 12

RARE | LARGE | EARTH | ELEMENTAL | GENIE

Perception +21; darkvision, tremorsense (imprecise) 60 feet
Languages Common, Petran; *truespeech*
Skills Athletics +25, Crafting +21, Deception +22, Nature +19, Society +21
Str +7, **Dex** +1, **Con** +5, **Int** +5, **Wis** +3, **Cha** +4
Items *+1 striking falchion*

AC 33; **Fort** +24, **Ref** +20, **Will** +22
HP 210

Speed 20 feet, burrow 45 feet, climb 20 feet; earth glide

Melee ❖ *falchion* +28 (forceful, magical, reach 10 feet, sweep), **Damage** 2d10+14 slashing

Melee ❖ fist +27 (agile, magical, nonlethal, reach 10 feet), **Damage** 2d6+13 bludgeoning plus Push 15 feet (page 233) and stone clutch

Ranged ❖ rock +27 (brutal, range increment 120 feet), **Damage** 2d8+13 bludgeoning

Arcane Innate Spells DC 32; **8th** *earthquake*; **7th** *interplanar teleport* (to Astral Plane, Elemental Planes, or the Universe only); **6th** *petrify*, *mountain resilience* (at will; self only); **5th** *illusory disguise*, *wall of stone*; **4th** *shape stone* (at will); **Cantrips (6th)** *detect magic*; **Constant (5th)** *truespeech*

Change Shape ❖ (arcane, concentrate, polymorph) The jabali transforms into a Small or Medium earth elemental or land animal, typically a camel or dog (page 232). This doesn't affect the shuyookh's statistics, but it could change the damage type of their Strikes.

Earth Glide The jabali can Burrow through dirt and stone at their full burrow Speed, leaving no tunnels or signs of their passing.

Earthen Control When the shuyookh casts *wall of stone*, the edges can pass through creatures, which are shunted to the side of the wall opposite that edge.

Economical Wish (downtime) **Frequency** three times per year; **Effect** The shuyookh conducts a *wish* ritual for the benefit of a mortal, requiring no cost or secondary casters. The shuyookh's result is a success if they succeed at a DC 5 flat check or a failure if not. The shuyookh fulfills the wish in the most straightforward, simple way possible.

Stone Clutch (arcane, earth) When the jabali Pushes a creature into a stone barrier, the surface grips it with fingers of stone. The target must succeed at a DC 30 Reflex save or become grabbed by the surface (Escape DC 36).

Stone Crush ❖ (arcane, earth) The jabali deals 2d6+13 bludgeoning damage to all creatures within 100 feet that are grabbed by stone clutch, with a DC 32 basic Fortitude save.

LITHIC LOCUS

Civilizations die, buried by time, but their memory may yet linger in shattered pottery, collapsed edifices, and destroyed artwork, compressed and clarified under the weight of rock and soil. Some excavated sites might still hold a sliver of consciousness in their base materials, which walks again as an avatar of an extinct people when awakened. These lithic loci represent the triumphs and folly of their society. Speaking to one is speaking to a witness of an archaic time. The lithic locus's persona expresses their culture in all dimensions, and thus the attitudes of lithic loci vary greatly. Their appearances show the aesthetics and technology of their time, suspended in a cloud of excavated earth.

As plentiful as archaeological sites are in the Universe, the Plane of Earth holds countless more of far older provenance. Some of its inhabitants have even found lithic loci from peoples far older than themselves, seeing directly what would remain should they dwindle out of living memory. This has led some civilizations to even plan their decline by leaving a legacy in the living rock.

LITHIC LOCUS — CREATURE 14

RARE LARGE CONSTRUCT EARTH ELEMENTAL SPIRIT

Perception +25; darkvision, tremorsense (imprecise) 60 feet

Languages Petran, plus one ancient language

Skills Athletics +26, Civilization Lore +29 (one ancient civilization), Society +25

Str +6, **Dex** +0, **Con** +6, **Int** +7, **Wis** +6, **Cha** +2

Antiques A lithic locus contains at least one magic item. Any such antiques are durable, permanent items that were part of the locus's site and typify their culture. The locus receives the benefits of such an item as if wearing or holding it and can activate it. A lithic locus typically has an item of their level.

AC 35; **Fort** +27, **Ref** +21, **Will** +27

HP 260; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, void

Speed 30 feet

Melee ❖ ancient stone +28 (earth, magical), **Damage** 3d8+16 bludgeoning plus bury

Occult Innate Spells DC 34; **3rd** *one with stone*; **Cantrips (7th)** *daze*

Bury Any creature hit by the locus's ancient stone Strike is partially buried in a tide of earth and rock, becoming immobilized (Escape DC 34).

Echo the Past ❖❖ The locus calls forth a remnant of the past civilization to impart a lesson or control the present. Using this ability again ends any previous manifestation. The locus casts one of the following occult innate spells (DC 34) for the listed purpose.

- ***Dominate*** The dominated creature takes on the role of a historical figure or someone in the social hierarchy (such as high priest) from the locus's civilization.
- ***Illusory Scene*** The scene reenacts a historical event from the locus's civilization.
- ***Invoke Spirits*** The spirits are drawn from the locus's memories of people from their civilization.
- ***Wall of Stone*** The locus recreates the wall of a building from their civilization, complete with decorations.

ANCIENT FINDS

Lithic loci often contain important and valuable items. None of these elemental constructs are likely to agree to be looted, but some loci bestow their antiquities upon worthy successors, proud to see their culture's creations put to effective use in the modern day. Lithic loci can also direct earnest seekers to other lost treasures, helping to restore knowledge of an extinct society.



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VAULT SEEDS

Xiomorns create magical underground caverns using vault seeds, ancient magical tools bequeathed to their species by Ayrzul as a reward for their sacrifice. The vault seeds were used to create the Vaults of Orv in Golarion's Darklands, and an accident involving an out-of-control vault seed created the mysterious Emerald Spire.

XIOMORN

When Sairazul created xiomorns, they were immortal. She created 65,536, all in her own image, and all imbued with a piece of her divine spark. During her imprisonment, Ayrzul used visions of a future extinction to manipulate them into sacrificing their power to him. This sacrifice split xiomorns into two classes: 32,768 vault builders who kept Sairazul's essence and 32,768 vault keepers who would live forever no longer. For millennia, xiomorns built a vast, magical civilization across the Plane of Earth, and when there was no space left to build, they left. On each new world, xiomorns build their vaults and conduct their experiments, endlessly searching for clues to help them avoid their extinction.

VAULT KEEPER

The vault keepers lost Sairazul's spark and have life spans of two to three millennia. They maintain and protect the xiomorns' many experiments.

VAULT KEEPER — CREATURE 14

RARE MEDIUM EARTH ELEMENTAL

Perception +26; darkvision, tremorsense (imprecise) 120 feet

Languages Orvian, Petran; telepathy 300 feet (page 233)

Skills Acrobatics +26, Arcana +26, Athletics +26, Crafting +26, Nature +24, Planar Lore +28, Thievery +24; +2 status to Recall Knowledge about earth

Str +4, **Dex** +8, **Con** +6, **Int** +8, **Wis** +4, **Cha** +6

Craft Crystal Wand (exploration) **Frequency** twice per day; **Effect** The vault keeper spends 10 minutes creating a magic wand out of radioactive green crystal, containing any 5th-rank or lower earth spell of their choice. The wand can be used by other creatures, but it crumbles to sand at the end of the day and has no monetary value.

Item Caster The vault keeper can Cast a Spell from any item (such as a staff or wand) as though it were on their spell list.

AC 36; **Fort** +24, **Ref** +28, **Will** +22

HP 200; **Immunities** bleed, paralyzed, poison, radiation, sleep; **Resistances** physical 15 (except adamantine)

Reactive Strike ↻ (page 233)

Speed 35 feet, climb 35 feet

Melee ❖ claw +28 (agile, finesse, magical), **Damage** 3d10+10 slashing plus constraining crystal

Melee ❖ crystal wand +28 (finesse, magical, radiation), **Damage** 3d4+10 piercing plus 4d6 poison

Ranged ❖ crystal shard +28 (earth, magical, range increment 100 feet), **Damage** 5d6+6 piercing

Arcane Innate Spells DC 34, attack +26; **7th** *petrify*, *summon elemental* (earth only), *wall of stone*; **6th** *scrying*, *speak with stones* (at will); **5th** *shatter* (at will), *translocate*; **4th** *earthbind* (at will), *shape stone* (at will), *translocate* (at will)

Constraining Crystal (earth, magical) When the vault keeper deals damage with a claw Strike, glowing green crystals cluster at the site of the attack. The target must succeed at a DC 31 Fortitude save or become clumsy 1 for 1 hour (or clumsy 2 on a critical failure). If the creature is already clumsy due to constraining crystal, additional failures increase that clumsy value instead, to a maximum of clumsy 4.

Crystal Burst ❖❖ (arcane, earth) An explosion of razor-sharp splinters deals 15d6 piercing damage in a 30-foot burst within 120 feet, with a DC 35 basic Reflex save. The vault keeper can't use Crystal Burst again for 1d4 rounds.

Slashing Surge ❖❖ The vault keeper Strides or Climbs and makes two claw Strikes at any point during that movement. Each Strike must target a different creature. The multiple attack penalty doesn't increase until after both attacks.



VAULT BUILDER

Vault builders still possess the full power Sairazul instilled in them, capable of creating new life and shaping the world around them. A vault builder's life span is several millennia, but their memories are preserved within a crystalline generation stone when they die to be placed inside a newly constructed vault builder body.

VAULT BUILDER — CREATURE 23

RARE MEDIUM EARTH ELEMENTAL

Perception +37; darkvision, tremorsense (imprecise) 120 feet

Languages Orvian, Petran; telepathy 300 feet

Skills Acrobatics +39, Arcana +42, Architecture Lore +42, Athletics +39, Crafting +44, Engineering Lore +42, Nature +37, Planar Lore +42, Stealth +41, Thievery +39; +4 status to Recall Knowledge about earth

Str +8, **Dex** +10, **Con** +7, **Int** +11, **Wis** +6, **Cha** +8

Craft Crystal Wand (exploration) **Frequency** twice per day; **Effect** As vault keeper, but the spells can be 8th rank or lower, and the vault builder can expend both daily uses to instead make a *+3 greater striking major staff of earth*[TV].

Item Caster As vault keeper, but the spell can be 8th-rank or lower.

AC 47; **Fort** +36, **Ref** +41, **Will** +35; +1 status to all saves vs. spells (+4 status vs. earth)

HP 465; **Immunities** bleed, paralyzed, poison, radiation, sleep; **Resistances** physical 20 (except adamantine)

Reactive Strike ↻ (page 233)

Speed 35 feet, burrow 25 feet, climb 35 feet; earth glide

Melee ❖ crystal staff +39 (magical, radiation, two-hand d8), **Damage** 4d4+12 bludgeoning plus 4d6 poison

Melee ❖ crystal wand +37 (finesse, magical, radiation), **Damage** 4d4+12 piercing plus 4d6 poison

Melee ❖ claw +37 (agile, finesse, magical), **Damage** 5d10+12 slashing plus constraining crystal

Ranged ❖ crystal shard +37 (earth, finesse, magical, range increment 100 feet), **Damage** 7d6+4 piercing

Arcane Prepared Spells DC 50, attack +42; **9th** *disintegrate* (×2), *heaving earth* (page 95); **8th** *earthquake* (×2), *mountain's resilience*; **7th** *fly*, *haste* (×2); **6th** *pave ground* (page 95), *petrify*, *wall of force*; **5th** *blazing fissure*[SoM], *creation*, *see the unseen*; **4th** *clairvoyance*, *engrave memory* (page 94), *grasping earth* (page 95); **3rd** *one with stone* (×2), *mending*; **2nd** *knock*, *magnetic attraction*[SoM], *magnetic repulsion*[SoM]; **1st** *ant haul*, *quick sort*[SoM] (×2); **Cantrips (10th)** *detect magic*, *read aura*, *scatter scree*[SoM], *sigil*, *telekinetic hand*

Arcane Innate Spells DC 50, attack +42; **10th** *summon elemental* (earth only), *wall of stone*; **8th** *petrify*, *scrying*, *shatter* (at will), *speak with stones* (at will), *teleport*, *translocate*; **4th** *earthbind* (at will), *shape stone* (at will), *translocate* (at will)

Constraining Crystal (earth, magical) As vault keeper, plus a target that fails its save while clumsy 4 is petrified with an unlimited duration.

Crystal Burst ❖❖ (arcane, earth) As vault keeper, but 24d6 piercing and DC 46.

Earth Glide The vault builder can Burrow through any earthen matter, including rock. When they do so, the vault builder moves at their full burrow Speed, leaving no tunnels or signs of their passing.



CRYSTAL CRAFTERS

Xiomorns have mastered the creation of numerous magic items made of crystal beyond generation stones and vault seeds. These include pillars of black stone called *whisperstones* that allow xiomorns to communicate telepathically across vaults, *orvgates* that use weblike funnels of green crystal to allow teleportation between Darklands vaults, and a vortex in Orv called the *Crystal Womb* that connects to a crucial stronghold on the Plane of Earth.

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Passionate Intensity

How wonderful! You want to learn about fire? What perfect serendipity: welcome to Hot Dotty's Tours of the Eternal Furnace, precisely in the place and time for you and your curiosity. My name is Arundhati Zoii (but you can call me Dotty), and I'll be delighted to show you all the wonders of the Plane of Fire today! Take a seat, and I'll fix you a drink while we discuss our itinerary and go over some liability concerns. Oh, it's all quite standard, nothing for you to worry about.

Mortal elementalists so rarely consider fire for anything more than exacting destruction, you know? You have your explosions and your rays and your blasts of fire. Oh, it's all useful, of course (fire is nothing if not useful!), but it betrays such a shallow grasp of the element's potential. What of fire's passion, or fire's joy, or the protection and comfort of fire's heat? What of the renewal and the healing fire can offer, burning away what's needed no longer and feeding the new life that comes next?

I won't grandstand about the supremacy of fire or that nonsense, don't worry. All the elements have their places (All six! Oh, that won't be growing old anytime soon). It's not as if mortality can be blamed, either; Lord Atreia was trapped inside the Garnet Brand until, what, this very decade! Ymeri, our sole ruler for eons, has... a set of priorities more in the destruction milieu, shall we say. Well! We'll be discussing her later, I'm sure.

In any case, you'd do well to fear fire a little less, I say. Our tours have complimentary elemental protection magic, so you'll be perfectly safe so long as you stick with Dotty!

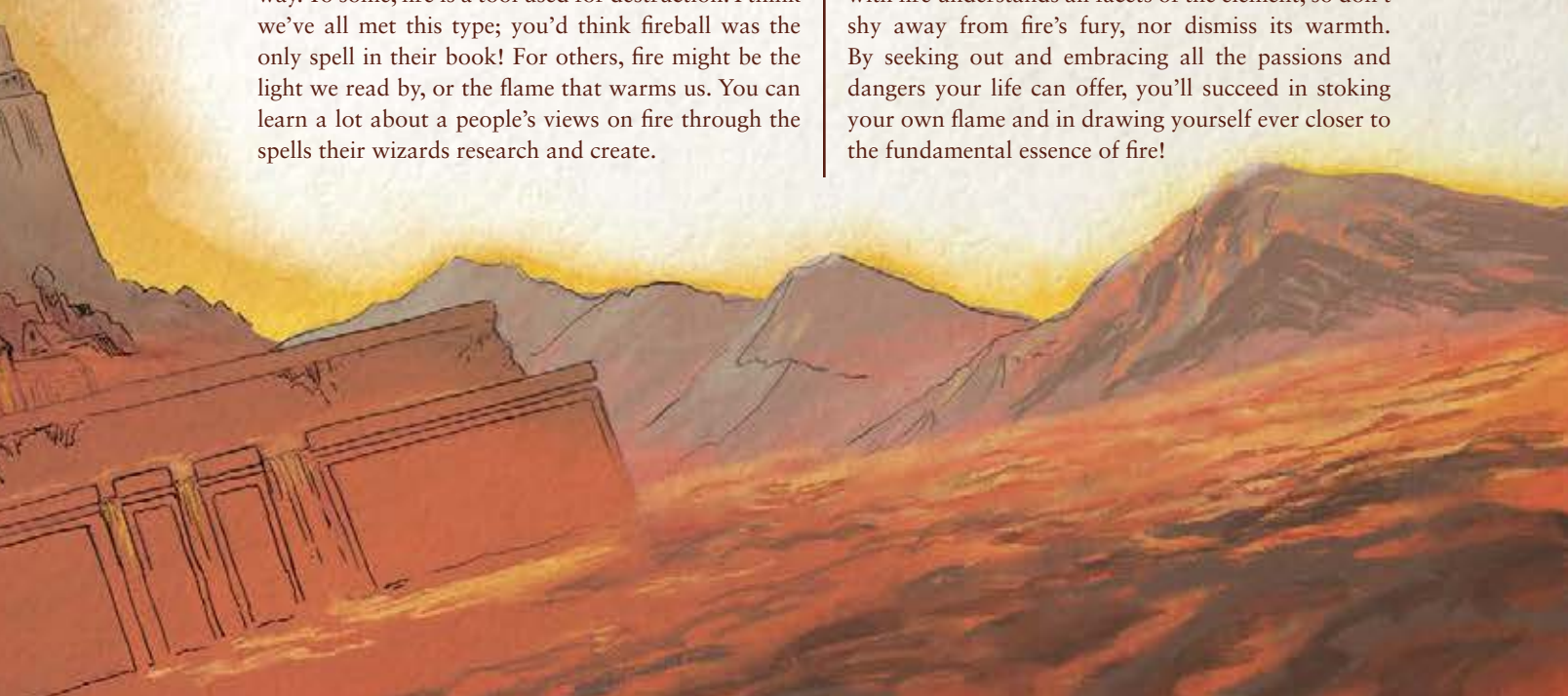
Fire's Many Faces

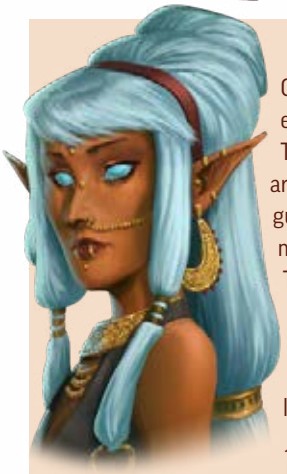
Fire is excellently suited for elementalist magic, though no two spellcasters view any element in quite the same way. To some, fire is a tool used for destruction. I think we've all met this type; you'd think fireball was the only spell in their book! For others, fire might be the light we read by, or the flame that warms us. You can learn a lot about a people's views on fire through the spells their wizards research and create.

The elementalists of Tian Xia see fire's place in their eternal Elemental Cycle as one of warmth and cheer. In their cycle, fire takes from wood and uses its power to create raw heat and energy, which in turn fuels the transformation of earth into metal. This perspective, with fire as a caretaker and creator, is a personal favorite of mine! In the Inner Sea, on the other hand, fire is one of two "active" elements (meaning fire enacts change, as opposed to being changed itself). These elementalists associate fire with passion and conversion, transforming anything it touches—and destruction is certainly one form of transformation! In the elemental practices of Casmaron, fire has two faces: that of life-giver and life-taker. Casmaron elementalists believe a fire burns within all of us, stoking our spirits and strengthening our wills, but also that this fire can burn out of control and wreak havoc if we aren't careful.

Even here on the Plane of Fire, our view of fire is hardly universal. The Queen of the Inferno harnesses the plane's potential to devour, destroy, and exact her wrath (told you we'd get to her!), while the ifrits running the Dominion of Flame use fire to control and reshape the plane in their image. The ancient munsahirs used fire's power to create and transform, forging weapons and tools. And, in *Sermons from the Heart of Flame*, the philosopher Chryexis Althal reminds us of an important lesson: fire's intensity is good for more than destruction. Fire creates with that same strength and spirit, and even when fire destroys, new life will always grow from the ashes!

It's important for an elementalist to respect fire's power as an ally, rather than wielding it as a crude tool! Those who treat fire carelessly, or foolishly attempt to "master" the element, will inevitably find themselves burned by their hubris. An elementalist truly adept with fire understands all facets of the element, so don't shy away from fire's fury, nor dismiss its warmth. By seeking out and embracing all the passions and dangers your life can offer, you'll succeed in stoking your own flame and in drawing yourself ever closer to the fundamental essence of fire!





ABOUT THE AUTHOR

Come out from the cold, and enter the light! Hot Dotty's Tours of the Eternal Furnace are offered daily with seasoned guide Arundhati Zoii. See the magnificent aurora incendi! Tour the many cathedrals of Medina Mudii'a! Book now and receive Dotty's discount at Fireside Stay, conveniently located on Luminarati Row, just steps from Zjarra's famous Embassy Square.

Hearth and Home

Mortals use fire with more than just magic, of course! You light fires in your hearths to cook and keep warm using tindertwigs and flint. You can also feel fire's influence in a magma-heated spring and the rays of the sun. While the Universe was created by carefully blending all the elements together, some regions favor fire over the others. It's particularly concentrated in places like sandy deserts, scorching jungles and, of course, volcanoes! Did you know when a volcano erupts on Golarion, the concentration of elemental power can form new portals to the Plane of Fire? Elemental nexus sites like these can also attract elementals or cause the birth rates of naaris like me to spike. (Naaris are planar scions whose heritage is tied to elemental fire; sometimes, we're related to ifrits or fire elementals, but not always!)

The Sun at the Center of the Multiverse

Fire is the outermost plane of the Inner Sphere, the furthest away from the Universe. Outsiders predominantly know the plane for Medina Mudii'a, which is not only the capital of the Dominion of Flame, but one of the biggest and most-traveled cities in all the multiverse! Everyone in the Great Beyond has heard of Medina Mudii'a, and even mortals know of it under other names. Fire is also familiar to most mortals, so even those who've never visited have an idea of what to expect: imagine a place where everything is fire, and you actually aren't that far off!

We have lots in common with the Universe. Gravity works the same, time passes at the same linear rate, and both feature permanent, lasting structures made from physical materials. There's even air to breathe (though breathing it here without protection will burn your lungs from the inside and kill you, of course).

Our landscapes are all uniquely fiery, but they can be understood by comparing them to similar sites found in the Universe. Instead of rivers and oceans made of water, the Plane of Fire has seas of flame and rivers of magma and molten rock. Our mountains are all volcanic, and our plains are scorched crags and deserts of red, burning sand. Oh! If you look into the sky, you'll see one big difference between the Plane of Fire and the Universe: there's no sun! We have no day/night cycle, either. Instead of stars and clouds, a haze of smoke and sulfur looms over our heads, with rains of cinder, char, and liquid fire.

After the Plane of Fire, the next elemental plane in the Inner Sphere is Earth, and the sky between the two is illuminated by the beautiful aurora incendi, all along the border! Scintillating waves of green, yellow, blue, and white flames dance in the sky, visible for hundreds of miles. Catching sight of the aurora is a sure sign you're approaching the Plane of Earth, but the border region is also full of towering mountains (active volcanoes, of course!) and vast obsidian shields. The area is a constant battleground between the armies of fire and earth. Ymeri is locked in an eternal war against Ayrzul, the Fossilized King, while the ifrits of the Dominion of Flame do battle with the earth genies, the jabalis. You could say the border between the planes is *hotly* contested!

Where to Be Wary

The Plane of Fire is a beautiful and wonderful place, but it's also dangerous! Of all the Elemental Planes, the Plane of Fire might be the most hostile for unprepared visitors. Luckily, you have me! I can tell you all about the plane and ensure your safety while you're here.

Protective magic can help you resist the effects of fire, and it's essential to take precautions to survive on the plane. Always know when your wards end. Don't be caught outside when your protections expire!

Because the plane is so hostile, traveling far distances is exceptionally dangerous. Trips longer than one day between safe locations are risky; many travelers can't make camp and maintain their protections from the environment while they sleep. However, if your budget accommodates it, traveling on an ifrit airship can get you to your destination quickly and in style. For smaller budgets, many cities have stables of flying creatures to rent or buy (Sinder does a great job training the flame drakes at Flamestead Stables—be sure to tell her Dotty sent you!), or you can try your chances with one of the fire-resistant tents available in any old marketplace.

Oh! Let me tell you about some of the most exciting spots out in the wilds, whether you're looking to adventure in or avoid them.

Emberen Recess

More than just a dangerous environment, the volcanic Emberen Recess of the Melting Lands is ruled over by violent magma dragons! Though they're short on patience at the best of times, having their hoards of elemental gems nearby makes them even more testy. You can go to trade valuables, but don't say I didn't warn you if you get eaten! Or incinerated!

A council of elder dragons calls the shots, led by a rugged ancient one named Caliniaya. Oh, to be an ash fly on the wall at a council meeting of magma dragons... I can't imagine how they get anything done! Perhaps the elementals who stand guard at the territory's borders and do all the mining are organized enough to keep everything running.

SAKALAYO PEAK

Sakalayo is the tallest and most volatile volcano in the Afoapi Mountains, a towering range near the border with the Plane of Earth. Eruptions are both violent and common, and on the Plane of Fire, that makes it an extremely prestigious location to live! The mountain's slopes are encrusted with fabulous mansions and glorious palaces, all maintained and kept in good standing by extravagant magical wards.

Oh, you'll like this: Sakalayo Peak is sacred among elementals, who believe the volcano's first eruption was the catalyst that created the rest of the Inner Sphere. Because it's such an important site, pilgrims come from across the Eternal Furnace to bathe in Sakalayo's bubbling caldera! Surviving a dip in Sakalayo Lake is a surefire way for you to impress any elemental whose favor you need to win.

SCOBERN CAVES

The Scobern Caves are a vast network of underground caverns with a bubbling river of molten bronze winding through them. The cave system spans thousands of miles, connecting to the same volcanic mountain range as Ymeri's Auroric Palace near the Plane of Earth. I've even heard some travelers say the bronze river works as a portal between the two planes, but you'd need a boat that can withstand the molten metal to find out!

Shelter from the Inferno

The largest cities on the Plane of Fire have magically controlled temperatures so visitors from other planes (and us naaris!) don't burn alive. Medina Mudii'a, the Ninefold Towers, and Zjarra all feature these types of environmental protections. The infinite nature of the plane can make visiting multiple destinations in a single trip... inconvenient, but it's well worth the added effort to see as many of the diverse nations prospering on the Plane of Fire as you can!

THE AZURE EMPIRE

Oh, I can't possibly tell you about the Azure Empire without explaining the history of munsahirs on the Plane of Fire first! So, thousands of years ago, munsahirs ruled much of the plane from their tremendous iron fortresses. You can still find the ruins scattered across the plane today! One by one, munsahir strongholds fell as the Dominion of Flame rose to power, until only Emberkeep remained. Munsahir leaders forged an alliance with the fire scamps, and while no one truly knows whether those munsahir leaders betrayed their own people or the scamps reneged on this alliance, it's clear the deal led to an ancient and terrible betrayal. The scamps conquered Emberkeep themselves, bringing the munsahirs under the control of their Ninefold Matriarch of Holy Sublimation, and then they used the munsahirs to fend off the Dominion of Flame and strengthen their theocratic monarchy.

I can't say for sure what the munsahirs and scamps agreed to in their deal. Some say the deal bound the munsahirs of Emberkeep to 66,666 years of service under the scamp monarchs! What I do know is that, whether by coincidence or providence, that term ended just as the Plane of Metal returned to the Inner Sphere. Now, munsahirs from across the Plane of Fire have returned to the ruins of Emberkeep under the banner of their immortal All-Father to rebuild their empire!

INFERNO'S BLISS

It's always a delight to watch tourists' eyes light up as I explain Inferno's Bliss. Yes, there's a huge settlement inhabited by fire elementals, and yes, you can visit! It's a bit warm, and a bit dry, but otherwise comfortable as can be. (You might want to moisturize.) The hospitality on offer is quite extensive. Expect to thank the welcoming committees for many, many gifts. You might even meet Firanius, Hand of the Queen,

Though it's a lovely place to visit, I recommend keeping your stay short. The denizens are Tongues of Ymeri and won't hear a bad word about their Queen. To utter one costs your life! Stay to the approved paths, and mind your manners for as long as you can, then bid them a pleasant farewell. And if you're from the Plane of Earth, or call anyone there a close friend, skip this tour stop entirely. The Tongues of Ymeri are more than just worshippers—they collect intelligence to aid Ymeri's many wars.

PYRIC

Pyric is the language spoken by the elementals and genies of the Plane of Fire. Vocalizations that mimic roaring infernos, hissing smoke, and crackling flames can be challenging for mortals to speak without assistive devices. Enchanted candles that can create the sounds of great infernos are available in most planar shops, though it's often necessary for candle users to supplement the candle with spitting and great, throaty roars.

Pyric writing typically uses candle and wax on flammable paper, creating the alphabet's different characters from a mixture of melted wax drippings and singed holes of various sizes.

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IFRIT COURT

MEDINA MUDII'A

Medina Mudii'a is truly the greatest city in the multiverse! It's a metropolis with no equal, so large that calling it a city feels improper. Oh, you could spend weeks exploring Medina Mudii'a and never run out of new sights to see! The city floats on a sea of fire, encased in a beautiful, luminous sphere that protects it from the Plane of Fire's oppressive environment. Its shining walls of brass shine a beacon across great distances. Across the city's eight wards, you can find every entertainment, see the beautiful docks, or gaze upon the Burning Quarter where fire elementals reside—but only from afar, unless you're immune to fire.

As the capital of the Dominion of Flame, it's ruled by powerful ifrits, and though they welcome outsiders into the city for politics and trading, the fire genies are dangerous and self-serving. The laws and regulations of Medina Mudii'a are deliberately designed to benefit ifrits above all other people. And do keep in mind the Inner Ward is for ifrits only—the Great Bazaar excepted. Trespassing means trouble!

THE NINEFOLD TOWERS OF THE MATRIARCH OF HOLY SUBLIMATION

The Ninefold Towers aren't as dangerous as Medina Mudii'a, but you should still be on your guard if you visit them! An exception to how scamps live on most of the Elemental Planes, fire scamps on the Plane of Fire have their own society, ruled by their Living Goddess, Queen Dirimalia IV.

The nine interlinked towers are breathtaking quartz structures built on the site of an old munsahir ruin. Many munsahirs used to live in the Ninefold Towers, too, until the ancient contract between them expired and the scamps were forced to help the munsahirs retake Emberkeep to repay their debt.

ZJARRA

Zjarra! My home on the Plane of Fire, and one of the safest places for mortals to visit. Founded by axiomite visitors who needed a home base while they explored the plane, the city is filled with lush green jungle plants, all protected from the Plane of Fire's hostile environment by an impenetrable crystalline dome!

Zjarra goes to some effort to remain politically neutral, not only among the various empires and factions of the plane, but also with the rulers of other planes. Embassy Square hosts embassies for the First World, Golarion's Padishah Empire of Kelesh, Hell, the Outer Rifts, the Netherworld—even Leng. Travelers come from all these places and more for business and pleasure.

Strength Forged in Flame

The two Elemental Lords of Fire are both highly influential on the plane. **Ymeri**, the Queen of the Inferno, manipulates planar events to further her own goals. Some even say she's responsible for the hostility between the Dominion of Flame and the jabalis of the Plane of Earth, orchestrating events to push them ever closer to war. The Lambent King **Atreia,** the other Lord of Fire, has only recently returned to the plane after millennia of imprisonment—and he has a lot of work now that he's back! Lord Atreia has dedicated himself to purifying the plane from all the evils that spread during his absence, including the suffocating influence of Her Great and Terrible Majesty.

The Plane of Fire is home to another divinity, too! **Feronia** the Fertile Flame is a demigoddess of fertility and sacred fires. She lives at the top of a huge obsidian spire in her palace, the Cradle of Flames. Watch out if you try to scale the spire and reach the goddess's realm because it's defended by Feronia's herald, the **Guardian Blaze**, and a quartet of phoenixes. Feronia has quite the large family, even for a deity, and lives with them in a commune from what I hear. I can't say for sure since she quite reasonably keeps such things private. Have you heard of the empyreal lord Ragathiel? The chivalry guy? Well, we know for sure he's her son. With Dispater, believe it or not. If he can turn out okay, Feronia must be quite the mom! It seems most of her other partners have been, well, at least better than Dispater.



FERONIA

Grand Sultana **Ayasellah Mihelar Khalidalah II**, Lady of Flame and Khan of Magma, is the Grand Sultana of Medina Mudii'a and ruler of the Dominion of Flame. She might not be a goddess, but here on the Plane of Fire, the sultana is almost as powerful as one! Her advisor, Grand Vizier **Abdul-Qawi**, is even more dangerous. On top of being a powerful wizard and a genie who learned the forbidden art of genie-binding, the vizier has a network of loyal spies spanning the entire Eternal Furnace! Crossing the Dominion of Flame is a seriously dangerous piece of business, but you don't always get to decide if the Dominion decides to cross you first.

The leader of the munsahir empire, **All-Father Verdesz**, is also the immortal Jade Hegemon from the legendary elemental empire once found in Golarion's Valashmai Jungle! Verdesz hasn't been seen anywhere since the Age of Serpents. Just like the legends say, he's a munsahir wreathed in green flame instead of red, and his copper skin is covered by a corroded, turquoise patina. Under the All-Father's leadership, the munsahirs are rebuilding their empire, one brick at a time.

FIRE ADJUSTMENTS

To quickly give a creature a magical connection to the element of fire, you can use the following adjustments.

- Add the fire trait.
- If it has any languages, add Pyric.
- Add immunity to fire.
- If the creature's Strikes deal more than one die of damage, change one die to fire damage. If not, add 1 fire damage to its Strikes.
- If the creature can cast spells, you can replace spells with fire spells of the same rank: **Cantrip** *ignition*, **1st** *breathe fire*, **2nd** *blazing bolt*, **3rd** *fireball*, **4th** *wall of fire*, **5th** *fire's pathway* (page 119), **6th** *fireball*, **7th** *fiery body*, **8th** *burning blossoms*[SoM], **9th** *falling star*.

PLANE OF FIRE — PLANE

FIRE

Category Inner Plane
Divinities elemental lords of fire, Feronia
Native Inhabitants fire elementals, ifrits, magma dragons, munsahirs, shades (fire pneuma)

Like a great, gleaming ball of flame situated at the heart of the Astral Plane, the Plane of Fire is the outermost plane of the Inner Sphere. A perpetual ocean of fire, the plane features skies of smoke, storms of raining cinders, and lakes and rivers of magma that flow along its border with the Elemental Plane of Earth. Overall, the Plane of Fire is incredibly hostile to those who come unprepared for its natural hazards, yet it has one of the most well-known and traversed cities in the multiverse: Medina Mudii'a, capital of the Dominion of Flame. Floating above a sea of fire upon a great hemisphere of magical brass, Medina Mudii'a serves as a monument to both the ifrits' cosmopolitan grandeur and their tyranny, the latter embodied by the Dominion's grand sultana. Outside of the mercantile districts and the palaces and temples of the fire genies, the city houses a vast disenfranchised underclass that includes fire elementals as well as creatures from other planes.

The ifrit domain isn't absolute, and elsewhere in the plane are nations of fire scamps and the remains of an ancient munsahir empire. While they don't form any cohesive, organized nations, the plane's fire elementals are ruled over by the plane's most powerful entity, Ymeri the Queen of the Inferno, the warlike elemental lord of fire whose reign has gone unquestioned since the imprisonment of her rival Atreia eons ago.



ATREIA

The Lambent King

Areas of Concern fire, purification, radiance
Edicts burn away corruption, clear the way for new growth, purify tainted areas
Anathema abandon a creature in darkness; deny a suffering creature warmth, shade, or water
Divine Attribute Wisdom or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *soothe*, 3rd: *ghostly weapon*, 4th: *fire shield*
Divine Font *heal*
Divine Sanctification must choose holy
Divine Skill Performance
Domains fire, healing, protection, sun
Favored Weapon katar

One of the first creatures to exist across the cosmos, the fiery, three-headed ibis known as the Lambent Prince once soared through the skies, the tips of his wings leaving streaks of flames silhouetted against the clouds. The cries from his sickle-shaped beaks carried on the winds, warning evil to flee and reminding the just of his protection. Like the comforting crackle of a campfire, Atreia, the benevolent Lord of Fire, brought solace and a radiant glow to his conflagrant plane. Atreia answered the prayers of his faithful with a reassuring glimmer and a sense of serenity, but he clashed frequently with Ymeri and the other malicious elemental lords. Their battles blazed across the land and sky, marring the Elemental Planes with deep scars and scorch marks. But that was long ago, before Ymeri and her compatriots triumphed over the benevolent elemental lords and imprisoned Atreia in the coldly beautiful crimson gem called the *Garnet Brand*.

Now, eons later and for reasons unknown to him, the Lord of Fire has his freedom once again, but not his power. His long isolation has left him weakened, and in his absence, the Plane of Fire has become a harsh and dangerous place. Few even remember Atreia today, and those who do call him the "Lambent King" now. The new title still feels uneasy, but he's determined to prove himself worthy of its weight. Atreia now knows he can't rebuild the plane and protect its denizens alone, and so he listens to the prayers of his few believers, waiting for a powerful avatar from among them to aid him. He gathers new followers and helps all to find places of comfort and safety. For himself, Atreia works to learn the identity of his mysterious liberator and strives to regain his strength so that he might confront Ymeri once more.



Avatar

When casting the *avatar* spell, a worshipper of Atreia gains the following additional abilities.

Atreia Speed 40 feet, fly Speed 70 feet; **Melee** ❖ sickle beaks (agile, finesse, reach 15 feet), **Damage** 6d8+6 piercing; **Ranged** ❖ fire feather (range 120 feet), **Damage** 6d4+3 fire

YMERI

Queen of the Inferno

Areas of Concern fire, heat, smoke
Edicts be passionate and quick of wit, destroy your foes with fire, inspire your inferiors with zeal and strategy
Anathema allow yourself to stagnate or lose motivation, extinguish destructive blazes
Divine Attribute Strength or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *breathe fire*, 2nd: *summon elemental* (fire only), 4th: *wall of fire*
Divine Font *harm*
Divine Sanctification can choose unholy
Divine Skill Intimidation
Domains destruction, dust[LOGM], fire, zeal
Favored Weapon longsword



Ymeri, Lord of Fire, Queen of the Inferno, knows the joy and power in destruction. Her faithful know that her presence is a constant of all existence—knowledge Ymeri burned into their hearts and minds by systematically destroying all records regarding her true origin. That destruction brings Ymeri and her followers great joy every day, as they have no need to think of a world without their queen.

Ymeri wages never-ending wars against all who dare defy her. At home, this consists of trivial raids to correct her unrulier subjects, but as ever, her attention remains squarely focused on her lifelong enemy Ayrzul. To combat his jabalis, she sends ifrit agents to destabilize the Plane of Earth and facilitate their surrender. Her Tongues of Ymeri—humanoid elementals that serve as her ambassadors, advisors, and spies—stymie his intelligence efforts.

Even her palace stands sentinel at the border with the Plane of Earth. Its shimmering heat sublimates the very stone it rests upon into a mist of vaporized magma, which rises into the white, green, yellow, and blue hues of the aurora incendi that spread out over the Plane of Fire from above her abode. Once, long before she built that palace, Ymeri stretched her fiery wings, flew beyond the clouds of ash that choke the top of the Plane of Fire, and gazed upon the Outer Sphere. She saw how tiny her queendom was, how pitiful. Most of all, she knew that if she wanted to conquer and destroy everything she saw, her inferno would have to burn much, much brighter. And for that, it needs more fuel.

AVATAR

When casting the *avatar* spell, a worshipper of Ymeri gains the following additional abilities.

Ymeri Speed 50 feet, fly Speed 70 feet; **Melee** ❖ longsword (reach 15 feet, versatile P), **Damage** 5d8+6 slashing plus 1d8 fire; **Ranged** ❖ eruption (range 120 feet), **Damage** 5d6+3 fire plus 1d6 persistent fire

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FIRE SPELLS

Fire spells are often associated with destruction and offense, but recent planar developments have encouraged numerous casters to explore new ways of handling fire beyond the obvious, explosive choices.

BLAZING ARMORY ◆◆ SPELL 2

CONCENTRATE FIRE MANIPULATE

Traditions arcane, divine, primal
Range 30 feet; **Targets** 1 willing creature
Duration 5 minutes

As long as you have magic, you're never unarmed. You materialize a flaming simulacrum of any common simple or martial weapon into the target's grasp. The target must have a free hand to hold the weapon, or else the weapon falls to the ground in the target's space. The blazing weapon functions as a *+1 striking weapon*, and its damage type changes to fire. The damage type can't be changed using the versatile trait, modular trait, or similar methods.

A thrown weapon rematerializes in the target's hand after the Strike is complete. If you choose a ranged weapon that uses ammunition, the wielder must still reload the weapon using the normal number of actions, though this generates ammunition automatically; this functions as normal ammunition, and the blazing weapon can't use other types of ammunition.

Any creature other than you or the target that attempts to touch, make a Strike with, or Disarm the weapon takes 1d6 fire damage each time.

Heightened (4th) You can target up to 5 willing creatures and can choose a different weapon for each target. The weapons function as *+1 striking flaming* weapons.
Heightened (6th) As 4th, but the weapons function as *+2 greater striking flaming* weapons.
Heightened (8th) As 4th, but the weapons function as *+3 greater striking greater flaming* weapons.
Heightened (10th) As 4th, but the weapons function as *+3 superior striking greater flaming* weapons.

CAUTERIZE WOUNDS ◆◆ SPELL 2

CONCENTRATE FIRE HEALING MANIPULATE

Traditions arcane, divine, primal
Range 60 feet; **Targets** up to 5 willing creatures
Duration 1 minute

You seal bleeding wounds with fire. Any target that has persistent bleed damage can choose to take 1 fire damage. If it does, it can attempt to recover from its persistent bleed damage, with the lower DC for particularly effective assistance. During the spell's duration, you can use a single action, which has the concentrate trait, to repeat this effect for one target of the spell.

CINDER SWARM ◆◆ SPELL 4

CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal
Range 60 feet; **Targets** 1 creature
Defense Fortitude or basic Reflex (see text)
Duration sustained for up to 1 minute

You breathe life into a mass of fiery critters. They swarm the target and create an aura around it in a 5-foot emanation. The target and enemies in the aura are subject to an effect depending on the insects you choose. On subsequent rounds, the first time you Sustain this spell each round, you repeat the effect on the target and all your enemies in the insect aura. Pick a type of insect to determine the effects.

- **Fire Ants** You create fiery flying ants that deal 3d6 piercing damage plus 2d6 persistent fire damage with a basic Reflex save. A creature that fails its save must move 5 feet in a direction of your choice as it tries to escape the biting ants; this happens after all the creatures attempt their saves and can't add new creatures to the aura if the main target moves.
- **Fireflies** (incapacitation) You create a flurry of fireflies that deal 3d6 fire damage and can dazzle or blind, depending on the target's Fortitude save.

Critical Success The creature takes no damage.
Success The creature takes half damage and is dazzled for 1 round.
Failure The creature takes full damage and is blinded for 1 round. It's then temporarily immune to being blinded by *cinder swarm* for 24 hours.
Critical Failure As failure, but double damage and blinded for 1 minute.

Heightened (+1) Increase the ants' piercing damage and fireflies' fire damage by 2d6.

DEHYDRATE ◆◆ SPELL 1

CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal
Range 30 feet; **Area** 5-foot burst
Defense Fortitude (see text); **Duration** 1 minute

You stir the inner fire of all things within the area, driving out moisture. All creatures in the area take 1d6 persistent fire damage with a basic Fortitude save; creatures with the water or plant traits get a result one degree of success worse than they rolled. The spell ends for a creature when its persistent damage ends.

A creature affected by *dehydrate* attempts an additional Fortitude save at the end of each of its turns, before rolling to recover from the persistent damage. It can forgo this additional save if it consumed water or a similar hydrating liquid within the last round (drinking typically requires a single action).

Success The creature takes no additional effect.

Failure The creature is enfeebled 1 until the end of its next turn.
Critical Failure The creature is enfeebled 2 until the end of its next turn.

Heightened (+2) The range increases by 10 feet, the burst increases by 5 feet, and the persistent fire damage increases by 3d6.

EAT FIRE ↻ CANTRIP 1

CANTRIP FIRE MANIPULATE

Traditions arcane, occult, primal
Trigger You would take fire damage.
Duration until the end of your next turn

You consume and ingest fire, making it less harmful to you. You gain resistance 5 to fire damage until the end of the current turn. During the remaining duration of the spell, you can use the Belch Smoke action. The spell ends if you fall unconscious, inhale, or exhale (this includes speaking).

Belch Smoke ❖ You exhale what remains of the smoke, ending the spell and creating a smoke cloud in a 5-foot burst within 20 feet. All creatures within the smoke cloud are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

Heightened (+3) The resistance increases by 5.

FALSIFY HEAT ❖❖ SPELL 2

CONCENTRATE FIRE ILLUSION MANIPULATE

Traditions arcane, primal
Range 60 feet; **Targets** 1 willing creature or object
Duration 8 hours

You veil the signs of the fires of vitality, altering the target's apparent body temperature. This illusion applies to all senses, and a creature that touches the target can attempt to disbelieve the illusion. You can Dismiss the spell. Choose an illusory body temperature when you cast the spell.

- **Moderate** The target's body temperature appears the same as the surrounding environment, giving the target a +2 circumstance bonus to Deception checks to Impersonate an undead, a cold-blooded creature, or an inanimate object (such as a corpse). The target is also invisible to *heatvision* (page 120) and other abilities that sense heat similarly.
- **Warm** The target appears to emit substantial body heat, gaining a +2 circumstance bonus to Deception checks to Impersonate a warm-blooded creature.

Heightened (4th) You can target up to 10 creatures, and you can choose a different body temperature for each of them.

FIRE'S PATHWAY SPELL 5

UNCOMMON CONCENTRATE FIRE MANIPULATE TELEPORTATION

Traditions arcane, primal
Cast 1 minute

You step into a blazing fire that's big enough for you to fit inside and instantly teleport to any other fire within 5 miles that also has a sufficiently large size. Once you enter the first fire, you instantly know the rough locations of other sufficiently large fires within range and can exit from the original fire, if you prefer. You can't carry extradimensional spaces with you; if you attempt to do so, the spell fails.

Heightened (6th) The fire you exit can be up to 50 miles away.
Heightened (8th) The fire you exit can be up to 500 miles away.
Heightened (9th) The fire you exit can be anywhere on the same planet.

FIREPROOF SPELL 2

CONCENTRATE FIRE MANIPULATE

Traditions arcane, divine, primal
Cast 1 minute
Range touch; **Targets** 1 object up to 10 Bulk
Duration 1 hour

You prevent the target item from conducting heat or catching fire for the spell's duration. The item gains fire resistance 10. In addition, effects with the fire trait that target the item must first succeed at a counteract check against your spell DC.

Heightened (4th) The duration is 24 hours.
Heightened (6th) The duration is unlimited.

FLAME DANCER ❖❖ SPELL 5

CONCENTRATE FIRE MANIPULATE

Traditions arcane, occult, primal
Range 60 feet; **Targets** 1 willing creature
Duration 1 minute

Fire encircles the target's hands and feet, and its eyes and hair catch ablaze. The target's unarmed Strikes deal an additional 2d6 fire damage. Critical hits with these Strikes also deal 2d4 persistent fire damage. Additionally, when the target attempts to Demoralize a foe, they can use Performance instead of Intimidation; when using Performance to Demoralize, the action loses the auditory trait but gains the visual trait, and the target doesn't take a penalty when attempting to Demoralize a creature that doesn't understand its language.

Heightened (7th) The fire damage increases to 3d6, and the persistent fire damage increases to 3d4. If the target gets a critical success on a Demoralize check using Performance, the target of the Demoralize check becomes fleeing from the target of *flame dancer* for 1 round.

FLAMES OF EGO ❖❖ SPELL 5

CONCENTRATE FIRE INCAPACITATION LIGHT MANIPULATE MENTAL

Traditions arcane, occult, primal
Range 120 feet; **Targets** 1 creature
Defense Will; **Duration** varies

Elegant flames of incredible beauty coruscate across the target's body, creating overconfidence and carelessness. The target attempts a Will save.

Critical Success The target is unaffected.
Success The target sheds bright light in a 20-foot emanation (and dim light to the next 40 feet) and becomes fascinated with itself for 1 round. It must spend at least 1 action on its turn on a taunting display of arrogance or overconfidence. Using actions that include such a display—such as using Perform to show off—count toward this requirement.

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Failure As success, but the duration is 1 minute and the target can't act hostile toward a creature until that creature acts hostile toward the target.

Critical Failure As failure, except the target must spend at least 2 actions on its turn on a taunting display of arrogance or overconfidence.

HEATVISION ◆◆ SPELL 3

UNCOMMON CONCENTRATE FIRE MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 willing creature

Duration 1 hour

The target visually senses the heat energy emitted by the creatures and objects around it, gaining infrared vision at a range of 60 feet as a precise sense. This vision can detect any warm-blooded creature or source of heat not completely covered behind a solid object, such as a wall; this bypasses any concealment granted by smoke or darkness. It can similarly detect especially cold creatures and sources of cold. Almost all creatures with the cold or fire trait can be detected with *heatvision*. Undead and constructs are typically the same temperature as their environment and can't be detected with *heatvision*. The GM decides in other cases.

Heightened (6th) The duration lasts until you next make your daily preparations, and the range increases to 120 feet.

ILLUMINATE ◆ CANTRIP 1

CANTRIP FIRE MANIPULATE

Traditions arcane, divine, occult, primal

Area 30-foot emanation (see text)

You light all non-magical light sources in the area that use fire to provide their light—such as candles, lamps, and sconces. You can choose to make the emanation smaller than its maximum, to any distance of your choice. If a light source is attended by an unwilling creature, that creature can attempt a Reflex save to snuff the light out before it becomes noticeable.

Heightened (+1) The maximum area increases by 10 feet.

PHOENIX WARD ◆◆ SPELL 4

CONCENTRATE FIRE MANIPULATE

Traditions divine, primal

Duration 1 minute

You raise a fiery shield around yourself, gaining resistance 10 to fire. If you take fire damage that would reduce you to 0 Hit Points, the *phoenix ward* absorbs any damage beyond the amount that would bring you to 1 Hit Point. The ward then heals you in a brilliant display of flames in the shape of a phoenix's wings and envelop you in light. You regain Hit Points equal to 4d8 + the absorbed damage; this is a healing vitality effect. The *phoenix ward* then ends, and you can't cast it again for 24 hours.

Heightened (+1) The healing increases by 1d8.

RAINBOW FUMAROLE ◆◆◆ SPELL 8

CONCENTRATE FIRE INCAPACITATION LIGHT MANIPULATE

Traditions arcane, primal

Range 500 feet; **Area** 20-foot radius, 60-foot-tall cylinder

Defense basic Reflex **Duration** 1 minute

Multi-hued flames break through cracks in the ground, reaching high into the sky and giving off dangerous fumes. When you cast the spell, roll 1d8 on the table below to determine the effects of the fumarole.

Any creature caught inside the area of *rainbow fumarole* when you cast it takes the indicated damage with a basic Reflex save and, on a failure, takes any added effect listed. Creatures must also attempt a saving throw when they move through the spell's area or end their turn in it. Squares within the area of the *rainbow fumarole* are difficult terrain.

1d8	Color	Damage	Added Effect
1	Red	50 fire plus 2d6 persistent fire	–
2	Orange	50 fire	Knocked prone
3	Yellow	30 fire plus 20 bludgeoning	Pushed 10 feet
4	Green	20 fire plus 20 acid	Sickened 2
5	Blue	30 fire	Paralyzed for 1 round
6	Indigo	30 fire	Confused for 1 minute
7	Violet	30 fire	Slowed 1 for 1 minute
8	All	Choose the color for each affected creature and use that color's damage and added effect; if a creature is affected again, you can choose a different color.	–

SIGNAL SKYROCKET ◆◆◆ SPELL 1

CONCENTRATE FIRE MANIPULATE SONIC

Traditions arcane, occult, primal

Range 1,000 feet; **Area** 30-foot burst

With a pinch of metallic powder and gunpowder, you call forth blistering red energy that shoots straight upward into the air and explodes, unleashing a crackling boom. Over time, you might even customize your own pattern and color for the skyrocket as you refine the spell.

You can't change the direction or distance of the rocket—it must go straight up, continuing up to the maximum range if possible. If the rocket explodes at its maximum height, the bright light can be seen up to 10 miles away, and the sound of the explosion can be heard up to 1 mile away under clear weather conditions.

If the rocket explodes in an enclosed space smaller than the full size of the burst, each creature in the area takes 1d10 sonic damage depending on the result of its Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is dazzled for 1 round.

Critical Failure The creature takes double damage and is blinded for 1 round.

Heightened (+1) The sonic damage increases by 1d10.

THERMAL REMEDY SPELL 2

CONCENTRATE FIRE MANIPULATE

Traditions arcane, divine, primal

Cast 1 minute

Range touch; **Targets** up to 1 gallon of non-magical liquid or up to 5 pounds of food

Duration 1 hour

You adjust the delicate levels of bitter ingredients in food and drink to draw out their full restorative and fortifying properties. Choose one of the benefits listed below. Any creature that consumes the targeted drink or food gains that benefit. Up to 10 creatures can partake in the meal, and a creature gets no extra benefit for consuming more than one portion.

- Gain 5 temporary Hit Points.
- Gain resistance 2 to fire.
- Gain a +1 circumstance bonus to saves against disease.

Heightened (4th) Your remedy provides two benefits of your choice instead of one. The temporary Hit Points increase to 10, the resistance to fire increases to 3, the bonus against disease increases to +2, and the duration is 2 hours.

Heightened (7th) The remedy provides all three benefits. The temporary Hit Points increase to 15, the resistance to fire increases to 5, the bonus against disease increases to +3, and the duration is 8 hours.

YMERI'S MARK ◆◆ SPELL 4

CONCENTRATE CURSE DETECTION FIRE MANIPULATE

Traditions arcane, divine, primal

Range touch; **Targets** 1 creature

Defense Fortitude; **Duration** varies

You place the fiery mark of the Queen of the Inferno on the target, burning into the creature's very essence. The mark gives off a heat that only you can sense; as long as you're on the same plane as the target, you can sense the direction it's in. The target is fatigued and can't reduce the value of this condition normally.

You can detonate the mark at any point during its duration by Dismissing the spell. The rune explodes in a 10-foot emanation centered on the target that deals 5d6 fire damage with a basic Reflex save. You choose whether the mark's target is included in the explosion.

When you cast the spell, the target attempts a Fortitude save to determine how long the mark lasts. If the spell's duration elapses, the rune doesn't detonate.

Critical Success The target is unaffected.

Success The duration is 1 minute.

Failure The duration is 1 week.

Critical Failure The duration is unlimited.

Heightened (+1) The damage increases by 2d6.

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FIRE ITEMS

With the ability to run red-hot forges nonstop and access to an abundance of molten metals and sulfurous gases, artisans of the Plane of Fire have been producing useful and beautiful creations for millennia. Many of the plane's denizens are long-lived and devote decades to learning and perfecting their crafts. As such, handiwork from the Plane of Fire is among some of the most intricate and detailed in any plane.

ASH GOWN ITEM 7+

FIRE INVESTED MAGICAL

Usage worn clothing; **Bulk** L

Ash gowns are formal wear spun from smoke, ash, and char collected from the Plane of Fire. Typically, they're voluminous floor-length dresses or three-piece suits, but regardless of their specific tailoring, *ash gowns* are always an ostentatious display of wealth and loyalty to the powers of the Plane of Fire. They're exceptionally popular in the courts of the Elemental Lords and among the high society of Medina Mudii'a. The gown grants you resistance 5 to fire and a +1 item bonus to Intimidation checks.

Activate—Blazing Promenade ❖❖ (manipulate) **Frequency** once per day; **Effect** The *ash gown* ignites in a ferocious blaze, flames licking the floor and trailing behind you like a dancing cape. You Stride and make a Strike at the end of your movement. During the Stride, your flames incinerate minor obstacles in your path; you ignore non-magical difficult terrain, and any you move through is destroyed. Creatures that are adjacent to you at any point during your movement take 2d6 fire damage with a DC 23 basic Reflex save. A creature doesn't need to attempt this save more than once, even if you move past it multiple times.

Type *ash gown*; **Level** 7; **Price** 350 gp

Type *greater ash gown*; **Level** 11; **Price** 1,300 gp

The resistance to fire is 10, and the bonus to Intimidation checks is +2. You can activate a *greater ash gown* once per 10 minutes instead of once per day. The activation's damage increases to 4d6, and its DC increases to 28.

BLOODBURN CENSER ITEM 13

CENSER FIRE MAGICAL POISON

Price 2,750 gp

Usage held in 1 hand; **Bulk** L

The exterior of this egg-shaped brass censer is polished to a mirror-like sheen. Several rings are attached to its sides at regular intervals. The top of the censer's lid is decorated with a pair of intertwining snakes.

Activate—Light Incense ❖❖ (aura, manipulate) **Frequency** once per day; **Cost** incense worth at least 5 gp; **Effect** A piping, reddish smoke pours from the censer in a 20-foot emanation. You choose whether the smoke causes the target's blood to turn extremely hot or transmutes to poison; the smoke deals your choice of fire or poison damage. Each living creature that's in the area or enters it attempts a DC 34 Fortitude saving throw, then becomes temporarily immune for 1 hour.

Critical Success The creature is unaffected.

Success The creature breathes in a small amount of the poisonous smoke and takes 2d6 persistent damage.

Failure The creature gulps down a lungful of the smoke, taking 4d6 persistent damage and becoming enfeebled 2 until the persistent damage ends.

Critical Failure The creature inhales a large amount of the smoke, taking 6d6 persistent damage and becoming enfeebled 3 until the persistent damage ends.

BRAZIER OF HARMONY ITEM 5

CENSER FIRE MAGICAL

Price 150 gp

Usage held in 1 hand; **Bulk** L

The *brazier of harmony* is a circular, orb-shaped censer etched with celebrating creatures shaking hands and dancing. The brazier contains a pleasant-smelling potpourri of dried flowers and incenses, designed to create a calm atmosphere that encourages meditation, thoughtfulness, and camaraderie. While holding the lit censer, you gain a +1 item bonus to Diplomacy checks, whether the censer is activated or not.

Activate—Light Incense ❖❖ (aura, manipulate) **Frequency** once per day; **Cost** incense worth at least 1 sp; **Effect** When the incense is lit, pleasant, floral smoke surrounds the censer in a 20-foot emanation, creating a space of peace and harmony. Each creature that breathes the smoke is affected by 3rd-rank *calm* and is then temporarily immune for 24 hours. The spell's effects end when the incense burns out.

CANDLE OF INFLAMED PASSIONS ITEM 3

CONSUMABLE FIRE MAGICAL MENTAL

Price 10 gp

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

This blood-red candle is made from wax derived from oil shale found in certain parts of the Plane of Fire. The wick burns with a flame that flickers and dances even if there's no draft to stir it. You activate the candle by lighting it, which causes creatures within 10 feet of the candle to find their emotions running high. Creatures in the area take a –1 status penalty to saving throws against emotion effects. Once lit, the candle burns for 10 minutes. If extinguished, it can't be relit.

EVERBURNING COAL ITEM 12

UNCOMMON FIRE MAGICAL

Price 1,750 gp

Usage held in 1 hand; **Bulk** –

This lump of coal is always warm to the touch and glows faintly red from within, as if holding an ember of flame waiting to be stoked. No amount of water or coldness can extinguish the coal's warmth. When you hold an *everburning coal* in your hand, you gain resistance 10 to cold and are protected from mild, severe, and extreme cold.

In addition, an *everburning coal* is a planar key for *interplanar teleport* and similar magic to travel to the Plane of Fire. When using it this way, you can attune it to the fires of your destination to make it more likely to arrive where you intend to be, appearing 1d6 × 25 miles from your intended destination instead of 1d10 × 25 miles away.

Activate—Coal Wall ◆◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** The *everburning coal* creates a towering wall of hot coals. This has the effect of *wall of ice*, except for the following adjustments.

- The wall has the fire trait instead of cold and water.
- The wall deals fire damage instead of cold damage.
- The weakness to fire is instead weakness to cold and to water.
- Destroying a section of the wall with cold or water (rather than with fire) causes a section to evaporate.

GLOBE OF SHROUDS ITEM 8

CENSER FIRE MAGICAL REVELATION

Price 500 gp

Usage held in 1 hand; **Bulk** L

The body of this censer is made of transparent crystal banded with dark iron. This globe hangs from a sturdy chain attached to a simple steel rod with a smooth grip.

Activate—Light Incense ◆◆ (aura, manipulate) **Frequency** once per day; **Cost** incense worth at least 5 gp; **Effect** As you light the incense, barely visible smoke issues from the censer in a hazy 20-foot emanation. Creatures that are in the haze or later enter it are wreathed in wisps of smoke; these wisps last while the creature is in the smoke's aura and until the start of its next turn if it leaves the haze. An ally in the aura is concealed and gains a +2 status bonus to Stealth checks. Any enemy in the aura that is or becomes invisible appears as a translucent shape to you and your allies—it's no longer hidden, but it remains concealed.

LAMBENT PERFUME ITEM 6

CENSER FIRE MAGICAL

Price 250 gp

Usage held in 1 hand; **Bulk** L

This ceramic incense burner is shaped like a three-headed ibis in the form of Atreia, spreading his wings and preparing to take flight; it hangs on a thin, golden chain.

Activate—Light Incense ◆◆ (aura, manipulate) **Frequency** once per day; **Cost** incense worth at least 1 sp; **Effect** Sparkling golden mist escapes the ibis's open beaks, spreading in a 20-foot emanation. This perfume mist is calming and restorative. A creature that ends its turn within the censer's smoke while sickened or under an affliction can attempt a new saving throw to overcome it.

A creature with multiple afflictions, or that is both sickened and has an affliction, chooses one to attempt to overcome each time it ends its turn in the aura. After attempting a new saving throw against an affliction, a creature is temporarily immune to *lambent perfume* for the purpose of overcoming that affliction for 24 hours.

OBSIDIAN EDGE ITEM 6+

UNCOMMON FIRE MAGICAL

Usage held in 2 hands; **Bulk** 2

This black obsidian blade is a *+1 striking gun sword* (*Guns & Gears* 158). Magma seeps along its many cracks and crags, and the handle is hot but not scalding to the touch. Strikes with this gun sword deal 1 extra fire damage.

Activate—Explosion of Shards ◆ (manipulate) **Requirements** Your most recent action this turn was a successful ranged Strike with *obsidian edge*; **Frequency** once per 10 minutes; **Effect** Magma coats the sword blade completely before exploding from your weapon in a 15-foot emanation of fire and glass. Creatures in the area take 2d6 fire damage and 2d6 piercing damage with a DC 20 basic Reflex save.

MAGICAL CENSERS

Censers are decorative containers, often metal or ceramic, in which incense is burned. Some censers are used solely in religious ceremonies, but many are made for domestic use. They range in shape and size, from lidded pots to egg-shaped vessels attached to chains that allow them to be swung about. Most are designed with ornate openings to increase airflow.

Censer Trait: An item with the censer trait must be filled with incense to Activate it, which ignites the incense and causes the censer to exude a cloud of smoke. The smoke creates an aura in an emanation from the censer's square. The smoke lasts for 1 minute but is immediately dispersed by a strong wind (ending the activation) or if you Dismiss the activation to snuff out the incense. Unless specifically noted otherwise, the smoke from a censer isn't thick enough to make creatures concealed, and you can choose to be immune to the smoke of any censer you Activate. You must be holding a censer to Activate it, but if you Release the censer, the incense continues to burn from the censer's location.

A magical censer requires incense, as noted in its activation, which can be purchased in most settlements. You can use an alchemical or magical incense item for this purpose, but the magic of the censer overwhelms the incense and negates any other magical or alchemical properties it has. You can typically use the censer without activating it to burn incense as though it were a mundane censer.

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Type *obsidian edge*; **Level** 6; **Price** 250 gp

Type *greater obsidian edge*; **Level** 9; **Price** 700 gp

A *greater obsidian edge* has a *flaming rune* instead of dealing 1 extra fire damage. The activation's damage is 3d6 fire and 2d6 piercing with a DC of 25.

Type *major obsidian edge*; **Level** 12; **Price** 1,800 gp

A *major obsidian edge* is a *+2 striking flaming gun sword*; the *flaming* rune replaces the 1 extra fire damage. The activation's damage is 4d6 fire and 3d6 piercing with a DC of 29.

Type *true obsidian edge*; **Level** 18; **Price** 22,000 gp

A *true obsidian edge* is a *+3 greater striking greater flaming gun sword*; the *flaming* rune replaces the 1 extra fire damage. The activation's damage is 5d6 fire and 4d6 piercing with a DC of 38.

RHYTON OF THE RADIANT IFRIT ITEM 14

FIRE MAGICAL

Price 4,200 gp

Usage held in 1 hand; **Bulk** L

This exquisite, shimmering rhyton is made from volcanic glass and encrusted with rubies, garnets, and other red gemstones, with a blown glass sculpture of a snakelike fire elemental at its base. It was sculpted as part of a 10-piece set of drinking horns, created to match a powerful ifrit shuyookh's entertaining dinnerware, but it became separated from the rest of the collection. Whether for good or ill, the beautiful glass rhyton still carries tidings from its previous shuyookh owner, and you become their esteemed guest from afar whenever you hold it.

The drinking horn functions as a *bottomless stein* (*Gods & Magic* 121), refilling with a common ale each time it's emptied. However, anyone holding the rhyton who whispers the name of its former shuyookh owner has the horn filled with their favorite wine, spirit, juice, or other beverage from anywhere across the many planes, as if their wish were granted by a magnanimous genie.

Activate—Toast! ❖ (manipulate) **Effect** You raise a toast to a creature or creatures you're about to socialize with. You gain a +2 item bonus to Deception, Diplomacy, or Intimidation checks against those creatures for 1 hour.

Activate—Ifrit's Command ❖❖ (concentrate) **Frequency** once per day; **Effect** An ifrit's hospitality always comes with an implied threat. You cause the shuyookh to briefly appear and take its vengeance on those who would hurt you, the genie's "guest." The shuyookh issues a 6th-rank *command* that targets all creatures hostile to you in range instead of the usual number of targets. The shuyookh issues the same command to all of them. Each target that fails its save also feels all nourishment leached from it, becoming fatigued as long as it's affected by the *command*.

SCALDING GAUNTLETS ITEM 11+

FIRE INVESTED MAGICAL

Usage worn gloves; **Bulk** L

Prized by naari geniekin who prefer to fight with their fists, *scalding gauntlets* are a pair of *+2 striking spiked gauntlets*. The intricate golden gauntlets are engraved with Pyric writing praising the glories of the Dominion of Flame and embellished with shimmering black and red gemstones. A creature you grab or restrain while wearing the gauntlets must succeed at a DC 26 Fortitude save or take 2d6 persistent fire damage and be sickened 1 from the pain; it's temporarily immune to being sickened by *scalding gauntlets* for 1 hour.

Type *scalding gauntlets*; **Level** 11; **Price** 1,300 gp

Type *greater scalding gauntlets*; **Level** 13; **Price** 3,000 gp

The gauntlets are a *+2 greater striking flaming spiked gauntlet*, and the Fortitude save is DC 28.

Type *major scalding gauntlets*; **Level** 15; **Price** 6,250 gp

The gauntlets are a *+2 greater striking flaming spiked gauntlet*, the Fortitude save is DC 32, and the damage is 3d6 persistent fire.

Type *true scalding gauntlets*; **Level** 18; **Price** 20,000 gp

The gauntlets are a *+3 greater striking greater flaming spiked gauntlet,* the Fortitude save is DC 36, and the damage is 4d6 persistent fire.

SMOKE VEIL ITEM 3

FIRE INVESTED MAGICAL

Price 60 gp

Usage worn headwear; **Bulk** L

Smoke veils are wigs or headdresses made of flame and ash, giving the wearer a burning coil of fiery hair and concealing their face behind a smoldering, omnipresent haze of smoke and sparking embers. You can use the veil to go unrecognized by hiding your face so that you can attempt Deception checks to Impersonate without needing a disguise kit. When you do so, it takes you only 1 minute to create the disguise, and you gain a +1 item bonus to the check. You still need a disguise kit and the full time if you're using cosmetics and other props to change other aspects of your disguise, or if Impersonating a specific person.

Activate—Blazing Stare ❖ (concentrate) **Requirements** You dealt fire damage to a target you can see within 30 feet with your most recent action this turn; **Effect** You set your fiery gaze on your target, eyes burning within a cloud of ash and cinder. Roll an Intimidation check to Demoralize the target. Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language.

SPARKSHADE PARASOL ITEM 11

FIRE INVESTED MAGICAL

Price 1,200 gp

Usage held in 1 hand; **Bulk** 1

This large magical parasol shields you from the heat in hot environments, no matter whether the heat comes from above, like the beating sun, or below, like roiling lava. While holding the *sparkshade parasol*, you gain resistance 10 to fire and are protected from mild, severe, and extreme environmental heat.



ASH GOWN



BLOODBURN CENSER



EVERBURNING COAL



OBSIDIAN EDGE



GLOBE OF SHROUDS



SCALDING GAUNTLETS



SPARKSHADE PARASOL



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Activate—Parasol's Protection ↷ (manipulate) **Trigger** You're targeted by or inside the area of an effect that deals fire damage; **Frequency** once per 10 minutes; **Effect** You hold your parasol between yourself and the incoming flames, gaining fire resistance 20 against the triggering effect. (This applies only to any damage the effect deals.) For the next 1 minute, flames dance harmlessly along the parasol's brim, letting you use Parasol's Pyrotechnics.

Activate—Parasol's Pyrotechnics ↷↷ (concentrate, manipulate) **Requirements** Flames are dancing on the *sparkshade parasol* due to you using Parasol's Protection; **Effect** You release captured flames out from your parasol, shooting fire in a 30-foot line. Each creature in the line takes 10d6 fire damage (DC 28 basic Reflex save). This activation loses its charge.

THAWING CANDLE ITEM 8

CONSUMABLE FIRE MAGICAL

Price 90 gp

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

This stubby, black candle has a wick made of a type of flammable bronze that can be found only on the Plane of Fire. You activate the candle by lighting it, which enables creatures within 10 feet of the candle to ignore the cold while within range. Creatures in the area gain cold resistance 10. In addition, a creature taking persistent cold damage that is in or enters the area can immediately attempt a DC 15 flat check to end the persistent damage. A given creature can gain this flat check only once from a single *thawing candle*. Once lit, the candle burns for 10 minutes. If extinguished, it can't be relit.

BRASS SCRAPS

On the Plane of Fire, destroyed brass bastions are sold as scrap to enterprising ifrits, who reforge the remains into new brass bastions. Many ifrits pay more for the remains of a brass bastion crafted by their rivals yet react violently when offered brass bastion remains they originally created. Thus, identifying a brass bastion's original crafter is a valued skill. Few non-ifrits dare trade in brass bastion scraps, save in extralegal markets.

BRASS BASTION

Brass bastions are formidable sentinels crafted from elemental fire and extraplanar brass. While they can be shaped into many forms, most depict muscular warriors with curving horns and stern or taunting expressions. Within each brass shell is a raging inferno—the source of its ceaseless heat.

Though ifrits originally created brass bastions to act as servants and guards, the knowledge of how to craft them has spread throughout the Plane of Fire. They can even be found on the Plane of Earth thanks to interplanar trade. In Medina Mudii'a, brass bastions walk the streets, tend shops, and stand guard. Bespoke brass bastions are passed down as family heirlooms or gifted to business partners and allies. Scions of the wealthiest ifrit lineages never travel without a train of brass bastions clad in family livery. Destroying a rival ifrit's brass bastion is a quick way to erode their political status, though anyone caught performing such sabotage faces swift retribution.

Most brass bastions prominently display the sigil of their owner or maker, though magical methods can also determine who crafted a specific construct. Brass bastions forged by favored artisans are a status symbol in many ifrit communities. Ifrits consider a brass bastion crafted by a non-ifrit to be inherently inferior, barely worth the cost of its materials. Brass bastions obey magical programming imprinted at the time of their creation or follow commands from their owners. Most can't speak, but a few have magical voices and can parrot simple phrases, recite poetry, or tell bedtime stories at the crafter's fancy.



BRASS BASTION — CREATURE 14

RARE HUGE CONSTRUCT FIRE MINDLESS

Perception +22; darkvision

Skills Athletics +30

Str +8, **Dex** +0, **Con** +7, **Int** –5, **Wis** +0, **Cha** –5

Items *+2 striking falchion*

AC 36; **Fort** +27, **Ref** +22, **Will** +20

HP 205; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, void; **Resistances** physical 15 (except adamantine), spells 15 (except water)

Molten Demise (arcane, fire) When a brass bastion is destroyed, its body explodes in a flurry of elemental flame and superheated brass, dealing 4d6 piercing damage and 4d6 fire damage to creatures in a 20-foot emanation (DC 34 basic Reflex save).

Speed 25 feet

Melee ❖ *falchion* +28 (forceful, magical, reach 15 feet, sweep), **Damage** 2d10+12 slashing plus 1d10 fire

Melee ❖ fist +26 (agile, magical, reach 15 feet), **Damage** 2d6+12 bludgeoning plus 1d10 fire

Breathe Smoke ❖❖ (arcane, fire) The brass bastion exhales superheated smoke and cinders in a 10-foot radius centered on a corner of its space. The smoke persists for 1 round. Any creature in the area (or that later enters the area) takes 15d6 fire damage (DC 34 basic Reflex save); on a critical failure, the creature catches fire, taking 2d6 persistent fire damage as well. All creatures in the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. The brass bastion can't Breathe Smoke again for 1d4 rounds.

Heat Weapon Metal weapons wielded by a brass bastion superheat, dealing 1d10 additional fire damage (included in its statistics).

BROCHMAW

With bodies of fired clay, brochmaws look like walking cylindrical ovens split across the middle by their titular maws, which rage with the fires of culinary perfection. Behind their maw burns a powerful internal oven, where the elemental creatures roast their prey.

Brochmaws are driven solely by their voracious appetites, only leaving their lairs to acquire new meals. Early attempts to force brochmaws into service resulted in their would-be captors being reduced to nothing more than ash on a plate, accompanied by a written review of how they tasted. Now, brochmaws are employed all across the Planes, lured by the sweet promise of new, fresh meat.

Though brochmaws have no use for money, they do trade gifts for services. The only thing they have to offer is cooked meat from their own mouths, which they deem extremely valuable. Surprisingly, all who have tried brochmaw meat claim it to be a savory roasted delight. Given that brochmaws offer nothing but cooked meat and desire nothing but raw meat, trading with them is a simple if slightly dangerous affair, often coming down to the quantity and rarity of the meat offered.

Brochmaws hate to see meat go to waste. If one discovers a carcass of any sort, they call others of their kind to join them in a festive cookout, with dancing and feasting inevitably accompanied by compliments or complaints about the quality of the food.

BROCHMAW — CREATURE 13

HUGE ELEMENTAL FIRE

Perception +24; darkvision
Languages Common, Pyric
Skills Athletics +28, Cooking Lore +24, Intimidation +21, Survival +24
Str +8, **Dex** +4, **Con** +8, **Int** +3, **Wis** +5, **Cha** +4

AC 32; **Fort** +28, **Ref** +20, **Will** +23
HP 259; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 15

Speed 25 feet

Melee ❖ skewer +27 (reach 15 feet), **Damage** 3d10+8 piercing plus Improved Grab (page 232)

Ranged ❖ hot oil +25 (range 30 feet), **Damage** 3d6+7 fire damage plus 1d8 persistent fire damage plus 3 fire splash damage and marinade

Marinade A creature taking persistent fire damage from the brochmaw's hot oil Strike is more readily cooked, taking a –2 circumstance penalty to Fortitude saves against Roast for as long as it is taking persistent fire damage.

Roast ❖ The brochmaw turns a skewer over their oven, cooking anything impaled on it. Creatures grabbed by the brochmaw's skewer take 3d6 fire damage (DC 32 basic Fortitude save). Creatures who have been Roasted take a –2 circumstance penalty to Fortitude saves against Serve for 1 minute.

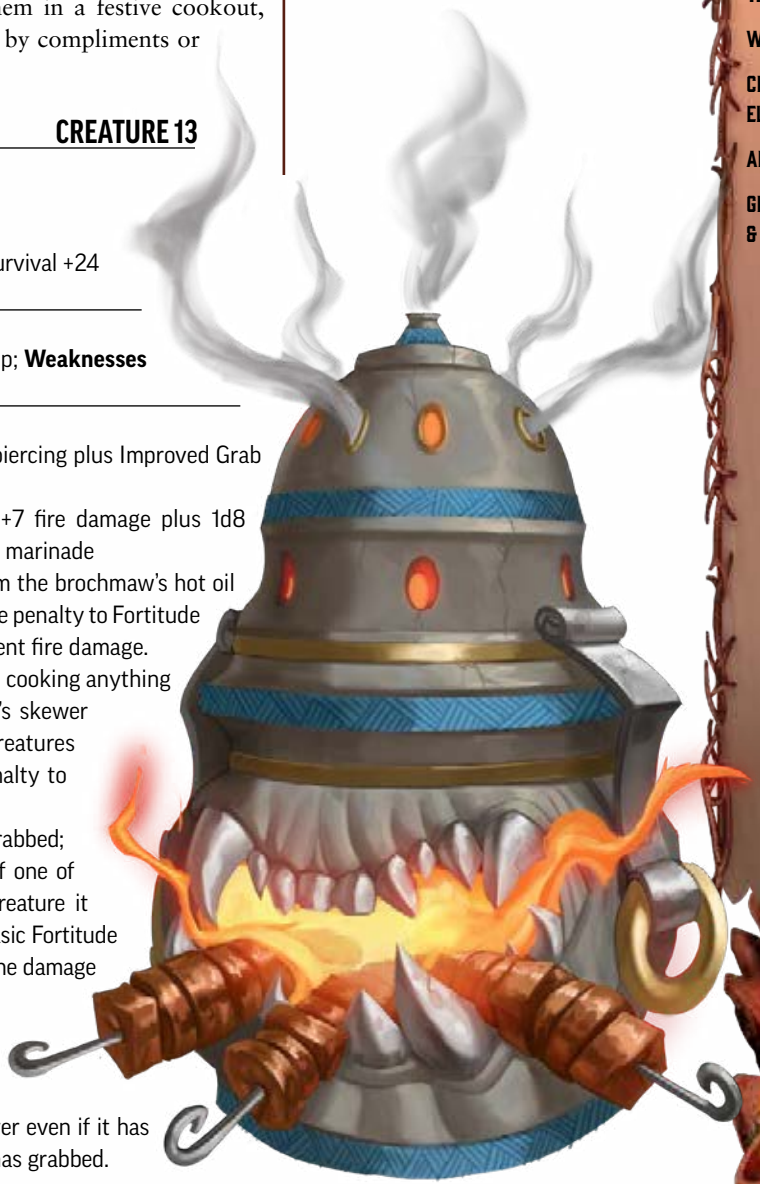
Serve ❖❖ **Requirements** The brochmaw has a creature grabbed; **Effect** The brochmaw eats their hard-earned meal off one of their skewers. The brochmaw bites down on one creature it has grabbed, dealing 12d6 piercing damage (DC 32 basic Fortitude save); the brochmaw regains Hit Points equal to half the damage dealt. The creature is then freed from the skewer.

Skewer Master The skewers of a brochmaw are more than long enough to hold multiple creatures. A brochmaw can have up to three creatures grabbed on its skewer, and it can still make Strikes with its skewer even if it has creatures grabbed, though it can't target creatures it has grabbed.



PLANAR DELICACIES

Though brochmaws love to devour new things, they still have favorite meals they like to keep on hand. Brochmaws love amphibian meat, though the origin of this appeal is a mystery. They will eagerly consume geniekin of all kinds because the magical blood produces a psychedelic effect. Brochmaws think celestials are as dangerous as they are delicious, requiring a precise cooking process to avoid killing the consumer. Most brochmaws are far too impatient to prepare celestial meat properly, often to disastrous results.



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FAMILIAR POACHING

Many greedy fire wizards wish to domesticate lava otters to act as their familiars, a sentiment loathed by most denizens of the Plane of Fire. While the otters' burning pelts serve as a deterrence for would-be poachers, numerous naari (fire geniekin) still take it upon themselves to patrol lava otter habitats to protect them from poaching.

ELEMENTAL, FIRE

The ifrits of the Dominion of Flame conscript even more of the plane's fire elementals in preparation for new wars in the returned planes, even mobilizing ones that rarely travel near settlements.

LAVA OTTER

These fiery otters frolic and hunt in the lava streams of the Planes of Fire. They're known to be highly territorial, instigating fights with rival otter families to compete for territory. Cautiously curious of strangers, entire packs have been known to descend upon anyone who attacks or event accidentally threatens a family member.

LAVA OTTER — CREATURE 1

SMALL ELEMENTAL FIRE

Perception +7; darkvision
Skills Acrobatics +7, Stealth +7 (+9 in lava)
Str +1, **Dex** +4, **Con** +1, **Int** –4, **Wis** +3, **Cha** +1
Below the Crust A lava otter can Sneak at its full Speed in lava.

AC 15; **Fort** +6, **Ref** +9, **Will** +5
HP 22; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3
Molten Form (fire) Any creature that hits the lava otter with an unarmed Strike or otherwise touches it takes 1 fire damage. If a gallon or more of water touches the lava otter, or if it's affected by a water effect, its outer layer of lava hardens to a rocky shell, deactivating its molten form and imposing weakness 5 to bludgeoning damage. Molten form reactivates if the otter swims in lava for 1 minute.

Speed 25 feet, swim 40 feet (in lava only)
Melee ❖ jaws +9 (finesse), **Damage** 1d4+1 piercing plus 1d4 fire
Melee ❖ claw +9 (agile, finesse), **Damage** 1d4+1 slashing
Scattering Magma ❖ (fire) **Requirements** The otter is in molten form, and its previous action was a successful jaws Strike; **Effect** The otter grips with its jaws and rapidly twists, flinging lava. The otter deals 1d4 fire damage to all creatures adjacent to it.
Tight-Knit Family A lava otter can share the same space as another lava otter, but no more than two lava otters can occupy the same space.

SOLAR CROW

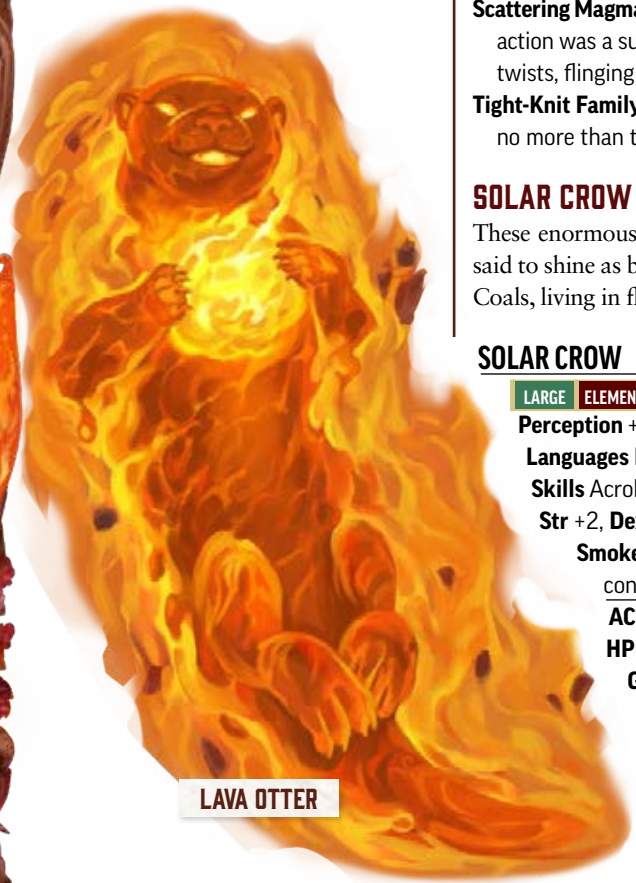
These enormous three-legged elementals resemble crows with flaming feathers, said to shine as bright as the sun. They nest in the smoldering Forest of Mulberry Coals, living in flocks of eight to a dozen, with ten being the most common.

SOLAR CROW — CREATURE 10

LARGE ELEMENTAL FIRE

Perception +19; darkvision, smoke vision
Languages Pyric
Skills Acrobatics +22, Deception +21, Nature +19, Sun Lore +18
Str +2, **Dex** +6, **Con** +2, **Int** +0, **Wis** +3, **Cha** +5
Smoke Vision Smoke doesn't impair a solar crow's vision; they ignore the concealed condition from smoke.

AC 30; **Fort** +18, **Ref** +22, **Will** +17
HP 170; **Immunities** bleed, fire, paralyzed, poison, sleep
Glow (aura, fire, light) 25 feet. The solar crow casts bright light in a 25-foot emanation (and dim light for the next 25 feet).
Glinting Wing ↷ (light, visual) **Trigger** A creature within 120 feet attempts to target the solar crow; **Effect** The solar crow defensively repositions a wing to shine light into the attacker's eyes. The target is dazzled for the duration of the triggering effect, granting the solar crow concealment against it.



LAVA OTTER

Speed 20 feet, fly 50 feet
Melee ❖ beak +22 (finesse), **Damage** 2d10+8 piercing plus 2d6 fire
Melee ❖ talon +22 (agile, finesse), **Damage** 1d10+8 slashing plus 2d6 fire plus Grab (page 232)
Blinding Heat ❖❖ (fire, incapacitation, light, visual) The solar crow expands its wings and unleashes blazing hot, blinding light in a 120-foot emanation. Each creature in the area takes 9d6 fire damage with a DC 29 Reflex save. The crow can't use Blinding Heat again for 1d4 rounds, and its glow aura is deactivated during this time.
Critical Success The creature is unaffected.
Success The creature takes half damage and is dazzled for 1 round.
Failure The creature takes full damage and is blinded for 1 round.
Critical Failure The creature takes double damage and is blinded for 1 minute.
Burning Talons A creature grabbed by the solar crow takes 1d4 persistent fire damage. It can't recover from this damage while grabbed by the crow.
Snatch A solar crow can Fly at half Speed while it has a creature grabbed or restrained in its talons, carrying that creature along with it.

LIVING MAGMA

Living magmas can lie dormant for centuries below the earth before they awaken from their slumber in a fiery a volcanic eruption. This is especially dangerous when entire colonies of the molten elementals arise at the same time.

LIVING MAGMA — CREATURE 13

HUGE ELEMENTAL FIRE

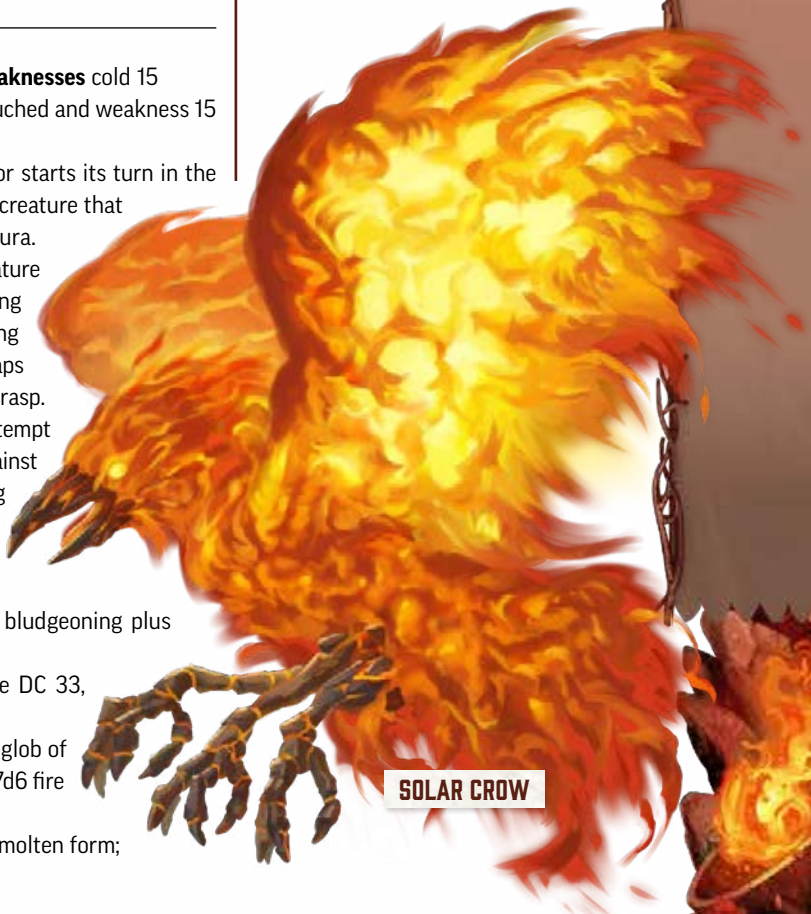
Perception +22; darkvision
Languages Pyric
Skills Athletics +27, Intimidation +23, Stealth +22 (+26 in lava)
Str +8, **Dex** +5, **Con** +5, **Int** +4, **Wis** +5, **Cha** +4

AC 35; **Fort** +26, **Ref** +20, **Will** +22
HP 250; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 15
Molten Form (fire) As lava otter, but 10 fire damage when touched and weakness 15 to bludgeoning damage when deactivated.
Volcanic Heat (aura, fire) 40 feet. Any creature that enters or starts its turn in the aura takes 15 fire damage (DC 33 basic Fortitude save). A creature that fails its save is also enfeebled 1 until it's no longer in the aura.
Trap Weapon ↷ (fire) **Frequency** once per round; **Trigger** A creature hits the living magma with a melee weapon; **Effect** The living magma attempts an Athletics check against the triggering creature's Athletics DC. On a success, the living magma traps the weapon in its body and pulls it from the attacker's grasp. A creature can Interact to retrieve the weapon, but the attempt fails unless the creature succeeds at an Athletics check against the living magma's Fortitude DC (typically 36). If the living magma uses Engulf, it also absorbs all trapped weapons, rendering them unreachable until it dies.

Speed 40 feet, swim 60 feet (in lava only)
Melee ❖ magma fist +27 (reach 20 feet), **Damage** 3d8+11 bludgeoning plus 3d6 fire plus 2d4 persistent fire
Engulf ❖❖ DC 33, 2d10 bludgeoning plus 4d6 fire, Escape DC 33, Rupture 25 (page 232)
Launch Lava ❖❖ (fire) The living magma hurls an exploding glob of lava up to 120 feet. Each creature in a 10-foot burst takes 7d6 fire damage (DC 33 basic Reflex save).
Reignite ❖❖ (fire) **Requirements** The living magma is not in molten form; **Effect** The living magma returns to molten form.

STORY OF INFAMY

Ancient tales from dragon-ruled Tian Xia tell of a flock of solar crows who wreaked havoc upon the Plane of Wood, driving an herb that could grant immortality to extinction before coming to terrorize Tian Xia itself. All but one of the crows were then shot down by a legendary archer.



SOLAR CROW

GENIE, IFRIT

The leaders and luminaries of ifrits come from the wise but cruel shuyookhs. These spiteful manipulators lord their might over other genies and twist mortal greed into grief. Ifrit shuyookhs guide the Dominion of Flame with their vicious whims and unwavering belief in ifrit supremacy.

IFRIT SHUYOOKH — CREATURE 14

RARE LARGE ELEMENTAL FIRE GENIE

Perception +25; darkvision

Languages Common, Pyric; *truespeech*

Skills Arcana +25, Athletics +28, Crafting +23, Deception +25, Diplomacy +24, Intimidation +26, Society +23

Str +8, **Dex** +4, **Con** +5, **Int** +3, **Wis** +3, **Cha** +5

Items *+1 resilient breastplate*, *+2 striking scimitar*

AC 36; **Fort** +26, **Ref** +23, **Will** +27

HP 300; **Immunities** fire; **Weaknesses** cold 15, water 15

Heat of Blazing Wings (arcane, aura, fire) 5 feet, 4d6 fire damage (DC 31 basic Reflex)

Exploit Regret ↷ (arcane, auditory, fortune, linguistic) **Trigger** A creature fails an attack against the shuyookh; **Effect** The shuyookh asks the triggering creature if it wishes it had hit. If the creature indicates yes, the shuyookh takes damage as if the attack had hit and the expression of regret makes the shuyookh quickened for 1d4 rounds; they can use their extra action to Fly, Stride, or Strike.

Speed 25 feet, fly 35 feet

Melee ❖ *scimitar* +31 (fire, forceful, magical, reach 10 feet, sweep), **Damage** 2d6+16 slashing plus 4d6 fire

Melee ❖ fist +29 (agile, magical, reach 10 feet), **Damage** 1d4+16 bludgeoning plus 4d6 fire

Arcane Innate Spells DC 35, attack +27; **7th** *interplanar teleport* (at will; to Astral Plane, Elemental Planes, or the Universe only), *volcanic eruption*; **5th** *fire's pathway* (page 119), *fireball* (at will); **4th** *invisibility* (×2); **Cantrips (7th)** *detect magic*, *illuminate* (page 120), *ignition*; **Constant (5th)** *truespeech*

Burning Grasp (fire) When the ifrit Grabs or restrains a creature, that creature takes 4d6 fire damage, and takes 4d6 fire damage at the end of each of its turns until freed.

Change Shape ❖ (arcane, concentrate, polymorph) The shuyookh transforms into a Small or Medium fire elemental or reptile, such as a snake (page 232). This doesn't affect the shuyookh's statistics, but it could change the damage type of their Strikes.

Combat Grab ❖ **Requirements** The ifrit shuyookh has a hand free; **Effect** The shuyookh makes a melee Strike. If the Strike hits, the target is grabbed in the shuyookh's free hand.

Pedantic Wish (downtime) **Frequency** three times per year; **Effect** The shuyookh conducts a *wish* ritual for the benefit of a mortal, requiring no cost or secondary casters. The shuyookh's result is a success if they succeed at a DC 5 flat check or a failure if not. The shuyookh subverts the wish-maker's true intentions, twisting the phrasing to maximize suffering.

HOT GOSSIP

Scion of the noble but disgraced Mishalq family, the ifrit information broker Qalkami Mishalq emerged from exile and returned to the Dominion of Flame following the death of Sultan Suleiman XXII. Qalkami used contacts in the Pathfinder Society to eliminate her rivals in the Cinderfury family and step into a power vacuum of her own creation, expanding her control and influence among the great nobility of Medina Mudii'a.



MUNSAHIR

Munsahirs (*Pathfinder Bestiary 3* 27) build militaristic, traditional societies.

MUNSAHIR GATECRASHER

Typically members of the nobility, gatecrashers wear advanced power armor.

MUNSAHIR GATECRASHER CREATURE 4

MEDIUM ELEMENTAL FIRE HUMANOID

Perception +11; darkvision
Languages Common, Pyric
Skills Athletics +10, Crafting +12, Plane of Fire Lore +10
Str +2, **Dex** +0, **Con** +4, **Int** +4, **Wis** +3, **Cha** –1
Items gatecrasher armor

AC 22; **Fort** +14, **Ref** +6, **Will** +11
HP 65; **Immunities** fire; **Weaknesses** cold 5
Heat of the Forge (aura, fire) 10 feet. An munsahir's skin radiates heat like a forge's fire. A creature that starts its turn in the area must succeed at a DC 19 Fortitude save or become fatigued while it remains in the area. Creatures immune to environmental heat effects or with any fire resistance are immune.
Self-Destruct When the munsahir is reduced to 0 HP, their armor explodes at the start of their next turn, dealing 5d6 fire damage in a 10-foot radius (DC 19 basic Reflex).

Speed 20 feet
Melee ❖ hammer gauntlet +12 (free-hand, shove), **Damage** 1d12+6 bludgeoning plus 1d6 fire
Ranged ❖ flame jet +12 (brutal, fire, range increment 20 feet), **Damage** 2d6 fire plus 1d6 persistent fire
Blazing Rush ❖❖ The gatecrasher Strides up to double their Speed in a straight line. They can pass through enemy spaces and make a hammer gauntlet Strike against each creature they move through. Blazing Rush can't be used again for 1d4 rounds.
Burning Touch (fire, primal) The munsahir gatecrasher's Strikes deal an extra 1d6 fire damage (included above). When the gatecrasher successfully performs a Grapple or Shove action, they also deal 1d6 fire damage to their target.

MUNSAHIR TROOPER

Highly skilled troopers mostly come from the bronze class.

MUNSAHIR TROOPER CREATURE 5

MEDIUM ELEMENTAL FIRE HUMANOID

Perception +14; darkvision
Languages Common, Pyric
Skills Athletics +12, Crafting +11, Plane of Fire Lore +11, Stealth +12
Str +3, **Dex** +1, **Con** +5, **Int** +2, **Wis** +3, **Cha** +1
Items breastplate, dueling pistol (20 rounds; *Guns & Gears* 151), warhammer

AC 22; **Fort** +14, **Ref** +10, **Will** +10
HP 85; **Immunities** fire; **Weaknesses** cold 5
Heat of the Forge (aura, fire) 10 feet. As munsahir gatecrasher, but DC 20.
Reactive Strike ↻ (page 233)

Speed 20 feet
Melee ❖ warhammer +14 (shove), **Damage** 1d8+9 bludgeoning plus 1d6 fire
Ranged ❖ dueling pistol +12 (concealable, concussive, fatal d10, range increment 60 feet, reload 1), **Damage** 1d6+6 piercing plus 1d6 fire
Burning Touch (fire, primal) As munsahir gatecrasher.
Volcanic Hammer ❖❖ The trooper makes a warhammer Strike that deals one extra weapon die of damage and 2d6 persistent fire damage.

MUNSAHIR HIERARCHY

The three strata of munsahir society can be observed in the kilts worn by all members. Nobles, the unimpeachable rulers, wear elaborate brass kilts. In the middle of society are businesspeople and traders bedecked in bronze. Raw copper adorns those in the working class, who do most of the building and hard labor for munsahir society. Officially speaking, there is no class mobility; horrible crimes might cause a brass noble to be sent to prison but can't cause them to lose their station.



MUNSAHIR TROOPER

ASHEN HUNTING GROUNDS

Avoiding the blazing chaos and ifrit rule that typify much of the Plane of Fire, rakkataks prefer ashen wastelands as their hunting grounds. They dig simple burrows just barely below the surface, called rakkatak hills. Within, they can doze and digest in peace or lay and tend their horrifying eggs.

RAKKATAK

Pulsating organs and tumors squirm loosely within a sac of skin, all forming the misshapen lump that is the body of a rakkatak. The predator's eyes scan the area, shimmering in the smoke like glowing dots. Wriggling insectoid legs—varying in number from one rakkatak to another—hang from its bulbous body. These limbs flail chaotically as a rakkatak fights, only calming when it's time to eat or rest.

Most rakkataks fly alone, picking off meals in sudden swooping strikes, but they will occasionally form a flock. Despite having little faculty for communication with other creatures, rakkataks have a certain ravenous genius for hunting with kin. Typically, once one grabs prey, the others swoop in to latch on as well, ingesting their meal with leech-like mouths.

Rakkataks possess insatiable appetites to help them withstand the long periods of famine between their infrequent meals as they travel the expanses of the Plane of Fire. As a result, they easily overconsume if brought somewhere with more abundant fauna, like the Universe. A single rakkatak can hold a surprising quantity of offal, even growing in size as its body expands. It becomes more unwieldy the larger it gets, which planar biologists believe to be a survival tactic to keep a rakkatak from indulging its hunger until it quite literally bursts.

RAKKATAK — CREATURE 5

MEDIUM ELEMENTAL FIRE

Perception +9; darkvision

Languages Pyric (can't speak any language)

Skills Acrobatics +11

Str +4, **Dex** +2, **Con** +5, **Int** –3, **Wis** +2, **Cha** –2

AC 21; **Fort** +14, **Ref** +11, **Will** +9

HP 90; **Immunities** fire; **Weaknesses** cold 5

Exploding Guts When the rakkatak is critically hit or critically fails a Fortitude save, one of its organs bursts. Roll 1d4 to determine what effect this has.

1 Trapped noxious gas rushes out. The rakkatak is pushed 10 feet away from the source of the triggering attack or effect.

2 Pus showers those nearby. Each creature in a 5-foot emanation is sickened 1.

3 The damage is severe. The rakkatak takes 1d6 persistent bleed damage.

4 Gelatinous rakkatak eggs explode forth and instantly hatch. Each creature in a 5-foot emanation takes 1d6 persistent piercing damage from the ravenous larvae.

Speed 5 feet, fly 45 feet

Melee ❖ mouth +15, **Damage** 2d8+7 piercing plus Grab (page 232)

Melee ❖ leg +15 (agile), **Damage** 1d10+7 slashing

Predator's Stare ❖ (concentrate, emotion, mental, visual) The rakkatak turns its grotesque yet mesmerizing eyes upon one creature it can see within 30 feet. That creature must succeed at a DC 22 Will save or become fascinated with the rakkatak. While fascinated, the creature must spend at least 1 action each round moving closer to the rakkatak as expediently as possible, and can't intentionally move away from it. The fascination ends after 1 minute or when the rakkatak uses Predator's Stare again, whichever comes first.

Suck Innards ❖ **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the rakkatak's reach; **Effect** The rakkatak deals 3d6 damage to the target (DC 22 basic Fortitude save). If the creature takes at least 12 damage, the rakkatak regains 10 HP.



SOOTSOLDIERS

Powerful deities and warlords strive for dominance over the Plane of Fire and the rest of the Inner Sphere in order to prove fire's supremacy. Armies of flaming soldiers go to war against each other on battlefields of smoke and smoldering char, all unable to bring their full power to bear. Ymeri, the vicious and victorious Queen of the Inferno, commands legions of sootsoldiers: elementals capable of battling the armies of her foes and, even when destroyed, rising from the ashes of the Eternal Furnace, scorched and triumphant.

SOOTSOLDIERS CREATURE 10

GARGANTUAN ELEMENTAL FIRE TROOP

Perception +20; darkvision, smoke vision

Languages Pyric

Skills Acrobatics +21, Athletics +21, Nature +18, Plane of Fire Lore +18, Warfare Lore +18

Str +7, **Dex** +5, **Con** +6, **Int** +2, **Wis** +4, **Cha** +0

Smoke Vision Sootsoldiers ignore the concealed condition from smoke.

AC 30; **Fort** +20, **Ref** +21, **Will** +18

HP 165 (16 squares); **Thresholds** 110 (12 squares), 55 (8 squares); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** area damage 12, cold 12, splash damage 7

Ashen Smoke When the sootsoldiers are reduced by an HP Threshold or are reduced to 0 HP, the destroyed soldiers crumble to a cloud of ash-laden smoke in 20-foot burst centered on the sootsoldiers. All creatures within the cloud are concealed, and all creatures outside it are concealed to those inside. The smoke lasts for 1 minute or until dispersed by a strong wind.

Troop Defenses (page 233)

Speed 40 feet; troop movement

Form Up ❖ (page 232)

Incinerating Grasp ❖ to ❖❖❖ **Frequency** once per round; **Effect** The sootsoldiers reach to constrain each enemy within 5 feet in their fiery clutches (DC 26 basic Reflex save). The damage and additional effects depend on the number of actions.

❖ 2d8 fire damage

❖❖ 3d8+7 fire damage plus grabbed

❖❖❖ 4d8+7 fire damage plus grabbed

Seething Flash ❖❖ (fire, primal) The sootsoldiers reignite and rush across the battlefield, Forming Up and Striding twice. At the end of this movement, a wave of flame and heat pours off the sootsoldiers, dealing 4d8 fire damage to other creatures in a 10-foot emanation, with a DC 29 basic Reflex save. A creature that critically fails its save is also knocked prone.

Troop Movement Whenever the sootsoldiers Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any of the sootsoldiers' squares enters difficult terrain, the extra movement cost applies to the whole troop.

THE RADIANT HOST

Sootsoldiers who serve the other Lord of Fire, the Lambent King Atreia, are covered in glowing embers instead of black char. In place of ashen smoke's normal effects, any creature in the area must attempt a DC 29 Reflex save. On a failure, for 1 minute that creature is dazzled and its invisibility is negated.





Greatness in Decline

Can you feel that? The tingle in the air? The subtle scent of iron on the wind? The gentle pull of a thousand overlapping magnetic fields? No? What a shame. What exhilaration you must feel, to finally see the glorious Plane of Metal open once more to the multiverse, and what a crushing disappointment to find yourself physically incapable of fully basking in its glories.

Oh, but look! Do you have a "compass"? Look, see how the little needle spins! How delightful. But, no, this is not the same at all. Please put it away now.

What is metal to you, mortal? Is it the sharpness of a steel sword, the protection of an adamantine breastplate? I can see why you might think it such, but there is more to metal than what can be forged. Metal is a barrier, holding back that which, in spite of all our efforts, cannot be postponed forever. Even as the shiniest bit of silver must one day corrode and crumble to dust, metal is the force that forestalls the unavoidable until, one day, it too must fall. All creation must follow it into an eternal void of nothingness.

However, that will come later! Today you shall learn of the power and wonder awaiting those who wield the element of metal, or at least as much of it as you, a mortal of flesh and blood, are capable. Come, let us begin!

Paths to Mastery

Why do you wish to master elemental metal? I will provide the answer rather than wasting your time—time that is, ultimately, finite.

There are four disciplines an elementalist may seek to master: the way of the Wall, the Spoke, the Blade, and the Conduit. The greatest masters excel in all four. I cannot imagine a mortal student living long enough to truly comprehend more than one or two. Maybe you shall be that student!

First: the way of the **Wall**. At its heart, this is the philosophy of metal as strength and restraint; the ponderous weight of the leaden ingot that keeps a scholar's notes from scattering to the wind, or the strength of the steel beams that prevent a bridge from collapsing under its own bulk—but also the wisdom of knowing when to bend and break as even the strongest metals must.

The way of the **Blade**, already familiar to mortal dabblers, is the study of metal as an agent of destruction and violence—the axe that fells a tree, the sword that ends a life. It requires little further explanation.

Similar is the way of the **Spoke**: the use of metal as a tool with a thousand forms, a force for change that might one day be the shovel flattening a mighty hill; the next, a carpenter's chisel freeing a beautiful sculpture from a block of marble; and the one after that, the thousands of gears whirring within the body of some unfathomably complex automaton.

And finally, the way of the **Conduit**, the embrace of metal's unparalleled potential to convey power in all its myriad forms: the copper rod that harmlessly redirects a mighty bolt of lightning, the gilded circlet that crowns a monarch, the jingling sack of coins that can irrevocably alter the course of a mortal life.

Four distinct disciplines, but all of them vital to even beginning to understand metal, let alone wielding it to its full potential. Which of them calls to you?

The Stuff of Progress

It is difficult to imagine what the civilizations of the Universe would or could be without metal. Indeed, the use of metal is so endemic to developing cultures that mortal species across countless worlds enumerate the progression of their societies according to which they have mastered. First come the crude tools of bronze; then the discoveries of smelting, alloys, and steel; and finally, the harnessing of the great power in skymetals harvested from the heavens themselves. All four ways of metal have shaped mortal society in their own fashion, and thus has the power of elemental metal been a steadfast and guiding influence even during the long absence of the plane from which its energy flows.

It is no accident, I think, that so many mortal species use various metals as currency, as if they can sense its power and value even without fully understanding. Of course, if you intend to trade with the people of the Plane of Metal, you are advised to convert your gold and silver to other goods first; no merchant will be impressed by them since only the rarest of metals have any monetary value here.



ABOUT THE AUTHOR

The elementalist Talamandair, Master of the Conduit–formerly Nocytyno, Slayer of Mountains, and formerly Serevithrias the Cube-carver–has been a historian in the service of the Euphonious Coalition, an advisor to generals, and trapped beneath a mountain of slag for 3,000 years. She now serves as an adjunct professor at the Elementarium Conservatory of Argyris.

Shining Vistas, Violent Change

The geography of the Plane of Metal, if one may call it that, can be disorienting to first-time visitors. Although the plane has a surface as one would encounter in the Universe, it lacks a traditional horizon; rather, distant landscapes appear to curve upward, as though the entire plane were spread across the interior of an unfathomably immense metallic sphere. High above the surface, great hanging clouds of metallic particles fill the skies. Higher still, filling the emptiness at the heart of the sphere, lies a great gray expanse from which a soft white light emanates at all times, occasionally pulsing like lightning behind a cloudbank. It is said that if one were to fly straight through the heart of the sphere and attempt to land on the other side—a journey that would likely take years, if not decades or even centuries—one would eventually find themself in precisely the same location where they began, though I know not whether it has ever been attempted.

Here on the surface, one finds towering monoliths of every metal imaginable, including many still uncatalogued by mortals. Countless overlapping magnetic fields shape the landscape much as water shapes earth and stone, gathering up mighty mountains of scrap and twisting great bodies of liquid metal into bizarre and gravity-defying forms. Powerful electrical currents flow through twisting pathways of superconductive metals that sprawl for miles across desolate steppes, and bolts of lightning hundreds of miles in length arc between the distant peaks of the tallest mountains. That tang of ozone in the air, so strong that no doubt even your mortal senses can detect it, is a taste of power in its purest form, and the Plane of Metal is suffused with it, constantly and forever.

Well. Not forever. It is a shame that one day—impossibly distant, to be sure, but inevitable nonetheless—all of this will cease to be. Everything you see before you will crumble to rust, and none of this power and beauty can escape its ultimate fate: to be consumed by and forever lost to everlasting, all-consuming void. You do not have to worry about that, of course. As a mortal, you will have long since died and had every aspect of your existence utterly forgotten a thousand times over. Until then, there is much to see!

Flaws and Imperfections

There are a great many things on the Plane of Metal that can swiftly end a mortal life. I imagine this does not come as a surprise, as well-versed as your kind are in using metal to kill one another, but I suppose I should see that you are reminded before you touch something that might result in your death. Too many visitors arrive with fanciful notions of gathering great quantities of some precious ore or another to bring back to their plane of origin, never imagining that the plane's denizens, or the plane itself, might object. Since they rarely return to share the lesson, I must do it for them. Putting aside such prosaic dangers as electrocution and crushing, allow me to describe a few of the unique hazards of the Plane of Metal.

The Cauldron of Auramach

I can often gauge a new arrival's life expectancy by noting how they react upon learning that the Plane of Metal contains an immense volcano filled with pure gold. This is true, for among the mountains nearby lies a great peak of pure tungsten, capped by a crater that continuously bubbles with thousands of tons of molten gold. The heat of the volcano, believed to emanate from a pocket of elemental fire somewhere deep inside the mountain, is so intense that even metal elementals avoid it for fear of being reduced to slag halfway up the summit. Nonetheless, some creatures do make their homes there, notably a priesthood of fire elementals; they're said to worship something huge and ancient that has slumbered for eons beneath the molten surface, waiting for anyone greedy enough to disturb its rest.

Dakmyra's Folly

Not far from here, you might encounter a vast outcropping of the silver-colored metal referred to in the Universe as "siccatite." A beautiful sight to behold, the outcropping is also a deadly trap for the unwary, as its surface temperature continually fluctuates between two extremes approximately every 24 hours. At its lowest point, the metal is cold enough to instantly freeze molten lead; at its apex, it is so hot that it vaporizes organic material on contact. Only for a few short hours near the midpoint of the cycle is the area remotely hospitable to any form of life.

Rumors persist of ancient secrets and unimaginable treasures hidden somewhere on the shimmering steppes, carefully placed in secret locations where only those who already know where to look can hope to

get in and out before being annihilated by one of the two temperature extremes. I can neither confirm nor deny the veracity of such tales, but I do not suggest you investigate them.

The Scouring Tempest

My pick for the most dangerous natural phenomena on the plane is the Scouring Tempest: a raging storm of electromagnetic energy that spans nearly a hundred miles. Billions of tiny particles of a thousand different metals scour clean the surface of the plane, destroying anything in its path but leaving the landscape shiny and spotless, without a trace of rust or corrosion. No one has mapped the tempest's course or found why it moves as it does, but it is magnetically reactive, being repelled by strong fields. We build major settlements and thoroughfares near lodestones and along field lines to avoid the tempest—at least, to let them be destroyed by other inevitabilities.

Hovering within a bubble of calm at the heart of the destructive maelstrom is a building-sized armillary sphere containing a single immense ring of every known metal, all whirling and spinning rapidly about each other in a deliberate pattern that, according to meticulous research by zuhra genies, repeats approximately once every 768 years. What this means, who created it, or for what purpose, none can say.

Wonders and Marvels

Surrounded as we are with such an abundance of inspiring materials, it should come as no surprise that so many of the plane's denizens share a passion for the craft of building. So strong is this drive among my own people, the mercurials, that we have constructed tens of thousands of cities over the ages, each more beautiful than the last. Once perfection has been achieved, we move on and start anew, leaving our previous masterworks to be reclaimed by the elements. There they remain, scattered across the planar surface: innumerable derelict metropolises in assorted states of dilapidation, silent monuments to the ruin that awaits us all.

But the plane holds more wonders than these, and I can see you wish to learn of them as well.

Argyris, the Ringing City

As proudly as I speak of cities built by mercurial hands, I will admit that none can compare to majestic Argyris, ancestral home of the zuhras and largest settlement on the plane. Dubbed "the Ringing City" for the clanging hammers of countless smiths who practice their craft there, Argyris was built above a massive deposit of adamantine that rivals the size of one of Golarion's continents. Generations of talos miners created an extensive network of tunnels and subterranean chambers that descend for miles below the surface and are considered by most to be a second city in all but name.

Talican

Talican, the primary language spoken on the Plane of Metal, is a tongue made up of a wide variety of sounds, including the soft thrum of steel drums, the metallic ring of steel scraping against steel, and the sharp punctuation of clanging bells. Its vocalizations are difficult for most non-metal speakers to reproduce, and many of them opt instead to carry a set of small metal tools they can use to create the sounds manually.

Talican writing consists of small bubbles, ridges, and holes pressed into a metal sheet and can be read both visually and tactilely. Talican documents often contain traces of nuance communicated through subtle magnetization of the medium, which are normally imperceptible to non-metal creatures.

Argyris boasts not only the most skilled artisans of metalwork anywhere in the multiverse, but great libraries dedicated to the study of elementalism alongside science, history, philosophy, and magical theory of every school. As if the exquisite beauty of the buildings themselves were not enough, the city's famed sculpture gardens abound with breathtaking studies in metal statuary and construct crafting. At the center of the city, one finds the Alkalodeon, a great amphitheater capable of easily seating the thousands of spectators who regularly come to witness gladiatorial combat, spectacles of magical wonder, and awe-inspiring musical performances, to name but a few.

The Copperwood

No plants grow on the Plane of Metal. Instead, we have the Copperwood: a forest of metallic tree-like growths that sprawls for hundreds of miles along the base of the great mountain range to the southwest. Each tree consists of a pure copper trunk sprouting thousands of photovoltaic metal leaves. Ambient light and electromagnetic radiation convert into a constant flow of current, which is then channeled into a vast root structure that extends across the plane, sometimes visible on the surface as a complex pattern of geometric shapes formed by interconnected paths of superconductive metals.

The Soaring Isles

Not all of the plane's inhabitants dwell on its surface. The huge chunks of metal that float through the skies, ranging from a few hundred yards to miles in diameter, are not held aloft by magic; rather, the electricity that winds and coils through them repels the islands into the air against the great magnetic vortices that swirl endlessly across the plane's surface.

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ARGYRIS

Large islands host settlements located anywhere on its surface, including the underside, because magnetism between a metal elemental's feet and the island provide a suitable substitute for gravity. Visitors of flesh and other non-magnetic materials had best equip themselves with metallic footwear before attempting to circumnavigate one of these islands on foot, or else prepare for a long fall. Typically, each settlement features an anchorage through which goods and passengers can travel. Journeys between the islands take place aboard great metal dirigibles favored by island-dwellers.

The inhabitants of such settlements vary widely: one island might be the opulent retreat of a reclusive zuhra noble, while the next might be the stronghold of an avaricious band of sky pirates or the secluded laboratory of a powerful mage. Contrary to expectation, mining encampments are rare; few are willing to risk extracting too much metal from an island and inadvertently altering its composition, which could induce it to fall out of the sky with them on board.

Deserts of Rust

I have heard tell of sandy deserts in the Universe encroaching to consume cities and vegetation. For our plane, drifts of rust resemble your deserts. They stretch as far as the eye can see, an echo of the metal landscape corroded and spent that leaves only faint remnants of its original form. Magnetic spheres float over the dunes, shaping the sands and pushing them along. The spires of the desert still have metal structures underneath, suspected to contain towers of ancient cities, possibly with a portion of their antiquities intact. It seems unbelievable that anyone might still live within these buried edifices, but there have been sightings of supposed denizens watching travelers from afar. Only a few, all unconfirmed.

Legends say the passing of Ferrumnestra created the rust deserts, but then again, the legends also say that about everything ruined and decayed. The Lady of Rust is not known to leave anything behind, not even her namesake.

Masters and Mold-Breakers

To the extent that the plane can be said to recognize any ruler, few would dispute the preeminence of Laudinmio, Sovereign of Alchemy, who holds court in Castle Amalgam, their gleaming palace on the shores of Lake Everchange. Mercurial lore holds that Laudinmio was the very first of the mercurials as well

as the originator of the science of alchemy as it is now practiced across the planes. When the Fossilized King and his vile minions from the Plane of Earth threatened our home, it was Laudinmio who stood against them, at great cost; though the plane was saved, the terran invaders claimed, unjustly, dominion over metal. The Sovereign never recovered from this dreadful loss and fell into a great slumber, awakening only in short bouts of activity and melancholy, where they remain to this day. A faithful contingent of mercurials and zuhras now attends to Laudinmio, holding out hope that the plane's gradual recovery might someday rouse their spirits.

Our other elemental lord, Lady Ferrumnestra, has never taken much of an interest in the politics or daily affairs of the plane, choosing instead to occupy herself by endlessly pruning it of that which has outlived its purpose. I do not recommend seeking her out, lest you learn whether that includes you.

Alahadak the blacksmith is, quite simply, the most skilled smith ever to work adamantine. I say this not because they are a fellow mercurial—a lode-fellow, in fact—I say it because you will find no craft to rival theirs anywhere in the multiverse. Rarely will one find a mercurial with the focus to pursue a single drive across a lifetime of personae, but Alahadak has worked metal in every one they recall. In this time, they have crafted weapons to slay gods and built artifacts to shape history. Visit their forge in Argyris if you wish to succumb to old age long before you are granted an audience.

Manganija is... an unusually cast specimen of her kind. While most metal scamps live with little purpose beyond destruction, Manganija seeks to create, and she certainly does it well. Many of the most iconic buildings in great Argyris, not to mention those of at least a hundred mercurial cities built over the past 10,000 years, are of her design.

Serak leads what was once the Euphonious Coalition, an alliance of beings from across the plane who sought to spread culture, art, and science throughout the planes in the name of Sovereign Laudinmio. Though the Coalition was formally disbanded during the plane's sequestration, its ideals have been kept alive by many champions in the eons since, myself included. Serak is one of the modern era's foremost practitioners of traditional zuhra music, and his flamboyant and clamorous performances regularly draw thousands to the Alkalodeon whenever he passes through Argyris. I personally prefer the music of his lesser-known contemporaries, but I concede that his popularity is not undeserved.



SERAK

METAL ADJUSTMENTS

To quickly give a creature a magical connection to the element of metal, you can use the following adjustments.

- Add the metal trait.
- If it has any languages, add Talican.
- Decrease the creature's HP based on its level.
- Add resistance to electricity depending on its level.
- If the creature has metal spikes or blades, you can give its physical Strikes your choice of versatile P or versatile S.
- If the creature can cast spells, you can replace spells with metal spells of the same rank, such as: **Cantrip** *needle darts*, **1st** *conductive weapon* (page 142), **2nd** *magnetic repulsion*[SoM], **3rd** *noxious metals* (page 145), **4th** *rust cloud* (page 145), **5th** *impaling spike*, **6th** *field of razors* (page 143), **7th** *beheading buzz saw* (page 142), **8th** *ferrous form* (page 142), **9th** *magnetic dominion* (page 143).

Level	HP Decrease	Resistance to Electricity
3 or lower	6	3
4–8	10	5
9–13	20	10
14+	30	15

PLANE OF METAL — PLANE

METAL

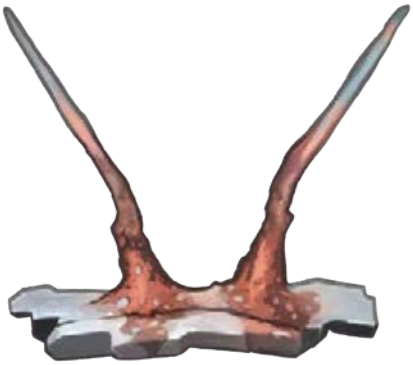
Category Inner Plane

Divinities elemental lords of metal

Native Inhabitants metal elementals, shades (metal pneuma), taloses, zuhras

Cut off since prehistory, the Plane of Metal recently returned to the planar cosmology. Resuming its ancient form, it wedges between the Plane of Earth and Plane of Water, vast in scope but still expanding. Metal of every kind, decaying cityscapes, and intense magnetic fields comprise the plane's chaotic structure. Creatures reflect the jumble of forces that make their home; many have fluid forms of liquid metal or inhabit rust clouds. The plane's genies, zuhras, put on bold performances keyed into the plane's dissonance.

The elemental lords of metal embody their home's slow disintegration. After an invasion by forces from the Plane of Earth, before their plane was sealed off, the lords were dispirited and offered no clear vision for what the Plane of Metal could be in the absence of the Inner Sphere's other planes. Laudinmio, the Sovereign of Alchemy, remains in slumber, and Ferrumnestra, the Lady of Rust, treads under the weight of deep despair.



FERRUMNESTRA

The Lady of Rust

Areas of Concern metal, decline, inevitability, mourning

Edicts accept the inevitable, clear what remains of that which has fallen to ruin, usher the past into obscurity

Anathema preserve knowledge that has outlived its time, restore an object or structure that has been reclaimed by the elements

Divine Attribute Constitution or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *detect metal* (page 142), 3rd: *noxious metals* (page 145), 4th: *rust cloud* (page 145)

Divine Font *harm*

Divine Sanctification none

Divine Skill Athletics

Domains decay[LOGM], destruction, metal (page 145), void[LOGM]; **Alternate Domains** sorrow[LOGM], vigil[LOGM]

Favored Weapon pick

Just as the birth of every mortal begins another inexorable march toward the grave, the infinitesimally slow decline of the Plane of Metal began eons ago at the moment of its creation. The plane has been deteriorating for as long as it has existed, and Ferrumnestra, the Lady of Rust, has always been there to shepherd it along toward its distant but inevitable end. Her charge is to eternally traverse the plane, consuming the last vestiges of its planar material as it crumbles into its most basic elements. Only nonexistence remains in her wake.

Ferrumnestra's physical form is a colossal many-legged crustacean covered in layer upon layer of shell-like plates made of tarnished and rusted metal. An innumerable host of ore lice (page 185) almost always accompanies her. Normally hailing from the Plane of Water, these creatures follow behind the Lady of Rust in a chittering swarm, eagerly devouring residue she leaves behind and growing extremely large. Other denizens of the plane give them a wide berth, for while Ferrumnestra herself is neither cruel nor aggressive, she feels no responsibility for the safety of those who run afoul of her voracious entourage.

The Lady of Rust has no permanent dwelling, preferring to wander the plane as her divine calling directs her. Many of her worshippers follow her example by mounting pilgrimages to the plane's farthest reaches, shepherding any ancient ruins they discover along on the passage into oblivion.

Avatar

When casting the *avatar* spell, a worshipper of Ferrumnestra gains the following additional abilities.

Ferrumnestra Speed 50 feet, burrow Speed 30 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ mandibles (reach 15 feet), **Damage** 6d10+6 piercing; **Ranged** ❖ deteriorating spit (range increment 60 feet), **Damage** 4d6+3 acid plus 2d6 persistent acid

LAUDINMIO

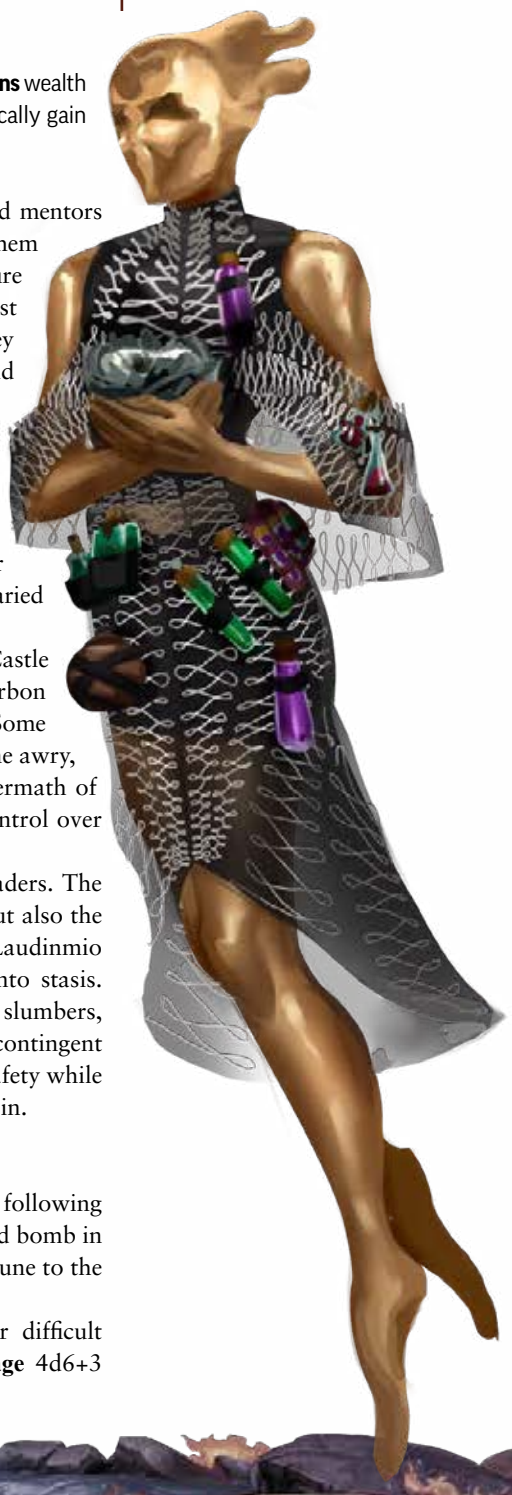
The Sovereign of Alchemy

Areas of Concern metal, alchemy, discovery, experiments, regret
Edicts discover new alloys and concoctions, have multiple concurrent plans, innovate use of metals
Anathema allow your creation to fall into malicious hands, destroy an alchemical formula
Divine Attribute Intelligence or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *detect metal* (page 142), 2nd: *summon elemental* (metal only), 5th: *impaling spike*
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Crafting
Domains change[LOGM], creation, metal (page 145), sorrow[LOGM]; **Alternate Domains** wealth
Favored Weapon alchemical bomb; a cleric of Laudinmio doesn't automatically gain any access to uncommon bombs





When Laudinmio began their study of metal in earnest, they found mentors among deities now dead or forgotten—old gods who wished for them to inherit the position of elemental lord. Under this divine pressure and tutelage, Laudinmio rose in prominence as an inquisitive alchemist with millions of projects, endeavors, and discoveries. Once they accepted the mantle, Laudinmio's encouragement of spontaneity and self-expression—be it artistic or scientific—made them a popular ruler famed for administrative flexibility and natural charm. All in their realm, known as the Euphonious Coalition, celebrated metallic crafts, alchemy, and fashion. Laudinmio was keen on being at their most eye-catching and expressive, relying on fashion experts to decide what form, shape, and appearance would complement their attire. As a result, portrayals of the Sovereign of Alchemy have varied greatly over the ages.

Laudinmio's residence and laboratory, the inverted-pyramidal Castle Amalgam, sits in the reflective Lake Everchange. Tentacular carbon coils protrude from the irregular metallic and crystalline walls. Some function as structural supports, while the rest are experiments "gone awry, but never wrong." Today, much of the castle lies in ruins, the aftermath of an incursion during which Ayrzul claimed part of Laudinmio's control over metal, adding a measure of it to the power of earth.

Laudinmio blames themself for failing to repel the terran invaders. The loss of this sovereignty threatened not only their own existence, but also the stability of the plane. In what little time they had after defeat, Laudinmio instructed the Euphonious Coalition to disperse before falling into stasis. Though the planar connections have been restored, Laudinmio yet slumbers, their short bouts of lucidity haunted by regret and confusion. A contingent of loyal subjects remained in the castle to secure their sovereign's safety while envoys travel the Universe seeking a way to soothe Laudinmio's pain.

Avatar

When casting the *avatar* spell, a worshipper of Laudinmio gains the following additional abilities. The avatar of Laudinmio manifests with a shard bomb in each hand but must Interact to draw a new one. The avatar is immune to the shard bomb's splash damage.

Laudinmio Speed 60 feet, ignore difficult terrain and greater difficult terrain; **Ranged** ❖ shard bomb (range 120 feet, splash), **Damage** 4d6+3 slashing plus 3 slashing splash damage

METAL SPELLS

The revival of the metallic arts has shown casters various new ways to use magic to handle metals or wield the powers of metal to their heart's desires.

BEHEADING BUZZ SAW ◆◆ SPELL 7

CONCENTRATE MANIPULATE METAL

Traditions arcane

Area 60-foot line

Defense Reflex

You compress molten scraps pulled from the Plane of Metal into a spinning disc with gruesome blades protruding from its edges. It wheels forward, slicing through anyone in its path. Each creature in the area takes 5d10 slashing damage and 4d6 persistent bleed damage, with a Reflex save.

Success The creature is unaffected.

Failure The creature takes full damage.

Critical Failure The creature takes double damage. If the creature has a head, it must succeed at a Fortitude save or be decapitated; this kills any creature except ones that don't require a head to live. For creatures with multiple heads, this usually kills the creature only if you sever its last head. This second save has the death and incapacitation traits.

Heightened (+1) The slashing damage increases by 1d10, and the persistent bleed damage increases by 1d6.

CLAD IN METAL ◆◆ SPELL 2

CONCENTRATE MANIPULATE METAL

Traditions arcane, divine, primal

Range touch; **Targets** 1 metal object of 5 Bulk or less that's unattended or attended by a willing creature

Duration 1 minute

You briefly swap the outer surface of the metal in an object with a suitable amount of a common precious metal from the Plane of Metal. You can instead choose an uncommon or rare metal if you have access to it or the GM has given you access to it.

The object functions as an item of that metal, provided the item would be 2nd level or lower. For example, you could make a dagger into a cold iron or silver dagger (2nd-level items) but couldn't make full plate into cold iron armor or silver armor (5th-level items). This imparts any special properties of the precious metal—a weapon clad in cold iron activates weaknesses to cold iron, for example—and suppresses any special properties of the original metal of which the item was made.

The spell neither changes the structural integrity of the item nor damages it. The object can pass a cursory inspection, but the magical effect is obvious to anyone who studies the item closely, so it doesn't alter the Price of the item if you attempt to sell it.

Heightened (+1) The maximum level of the precious metal increases by 2.

CONDUCTIVE WEAPON ◆◆ SPELL 1

CONCENTRATE ELECTRICITY MANIPULATE METAL

Traditions arcane, primal

Range touch; **Targets** 1 metal weapon that is unattended or is wielded by you or a willing ally

Duration 1 minute

You channel powerful electric current through the metal of a weapon, zapping anyone the item hits. The target becomes a *+1 shock weapon*. If any target of an attack with the weapon is wearing metal armor or is primarily made of metal, the electricity damage die from the *shock* rune is 1d12.

DETECT METAL ◆◆ CANTRIP 1

CANTRIP CONCENTRATE DETECTION MANIPULATE METAL

Traditions arcane, divine, occult, primal

Area 30-foot emanation

You attune yourself to magnetic fields, becoming aware of the presence or absence of metallic objects, veins, and deposits within the area. You can choose to ignore metal you're fully aware of, such as the gear you and your allies wear and carry.

You detect metal hidden by illusions (such as *invisibility*) only if the illusion has a lower rank than your *detect metal* spell. Against deceptive illusions, *detect metal* always notices an absence of metal when a non-metallic object is disguised as metallic. However, if the deception involves disguising one metallic object as another, such as pretending a copper coin is made of gold, *detect metal* registers only the presence of metal, not its type, even if the rank of your *detect metal* spell exceeds that of the illusion effect.

Heightened (3rd) You can discern all types of metal you detected. Your spell can overcome deceptive illusory spells hiding one metal as another if the magic effect's rank is lower than that of your *detect metal* spell.

FERROUS FORM ◆◆ SPELL 8

CONCENTRATE METAL MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 1 hour

Your body transforms entirely into flexible iron. You gain resistance 10 to physical damage, except adamantine. You're immune to death effects, disease, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, vitality, and void; any of those conditions you had when the spell is cast are suspended until the spell ends, then return with their remaining duration when the spell ends. While made of iron, you're subject to rusting effects like the *rust cloud* spell (page 145).

Your fist Strikes have a 1d10 damage die, and your metal spells deal one additional die of damage (of the same damage die and damage type the spell uses). You can cast *needle darts* (page 144) as an innate spell; the casting is reduced from 2 actions to 1.

In this form, you don't need to breathe. Your Bulk doubles (to 6 if you're Small or 12 if you're Medium), and you become too dense to Swim in water, automatically sinking to the bottom. You can Dismiss the spell.

Heightened (9th) The resistance increases to 15.

FIELD OF RAZORS ◆◆◆ SPELL 6

CONCENTRATE MANIPULATE METAL

Traditions arcane, primal

Range 60 feet; **Area** 20-foot burst

Defense basic Reflex; **Duration** 1 minute

You grind a chunk of your choice of metal to fine dust between your hands and blow it into the air, where it grows into a tangle of wires covered in razor-sharp prongs. The metal must be of a type you currently have in your possession. The covered area is difficult terrain. A creature that moves through the area takes 5 slashing damage per square traversed.

If a creature takes slashing, piercing, or persistent bleed damage while inside the thicket, you can spend a reaction to grow the iron in the shed blood into additional wires, expanding the burst by 5 feet. You can grow the area four times in this way, to a maximum of a 40-foot burst.

The barbed wires are made of the metal you chose and activate resistances, weaknesses, and the like normally. The metal reforms in your possession when the spell ends.

Heightened (+1) The damage per square increases by 2.

FOLD METAL ◆◆ SPELL 1

CONCENTRATE MANIPULATE METAL

Traditions arcane

Range touch; **Targets** 1 unattended metallic object up to 5 Bulk

Duration 10 minutes

You bend the target object into a smooth metallic ball no larger than an egg. The target reverts to its original shape only when you Dismiss the spell, the duration expires, or if the ball touches water or fire, whichever comes first.

Creatures that see the reshaped object can attempt a Perception check against your spell DC to notice the ball might not actually be what it seems. If the object is magical, it retains its magical auras but can't be worn, affixed, or Activated.

Heightened (3rd) The spell duration becomes 1 hour.

MAGNETIC DOMINION ◆◆◆ SPELL 9

CONCENTRATE MANIPULATE METAL

Traditions arcane, primal

Area 100-foot emanation; **Targets** any number of creatures wearing metal armor, creatures made of metal, creatures that have the metal trait, and unattended metal objects

Defense Reflex; **Duration** sustained up to 1 minute

METAL OBJECTS AND CREATURES

Some spells in this section work only on metal objects or metal creatures, or have a special effect on them. Unless specified otherwise, these can be used on objects or creatures primarily made of metal, not just ones made entirely of metal. For instance, a longsword is a metal object, even if its handle is made of wood. If it's unclear whether a weapon or the target of an attack is primarily made of metal, the GM decides.

The roiling magnetic fields of the Plane of Metal radiate from you as you channel and reshape them at your merest thought. When you Cast this Spell, you can relocate each affected target to any other unoccupied space within the emanation. You can't move yourself in this way. An unwilling target can resist being moved with a successful Reflex save.

The creatures move all at once—after you know the results of all the saves, you determine which target occupies each space in whatever order you choose. You can move a creature into a space that was previously occupied by another creature so long as you also relocate the first creature elsewhere as part of the movement. If you move a target into the air, it descends to the ground harmlessly after being moved unless it chooses not to.

You can choose to be affected by an 8th-rank *magnetic repulsion* spell (*Secrets of Magic* 115) that lasts for the duration of *magnetic dominion*. Each time you Sustain the spell, you can move one creature in the emanation, with the same targeting restrictions and stipulations as above.

MANTLE OF THE MELTING HEART ◆◆ SPELL 5

CONCENTRATE MANIPULATE METAL MORPH

Traditions arcane, primal

Duration 1 minute

You bathe yourself in a mantle of liquid metal, gilding your skin and armor with an oily sheen. Upon Casting this Spell, pick two of the options below. As a single action, which has the concentrate trait, you can change one of your chosen abilities to a different option from the list.

- **Copper Core** You draw electricity toward you, then disperse it. You gain resistance 10 to electricity. All electricity effects within 30 feet of you must succeed at a counteract check against your spell DC or target you and only you.
- **Golden Flesh** Your body gains the chemical inertness of gold, barely reacting to substances that would otherwise greatly disturb your physiology. You become immune to poison and disease and gain a +2 circumstance bonus to your checks against any poison and disease effects currently affecting you.



- **Reactive Touch** Your touch reacts easily with other metals. Any metal that touches you or that you touch takes 2d6 acid damage that bypasses Hardness.
- **Weighted Grasp** Your arms become long cables, your fists heavy as anchors. You gain a cabled fist unarmed attack with the disarm, finesse, reach, and trip traits and that's in the flail group. Your cabled fist deals 1d4 bludgeoning damage plus an additional 1d6 poison damage and Grab.

MERCURIAL STRIDE ◆◆ SPELL 4

CONCENTRATE MANIPULATE METAL POISON

Traditions arcane, occult

Defense Fortitude

Your form ripples as you take on the fluidity and toxicity of quicksilver. You partially shift into a liquid metal form and Stride up to twice your speed. During this movement, you can pass through one creature's space—without needing to attempt a check to Tumble Through—by splitting into droplets of mercury and reforming on the other side, though you can't end your turn in such a space. Passing through a creature's space in this way exposes it to mercury poisoning, with a Fortitude save.

Critical Success The target is unaffected.

Success The target becomes sickened 1.

Failure The target becomes sickened 2 and takes 6d6 poison damage.

Critical Failure The target becomes sickened 2 and takes 12d6 poison damage.

Heightened (+1) The damage increases by 1d6 on a failure and 2d6 on a critical failure.

NEEDLE DARTS ◆◆ CANTRIP 1

ATTACK CANTRIP CONCENTRATE MANIPULATE METAL

Traditions arcane, divine, occult, primal

Range 60 feet; **Targets** 1 creature

Defense AC

You shape three needles out of a piece of metal in your possession and send them flying in a tight group toward one target. Make a spell attack roll against your target's AC. The needles deal 3d4 piercing damage and might cause bleeding.

The needles impart any special properties of the metal that forms them; for instance, cold iron needles deal additional damage to creatures with weakness to cold iron. All the needles are made of the same metal, and the metal returns to you after the attack.

Critical Success The target takes double damage and 1 persistent bleed damage.

Success The target takes full damage.

Heightened (+1) You send one additional needle, increasing the regular damage by 1d4 and increasing the persistent bleed damage on a critical hit by 1.

NOXIOUS METALS ◆◆ SPELL 3

CONCENTRATE MANIPULATE METAL POISON

Traditions arcane

Range 60 feet; **Area** 20-foot burst

Defense basic Fortitude

This spell forces toxic metal to coalesce on the skin or surface of all living creatures in the area, dealing 4d6 poison damage with a basic Fortitude save. Any creature that has the plant trait, has the wood trait, or has an anathema toward metal, takes the following effects depending on the result of that Fortitude save.

Critical Success The creature suffers no additional effects.

Success The creature takes 1 persistent poison damage and is sickened 1 as long as it takes this persistent damage.

Failure As success, except 1d4 persistent poison damage and sickened 2.

Critical Failure As success, except 1d8 persistent poison damage and sickened 3.

Heightened (+1) The initial poison damage increases by 2d6.

RUST CLOUD ◆◆◆ SPELL 4

CONCENTRATE MANIPULATE METAL

Traditions arcane, primal

Range 120 feet; **Area** 20-foot burst

Defense basic Fortitude; **Duration** 1 minute

Red-blown flecks of rust jitter in the air, forming a cloud of agitated particles. All creatures within the cloud become concealed, and all creatures outside the cloud become concealed to creatures within it. The cloud deals 5d10 slashing damage to any creature that starts its turn in the area, with a basic Fortitude save.

Metal that rusts off of a creature adds to the cloud. When a metal creature takes damage from the cloud, the cloud's area increases by 5 feet (to a maximum of a 40-foot burst), and the creature starts to rust, taking 1d4 persistent slashing damage. You can Dismiss the cloud.

Heightened (+2) The cloud's slashing damage increases by 1d10 and the persistent damage increases by 1d4.

SHIELDED ARM ◆◆ SPELL 1

CONCENTRATE MANIPULATE METAL

Traditions arcane, divine, primal

Range touch; **Targets** 1 willing creature

Duration 1 minute or until expended

Reinforcing veins of ore run through the target's arm, letting it ward off blows with its bare skin. It can use the Raise a Shield action to instead raise its arm, gaining a +2 circumstance bonus to AC. It can Shield Block with its Raised arm as well; when it does, the target reduces the damage as if it had a shield with Hardness 4 and 15 Hit Points. This shield doesn't have a Broken Threshold, and the spell ends if the shield's Hit Points are expended.

This spell doesn't modify the target's unarmed attacks and can't be used to make a shield bash Strike. Casting or coming under the effects of this spell also counts as using a metallic item with regards to anathema.

Heightened (+2) The Hardness increases by 4, and the Hit Points increase by 15.

WALL OF METAL ◆◆◆ SPELL 6

CONCENTRATE MANIPULATE METAL

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You call forth a sheet of metal, forming a wall of iron, low-grade cold iron, or standard-grade silver up to 60 feet long, 30 feet high, and 1/4 inch thick. The wall doesn't need to stand vertically but must form a straight line in an unbroken open space so it doesn't pass through any creatures or objects, or the spell is lost. Each 10-foot-by-10-foot section of the wall has AC 10 and is immune to critical hits and precision damage. The wall's Hardness, HP, and BT use the statistics of a structure of the material you chose (see *GM Core* for material statistics). Creatures can move through a section of the wall that's broken.

Heightened (7th) The wall is high-grade silver or standard-grade dawnsilver.

Heightened (8th) The wall is standard-grade cold iron.

Heightened (9th) The wall is high-grade dawnsilver.

Heightened (10th) The wall is high-grade cold iron or standard-grade adamantine.

Metal Domain

You manipulate flexible, mutable metal. Few deities possess the metal domain, apart from the two elemental lords of metal. Ayrzul, the ambitious and ruthless elemental lord of earth, also has metal as an alternate domain, using the alternate domain rules detailed fully in *Pathfinder Lost Omens Gods & Magic*.

SERRATE ◆ FOCUS 1

UNCOMMON FOCUS MANIPULATE METAL

Domain metal

Range touch; **Targets** 1 metal weapon

With a pinch, the metal of a weapon twists, adding numerous jagged blades along its surface. Strikes with the target weapon deal an additional 1d4 slashing damage until the start of your next turn.

Heightened (+2) The extra damage increases by 1d4.

REPEL METAL ↻ FOCUS 4

UNCOMMON FOCUS MANIPULATE METAL

Domain metal

Trigger A Strike with a metallic weapon or projectile would hit you or an ally within range.

Range 60 feet; **Targets** the creature targeted by the triggering Strike

You call forth a repelling field. The target gains a +2 circumstance bonus to AC against the triggering attack. If the attack then misses, you direct the Strike back at the attacker, who compares the attack roll to their own AC. The target then becomes immune to this spell for 10 minutes.

METAL ITEMS

Craftspeople on Golarion have rich histories of metalworking, most of which is influenced by the resources available either locally or by trade in their region of the world. No such limitations exist on the Plane of Metal, however, where precious metals are in abundance. Magical and natural magnetism, the inevitability of rust, and the mutable nature of metals define the types of items that are either found in or draw upon the magic of the Plane of Metal.

CURIOUS TEARDROP ITEM 16

RARE DIVINE INTELLIGENT INVESTED METAL

Usage worn; **Bulk** –

Perception +26; precise vision 60 feet, imprecise hearing 30 feet

Communication telepathy (Common, Talican)

Skills Diplomacy +24, Alchemy Lore +26, Metal Lore +26, Society +24

Int +6, **Wis** +2, **Cha** +4

Will +26

A *curious teardrop*, despite being a sphere of liquid metal, hangs like an earring on a golden finding. The intelligent droplet is a spirited chatterbox, always observing and taking mental notes; however, it's easily overwhelmed by new sights, which often reduce it to a sobbing mess. Occasionally, the *curious teardrop* enters a stage of melancholy over the fragility of all matter, requiring immense reassurance to pull it out of its nihilism.

The tear prefers not to talk about its past, though it claims to be an actual tear separated from its "parent." Clerics of Laudinmio maintain that the elemental lord is the only being capable of shedding a perfect, sapient tear of metal.

Activate—Request a Spell ❖❖ (concentrate, manipulate) **Frequency** once per day; **Effect** You ask for the *curious teardrop*'s assistance. It casts *curse of lost time*[SoM], *ferrous form* (page 142), or 7th-rank *elemental form* (metal elemental only), depending on your request.

Activate—Reflect Emotions ↷ (concentrate) **Trigger** You're targeted by an emotion or metal effect; **Effect** You receive a +4 status bonus to your saving throw against the triggering effect. Whether or not your save is successful, the teardrop attempts a counteract check at +36 to immediately reflect a copy of the effect back at the originator, targeting it using the creature's own relevant statistics but controlling the effect as if the teardrop had cast it.

FERROFLUID URCHIN ITEM 7+

CONSUMABLE MAGICAL METAL TALISMAN

Usage affixed to a medium metal armor or heavy metal armor; **Bulk** –

Activate ❖ (concentrate) **Prerequisites** You have the armor specialization effect of the affixed armor; **Trigger** You take physical damage.

This spiky glob of magnetic liquid attaches directly onto the metal of your armor. When you activate the globule, it reshapes to deflect the incoming harm. You gain resistance to the triggering damage.

Type lesser; **Level** 7; **Price** 55 gp

You gain resistance 3.

Type moderate; **Level** 11; **Price** 225 gp

You gain resistance 6.

Type greater; **Level** 15; **Price** 925 gp

You gain resistance 10.

MALLEABLE RUNE 9

MAGICAL METAL

Price 650 gp

Usage etched onto a metal medium or heavy armor

The metal of your armor can shift and rearrange at a moment's notice, allowing you to manipulate what kind of damage it resists.

Activate—Reconfigure Armor ❖ (manipulate) **Effect** The armor's composition shifts, changing its specialization group to a different one of your choice. This doesn't change what the armor is made of, and any runes or precious material it's made of apply to the new composition. Any property runes that can't apply to the new form are suppressed until the item takes a composition to which they can apply.

MORPHING WEAPON ITEM 7

MAGICAL METAL

Price 360 gp

Usage held in 1 or 2 hands; **Bulk** varies

In its base form, this armament looks like a smooth bar of soft, gleaming metal shaped like a horseshoe. Its ability to adjust to any battle situation makes it a popular weapon for elite warriors of the Plane of Metal. It can be shaped into a melee weapon using its *shifting* rune, but it can shift only into weapons primarily made of metal or back to its base shape. In weapon form, it's a *+1 striking shifting weapon*.

Activate—Reshape ❖ (concentrate) **Frequency** once per 10 minutes; **Effect** Strike with the *morphing weapon*, choosing one of the following benefits to apply to the Strike.

Reach Increase the reach by 5 feet.

Shift The weapon's damage becomes your choice of bludgeoning, piercing, or slashing instead of its normal type.

Take If the Strike hits, you can attempt to Disarm or Steal from your target immediately after as a reaction.

Weigh Gain a status bonus to the damage roll equal to the weapon's number of damage dice.

RESONANT GUITAR ITEM 12

UNCOMMON MAGICAL METAL SONIC

Price 1,850 gp

Usage held in 2 hands; **Bulk** 1

Every part of this dark, shining guitar, from the strings to the soundboard, is constructed of metal. When the strings are strummed, the gilding on the guitar ripples like a liquid. A *resonant guitar* is a virtuoso handheld musical instrument that grants a +2 item bonus to Performance checks attempted while using it.

A *resonant guitar* is a planar key for *interplanar teleport* and similar magic to travel to the Plane of Metal. When using it in this way, you can play a tune inspired by your destination to make it more likely to arrive where you intend to be, appearing 1d6×25 miles from your intended destination instead of 1d10×25 miles away.

Activate—Strum of Thunder 1 minute (manipulate); **Frequency** once per day; **Effect** You play a magnetic tune, enchanting one metallic weapon within 60 feet of you. This item gains the *thundering* rune for 1 hour.

Activate—Chord of Protection ↷ (manipulate) **Trigger** A creature within 30 feet of you targets you or an ally with a melee attack; **Frequency** once per day; **Effect** You strike a piercing chord, putting up an invisible sound barrier between the target and the attacker. The target gains a +2 status bonus to AC against the triggering attack. If the Strike still hits, the barrier breaks, dealing 3d10 sonic damage to the attacker.

RUSTBRINGER ITEM 10+

MAGICAL METAL

Usage held in 1 hand; **Bulk** 1

The handle, chain, and spiked ball of this *+1 striking corrosive flail* are all made of iron so rusted that the weapon appears nonfunctional at first glance. On Strikes against a creature that's primarily made of metal, it gains the deadly d10 trait.

Activate—Rusting Disarm ↷ **Trigger** You critically succeed at a Disarm attempt with the flail against a metal weapon; **Effect** Flakes of acid-laden rust are deposited on the disarmed weapon. The weapon takes 2d6 damage, ignoring the weapon's Hardness.

Type *rustbringer*; **Level** 10; **Price** 900 gp

Type *greater rustbringer*; **Level** 17; **Price** 13,500 gp

The flail is a *+3 greater striking greater corrosive flail*, and the disarmed weapon takes 4d6 acid damage.

SILVER SNAKE CANE ITEM 6

UNCOMMON MAGICAL METAL

Price 230 gp

Usage held in 1 hand; **Bulk** L

This shimmery metal cane is both an assistive device and a popular companion for many zuhras. The cane's possessor can spend 1 minute feeding the cane an elixir or a dose of ingested or injury poison to fill its venom sac. The cane can store only one such alchemical item at a time, and it expels the alchemical item when either 24 hours pass or it's fed a new alchemical item.

Activate—Silver Snake Sword ❖ (concentrate, polymorph) **Effect** The *silver snake cane* becomes a *+1 striking silver sword cane* for 10 minutes. If the cane holds a dose of poison with the injury trait, that poison is automatically applied to the weapon. If the poison hasn't been expended by the time the cane turns back to normal, it remains stored in the cane. You can Dismiss this activation.

Activate—Silver Snake Serum ❖ (concentrate) **Requirements** The *silver snake cane* holds a dose of an alchemical item; **Frequency** once per day; **Effect** The *silver snake cane* bites a willing target of your choice within your reach, dealing 1 piercing damage and injecting the alchemical item. The item is expended, and if it was an elixir or ingested poison, the target is affected as though it consumed the item.

Activate—True Silver Snake ❖ (concentrate) **Prerequisites** You're a zuhra; **Effect** The cane transforms into a giant viper made of silver. All its Strikes are silver. It acts independently but obeys you. You can Dismiss this activation.

SPELLSAP GRENADE ITEM 12+

RARE ALCHEMICAL BOMB CONSUMABLE SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

The mixture of reagents, liquid djezet, and solid metal shrapnel inside this grenade explodes on contact with air. A spellsap grenade deals the listed slashing damage and splash damage. On a hit against a prepared or spontaneous spellcaster, the target must succeed at a Will saving throw with the listed DC or lose one prepared spell or one spontaneous spell slot. The spell is randomly selected from among the caster's highest three spell ranks (and then from among the spells prepared in that rank, for a prepared spellcaster).

Type moderate; **Level** 12; **Price** 360 gp

The item bonus is +2. The bomb deals 3d4 slashing damage and 3 slashing splash damage, and the DC is 30.

Type greater; **Level** 18; **Price** 4,500 gp

The item bonus is +3. The bomb deals 4d4 slashing damage and 4 slashing splash damage, and the DC is 38.

SPINY LODESTONE ITEM 4+

MAGICAL METAL SPELLHEART

Usage affixed to a metal armor or weapon; **Bulk**—

This perfectly octahedral magnetite crystal is covered in a hair-like layer of iron sand that always finds its way back to

MORPHIC ITEMS

Denizens of the Plane of Metal are creative and whimsical, and the items they create often shift from one form to another or exist in eternal flux. These morphic items are found nearly exclusively on the Plane of Metal. Those that make their way out are sold through zuhra merchants on extraplanar adventures. Occasionally, a morphic item may be intelligent and entrusts themself to a zuhra to help them find someone who can take the intelligent item on an exciting journey.

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shape if wiped away. The spell attack modifier of any spell cast by Activating this item is +8, and the spell DC is 18.

- **Armor** You gain a +1 item bonus to Athletics checks and resistance 2 to nonlethal damage.
- **Weapon** After you cast a spell by Activating the *spiny lodestone*, your Strikes with the weapon deal an additional 1d4 piercing damage until the end of your next turn.

Activate Cast a Spell; **Effect** You cast *needle darts* (page 144).

Type *spiny lodestone*; **Level** 4; **Price** 90 gp

Type *greater spiny lodestone*; **Level** 8; **Price** 425 gp

Resistance when affixed to armor is 5, additional damage when affixed to a weapon is 1d6, the spell attack modifier is +14, and the spell DC is 24.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *magnetic acceleration*[SoM].

Type *major spiny lodestone*; **Level** 12; **Price** 1,750 gp

Bonus to Athletics checks when affixed to armor is +2, resistance when affixed to armor is 10, additional damage when affixed to a weapon is 1d8, the spell attack modifier is +19, and the spell DC is 29.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-rank *magnetic acceleration*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *rust cloud* (page 145).

STAFF OF METAL ITEM 6+

MAGICAL METAL STAFF

This cylindrical iron staff has colored segments on both ends, one red and one blue. When you Strike with the staff, you gain a +1 circumstance bonus to the attack roll if the target is wearing metal armor or is primarily made of metal.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of metal*; **Level** 6; **Price** 250 gp

- **Cantrips** *detect metal* (page 142)
- **1st** *conductive weapon* (page 142), *shielded arm* (page 145)
- **2nd** *magnetic attraction*[SoM], *magnetic repulsion*[SoM]

Type *greater staff of metal*; **Level** 10; **Price** 900 gp

- **3rd** *magnetic acceleration*[SoM], *noxious metals* (page 145)
- **4th** *mercurial stride* (page 144), *rust cloud* (page 145)

Type *major staff of metal*; **Level** 14; **Price** 4,000 gp

- **5th** *magnetic repulsion*, *impaling spike*
- **6th** *field of razors* (page 143), *magnetic acceleration*

ZUHRA'S GLOVES ITEM 13

INVESTED MAGICAL METAL

Price 3,000 gp

Usage worn gloves; **Bulk** –

This elaborate metallic webbing feels soft when wrapped around your hands and forearms. It constantly shifts its strands and connections. The name of a zuhra shuyookh is etched in Talican on the only part of the item that's unchanging. You gain a +3 item bonus to your Reflex DC against attempts to Disarm an item you're holding in your hands.

Activate—Zuhra's Stratagem ◆◆ (concentrate, manipulate) **Frequency** once per day; **Requirements** You're wielding a weapon made primarily of metal; **Effect** You extend the weapon and call out the zuhra's name. They channel their magic through the gloves to assist you with their choice of offense or defense (as determined by the GM). The zuhra makes any choices for the spell, and any save DC is 30.

- **Offense** The metal of the gloves wraps around your weapon and channels the zuhra's magic to cast a 6th-rank *weapon storm* spell, replicating the metal weapon.
- **Defense** The metal flows off your arms, creating a *wall of metal* (page 145). The wall's surface has the same pattern as the gloves. You lose the gloves' item bonus until the barrier ends, at which point the metal returns to your hands and forearms. You can Dismiss the activation.

Metal Relic Gifts

A relic expresses new magical powers throughout its owner's adventures, gaining new gifts at crucial times. Relic rules are described fully in *GM Core*. Here, you'll find gifts for a metal aspect. Metal relics are often metal weapons or armor. Due to the elemental cycle, this aspect often comes paired with the earth or water aspect and almost never with wood or fire.

ENHANCING CIRCUITRY MINOR GIFT

METAL

Aspect metal

Your relic is engraved with nodes and elements only visible from up close, lacking only a source of current for its machinations. You gain resistance to electricity equal to half the level of your relic (minimum 1).

Activate—Complete the Circuit ↷ (manipulate) **Trigger** You are targeted by or are in the area of an electricity effect; **Effect** Your relic uses the triggering effect to complete its circuit. You choose which path the electricity takes down the circuit, gaining the corresponding benefit.

- **Capacitor** You become electrically charged, gaining a +1 status bonus to attack and damage rolls until the end of your next turn.
- **Inductor** Your resistance against electricity damage increases to the level of your relic until the end of your next turn.
- **Resistor** Your relic attempts to counteract the effect. On a failure, your relic overheats, dealing fire damage to you equal to the counteract rank of the effect (or double the counteract rank on a critical failure).

SCRAP SHOT MINOR GIFT

METAL

Aspect metal

Activate ◆◆ (concentrate, manipulate) **Effect** Magnetic repulsion sends a sharp chunk of metal scrap flying from your relic. Make a spell attack roll with your relic against a target within 30 feet. The chunk deals 1d6 piercing damage for every 2 levels the relic has (minimum 1d6). If the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your spell attack roll, and the



CURIOUS TEARDROP



ZUHRA'S GLOVES



STAFF OF METAL



RESONANT GUITAR



FERROFLUID URCHIN



SPELLSAP GRENADE



SPINY LODESTONE

target becomes clumsy 1 until the start of your next turn as the scrap adheres to the target. If your relic is made of a precious metal, the shot is also made of or coated in that metal, bypassing resistances and the like accordingly. The scrap left behind by the shot rusts or crumbles quickly and isn't worth anything if sold.

PRECIOUS ANODIZATION — MAJOR GIFT

METAL

Aspect metal

Activate ❖ (concentrate) **Frequency** once per day; **Effect** For one minute, your relic is affected by a *clad in metal* spell (page 142) of a rank equal to half the relic's level, rounded up. You can choose uncommon metals in addition to common ones.

RAIL DASH — MAJOR GIFT

METAL

Aspect metal

Activate ❖❖ **Frequency** once per hour; **Effect** Your relic conjures a guideway of magnets beneath you, creating a frictionless path for you to rush forward at high speeds. You Stride up to three times in a straight line. If you end your final Stride adjacent to an object or creature, you ram into it, dealing 1d12 bludgeoning damage for every 2 levels of the relic, with a basic Reflex save.

ALL WILL DECAY — GRAND GIFT

METAL

Aspect metal

Your relic's link to the Plane of Metal tunes it in to the inevitability of rust and decay. You can cast 5th-rank *rust cloud* (page 145) at will as an innate spell.

Activate ❖❖ (aura, concentrate) **Frequency** once per day; **Effect** Rusted flakes swirl in a cloud around you, creating a 15-foot emanation that lasts for 1 minute. You're concealed to anyone outside the cloud. An enemy that starts its turn in the cloud takes 15 slashing damage with a basic Fortitude save. If the target has the metal trait or is primarily made of metal, the damage is 30 instead. Unattended non-magical metal items within the cloud automatically become broken.

RUNES AS GIFTS

You can use runes as gifts, as explained in *GM Core*. The following examples make good fits for the metal aspect.

Armor (Major) *fortification*, *malleable* (page 146)
Armor (Grand) *greater fortification*
Weapon (Minor) *shifting*
Weapon (Major) *extending*[SoM] or *greater extending*[SoM], *serrating*[LOCG]

CALLING THE ASPS

In the Plane of Metal, funeral rites often include placing the deceased upon tall towers surrounded by dishes of water. Chunks of sodium, a silvery-white alkali metal, dance across the surface of the water and catch fire, sending plumes of hydrogen gas into the air. As the asps of grief skate upon the magnetic fields, they can sense this announcement of death and sorrow and follow the trail back to the mourners.

ASP OF GRIEF

On the Plane of Metal, a soft whisper and gentle jingle often accompany the tempestuous winds, while what appear to be gold ribbons twist and writhe through the air. In actuality, these are asps of grief—intelligent, snakelike creatures drawn to strong emotions. The iron irises of their eyes allow them to see the ever-shifting magnetic fields of the Plane of Metal, which the asps can use to sail across the skies.

Asps of grief prey on sorrow and heartache, and times of loss, mourning, and bereavement attract them. Wearing delicate iron bells to announce their arrivals at funerals, battlefields, and the traditional columbaria built for the plane's dead, asps of grief shake their heads, making their bells chime and alerting mourners to their presence. "Will you share your sorrow with me?" they ask, their gentle voices low and sibilant.

If the bereaved agrees, the asps' tongues flick out, tasting the anguish of the living, sipping on sadness and fear, and providing a temporary reprieve from suffering. Though the asps are associated with death, most denizens of the Plane of Metal see them as good omens.

Intensely curious creatures, asps of grief crave information about magic and the multiverse. They might attach themselves to adventuring parties or ask wanderers they meet for any obscure arcane knowledge they may have come across on their journeys. In exchange, the asps of grief offer to help these travelers work through any anguish or trauma they may be carrying—or at least ease their emotional pain for a time.

ASP OF GRIEF — CREATURE 10

SMALL BEAST ELEMENTAL METAL

Perception +21; low-light vision, magnetic vision

Languages Common, Empyrean, Talican

Skills Acrobatics +21, Arcana +21, Psychology Lore +19, Nature +19, Survival +21

Str +4, **Dex** +7, **Con** +3, **Int** +7, **Wis** +5, **Cha** +3

Magnetic Vision An asp of grief can see magnetic fields, allowing it to detect large sources of magnetic metal (Bulk 1 or greater) as a precise sense.

AC 31; **Fort** +15, **Ref** +21, **Will** +21; +1 status vs. emotion

HP 150; **Resistances** physical 10 (except adamantine)

Curtain of Calm (arcane, aura, emotion, mental) 20 feet. The asp of grief consumes the emotions of the creatures around it. An enemy that begins its turn in the aura must attempt a DC 29 Will save. If it fails, the asp consumes its grief. The creature feels a lack of feelings and motivation, reducing its frightened value by 1 and becoming stupefied 1 (or stupefied 2 on a critical failure) for 1d4 rounds. Regardless of the result of the saving throw, the creature is temporarily immune to curtain of calm for 1 minute. The asp becomes charged with grief (see iron grief) for 1 minute whenever a creature fails this saving throw.

Speed 20 feet, fly 50 feet

Melee ❖ jaws +21 (agile, finesse), **Damage** 2d12+10 piercing

Arcane Innate Spells DC 29; **5th** *magnetic attraction*[SoM], *magnetic repulsion*[SoM]; **3rd** *magnetic acceleration*[SoM] (at will; see iron grief); **Cantrips (5th)** *detect magic*, *read aura*

Iron Grief If the asp casts *magnetic acceleration* while charged with grief, it can either heighten the spell to 5th rank or target up to three creatures instead of one, rolling separately against each. After casting the spell, the asp is no longer charged with grief.

Magnetic Traveler An asp can ride magnetic fields to travel long distances. In a location with strong magnetic fields (including the Plane of Metal and Golarion), its travel Speed is doubled if it's flying.



CAPRITELLIX

The Plane of Metal can seem unpredictable to the point of cruelty, and capritellixes embody this perfectly. With a head formed of discs that each depict a portion of their face, a capritellix reshapes their personality with a quick whir.

Despite their different faces, each capritellix has a unified identity, with one memory and one name. Each mood that cycles through the pieces of their face is a massively amplified facet of their personality, rather than a completely different individual. The differences are subtle to most observers, but a capritellix can display numerous mood combinations—typically 64 for one with four faces per disc or 125 for one with five faces per disc. No matter how much they change their face, however, capritellixes can't suppress their haughty ego or shake the ceaseless despair they feel.

The conflicting priorities of each mood within a capritellix make it difficult for any of these creatures to make long-term plans or form solid relationships. What one face builds up, another undermines, cursed all the while with full knowledge of the former intentions they will never fulfill and the well-laid plans they will abandon.

CAPRITELLIX — CREATURE 17

RARE HUGE ELEMENTAL METAL

Perception +30; darkvision

Languages Talican, plus one language for each of their mouths; telepathy 100 feet (page 233)

Skills Acrobatics +31, Athletics +29, Deception +32, Diplomacy +32, Intimidation +32, Performance +32, Plane of Metal Lore +30, Society +30

Str +6, **Dex** +8, **Con** +8, **Int** +7, **Wis** +5, **Cha** +9

AC 39, all-around vision (page 232); **Fort** +31, **Ref** +29, **Will** +30

HP 290; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 10, physical 10 (except adamantine)

Whirling Hands ◆ **Trigger** A creature starts its turn in the capritellix's melee reach; **Effect** The capritellix makes a metal hand Strike against the creature.

Speed fly 60 feet

Melee ◆ metal hand +33 (agile, finesse, magical, reach 15 feet), **Damage** 3d8+14 bludgeoning plus 1d12 electricity, plentiful metals, and Push 20 feet

Ranged ◆ eye beam +33 (electricity, magical, range 120 feet), **Damage** 4d12 electricity

Dual Beams ◆◆ The capritellix makes two eye beam Strikes against different creatures. Their multiple attack penalty doesn't increase until after both Strikes.

Plentiful Metals Each of the capritellix's levitating hands is made of a different precious metal. Each time a capritellix makes a metal hand Strike, they choose whether the hand they use is adamantine, cold iron, dawnsilver, orichalcum, silver, or any other solid precious metal.

Shift Mood ◆ The capritellix rotates the segments of their face, changing their personality and demeanor. Until they Shift their Mood again, the capritellix gains a +4 status bonus to a certain skill and to their Will DC against that skill, as well as a specific occult innate spell they can cast at will (9th rank, DC 38).

Angry Intimidation, *dominate*

Gregarious Performance, *uncontrollable dance*

Serene Diplomacy, *suggestion*

Sly Deception, *warp mind*

RECYCLED REMAINS

When horribly damaged or weary, capritellixes travel to a communal necropolis, much like a fabled elephant graveyard. Thousands of metallic hands reach up from the landscape, clawing at the sky, and severed discs that used to make up capritellixes pile up in endless heaps. Other elementals sometimes salvage these disparate parts and assemble them into a new capritellix—a unique individual with a brand-new identity.



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ELEMENTAL, METAL

Metal elementals can manifest in a wide variety of different forms, from shapeless amalgams of different metals to humanoid and beast-like monstrosities.

METAL FORMS

Though metal elementals are made almost entirely of metal, most are composed of layers of different metals in tiny fragments, as complex as a body of flesh or plant matter. Many of these metals are rusted or decayed from the natural, slow entropy of the Plane of Metal.

METAL WISP

A metal wisp is a roiling sphere of rust particles and sharp metal fragments, all furiously orbiting a liquid metal core that resembles the skull of a mortal creature—usually a humanoid, but animal and even more fantastical skulls are not uncommon. They don't form attachments as easily as wisps from other elemental planes, which tend to view metal wisps as too morose, although they retain a certain curiosity since their return from the planar severance.

METAL WISP — CREATURE 0

TINY ELEMENTAL METAL

Perception +6; darkvision, rust vision

Languages Talican

Skills Athletics +6, Mining Lore +4, Plane of Metal Lore +4

Str +2, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

Rust Vision A metal wisp ignores the concealed condition from rust clouds.

AC 16; **Fort** +7, **Ref** +3, **Will** +6

HP 15; **Immunities** bleed, electricity, paralyzed, poison, sleep; **Resistances** electricity 2

Resonance (aura, metal) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. Creatures in the area gain a +1 status bonus to attack and damage rolls made with metal weapons or effects with the metal trait; a creature with the elemental and metal traits gains this bonus to all attack and damage rolls.

Accord Essence ↻ **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion. Allies within 30 feet that have benefited from the wisp's resonance in the last hour gain temporary Hit Points equal to half the wisp's current Hit Points. These temporary Hit Points last 1 hour.

A wisp that uses this reaction is permanently destroyed, and it can be restored only by a *wish* ritual or similarly powerful effect. If an ability would prevent the wisp's destruction (for instance, if the wisp is summoned and would merely be dismissed), Accord Essence has no effect.

Rust Cloud A metal wisp is constantly surrounded by a cloud of rust flakes that cause it to be concealed from creatures more than 5 feet away from it.

Speed fly 25 feet

Melee ❖ tendril +6 (reach 10 feet), **Damage** 1d4 piercing plus 1 persistent bleed

In Concert When a metal wisp rolls a critical failure on a check to Aid, it gets a failure instead, and when it rolls a success, it gets a critical success instead.



METAL WISP

FERROUS BUTTERFLY

Beautiful but deadly, the ferrous butterfly is a turkey-sized insectile creature bristling with dozens of gleaming, razor-edged blades. Considered harmless by most denizens of the Plane of Metal, they nonetheless pose a significant threat to organic creatures, whose iron-rich blood they find irresistible.

FERROUS BUTTERFLY — CREATURE 1

TINY ELEMENTAL METAL

Perception +7; darkvision

Skills Acrobatics +9

Str +2, **Dex** +4, **Con** +3, **Int** –4, **Wis** +0, **Cha** +0

AC 15; **Fort** +6, **Ref** +9, **Will** +5

HP 20; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 3

Speed 5 feet, fly 40 feet

Melee ❖ wing +9 (finesse), **Damage** 1d4+2 slashing plus 1 persistent bleed and a thousand cuts

A Thousand Cuts A ferrous butterfly's knifelike wings cause terrible lacerations that continue to bleed. Any creature with persistent bleed damage from a ferrous butterfly's wing attack has weakness 2 to slashing damage until the bleeding is stopped.

Swoop ❖❖ The ferrous butterfly Flies up to its Speed and makes a wing Strike at any point during that movement.

METAL SCAMP

The capricious and destructive metal scamps are self-appointed forces of entropy, taking great pleasure in indiscriminately wrecking everything around them, sometimes even to their own detriment. Metal scamps have a severe appearance, with pointed facial features and angular limbs, and their skin can be the color of any metal, often heavily oxidized as if by years of exposure to the elements.

METAL SCAMP — CREATURE 1

SMALL ELEMENTAL METAL

Perception +3; darkvision

Languages Talican

Skills Athletics +7, Stealth +5

Str +2, **Dex** +0, **Con** +2, **Int** –2, **Wis** +0, **Cha** +0

AC 15; **Fort** +7, **Ref** +5, **Will** +5

HP 20, fast healing 2 (while touching metal); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 3

Speed 25 feet, fly 25 feet

Melee ❖ claw +9, **Damage** 1d6+2 slashing

Arcane Innate Spells DC 17, attack +9; **2nd** *magnetic attraction*[SoM]

Breathe Shrapnel ❖❖ (arcane, metal) The metal scamp breathes a 15-foot cone of jagged metal flakes that deals 2d4 slashing damage and 1d4 persistent bleed damage to each creature within the area (DC 17 basic Reflex save). The metal scamp can't Breathe Shrapnel again for 1d4 rounds.

MERCURIAL

Some of the most populous denizens of the Plane of Metal, mercurials are weird creatures of liquid metal known for changing their features, chemical compositions, and temperaments with equal frequency. Excitable, curious, and friendly, mercurials are quick to offer assistance to extraplanar beings, but their volatile personalities can make them unreliable allies.

MERCURIAL — CREATURE 2

MEDIUM ELEMENTAL METAL

Perception +6; darkvision

Languages Common, Talican

Skills Acrobatics +8, Deception +10, Diplomacy +8, Plane of Metal Lore +8

Str +3, **Dex** +4, **Con** +3, **Int** +2, **Wis** +2, **Cha** +4

Items shuriken (5)

AC 17; **Fort** +7, **Ref** +11, **Will** +8

HP 30; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

Speed 25 feet

Melee ❖ fist +9 (agile, finesse), **Damage** 1d10+3 bludgeoning

Ranged ❖ shuriken +10 (agile, range increment 20 feet, thrown), **Damage** 1d6+3 piercing

Change Shape ❖ (concentrate, polymorph, primal) The mercurial takes on the appearance of any Small or Medium humanoid. This transformation allows for

MANY FACES, MANY NAMES

As immortal beings with comparatively short attention spans, mercurials invariably become bored with their current identities sooner or later and seek a change by adopting a new face and persona. To avoid confusion among friends and acquaintances, a mercurial's name typically consists not only of their current moniker, but a list of the last few names used, presented in chronological order as far back as the mercurial can remember.



MERCURIAL

DJEZET EXTRACTION

When a quickiron plasm dies, most of the djezet making up its body becomes inert and useless. However, a skilled alchemist can sometimes extract trace amounts of the valuable skymetal from its remains. This is a 10-minute process that requires the Alchemical Crafting feat, a proficiency rank of expert or better in Crafting, and a successful DC 20 Crafting check. A successful attempt produces a single djezet dose (*Lost Omens Grand Bazaar* 98) that remains potent for 1 hour before breaking down into a foul-smelling goo. The item has no value if sold due to its temporary nature.

significant detail and can reproduce the features of a specific individual, but the mercurial retains a shiny, liquid-metal appearance that renders the transformation unsuitable as a disguise unless they're impersonating another mercurial. It doesn't change the mercurial's Speed or the attack and damage bonuses of their Strikes, but it does allow them to transform their limbs into metal tools or melee weapons, potentially changing the damage type dealt by their Strikes.

Metallurgic Adaptation ❖ (polymorph, primal) The mercurial transmutes their liquid metal body into cold iron, copper, gold, iron, silver, or steel. Their unarmed melee Strikes are made of that material until they use Metallurgic Adaptation again.

KINZARUK

In its natural state, the kinzaruk resembles a paper-thin, perfectly square sheet of lightweight silvery-white metal, approximately 15 feet across. It's almost never encountered this form, however, being far better known for its ability to intricately fold its body thousands of times in an instant to reconfigure itself into a varied assortment of deadly animal-like shapes.

KINZARUK CREATURE 3

MEDIUM ELEMENTAL METAL

Perception +9; darkvision

Skills Acrobatics +11, Stealth +9, Survival +7

Str +3, **Dex** +4, **Con** +1, **Int** –4, **Wis** +0, **Cha** +0

AC 19; **Fort** +8, **Ref** +11, **Will** +7

HP 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

Speed fly 10 feet (can't ascend more than 5 feet off the ground)

Melee ❖ razor's edge +11 (finesse), **Damage** 1d10+3 slashing

Fold Form ❖ (concentrate, polymorph, primal) The kinzaruk swiftly unfolds and refolds its body into a new shape chosen from the options of *animal form*. This grants it the movement Speeds and Strikes of the chosen form, but none of the other benefits. Its attack bonus is unchanged, and its damage bonus is +3. The kinzaruk can return to its natural form by taking this action again, and automatically returns if it falls unconscious.

QUICKIRON PLASM

Looking much like an ooze, a quickiron plasm is a mass of the rust-red liquid skymetal known as djezet, prized in the Universe for its magic-enhancing properties. Quickiron plasms feed on the residual energies left behind by large expenditures of magical power, which they can detect from miles away.

QUICKIRON PLASM CREATURE 4

LARGE ELEMENTAL METAL

Perception +8; darkvision, magic scent

Skills Athletics +12, Stealth +10

Str +6, **Dex** +2, **Con** +5, **Int** –4, **Wis** +0, **Cha** –2

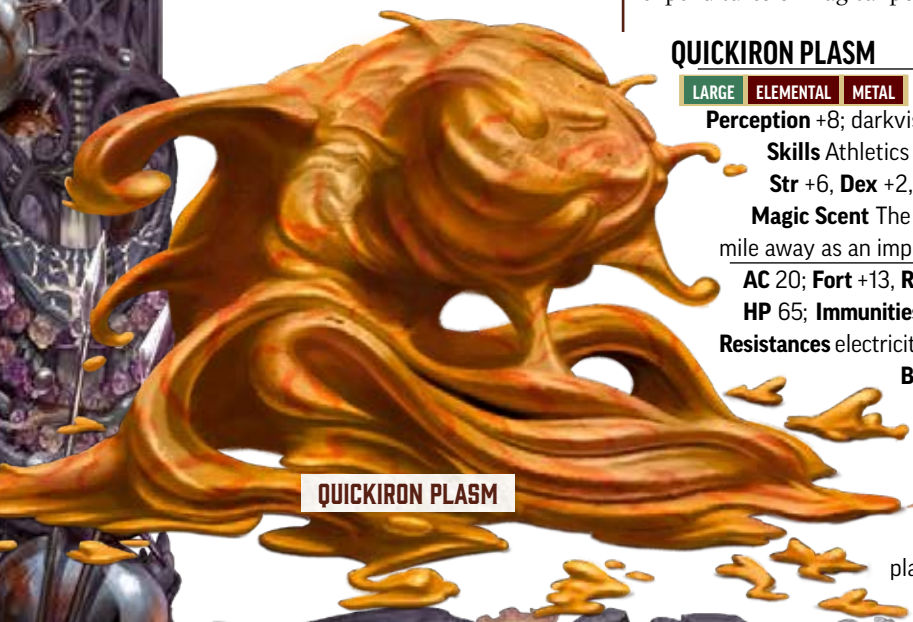
Magic Scent The quickiron plasm can sense magical auras from up to 1 mile away as an imprecise sense.

AC 20; **Fort** +13, **Ref** +8, **Will** +10

HP 65; **Immunities** critical hits, bleed, paralyzed, poison, precision, sleep; **Resistances** electricity 5

Biomagical Feedback The quickiron plasm's conductive properties are dangerous to those in physical contact with it. When a creature grabbed by a quickiron plasm Casts a Spell, that creature takes 5 force damage per rank of the spell.

Consume Magic ↷ **Trigger** The quickiron plasm succeeds at a saving throw against a spell; **Effect**



QUICKIRON PLASM

The quickiron plasm consumes energy from the spell, regaining 5 Hit Points per rank of the spell.

Speed 15 feet

Melee ❖ pseudopod +12 (reach 10 feet), **Damage** 2d6+6 bludgeoning plus Grab (page 232)

Constrict ❖ 2d6 bludgeoning, DC 22 (page 232)

RUST SCARAB

These elementals resemble enormous beetles, with thick outer shells composed of multiple layers of heavily pockmarked, rusted plates protecting a jagged metallic skeleton.

RUST SCARAB — CREATURE 5

LARGE ELEMENTAL METAL

Perception +9; darkvision, rust vision

Languages Talican

Skills Athletics +13, Plane of Metal Lore +11

Str +6, **Dex** +2, **Con** +5, **Int** +2, **Wis** +2, **Cha** +2

Heavy As long as it is immobile, the elemental can't be forcibly moved or knocked prone. If it takes a move action, it loses this immunity until the start of its next turn.

Rust Vision As metal wisp.

AC 21; **Fort** +14, **Ref** +9, **Will** +11

HP 65; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5, physical 5 (except adamantine)

Crumbling Carapace When a rust scarab is reduced to fewer than half its maximum Hit Points or is damaged by a critical hit, its outer shell breaks into a veil of rusty metal flakes. This causes it to lose its resistance to physical damage and its heavy ability, but it gains a rust cloud aura (as metal wisp) and a 35-foot land Speed.

Speed 25 feet

Melee ❖ claw +15, **Damage** 2d8+6 slashing plus tetanus

Tetanus (disease) **Saving Throw** DC 19 Fortitude; **Onset** 1 week; **Stage 1** clumsy 1 (1 week); **Stage 2** clumsy 2 and can't speak (1 day); **Stage 3** paralyzed with spasms (1 day); **Stage 4** death

Trample ❖❖❖ Medium or smaller, claw, DC 23 (page 233)

LIVING LODESTONE

This rotating sphere of dark, shiny metal floats about 5 feet off the ground, constantly surrounded by a whirling frenzy of smaller metallic objects caught up in its powerful magnetic field.

LIVING LODESTONE — CREATURE 6

SMALL ELEMENTAL METAL

Perception +14; darkvision

Skills Athletics +15

Str +5, **Dex** +3, **Con** +4, **Int** +0, **Wis** +4, **Cha** +4

AC 23; **Fort** +14, **Ref** +13, **Will** +16

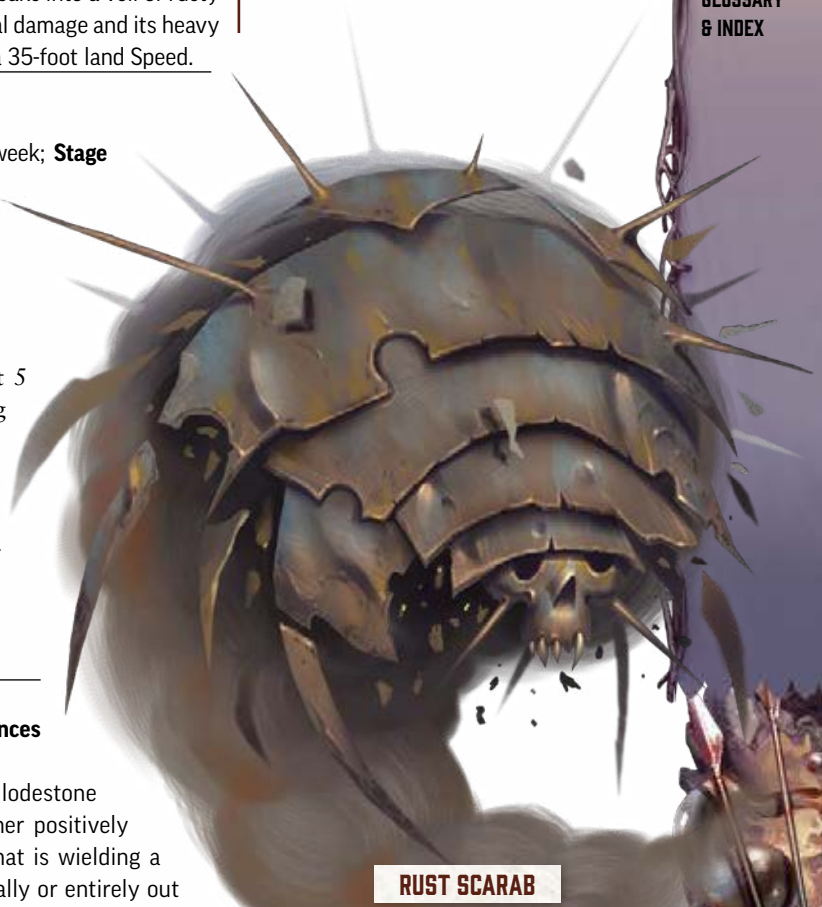
HP 95; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

Magnetic Field (aura, metal, primal) 60 feet. A living lodestone constantly emits a powerful magnetic field that is either positively or negatively aligned. Each creature within the aura that is wielding a metallic weapon, wearing metallic armor, or made partially or entirely out of metal is subject to an effect determined by the lodestone's current polarity.

Negative An affected creature is pushed 5 feet away from the lodestone at the

ANCIENT REMNANTS

No rust scarab specimens free of deterioration have been documented, leading to debate among scholars as to whether this state of corrosion is their natural condition, or whether the creatures are spectacularly ancient even by the standards of immortal elemental beings.



RUST SCARAB

LODESTONE LOOT

The cyclone of metallic objects constantly orbiting a living lodestone often contains items of value, ranging from simple coinage and bits of precious metal to long-lost weapons, jewelry, and sometimes even enchanted metal trinkets. The lodestone itself has no concept of the value of such things, and is just as likely to fling one of these valuable items at a foe as it is any other object.

start of each of its turns, and it treats each square in the aura as difficult terrain when moving closer to the lodestone. Unattended metal objects in the aura of 2 Bulk or less are pushed just outside the aura.

Positive An affected creature is pulled 5 feet toward the lodestone at the start of each of its turns, and it treats each square in the aura as difficult terrain when moving farther from the lodestone. Unattended metal objects in the aura of 2 Bulk or less are pulled adjacent to the lodestone.

Electromagnetic Disruption When living lodestone takes electricity damage, they automatically reverses polarity.

Speed 20 feet; hover

Melee ❖ jolt +15, **Damage** 2d6+8 electricity

Ranged ❖ hurled metal object +13 (magical, primal, range increment 60 feet), **Damage** 2d10+7 bludgeoning, piercing, or slashing (depending on object)

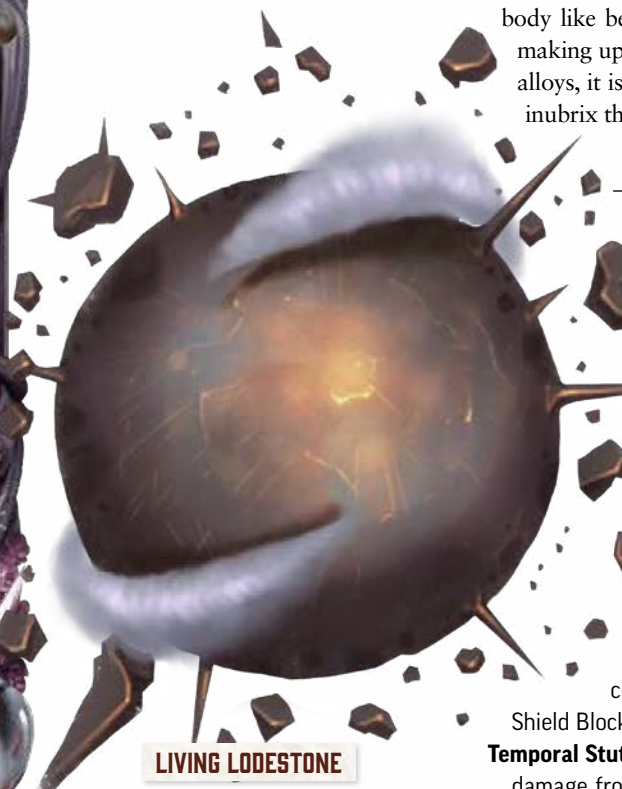
Hover A living lodestone floats above the ground high enough to ignore all difficult terrain and greater difficult terrain on the ground.

Magnetic Disarm ❖ (primal) The living lodestone attempts to Disarm a metal weapon from a creature within its magnetic field. On a critical success, the weapon is either pushed to just outside the aura if the polarity is negative or is pulled to the lodestone and sticks to it if the polarity is positive. An item stuck to the lodestone can be wrenched free with an Interact action.

Reverse Polarity ❖❖ The living lodestone switches the polarity of its magnetic field from positive to negative, or vice versa. Each creature affected by the lodestone's aura falls prone unless it succeeds at a DC 21 Reflex save. The lodestone can't Reverse Polarity again for 1d4 rounds.

SKYMETAL STRIKER

A skymetal striker resembles a serpent—or, more precisely, the two-headed serpent known as an amphisbaena—made of a long string of dozens of spinning, sharp-toothed circular saw blades. These blades array themselves along the creature's body like beads on an invisible cord of magnetic force. Although the blades making up the creature are typically composed of many different metals and alloys, it is best known, feared, and named for the blades of orichalcum and inubrix that form the "heads" at either end of its serpentine body.



LIVING LODESTONE

SKYMETAL STRIKER — CREATURE 7

LARGE ELEMENTAL METAL

Perception +15; darkvision

Languages Talican

Skills Acrobatics +17, Stealth +17

Str +2, **Dex** +6, **Con** +4, **Int** +2, **Wis** +2, **Cha** +2

AC 26; **Fort** +15, **Ref** +17, **Will** +13

HP 100; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

Speed 25 feet

Melee ❖ inubrix fangs +17 (finesse, reach 10 feet), **Damage** 2d10+6 slashing plus phase blade

Melee ❖ orichalcum fangs +17 (finesse, reach 10 feet), **Damage** 2d12+6 slashing plus temporal stutter

Phase Blade A skymetal striker's inubrix fangs Strike ignores damage resistance from metal armor's armor specialization effects and the circumstance bonus to AC from metal shields, and it doesn't trigger the Shield Block reaction from a metal shield.

Temporal Stutter A creature not already affected by temporal stutter that takes damage from a skymetal striker's orichalcum fangs Strike must attempt a DC 25 Fortitude save.

Critical Success The target is quickened 2 until the end of its next turn.

Success The target is quickened 1 until the end of its next turn.
Failure The target is slowed 1 until the end of its next turn.
Critical Failure The target is slowed 2 until the end of its next turn.

Two-Headed Assault ◆◆ The skymetal striker makes one inubrix fangs Strike and one orichalcum fangs Strike, each against a different creature. Its multiple attack penalty increases only after all the attacks are made.

NANOSHARD SWARM

This bizarre entity is actually a massive collective consisting of tens of thousands of constituent parts, each a tiny metal sphere barely the size of a pebble. Controlled by a single elemental spirit, the swarm is capable of flowing like liquid through the smallest openings before shaping itself into a powerful combatant, a solid wall, or any other form circumstances might require.

NANOSHARD SWARM — CREATURE 9

HUGE ELEMENTAL METAL

Perception +18; darkvision
Languages Talican
Skills Acrobatics +21, Athletics +19, Stealth +21
Str +6, **Dex** +6, **Con** +4, **Int** +3, **Wis** +3, **Cha** +3

AC 28; **Fort** +17, **Ref** +21, **Will** +16
HP 120; **Immunities** bleed, paralyzed, poison, precision, sleep, swarm mind (page 233); **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, electricity 10, piercing 10, slashing 10

Electromagnetic Dispersal When a nanoshard swarm takes electricity damage, they automatically shift into swarm form.

Speed none (barrier), 15 feet (battle), or 25 feet (swarm)
Melee ◆ tendril +19 (reach 60 feet, versatile B), **Damage** 2d8+9 piercing
Barrier Form ◆◆◆ (concentrate, polymorph) **Requirements** The nanoshard swarm is in swarm form; **Effect** The nanoshard swarm forms a continuous 6-inch-thick solid wall, up to 60 feet long and 10 feet high, originating from any one square in its current space. The wall can follow any path, with each 5 feet being placed on the border between squares. It doesn't need to stand vertically, so it can form a bridge or set of stairs, for example. The wall must be formed in an unbroken open space where its edges don't pass through any creatures or objects.

A single 5-foot-by-5-foot section of the wall can be destroyed by dealing 18 points of damage to it, which also reduces the swarm's total Hit Points. A nanoshard swarm can't be knocked prone or forcibly moved while in barrier form, nor can it voluntarily move. A nanoshard swarm in barrier form can originate tendril attacks from any square of its wall.

Battle Form ◆◆ (concentrate, polymorph) **Requirements** The nanoshard swarm is in swarm form; **Effect** The nanoshard swarm coalesces into a Huge shape that looks like a humanoid or beast and can hold items. In battle form, its Speed is 15 feet, it's clumsy 1, and it has the following Strike.

Melee ◆ limb +19 (reach 20 feet), **Damage** 4d8+9 bludgeoning

Swarm Form ◇ (concentrate) The nanoshard swarm collapses into its natural form: a Huge sea of tiny metal spheres. It drops anything it's holding. While in swarm form, the nanoshard swarm's Speed is 25 feet, it can move through any area large enough for a single sphere to fit through without having to Squeeze, and it gains Engulf.

Engulf ◆◆ DC 27, 2d8+6 bludgeoning, Escape DC 27, Rupture 18 (page 232)

STRANGE METALS

Inubrix and orichalcum are types of skymetal—a collective term used in the Universe to refer to exceedingly rare metals, most possessing magical properties, found on distant planets and fallen stars. Skymetal can be found in abundance on the Plane of Metal, however, and many metal elementals contain at least a bit of one type or another. Inubrix, colloquially called ghost iron, is prized for its ability to phase through other metals, while orichalcum's mystical properties can warp the very flow of time around it.



SKYMETAL STRIKER

SOME REASSEMBLY REQUIRED

Nanoshard swarms are notoriously difficult to permanently dismantle. Should even a single constituent of a swarm manage to escape destruction, the minuscule elemental immediately seeks out the nearest source of raw metal and begins extracting material in order to create as many exact duplicates of itself as possible. Each subsequent duplicate then dutifully repeats the same behavior, doubling the number of constituents every few minutes, until the entire swarm has been fully reconstituted.

ABYSIUM HORROR

A monstrous spider-like creature composed of the radioactive skymetal abysium, this deadly predator contaminates anything it touches.

ABYSIUM HORROR — CREATURE 10

HUGE ELEMENTAL METAL

Perception +17; darkvision

Languages Talican

Skills Athletics +23, Survival +19

Str +7, **Dex** +3, **Con** +5, **Int** +3, **Wis** +3, **Cha** +3

AC 29; **Fort** +21, **Ref** +19, **Will** +17

HP 215; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 10

Green Glow (aura, poison, radiation) 20 feet. An abysium horror constantly emanates a powerful energy toxic to life. This radiation sheds dim light in the area. Any creature beginning its turn in the aura must attempt a DC 27 Fortitude save, becoming sickened 1 on a failure or sickened 2 on a critical failure. Once out of the aura, an affected creature's sickened condition automatically decreases by 1 at the beginning of each of its turns.

Heavy As rust scarab.

Speed 30 feet, climb 20 feet

Melee ❖ claw +23 (reach 15 feet), **Damage** 2d8+10 slashing plus 2d4 poison

Ranged ❖ radioactive shrapnel +23 (brutal, propulsive, range increment 60 feet), **Damage** 2d8+7 piercing plus 2d4 poison

Trample ❖❖❖ Large or smaller, claw, DC 27 (page 233)

OREGORGER

Oregorgers are hulking, four-limbed brutes with bodies of raw primal metals accreted in layers. Driven entirely by an insatiable drive to consume metal, an oregorger stops at nothing to greedily devour as much metal as it can and expel it as caustic rust.

OREGORGER — CREATURE 11

LARGE ELEMENTAL METAL

Perception +18; darkvision, rust vision

Languages Talican

Skills Acrobatics +17, Athletics +25

Str +8, **Dex** +2, **Con** +7, **Int** –1, **Wis** +3, **Cha** +3

Rust Vision As metal wisp.

AC 30; **Fort** +24, **Ref** +17, **Will** +20

HP 245; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** acid 10, electricity 10

Caustic Rust (acid, aura) 5 feet. The oregorger continually leaks tiny fragments of partially digested rust into the air around it. Any creature that ends its turn in the aura takes 2d6 acid damage with a DC 27 basic Reflex save. A creature that critically fails is also sickened 1.

Speed 30 feet, burrow 20 feet, fly 20 feet

Melee ❖ adamantine bite +23 (reach 10 feet), **Damage** 2d12+12 piercing plus devour metal

Melee ❖ claw +23 (agile), **Damage** 2d6+12 slashing

Devour Metal Any time the oregorger scores a critical hit with an adamantine bite attack, it deals the same amount of damage to any metal armor worn by the target, automatically bypassing any Hardness lower than 10. If a creature uses the Shield Block reaction with a metal shield against an oregorger's adamantine bite, the shield is automatically



NANOSHARD SWARM

broken, but no other item takes damage from that attack. Unattended metal items automatically take full damage from an oregorger's adamantine bite attack, ignoring their Hardness if it's lower than 10.

Searing Spew ❖❖ (acid) The oregorger belches forth a cloud of caustic, rusted debris from its maw, filling a cube adjacent to itself that's 10 feet on each side. Any creature in this area takes 6d6 acid damage and 6d6 slashing damage (DC 30 basic Reflex). The ground under the cloud is difficult terrain for 1 hour, after which the shrapnel crumbles to dust. The oregorger can't use Searing Spew again for 1d4 rounds, but the ability recharges if the oregorger damages an item with devour metal.

MELOMACH

Melomachs are massive, vaguely humanoid elementals composed of metal debris. They take great pride in decorating and augmenting their metallic bodies with haphazardly placed spikes, blades, humanoid or bestial skulls, and other similar adornments, the more ostentatious the better. When two melomachs meet, the resulting contests of physical might and vocal prowess can last for days, often leaving the landscape ravaged for miles in every direction.

MELOMACH CREATURE 13

HUGE ELEMENTAL METAL

Perception +19; darkvision

Languages Talican

Skills Athletics +30, Crafting +21, Intimidation +28, Performance +26

Str +9, **Dex** +4, **Con** +9, **Int** +0, **Wis** +2, **Cha** +7

Heavy As rust scarab.

AC 33; **Fort** +26, **Ref** +23, **Will** +23

HP 292; **Immunities** bleed, paralyzed, poison, sleep, sonic; **Resistances** electricity 15

Speed 25 feet

Melee ❖ fist +26 (agile, reach 15 feet, versatile P, versatile S), **Damage** 3d12+18 bludgeoning

Ranged ❖ lightning +21 (electricity, magical, range 120 feet), **Damage** 3d10+16 electricity

Lightning Punch ❖❖ The melomach makes a fist Strike, then makes a lightning Strike against a different creature within 120 feet of the fist Strike's target. Both Strikes count toward the melomach's multiple attack penalty, but it doesn't increase until after both attacks are made.

Rhythmic Stomp ❖ (emotion, mental, primal) **Frequency** once per round; **Effect** The melomach's footsteps raise a clanging sound through their body to create a brief musical phrase. The melomach Strides, then generates the effect of one of the following bard composition cantrips (appearing in *Player Core*) at 7th rank: *allegro*, *dirge of doom* (adds the fear trait), or *triple time*.

Scream ❖❖ (primal, sonic) The melomach unleashes a guttural, ear-piercing wail. All creatures in a 120-foot cone take 7d12 sonic damage with a DC 32 Fortitude save. The melomach can't Scream again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage, is stunned 1, and is deafened for 1 minute.

Critical Failure The creature takes double damage, is stunned 3, and is deafened permanently.

MUSIC OF MASS DESTRUCTION

A melomach's appetite for carnage is matched only by its love of loud noises, particularly the boom of explosions and the shriek of tearing metal. In addition to the sound of their own voices, melomachs are partial to the rapid, discordant strumming and powerful howls that typify the musical stylings typical of the Plane of Metal. Boisterous performances often draw the attention of melomachs.



OREGORGER

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GENIE, ZUHRA

Zuhras, the genies of the elemental Plane of Metal, are bold and imposing, fond of being the center of attention and drawing a crowd with flashy performances, displays of skill, and tales of their personal victories. Despite their large personalities, their long-term relationships tend to be cool and somewhat distant; zuhras often make alliances but rarely form friendships, and the trust required for deeper relationships is rarer still. The few mortals who've gotten to know a zuhra often describe them as bombastic but emotionally aloof.

Since the reconnection with other planes, zuhras have sought out and formed bonds with other genies. They find their jabali cousins to be capable smithing partners, if a bit staid and dull. Zuhras rarely pay non-genie elementals any more than a passing glance, finding even the intelligent ones uninteresting to communicate with or hard to relate to.

DISTANT THUNDER

Zuhras favor music over all other arts. Given their long isolation, however, their preferences are quite unlike those of other genies or most musicians of the Universe. They value volume, intensity, and discordant combinations of sounds. Lead vocal parts incorporate droning and screams, often with a chorus providing a melodic counterpoint.



ZUHRA — CREATURE 8

UNCOMMON | LARGE | ELEMENTAL | GENIE | METAL

Perception +15; darkvision

Languages Common, Talican; *truespeech*

Skills Acrobatics +19, Athletics +15, Crafting +17, Intimidation +17, Performance +19, Society +16

Str +3, **Dex** +5, **Con** +6, **Int** +4, **Wis** +3, **Cha** +5

Items *+1 striking spiked chain*

AC 26; **Fort** +16, **Ref** +17, **Will** +17

HP 125; **Resistances** electricity 10

Conductive Redirection ↷ (arcane, concentrate, electricity) **Trigger** The zuhra is hit by an attack, spell, or effect that deals electricity damage; **Effect** The zuhra conducts the electricity through their body, taking damage as normal, and redirecting a bolt at one target within 30 feet that they can see. The zuhra makes a ranged attack roll with a +20 modifier against the target's AC. On a hit or critical hit, the target takes electricity damage equal to the full damage of the triggering effect.

Speed 25 feet, fly 30 feet

Melee ❖ *spiked chain* +19 (disarm, finesse, magical, reach 10 feet, trip), **Damage** 2d8+9 slashing

Melee ❖ hand blade +19 (agile, finesse, magical, reach 10 feet), **Damage** 2d4+9 slashing plus 1d4 persistent bleed

Arcane Innate Spells DC 26; **7th** *interplanar teleport* (at will; to Astral Plane, Elemental Planes, or Universe only); **5th** *clad in metal* (page 142, can choose uncommon metals); **4th** *mercurial stride* (page 144), *weapon storm*; **2nd** *invisibility* (×2), *magnetic attraction*[SoM] (at will), *magnetic repulsion*[SoM] (at will); **Cantrips (4th)** *detect magic*; **Constant (5th)** *truespeech*

Blinding Reflection ❖ (arcane, light) **Frequency** once per round; **Requirements** The zuhra is in dim or bright light; **Effect** The zuhra briefly reshapes part of their metallic body into a concave surface to reflect the surrounding light into the eyes of a creature within 30 feet. The target must attempt a DC 26 Reflex save. It's then temporarily immune for 1 hour.

Critical Success The target is unaffected.

Success The target is dazzled until the start of the zuhra's next turn.

Failure The target is blinded until the start of the zuhra's next turn.

Change Shape ❖ (arcane, concentrate, polymorph) The zuhra transforms into a Small or Medium metal elemental or animal (page 139). This doesn't affect the zuhra's statistics, but it could change the damage type of their Strikes.

ZUHRA SHUYOOKH

The most powerful zuhras draw followers and elemental metal with overwhelming force of personality and literal magnetism. When called upon to conduct *wish* rituals, they use their long isolation from the other planes as an excuse to misinterpret requests outlandishly, claiming linguistic differences.

ZUHRA SHUYOOKH — CREATURE 13

RARE HUGE ELEMENTAL GENIE

Perception +23; darkvision

Languages Common, Talican; *truespeech*

Skills Acrobatics +27, Athletics +24, Crafting +26, Deception +26, Intimidation +24, Performance +28, Society +22

Str +5, **Dex** +6, **Con** +8, **Int** +5, **Wis** +4, **Cha** +7

Items *+2 striking spiked chain*

AC 34; **Fort** +29, **Ref** +23, **Will** +21

HP 212; **Resistances** electricity 10

Conductive Redirection ↷ (arcane, concentrate, electricity) As zuhra, but the attack modifier is +27.

Magnetic Field (arcane, aura, metal) 10 feet. All squares in the aura are difficult terrain for creatures wearing metal armor or made of metal. Strikes with metallic weapons made by or against creatures in this aura take a –2 status penalty to the attack roll. Zuhras ignore these effects.

Speed 30 feet, fly 35 feet

Melee ❖ *spiked chain* +27 (disarm, finesse, magical, reach 15 feet, trip), **Damage** 2d8+11 slashing plus 1d12 electricity

Melee ❖ hand blade +25 (agile, finesse, magical, reach 15 feet), **Damage** 2d4+11 slashing plus 4d4 persistent bleed

Arcane Innate Spells DC 32, attack +24; **7th** *clad in metal* (page 142, can choose uncommon and rare metals), *enthrall*, *interplanar teleport* (at will; to Astral Plane, Elemental Planes, or Universe only), *weapon storm*; **6th** *mercurial stride* (page 144), *wall of metal* (page 145); **5th** *invisibility* (×2), *magnetic acceleration*[SoM] (at will), *magnetic attraction*[SoM] (at will); **Cantrips (7th)** *detect magic*; **Constant (5th)** *truespeech*

Change Shape ❖ (arcane, concentrate, polymorph) As zuhra.

Magnetic Reposition ❖ (arcane) **Frequency** once per round; **Effect** The shuyookh targets any number of creatures affected by their magnetic field, and moves each target 10 feet in a direction the zuhra chooses. Each target can resist being moved if it succeeds at a DC 32 Fortitude save.

Magnetic Storm ❖❖❖ (arcane) **Requirements** The shuyookh's magnetic field is active; **Effect** The shuyookh electromagnetically flings razor-sharp metal scraps. Each creature in a 30-foot emanation takes 8d6 slashing damage and 3d12 electricity damage, with a DC 32 basic Fortitude save. The shuyookh's magnetic field is deactivated for 1d4 rounds.

Mercurial Wish (downtime) **Frequency** three times per year; **Effect** The shuyookh conducts a *wish* ritual for the benefit of a mortal, requiring no cost or secondary casters. The shuyookh's result is a success if they succeed at a DC 5 flat check or a failure if not. The shuyookh attempts to fulfill the wish in a way that creates an unstable or impermanent benefit.

SKIMMING ALONG

Zuhras achieve flight by using magnetism to lift their own bodies into the air. As this grows more difficult the higher they go, many zuhras' preferred method of movement isn't walking or flying, but gliding along the smooth surfaces of their home plane much the way mortals cross ice on skates, with only a thin layer of electromagnetism between them and the ground.



REFINED TASTES

Less interested in arbitrary assignments of monetary value, pelegoxes prefer metals that display new forms or colors. They are as likely to trade a pure sphere of dawnsilver for a jagged piece of corroded copper as they are to keep a priceless djezet carving forever. However, even pelegoxes assign great value to orichalcum, as the skymetal's time-bending restorative properties grant the freedom to shape new configurations without being beholden to an unsatisfactory result.

PELEGOX

Pelegoxes are beings of condensed magnetic energy that fashion bodies for themselves using their surroundings. Though a pelegox's true form is a spherical core, it pulls metal fragments of various shapes and sizes to form a polyhedral shell. Though pelegoxes might develop preferences for a particular form when at rest, they continue to look for new configurations to call their own, happiest when they can experiment with endless possibilities, even if it means dismantling other metallic entities.

These piecemeal creatures move by a combination of magnetic levitation and propulsion, and when that doesn't work, by continuously piercing the ground and shifting their weight forward, looking almost like moving caltrops. Over time, the magnetic signature of a pelegox becomes visible, etched into its body in patterns of concentric lines. These unique designs make it possible to distinguish between individual pelegoxes even when their surface has eroded.

Pelegoxes are quick to form relationships with others of their kind. They delight in combining their individual bodies into ever larger, more elaborate structures and patterns. As such, it is rare to find a pelegox on their own—they prefer to travel in a clustered form.

PELEGOX CUBE — CREATURE 11

UNCOMMON | GARGANTUAN | ELEMENTAL | METAL | TROOP

Perception +22; metalsense (imprecise) 60 feet

Languages Talican; telepathy 30 feet (page 233)

Skills Acrobatics +22, Athletics +21, Crafting +20, Diplomacy +21

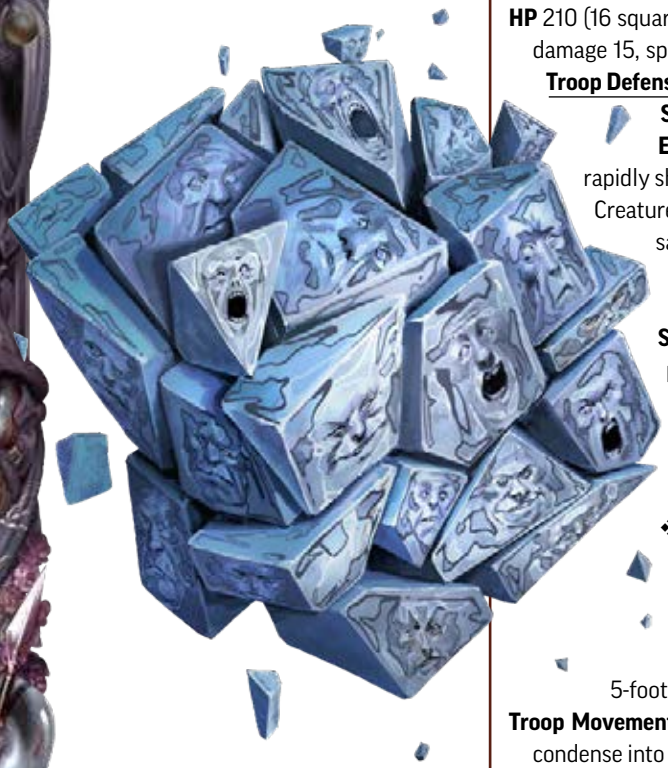
Str +4, **Dex** +7, **Con** +6, **Int** +5, **Wis** +3, **Cha** +4

Metalsense A pelegox cube can sense metal creatures and objects as an imprecise sense.

AC 31; **Fort** +21, **Ref** +24, **Will** +18

HP 210 (16 squares); **Thresholds** 140 (12 squares), 70 (8 squares); **Weaknesses** area damage 15, splash damage 10; **Resistances** electricity 10

Troop Defenses (page 233)



Speed fly 25 feet; troop movement

Entrancing Shapes ◆◆ (mental, occult, visual) The pelegox cube rapidly shifts, creating a display of seemingly impossible geometric patterns. Creatures in a 60-foot cone take 9d6 mental damage (DC 29 basic Will save). A creature that fails is also fascinated with the pelegox cube and stupefied 1 for 1 minute.

Form Up ◆ (page 232)

Scrambled Strike ◆ to ◆◆◆ **Frequency** once per round; **Effect** The pelegox cube rearranges to create jutting spikes, attacking each enemy within 10 feet (DC 27 basic Reflex save). The damage depends on the number of actions.

◆ 2d6 piercing damage

◆◆ 3d6+10 piercing damage

◆◆◆ 5d6+10 piercing damage

Shard Volley ◆◆ The pelegox cube magnetizes fragments of metal at range. This is a 10-foot burst within 30 feet that deals 2d6+10 piercing damage (DC 27 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Troop Movement Whenever the troop Flies, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the entire troop.

PLANAR SCION, TALOS

The geniekin called taloses descend primarily from zuhra genies, metal elementals, and other denizens of the Plane of Metal. Many taloses mold their natural talent for metalwork into careers as tinkerers, miners, or smiths, although just as many leverage the luster of precious metals in a quest for fame and fortune.

Taloses are among the most metropolitan of geniekin, often born in or drawn to cities of various sizes, especially those with advanced metalworking or technology trades. Metal often needs to be worked to find its form and function, which may explain why many taloses seem to enjoy living among people, if not necessarily socializing with them. They often find themselves stumbling into jobs somewhere along the production line of technology, whether it's mining the raw ore from the earth, working it into wires and gears, or constructing the devices themselves. Some taloses resent and reject the expectations that they fill such roles, but many embrace their fascination with tech, often going on to become expert inventors. Taloses are therefore far more likely than other geniekin to make use of clockwork technology in their communities.

Despite having long inhabited Golarion, albeit in small numbers, taloses have only rarely been recognized as geniekin. The largest number of them, and also the largest number whose true nature is known, inhabit Tian Xia. The traditions of metal as an element have lived much longer there. Taloses often find themselves drawn to discussions and study of elemental metal the instant they hear of the concept. Historical records speak of renowned courtiers and diplomats with skin of flawless silver or bronze. In the Ivory Port of Goka, the smiths of the family-owned Dragon's Iron Forge craft their blades and firearms with magnetic techniques handed down from their zuhra sheikha ancestor.

A talos gadgeteer is a clockwork tinkerer. When confronted, their preferred tactic is to lure opponents into traps using their lesser explosive mines before attempting to engage directly.

TALOS GADGETEER — CREATURE 1

MEDIUM HUMAN HUMANOID TALOS

Perception +3

Languages Common, Talican

Skills Acrobatics +6, Crafting +6, Society +6, Thievery +6

Str +1, **Dex** +3, **Con** +1, **Int** +3, **Wis** +0, **Cha** +1

Items artisan's toolkit, formula book, leather armor, light hammer (3)

Gadgets A talos gadgeteer carries the following temporary gadgets (*Guns & Gears* 66, 67, 69), which have no value if sold and last for 24 hours or until the next time the gadgeteer makes their daily preparations: lesser ablative armor plating (1), lesser blast boots (1), lesser explosive mine (3).

AC 17; **Fort** +6, **Ref** +6, **Wis** +5

HP 17 plus 5 temporary HP (from ablative armor plating); **Resistances** electricity 1

Reflective Defense ↷ (light) **Frequency** once per round; **Trigger** A creature within 30 feet targets the talos gadgeteer, and they can see the attacker; **Requirements** The talos is in dim or bright light; **Effect** The talos gadgeteer reflects light off their metallic skin and into the enemy's eyes; it must succeed at a DC 14 Reflex save or be dazzled until the end of the talos's next turn.

Speed 25 feet

Melee ❖ fist +8 (agile, finesse, versatile S), **Damage** 1d6+1 bludgeoning

Melee ❖ light hammer +6 (agile), **Damage** 1d6+1 bludgeoning

Ranged ❖ light hammer +8 (agile, thrown 20 feet), **Damage** 1d6+1 bludgeoning

Arcane Innate Spells DC 14; **Cantrips (1st)** *detect metal* (page 142)

TRAVELING TINKERERS

While there are no known permanent talos settlements in the Universe, there is a small nomadic community known as the Tinkerers' Caravan. Originally founded in Vudra and inspired by similar clans of janns and sulis, the caravan now travels throughout most of the eastern world, offering all taloses who wish to travel with them a sense of community and belonging that they might not find anywhere else.





Drops Joining in the Sea

This one is grateful to represent the Consortium of the Transparent Bell, that the learning we've collected—each a paltry cupful from our individual experiences and lives, now pooled together into a single reservoir of fathomless knowledge—can, in turn, be shared with another who wishes to know the depths of elemental water. You may feel apprehension, especially if you are one who coughs at the first hint of fluid in their lungs, who flounders when separated from firm land, or whose eyes blur at the touch of saline as you bob on the surface. Perhaps you've tried to make sense of the crushing darkness while looking down at the shapes stirring in the depths that could be real or, just as easily, a trick of your imagination.

This is natural; the full extent of any discipline or realm can seem unfathomable at first, and in the moment of first seeing that expanse, it is understandable for fear or anxiety to take hold. For all the wonders of water, terror lurks in its depths, but steady your heart. Ours is a uniquely mutable element: water can take any shape to fill any vessel, split apart with neither wound nor scar, and come together with neither seam nor limit. With these qualities, one can face any terror with perfect serenity.

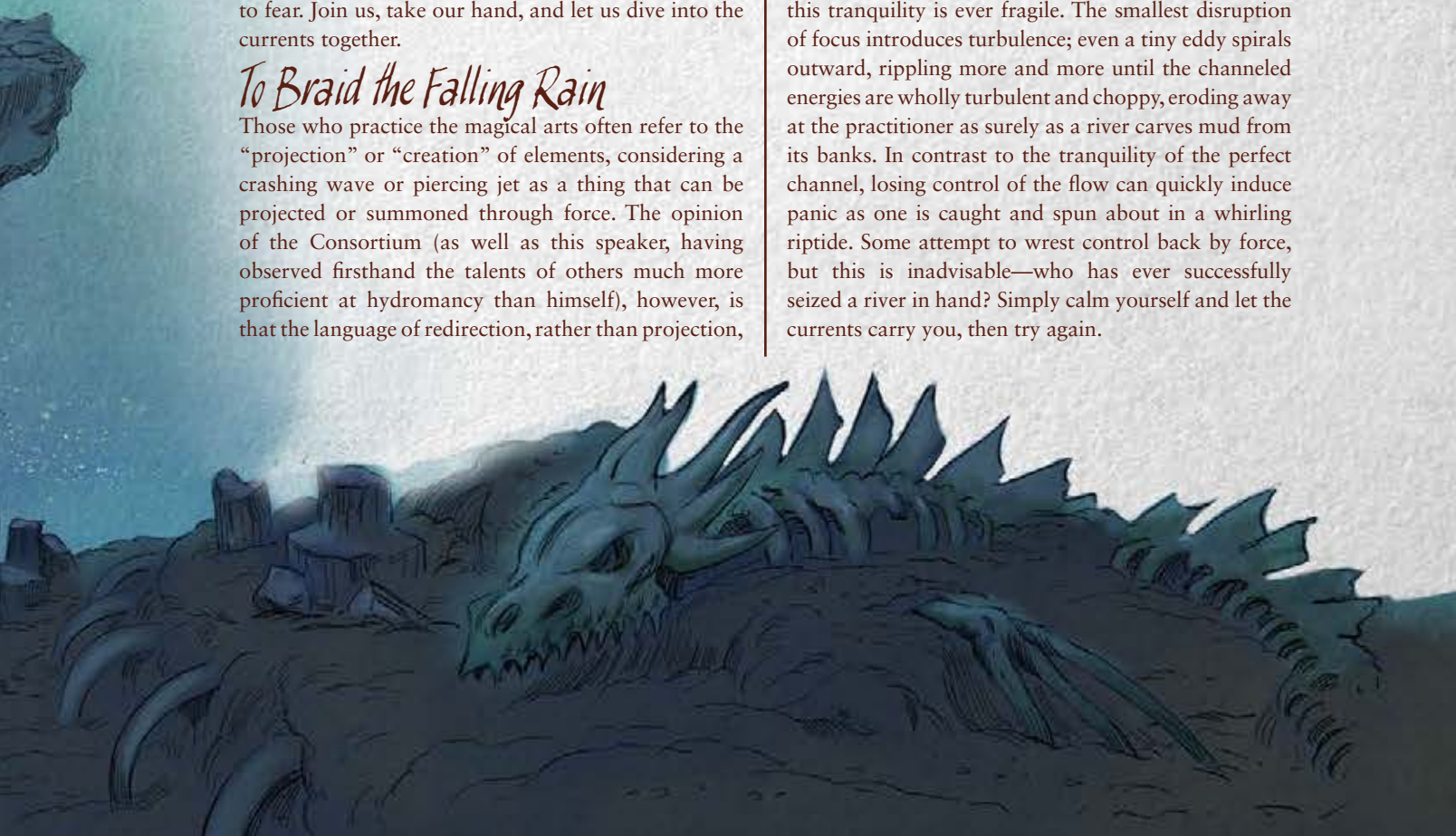
This one once felt as you must now—of being a single droplet, hopelessly tiny against the tide. However, in changing, in joining his strength and knowledge with others, he learned that when droplets come together into a single current, we have nothing to fear. Join us, take our hand, and let us dive into the currents together.

To Braid the Falling Rain

Those who practice the magical arts often refer to the "projection" or "creation" of elements, considering a crashing wave or piercing jet as a thing that can be projected or summoned through force. The opinion of the Consortium (as well as this speaker, having observed firsthand the talents of others much more proficient at hydromancy than himself), however, is that the language of redirection, rather than projection, gives a truer experience of the nature of water and the ends to which it can be put.

We find the following image often easily grasped by those who come from above the waves. Picture a dark squall over the Sixfold Palace. Moisture in the clouds too light to even feel on your scales nevertheless coalesces into drops heavy enough to fall, each tapping the roof's golden tiles before joining into a rivulet—each rivulet melds with others as they course down the gutter to the northern eave before finally spewing forth from the mouth of a bronze carp in a stream powerful enough to erode the pavement. Neither the carp, nor the roof for that matter, "shoots" or "evokes" the stone-cutting stream—the water was always going to fall of its own accord, and the roof merely gathers each imperceptible drop, nudges it along its journey downward, and directs it to pool and join and strike with the combined force and intention of its siblings. This is what it means to "control" elemental water; as those who seek to direct its energies, we must spread ourselves as wide and flat as the palace's roof to gather the requisite elemental forces, then create a channel within ourselves that allows them to travel along the paths and shapes we desire, growing more powerful all the while.

There's a certain tranquility in this act, knowing that we direct a force greater than ourselves, that makes it easy to become altogether absorbed (this one has more than once begun his morning drills only to find the bell sounding for lunch what feels like a moment later), yet this tranquility is ever fragile. The smallest disruption of focus introduces turbulence; even a tiny eddy spirals outward, rippling more and more until the channeled energies are wholly turbulent and choppy, eroding away at the practitioner as surely as a river carves mud from its banks. In contrast to the tranquility of the perfect channel, losing control of the flow can quickly induce panic as one is caught and spun about in a whirling riptide. Some attempt to wrest control back by force, but this is inadvisable—who has ever successfully seized a river in hand? Simply calm yourself and let the currents carry you, then try again.





About the Author

The Consortium of the Transparent Bell is represented at this meeting by its chosen Delegate of Water, Juuzao'umm. Formerly one of the preeminent tower-builders of Yashabaru, this athamaru is more acclimated to a terrestrial conference than most in his order. Though his personal skill at water magic is unremarkable, he speaks with the collective expertise of the Consortium's many wavecallers, hydrokineticists, and other specialists, mediated through his attendant polyp of Ao'orn.

A Saturated World

To ask whereabouts in the Universe the element of water can be found, especially to this one, an athamaru born in the underwater nation of Xidao, seems almost a jest, as water covers more of his native world than land. Water is central to virtually every settlement and species on the planet, with every town built near a port, river, or well, and with life itself unable to thrive where fresh water is absent. As the Thuvians crossing the Golden Road or the Olehala voyaging the Okaiyo Ocean know, sloshing canteens and full gourds are more valuable than any jingling purse or shining stone. Where liquid is uncommon, the people coax it forth from one of water's many other forms, whether by melting the Irriseni snows over a roaring flame or by collecting and condensing the thin morning mists of Shaguang into tiny pots. Water does find its way forth from its native plane in places—the Eternal Oasis of Rahadoum, fed by billions of grain-sized rifts strewn deep within the sands, is a good example, though the Consortium knows neither their origin nor how they manage to shift and stir with the dunes. By and large, the Universe is already a realm of water, needing no such assistance from the planes to further saturate it.

A Descent Through Seas

Residents and travelers alike refer to the Plane of Water as the Boundless Sea, and indeed our home resembles an impossibly vast ocean. Where it borders the Plane of Air (now streaked with newly emerging Wood), it is not unlike the shallows of a Universe ocean, bright and vivid and teeming; where it borders the Plane of Earth (similarly pierced through with incursions from the Plane of Metal), leagues deeper than even the furthest trenches of Golarion, it is lightless and cold, though thankfully, the water pressure remains relatively constant outside of dangerous ripples. Yet, the Plane of Water is boundless too in composition, for beyond the fresh, brackish, and salt water that compose the common sea, it contains streaks of stranger liquids: compressed acids, cloying oils, and even turbulent wheels of blood all remain immiscible and distinct rather than diluting into the surrounding sea.

For those without gills, even surviving the plane presents several obvious challenges—though regions of breathable air are more common than one might think, with origins ranging from the Plane of Air, inexplicable pressure inversions, and bubbles carried by massive diving spiders or similar organisms. Several of the Deep's most notable settlements employ semipermanent wards to cordon off "dry districts" for non-amphibious inhabitants and tourists. Beyond simple survival, navigation requires special care as well, for all locations in the sea must describe their position in three dimensions, not just two, and absent of many common tools for orienteering—gravity, light, cardinal directions—it is easy to find oneself adrift. This one, for years after his arrival in the city of Evershale, would still find himself absentmindedly thinking that the sphere of light he saw moving above his residence was the sun, neatly proscribing east and west, despite having long been informed it was indeed a local, miles-wide school of luminescent eels, diving to hunt the depths for 12 hours each day before swimming home to rest and recover. Thankfully, the plane provides us tools to efficiently traverse its waters: great currents (much more numerous and stable now that Lysianassa has returned) provide moving roads from one region to another, and peaceful, migrating wildlife, such as massive rays and whale sharks, are not often terribly perturbed if a passenger swims in their wake or hitches a ride for a time.

With the Plane of Water nestled between both resurging planes, the Consortium is confident in claiming that our plane has been the one most upheaved by the resurgence of our lost elemental counterparts, well-regarded though such upheaval might be after years of Kelizandri's stagnant rule. In places where the sea floor was once still and sterile, newly grown obelisks of steel and iron discharge arcs of lightning and clouds of metallic nutrients that provide energy and sustenance to the deepest denizens; where carcasses used to collect, preserved for decades, the Plane of Metal's decay has hastened their return to the Boundless Sea's cycle of life. Nearer the surface, encroachments from the Plane of Wood have led to perfectly tessellating tapestries of sargassum and kelp, drifting between fractal lilies large enough to support whole towns with ease. The restored currents of the Plane of Water carry nutrients from the seafloor, enriching the surface plants that, in turn, bloom and sink to the depths, their cycle so seamless that we see no reason to doubt that the planes are now positioned as they were always meant to be.

The Churning Deep

We must not forget that the mutability of water allows the element an unparalleled capacity to turn from calm

and life-giving to violent and life-taking in the instant our backs turn; in this regard the Boundless Sea is as any other, tranquil in one moment, its currents bringing us together, fearsome the next as its hazards cleave us apart (one to the Boneyard, the other left to mourn). This one speaks not in hypotheticals, having himself experienced a dozen different sensations like watery death; on occasion, in the pursuit of knowledge, members of the Consortium have been lost to the plane's dangers, and the moment of their passing psychically transmits to Ao'orn, is recorded for posterity, and gets shared with the Consortium, as with any novel finding. While we can't fault the sea for its tempestuousness—such is its nature—neither should we allow it to claim us without contest.

Bleachlakes

It is a curious thing, to be submerged and yet see a shoreline encircling a pool of liquid, to see even merfolk draw in a deep breath and close their eyes before preparing to dive. However, bleachlakes provide examples of both, their freezing and dense saline waters coursing over tidal shelfs like an undersea waterfall to collect in depressions on the ocean floor, so toxic and devoid of oxygen that all but the hardiest seafaring creatures perish in their depths. While hardy mussels and clams usually ring perimeter of a bleachlake, happily thriving where little else can, these pools' centers are littered with the carcasses of creatures who didn't notice they couldn't breathe until they were too far in to make it back; the same salt that bleached their remains of all color now preserves them perfectly. The greatest of these lakes is the Trench of Uapo'an, vast enough to fill an entire underwater fissure and rimmed with the skeletal maw of some impossibly massive, long-forgotten brine dragon that extends from the crevasse. Its ribcage rests on the floor and is filled, between the bleached bones, with an army's worth of humanoid skeletons and shining blades, clearly magical (both from their glow and their resistance to corrosion) and the subject of much greed. Though many expeditions have attempted to retrieve this lost armory, many more treasures have been left behind than ever removed, the Trench's collection of skeletons increasing with each failed attempt.

Ripples

Though the sea is generally of even and tolerable temperature and pressure, growing more severe only over ranges so wide that one would have ample time to acclimate, there exist bands of water anywhere, of widths from a few feet to a mile. Such areas possess wildly more extreme physical properties, visible to the untrained eye only as ripples—ribbons of water that shimmer slightly with distortion and refraction and are so hot or compressed as to possess the capacity to boil a ship down whole or sweep across a forest of kelp like an invisible scythe. While ripples fail to dilute into the surrounding water, allowing them to traverse long distances, they thankfully tend to propagate slowly and can be blown off-course like any other current; where they occasionally threaten settlements, a collection of elementalists can usually direct the ripple safely around.

Thalassic

Unsurprisingly, Thalassic was meant to be spoken underwater and, due to air's lower density, sounds markedly different when spoken above the surface. The language is extremely vowel-centric, with many sounds produced in the throat, and highly agglutinative, with glottal stops adding further meaning to long strings of syllables. Most consonants are voiced, the better to carry through water.

Sibilants are rare in Thalassic, as these sounds are produced via streams of air and tend to simply expel large air bubbles when uttered underwater. "Z" and "s" sounds, such as those in both lords of water's names, are therefore a mark of status and respect since even uttering "Kelizandri" or "Lysianassa" underwater requires the speaker to give up significant amounts of their limited air supply.

Schools and Colonies

Though the Plane of Water teems with life, just as in the oceans of Golarion, this life is relatively sparse in open pelagic zones; rather, civilization is concentrated where resources and energy are abundant, whether due to photosynthesis-enabling light, nutrient-rich mineral vents, or the fallen carcasses of great leviathans. Where societies are more mobile, they are as likely to arise on the backs of massive turtles, oarfish, or dinosaurs as they are on the many hunks of rock, coral, or ice deposited from other planes and that drift through the endless seas. Regardless, these concentrations provide points of serenity for faydhaans, undines, merfolk, and many others between braving the dangers of the open sea.

City-on-Lure

While Vialesk has been more mobile since the restoration of Lysianassa, the City-on-Lure, constructed on the back of the eponymous giant anglerfish that once patrolled the plane, has found itself curiously stationary, as Lure herself has descended to the depths and taken up residence not far from Phantom's Ebb, an undersea graveyard so filled with lesser and greater undead shadows that the very water is light-swallowing and opaque. Though City-on-Lure serves as a fine residence for its ceratiodi inhabitants—Lure's flesh remains both delicious and structurally sound enough to build domiciles and tunnels—the city is now less of a mobile trade port and more a border town. Each day, Lure's esca seems to shine a bit brighter; some say, and the Consortium theorizes as well, that Lure senses the imminent escape of



CITY-ON-LURE

the Ebb's rumored Lightless Lord and has brought her glow (one of the few light sources on the plane powerful enough) to keep the ancient undead contained, at least for a time.

VIALESK

The shining pearl of the Plane of Water is the reflected city of Vialesk, with one set of towers extending deep into the water and the other contained within a massive bubble of air. Each half provides a perfect habitat for water- and air-breathers respectively, meeting at the middle in a glorious market that both sides employ to socialize, trade, and coordinate policy. While Vialesk once orbited Axtar, Firros, and Palixna—the three flaming suns that hang in the center of the Plane of Water, unquenched even in the depths—since the rebalancing of the elemental planes and ensuant surges in the energies of planar fire, Palixna and Firros have broken orbit, instead wandering the sea in jagged, though regular, loops. Vialesk now orbits Palixna alone, affording the city a mobility that has only increased its reach as a trade hub. Though this change has increased the stability and comfort of the City of Splendid Waves, so too has it aggravated social divisions in the city, with the ever-more-enriched undine ruling class living closer to the central market district and those without means being relegated to the extremes of the spires, where the air is stale and the water is cold.

Wavemakers

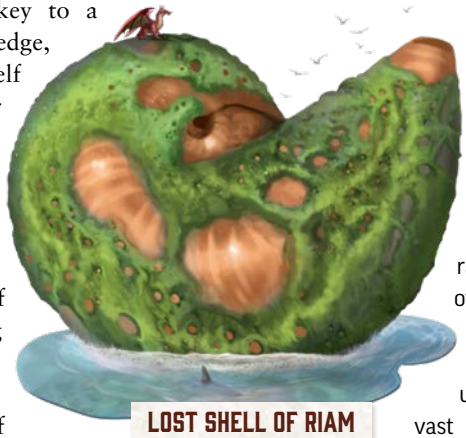
The Plane of Water connects all of us, skin to skin, as we float within its depths. With each motion, we disturb our shared medium ever so imperceptibly—and though none pass completely without trace, some create wakes felt further and deeper than others. For eons, the chief source of turbulence has, of course, been the Brackish Emperor **Kelizandri**, though thankfully he has usually been content to idle in his egotistically named realm of Kelizandrika between brief periods of violence, yet now **Lysianassa**, our returned Empress of the Torrent, fits this description, her joyfully free circuits of the Boundless Sea stirring up new currents and tides and reinvigorating our waters.

Our empress's return has brought with it a scion of one of her most loyal servants; before her defeat, the empress sent the massive nautilus Riam the Unyielding into hiding. Though he fell in battle, he managed to protect the artifact she had entrusted him, guarded within his shell for eons afterward, and now, another egg from his clutch has awakened, named **Riafera**. Though not yet as massive as her older brother, Riafera is a keen diplomat and perhaps a more approachable intermediary to Lysianassa—albeit one primarily concerned with recovering Riam's shell, and the powerful magic that might yet dwell within it, lost to the depths some years ago.

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On the Plane of Water, faydhaans are known for their powerful skill at arms and trade alike, but it is **Enkala**'s talent at dance that draws guests from afar, for while we are all connected through our shared medium, Enkala's perception is, for some unknown reason, a thousand times more expansive than any other, his senses capable of detecting the smallest wake for leagues or, as some rumor, even anywhere on the plane. He interprets these perturbations of the water in a form of oracular dance—floating this way and that, spinning as foam on the tide, his motions can give clues to objects or creatures long distant or lost, a talent he uses only for those whom he trusts not to misuse the knowledge.

The patron of our Consortium of the Transparent Bell, the creature once known as the Lion's-Mouth, is a massive, colonial organism whose tendrils reach from the surface to the depths of the entire plane. Yet, their size belies a surprising childlikeness since they achieved sapience (and with it, immense psychic power) only recently; in our patron's infancy, they wanted only to learn, to accumulate knowledge from the minds that flocked to them to teach philosophies diverse and distant. Yet, as our patron learned, these scholars each had hidden agendas, hoping to bend them to individual causes, that our patron might use their powers to advance one over the rest. Realizing that cooperation, rather than competition, was key to a harmonious sharing of knowledge, our patron, now naming themself **Ao'orn**, offered to share their mind with each scholar, forming the Consortium of which this one is now a member. Each who chooses to join their efforts with the collective whole is accompanied by a polyp of Ao'orn's colonial body, allowing us to share our knowledge with Ao'orn and each other at any distance and, forming one of the greatest collections of learning on the plane. Since joining the Consortium, this one has known only the tranquility of enlightenment.



LOST SHELL OF RIAM

WATER ADJUSTMENTS

To quickly give a creature a magical connection to the element of water, you can use the following adjustments.

- Add the water trait and either the amphibious or aquatic trait.
- If it has any languages, add Thalassic.
- Decrease the creature's HP based on its level.
- Add resistance to fire depending on its level.
- Add a swim Speed of 25 feet, or 40 feet if the creature is 8th level or higher.
- If the creature can cast spells, you can replace spells with water spells of the same rank, such as: **Cantrip** *spout*[SoM], **1st** *hydraulic push*, **2nd** *mist*, **3rd** *aqueous orb*, **4th** *hydraulic torrent*, **5th** *control water*, **6th** *personal ocean* (page 174), **7th** *hungry depths* (page 173), **8th** *whirlpool* (page 175).

Level	HP Decrease	Resistance to Fire
3 or lower	6	3
4–8	10	5
9–13	20	10
14+	30	15

PLANE OF WATER — PLANE

SUBJECTIVE GRAVITY | WATER

Category Inner Plane

Divinities elemental lords of water

Native Inhabitants brine dragons, faydhaans, shades (water pneuma), water elementals

Far beyond the skies of the Plane of Air, the roots of the newly regrown Plane of Wood are nurtured by the vast, spherical, liquid shell of the Plane of Water. Its nearly limitless stretches of saline, fresh, and brackish seas teem with all manner of oceanic life, lit by submerged suns and bioluminescence before descending into the black, benthic depths where the plane borders the Plane of Earth. While the Plane of Water is perfectly amenable to water-breathing creatures, air-breathing travelers must provide their own supply of air or magical means to breathe while here. Bubbles of breathable atmosphere are relatively rare and securely guarded, anchored over places of trade and commerce with outsiders, such as the great city of Vialesk, founded by immigrant undines. The plane's oceans, dotted by vast forests of kelp, magical currents, and strange phenomena, play host to empires of merfolk, predatory and expansionist sea devils, and the holdings of the plane's great brine dragons.

While faydhaans once claimed nearly absolute dominion over the plane of their origin, their empire long ago fell into deterioration and disunity. Their ravaged cities sank into the depths, and their current holdings remain a shadow of their former grandeur. Kelizandri the Brackish Emperor, the prideful elemental lord of water and cause of their ruin, rules the dark, saline depths, feasting on all rivals and hoarding the vast, stolen wealth of the fallen faydhaan cities—but the return of his counterpart Lysianassa, Empress of the Torrent, now threatens his hold on the plane. Unlike other subjective gravity planes, on the Plane of Water, a creature moves based on its swim Speed and must use actions to Swim if it doesn't have one.

KELIZANDRI

The Brackish Emperor



Areas of Concern drowning, water, waves

Edicts instill hydrophobia in others, kill your foes by drowning them, sacrifice treasures to the depths of the ocean

Anathema destroy a body of water, use magic to calm the waves

Divine Attribute Constitution or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *fear*, 2nd: *summon elemental* (water only), 6th: *hydraulic torrent*

Divine Font *harm*

Divine Sanctification must choose unholy

Divine Skill Athletics

Domains destruction, nightmares, travel, water; **Alternate Domains** tyranny, wyrmkin[LOGM], zeal

Favored Weapon trident

The narcissism of Kelizandri, who rules over all bodies of water both salt and fresh, has no bounds. His realm, Kelizandrika, serves as both a boast of the Brackish Emperor's importance and a cruel reminder to its brine dragon ministers of the ominous and suffocating presence of their tyrant. Even in his most lethargic moments, idling in his Palace of Salt and Bones, his cruel and fickle whims fill his subjects with trepidation. When he roams beyond the palace walls, even his faithful flee in terror from his bloodthirst.

Subjects of Kelizandrika are assumed to worship him, though numerous dissidents remain—especially among faydhaans. Rooting out these rebels is one of the many atrocities Kelizandri demands his brine dragon subordinates execute.

Kelizandri yet lazes in his opulent palace upon a massive reef of faydhaan ruins. It's unknown if he's unaware of the return of Lysianassa, or if he simply hasn't found the motivation to act. The brine dragons on his council believe the moment the Brackish Emperor realizes that his beloved still waters have begun to flow again, the tenuous dam on his fury will fall. Preparing to appease him, numerous brine dragon realms have already instigated skirmishes with opposed forces across the Inner Sphere, as well as factions they fear might ally with the returned good elemental lords.

Avatar

When casting the *avatar* spell, a worshipper of Kelizandri gains the following additional abilities.

Kelizandri Speed 40 feet, fly Speed 30 feet, swim Speed 70 feet; **Melee** ❖ brine claw (reach 20 feet), **Damage** 5d6+6 slashing plus 1d6 acid; **Ranged** ❖ brackish breath (range 120 feet, water), **Damage** 3d6+3 bludgeoning plus 3d6+3 acid

LYSIANASSA

Empress of the Torrent

Areas of Concern currents, flow, oceans, tides, water
Edicts change to avoid stagnation, promote life and growth, respect and aid the flow of natural cycles, swim
Anathema dam a river, disrespect sincere gifts of water or drink, pollute clean bodies of water
Divine Attribute Dexterity or Constitution

DEVOTEE BENEFITS

Cleric Spells 1st: *hydraulic push*, 3rd: *aqueous orb*, 5th: *control water*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Survival
Domains change[LOGM], fate, nature, water; **Alternate Domains** dreams, protection, time[LOGM]
Favored Weapon spear

The waves left in the swift wake of Lysianassa are felt throughout the Plane of Water. The Lord of Water once created—and now cultivates—the currents of her home, tending the cycles of entropy and rejuvenation that keep her plane and the cosmos beyond fresh and functioning. Like water itself, she brings life and change as she flows through the Boundless Sea, working to revitalize that which her counterpart Kelizandri kept stagnant in her long absence.

Of all the good elemental lords imprisoned by their evil kin, Lysianassa took her millennia inside the *Gasping Pearl* the hardest. Trapped in stasis, she at first found herself unable to move past her own regret and shame; after all, she'd contributed to the infighting over the Universe that had distracted the good lords and left them vulnerable to attack. In time, however, she remembered her own edicts and changed her regret into determination. Finding a way to exert her influence beyond the bounds of her artifact prison, she sent psychic dreams and visions to those who might find a way to free her. Together, these "pearl seeker" champions recently succeeded in freeing Lysianassa, bringing her the first great joy she's felt in eons.

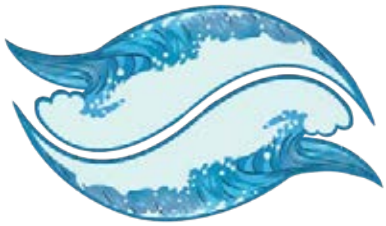
Now she has much to do, for the Plane of Water has changed in her absence. Many of the empress's old currents have fallen still, and she can feel the holes in the plane where old friends have left it. Even the temple once erected in her honor now enshrines another: the much-prophesied Queen of the Deep, soon to "Awaken." Some think Lysianassa's return signifies that they're one and the same. As for the lord herself, that isn't a name she recognizes as hers.

Lysianassa tends to the cycles of changes and offers succor to those swept away by torrents. She guides these souls to understand the truth that brings her solace: though things might change, so too can one change along with them. Lysianassa herself has changed, and will again. To avoid the quiet, incremental death of stagnation, the Empress of the Torrent surges ever forward, racing the currents of her own creation.

Avatar

When casting the *avatar* spell, a worshipper of Lysianassa gains the following additional abilities.

Lysianassa Speed 70 feet, swim Speed 70 feet, immune to immobilized, ignore underwater difficult terrain and greater difficult terrain; **Melee** ❖ wave (reach 15 feet, shove), **Damage** 6d6+6 bludgeoning (6d10+6 underwater); **Ranged** ❖ boundless torrent (range 120 feet), **Damage** 6d6 bludgeoning (6d8 underwater)





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WATER SPELLS

Water is a versatile element that can be both gentle and severe. It can soothe wounded flesh or bite through skin and scale; it can hide and obscure but also clarify or even enlighten. As water can take any shape, so too can its magic, limiting its applications to only the caster's imagination.

BRINE DRAGON BILE ↷ SPELL 2

ACID CONCENTRATE WATER

Traditions arcane, primal

Trigger A creature within range takes damage from a slashing or piercing attack, or one that inflicts persistent bleed damage.

Range 30 feet; **Targets** the creature that took damage

Defense AC

You spit a glob of caustic saltwater that stings the wounds of the creature. Make a ranged spell attack against the triggering creature's AC. On a hit, salt scours its open wound, dealing 2d6 persistent acid damage.

Heightened +2 The persistent damage increases by 2d6.

BUOYANT BUBBLES ◆ SPELL 1

CONCENTRATE WATER

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Duration 1 minute

You create a thin layer of foamy bubbles that adhere to the target, causing it to float in water and similar liquids. The target doesn't sink, even if it hasn't succeeded at a Swim check this round; an already-sinking target resurfaces with the bubbles' help over the course of 1 round. If on a plane where the water or liquid has a surface, the bubbles also prevent the target from diving beneath that surface unless it succeeds at a Fortitude save against your spell DC.

Heightened (4th) You can target up to 5 creatures.

CORAL SCOURGE ◆◆ SPELL 3

CONCENTRATE INCAPACITATION MANIPULATE WATER

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense Reflex; **Duration** 1 minute

Barnacles, coral, and other rough aquatic creatures grow on the target's body, getting in between their joints and stiffening their movement. This impedes the target's movement depending on the result of its saving throw.

Critical Success The target is unaffected.

Success The target is clumsy 1. The target can Interact to scrape the coral growths from its body, decreasing the clumsy condition to 0 and ending the spell.

Failure The target is clumsy 2. Each round at the beginning of its turn, the target becomes clumsy 1 or increases its clumsy condition by 1, to a maximum of 4. The target can Interact to scrape the coral growths from its body, decreasing the clumsy condition to 0 and ending the spell. If the target's clumsy condition caused by *coral scourge* reaches 4, the growths spread to cover the target's entire body, and the target becomes paralyzed.

Critical Failure As failure, but when the target Interacts to scrape the coral growths from its body, it reduces its clumsy condition by 1, instead of decreasing it to 0, and decreasing the clumsy condition to 0 doesn't end the spell.

DANCING FOUNTAIN ◆◆◆ SPELL 7

CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Area 30-foot burst centered on you

Duration sustained up to 1 minute

Tapping the ground, you create a shallow pool of water that spreads over the affected area, and majestic sprays, jets, and mists of water erupt forth in a dazzling water show. When you Cast the Spell, and the first time each round you Sustain the spell, you can command the fountain to use one of the following displays, which is accompanied by a loud burst of music. The *dancing fountain* is somewhat fickle in its desire for novelty, meaning it can't be commanded to use the same display on two consecutive turns.

- **Chasing Jets** A series of vertical jets shoot up in a chase sequence, forcing one creature within the fountain to move 15 feet in a direction of your choice unless it succeeds at a Reflex save against your spell DC. The fountain can't make a creature move outside its area.
- **Flashing Spray** Diffuse fog fills the area of the emanation. All creatures within the fountain become concealed, and all creatures outside the fountain become concealed to creatures within it. The spray persists until the beginning of your next turn.
- **Power Rings** The fountain blasts a series of rings of water into the air that land with a crash in a 10-foot burst centered on a location of your choice within the fountain. The falling torrent deals 10d6 bludgeoning damage to all creatures within the burst (basic Reflex).

DIVE AND BREACH ◆◆ SPELL 3

ATTACK CONCENTRATE MANIPULATE TELEPORTATION WATER

Traditions arcane, primal

Defense basic Reflex

You make the briefest of dives through the Plane of Water. You Leap 10 feet, and where you would land on the ground, you instead disappear in a splash of water, your body entering the surface like a diver entering a pool. You then exit from an unoccupied surface within 40 feet, appearing in another splash of water as you Leap out, landing 10 feet away from where you exited. Each splash deals 3d10

bludgeoning damage to all creatures in a 5-foot emanation; creatures in multiple splash zones take damage only once.

Heightened (+1) The damage dealt by each splash increases by 1d10.

DRAW MOISTURE ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE WATER

Traditions arcane, divine, primal

Range 10 feet; **Targets** 1 object

You draw water out of an object, possibly to clean up spills or quickly dry a soaked book or shirt. You draw up to a pint of water from the object; this dries objects of less than 1 Bulk. The water collects in a globule floating in your hand, which you can direct into a nearby container as part of Casting the Spell; otherwise, it splashes to the ground. Repeated applications of *draw moisture* can be used to dry larger objects, although doing so might take significant time. You can use this spell in especially humid environments to condense drinkable water from the air, though typically, you can't draw more than a few cups before depleting the ambient moisture.

FREEZING RAIN ◆◆◆ SPELL 5

COLD CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Range 120 feet; **Area** 20-foot burst

Defense Reflex (see text); **Duration** sustained up to 10 minutes

Intense cold rain comes from nowhere, a microcosm of a sudden downpour, and a magical tweak can turn the rain to freezing sleet. The driving rain and pooling water make the area difficult terrain and extinguish non-magical fires.

On subsequent rounds, the first time you Sustain the spell each round, you can move the area up to 20 feet and can also freeze the rain. If you freeze the rain, each creature in the area takes 4d6 cold damage and might be slowed, depending on result of its Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is slowed 1 for 1 round.

Critical Failure The creature takes double damage and is slowed 2 for 1 round.

Heightened (+1) The damage increases by 1d6.

FROST PILLAR ◆◆ SPELL 6

COLD CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense Reflex; **Duration** sustained up to 1 minute

Ice crystallizes around a creature, imprisoning it within an icy pillar. On a successful saving throw, the creature is pushed to an adjacent space of its choice; otherwise, it's frozen inside the pillar and becomes restrained as its body can barely move within the ice. The ice has AC 10, Hardness 10, and 60 Hit Point; it's immune to critical hits, cold damage, and precision damage, and it has weakness 15 to fire. If the ice is destroyed, the creature within is freed and the spell immediately ends.

GRASP OF THE DEEP ◆◆ SPELL 4

CONCENTRATE MANIPULATE MENTAL WATER

Traditions arcane, primal

Range 60 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

You grip one target with the phantasmal pressure of the deep sea, disorienting and crushing its lungs and joints. The target takes 6d6 bludgeoning damage and other effects, depending on its Will saving throw.

Critical Success The creature is unaffected.

Success The target takes half damage.

Failure The target takes half damage, and feels as though it's being crushed. The target becomes grabbed and takes 6d6 bludgeoning damage; it can attempt to Escape with an Escape DC equal to your spell DC.

Critical Failure As failure, but the target takes double damage.

Heightened (6th) You can target up to 5 creatures.

HUNGRY DEPTHS ◆◆◆ SPELL 7

CONCENTRATE MANIPULATE VOID WATER

Traditions arcane, primal

Range 120 feet; **Area** 5-foot burst (see text)

Defense basic Reflex; **Duration** sustained up to 1 minute

A spiral of dark, corrupted water appears in the ground, plunging open a door to the depths that seems to descend for miles. Disembodied glowing eyes and gnashing teeth spin within the vortex, consuming anything that crosses their path.

All creatures in the area take 4d8 piercing damage plus 4d4 void damage (basic Reflex save). Each time you Sustain the spell, you can increase the vortex's radius by 5 feet, to a maximum of 15 feet, or you can move the vortex up to 10 feet in a straight line. Each creature the vortex moves through takes the damage with a basic Reflex save. A creature can take damage from *hungry depths* only once per round.

If cast underwater, *hungry depths* instead fills a 40-foot-tall cylinder with a 5-foot radius.

Heightened (9th) The vortex deals 5d8 piercing damage and 5d4 void damage.

MISTY MEMORY SPELL 4

UNCOMMON CONCENTRATE MANIPULATE WATER

Traditions arcane, divine, primal

Cast 1 minute

Targets 1 body of water of at least 5 square feet

Duration sustained up to 10 minutes

Some say water holds memories or impressions of the past, and you can raise those memories to the surface to glimpse recent events. When you Cast the Spell, you fix your mind on an amount of time in the past, up to 24 hours ago. A mist rises from the target body of water, filling a 30-foot burst and coalescing into a misty scene of the events that took place at that time within 60 feet of the water.

Any creature who can see the area can observe the images produced, which are a translucent white color and detailed enough to show a silhouette, outline, or contour of creatures and objects that passed through the area and the motions

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SCRYING RIPPLES

they took. Fine details, such as facial features or written letters, are too precise for the mist to form, and the scene is silent.

You can Sustain the spell to cause the mist to play events backward or forward, with each minute spent Sustaining corresponding to a minute of playback.

Strong winds from a magical source can disrupt this spell if the effect succeeds at a counteract check against your spell DC.

PERSONAL OCEAN ◆◆ SPELL 6

CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Duration 1 minute

You surround yourself in a bubble-like shroud of seawater that fills your space completely and moves with you. You can breathe, speak, and perceive normally while within your *personal ocean*, and you gain a swim Speed equal to your land Speed if you don't have one. The rules of aquatic combat apply to you, attacks targeting you, or attacks passing through your square. For instance, a bludgeoning or slashing melee attack targeting you would take a –2 circumstance penalty, and you can't cast fire spells or use actions with the fire trait.

Each time you move, you extinguish non-magical fires in spaces you pass through and can attempt to counteract magical fires you move through. If you successfully counteract a fire larger than the spaces you moved through, you merely push it out of the spaces along your path. If you fail to counteract a given fire, you can't counteract that fire for the duration of the spell.

You can Dismiss the spell.

PILLAR OF WATER ◆◆◆ SPELL 3

CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You create a large, self-contained cylinder of still, clear fresh water. You choose the radius and height of the pillar, to a maximum radius of 15 feet and a maximum height of 60 feet. Creatures inside the pillar can Swim through the water as normal (Athletics DC 10), or if the spell was cast on solid ground, walk along the bottom (which is difficult terrain). Any creature that exits the pillar falls or lands accordingly.

ROUSING SPLASH ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE WATER

Traditions divine, primal

Range 60 feet; **Targets** 1 creature

You cause a splash of cold water to descend on an ally's head, granting some temporary vigor. The target gains 1d4

temporary Hit Points, which last for 1 minute. The target is then temporarily immune to the temporary Hit Points from *rousing splash* for 10 minutes. The target can also attempt an immediate flat check to recover from a single source of persistent acid or fire damage, with the DC reduction from appropriate assistance.

Heightened (+1) The amount of temporary Hit Points granted increases by 1d4.

SCRYING RIPPLES SPELL 3

CONCENTRATE MANIPULATE SCRYING WATER

Traditions arcane, divine, occult, primal

Cast 1 minute

Range touch; **Targets** 1 gallon of water or more

Duration sustained up to 10 minutes

You touch the water's surface, and as the ripples spread out, so do your senses. When you Cast this Spell, you automatically know the location of any unoccupied, flowing water with a surface area of at least 1 square within 500 feet. You can pick any one of these streams to see and hear out of for the duration of the spell, though your field of vision is perpendicular to the flowing surface. For example, you could look normally out of a waterfall but would look straight up from out of a river. Each time you Sustain the spell, you can change to a different water source or move elsewhere along the same one.

If the water you're scrying through ceases flowing, such as by a faucet turning off, a river damming, or a waterfall freezing over, this spell ends. Additionally, your face appears as a faint reflection in the water's surface as you peek through. A creature that Seeks and succeeds at their Perception check against your spell DC detects your presence in the water.

Heightened (5th) You know the location of and can scry through flowing water within 1 mile.

WATERPROOF ◆◆ SPELL 2

CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Range touch; **Targets** 1 object up to 10 Bulk

Duration 1 hour

You prevent the target item from taking on water or becoming wet for the duration of the spell. The hydrophobic properties of the spell also grant resistance 10 to acid and a +2 bonus to saves and DCs against damaging effects with the water or acid traits.

Heightened (4th) The duration is 1 day.

Heightened (8th) The duration is unlimited.

WHIRLPOOL ◆◆◆ SPELL 8

CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Range 500 feet; **Area** 25-foot radius, 20-foot tall cylinder

Defense Reflex; **Duration** sustained up to 1 minute

With a spin of your hand, you create a large swirling vortex of storming waves. All squares in the *whirlpool* are difficult terrain. The constant churning of the fierce waves means that creatures are constantly tossed between areas of air and water, allowing both air- and water-breathing creatures to breathe within the vortex. Any creature with a swim Speed can Swim instead of Stride to move within the *whirlpool*; the DC to Swim within it is equal to your spell DC.

All creatures in the area take 6d10 bludgeoning damage as the waves crash into them. On subsequent rounds, the first time you Sustain the spell each round, the waves crash again with the same effect.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is drawn 10 feet toward the center of the *whirlpool*.

Critical Failure The creature takes double damage and is drawn to the center of the *whirlpool*.

Heightened (+1) The bludgeoning damage increases by 1d10.

Water Rituals

BOUNTIFUL OASIS RITUAL 5

UNCOMMON WATER

Cast 1 day; **Cost** 3 drops of fresh water taken from a naturally occurring lake within 1,000 miles of the ritual site; **Secondary Casters** 1

Primary Check Nature (expert); **Secondary Checks** Nature or Survival

Area 10-foot burst

Duration 1 year

You redirect the flow of underground lakes and other nearby sources of water to cause a lush natural spring to emerge from the ground. The water of the spring is a clean source of fresh water, perfect for drinking, farming, and supporting all forms of life. The spring purifies itself every morning at dawn, removing toxins and contaminants unless they're more than double the spring's rank.

The ritual creates a spring that's geographically appropriate to the terrain where the ritual is performed; for example, it creates a desert oasis in sandy, arid regions and a natural hot spring in a mountain range.

Critical Success A small pond or oasis appears, fed by a natural spring that discharges enough pure drinking water to sustain a small settlement. The ground in a 20-foot burst surrounding the spring bursts with life, invigorated by the spring's irrigation. A variety of regionally appropriate, fruit-bearing plants and other crops immediately take root and prosper.

Success As critical success, but the oasis is a small pool that discharges enough pure drinking water to sustain roughly a dozen people, without any plants growing around the perimeter.

Failure You're unable to redirect the flow of the water.

Critical Failure You create a small pond of fetid and stagnant water that never dries, attracting disease-carrying insects and sickening creatures who partake of its waters.

WATER ITEMS

The needs of those sailing over the seas and those swimming below differ greatly, and the items they use follow suit. Items from the depths take advantage of the rich bounty of plants and creatures living underwater, along with the salvage that sinks to the seafloor. Rare shells, artifacts lost at sea, precious stones sifted from the sands—water items glitter with the riches of a world unknown to those who tread upon only the ground.

ABOUTFACE FIGUREHEAD ITEM 10

FIGUREHEAD MAGICAL WATER

Price 980 gp

Usage attached to a ship's bow

This otherwise plain-looking figurehead has the concerned expression of someone afraid they're being chased. If the vessel the figurehead is attached to has the sluggish vehicle ability, the figurehead suppresses that ability. Captains frequently give the ability to activate an *aboutface figurehead* to the person at the helm of their ship.

Activate—About Face! ❖ (concentrate, move) **Frequency** once per day; **Effect** The figurehead turns its head as if to look behind it, spawning a momentary whirlpool under the ship and turbulent winds directly opposite the ship's heading. The ship makes a 180-degree turn in place, then continues heading in this new direction starting next turn.

ANGLERFISH LANTERN ITEM 5+

MAGICAL WATER

Usage held in 1 hand; **Bulk** 1

This bull's-eye lantern is either stylized after an anglerfish or made from the taxidermy of one. While it can be lit as usual, the *anglerfish lantern* automatically shines when submerged in water.

Activate—Mesmerizing Lights ❖❖ (concentrate, manipulate) **Frequency** once per hour; **Effect** All creatures within the bright light of the *anglerfish lantern* must succeed at a DC 19 Will save or be fascinated by the light for 1 round (1 minute on a critical failure). The fascination ends if the light is extinguished. Aquatic animals and creatures with the water trait take a –2 circumstance penalty to this check. Regardless of the result, the creature then becomes immune to this effect for the next 24 hours.

Type *anglerfish lantern*; **Level** 5; **Price** 150 gp

Type *submersible anglerfish lantern*; **Level** 8 (uncommon); **Price** 500 gp

The DC is 24, and the lantern also has the following activation.

Activate—Dive! 1 minute (concentrate, manipulate); **Frequency** once per day; **Effect** You lower the *submersible anglerfish lantern* into water at least 15 feet deep while issuing a command. The lantern transforms into a bathysphere (*Pathfinder Lost Omens Grand Bazaar* 18) for 1 hour. This vehicle possesses a 60-foot cone light that can be swiveled up to 90 degrees with an Interact action and has the activation listed above. When the effect ends, any occupants are ejected harmlessly. If the bathysphere becomes broken, the effect ends and the *submersible anglerfish lantern* is broken as well.

BRINE DRAGON SCALE ITEM 8

UNCOMMON ACID CONSUMABLE TALISMAN WATER

Price 100 gp

Usage affixed to a melee weapon

Activate ↷ (concentrate) **Prerequisites** You're an expert with the affixed weapon; **Trigger** A creature in reach of the weapon takes an action with the concentrate trait.

Brine dragons are known to distract their foes at just the right moment, and this blue-green scale appears to have come from one of these creatures. When you activate the scale, it cracks open and releases a spray of caustic saltwater at the triggering creature. The creature takes 2d8 acid damage with a DC 24 basic Reflex save. If the creature critically fails at its save, its concentration is broken—the triggering action is disrupted.

CONCH OF OTHERWORLDLY SEAS ITEM 12

UNCOMMON MAGICAL WATER

Price 1,850 gp

Usage held in 2 hands; **Bulk** L

Magical writing covers the surface of this beautiful conch shell, which emits a blue light from inside. A *conch of otherworldly seas* is a virtuoso handheld musical instrument that grants a +2 item bonus to Performance checks attempted while using it.

The conch is a planar key for *interplanar teleport* and similar magic to travel to the Plane of Water. When using it this way, you can attune it to the waters of your destination to make it more likely to arrive where you intend to be, appearing 1d6×25 miles from your intended destination instead of 1d10×25 miles away.

Activate—Voice of Oceans ❖ (manipulate) **Effect** You hold the horn to your ear and can understand and speak Thalassic as long as it remains there.

Activate—Sounds of the Deep 10 minutes (concentrate, manipulate); **Effect** You hold the horn to your ear and touch the correct series of runes inscribed on its surface, causing the conch to cast a 5th-rank *clairaudience* spell for your benefit. Provided you choose a location that's underwater, you can extend the spell's range to 1 mile and hear with perfect clarity.

FAYDHAAN'S DALLAH ITEM 14

MAGICAL WATER

Price 4,250 gp

Usage held in 1 hand; **Bulk** 1

Noble faydhaan shuyookhs serve coffee brewed in ornate dallahs such as this one to welcome guests in their courts. Most nobles have their kitchen staff import the beans at great expense from

other planes then roast the beans with local ingredients gathered on the Plane of Water to create a brew unique to their locale. A *faydhaan's dallah* has the name of a specific faydhaan shuyookh engraved on the bottom and typically comes with six drinking cups, a platter, and a selection of coffee beans.

Activate—Brew ◆◆◆ (concentrate, manipulate) **Effect** You place a handful of beans in the dallah, and it immediately grinds the beans, fills with water, and brews six cups' worth of coffee. Pouring a cupful of coffee into a vessel takes an Interact action, as does drinking a cup. A creature that drinks a cup can breathe underwater and is protected from mild or severe temperatures of underwater environments for 8 hours. The coffee can later be transmuted using the dallah's other activation, but this latent magic ends if the dallah is used to brew coffee again.

Coffee poured from the dallah stays in its vessel until someone drinks it or deliberately pours it out, even if the vessel is in an environment where the coffee would normally escape, such as underwater.

Activate—Faydhaan's Hospitality ◆◆ (concentrate) **Frequency** once per day; **Requirements** You used the dallah's activation to brew a batch of coffee today; **Effect** You speak the name of the faydhaan shuyookh inscribed on the dallah. You don't need to be holding the dallah to use this activation. The shuyookh transmutes the coffee within the body of each creature who partook from the batch you brewed, choosing a single common potion of 6th level or lower, which grants them all the benefits of that potion. Typically, the shuyookh chooses a *moderate healing potion*, *lesser potion of resistance*, or *potion of swimming*.

KRAKEN FIGUREHEAD ITEM 10+

FIGUREHEAD MAGICAL WATER

Usage attached to a ship's bow

A knot of tentacles makes up the body of this figurehead. It's always slightly slimy and sticky to the touch. Superstitious sailors tend to avoid ships with this figurehead on the bow, claiming it's bad luck to flaunt a kraken's image while at sea.

Activate—Lash Out! ◆◆ (aura, concentrate) **Frequency** once per hour; **Effect** The effigy causes spectral tentacles to erupt from the ship's hull. These tentacles lash out in an emanation with a distance equal to the ship's length and remain active for 10 minutes. Creatures in the aura and in the same body of water as the ship take a –2 circumstance penalty to Athletics checks to Swim as the writhing tentacles lash out in all directions.

Activate—Grab Them! ◆ (attack, concentrate) **Requirements** The ship's spectral tentacles are activated; **Effect** The tentacles grab at an enemy vessel in the aura. Attempt a piloting check against the target vessel's AC. On a success, the tentacles grab hold and tether the two vessels together. While tethered, the ships can't move farther away from each other, creatures aboard the enemy vessel receive a –2 circumstance penalty to all piloting checks, and creatures attempting to Board the enemy vessel gain a +2 circumstance bonus to any check required to do so.

If you use this activation while the tentacles are already latched onto another ship, the tentacles instead pull that ship toward yours a distance up to half your ship's swim Speed with a success (or up to your ship's full swim Speed with a critical success).

The pilot of the enemy ship can attempt a DC 27 piloting check to break free as a single action that has the attack trait. With a success, the ship frees itself from the tentacles.

Type *kraken figurehead*; **Level** 10; **Price** 490 gp

Type *wracking kraken figurehead*; **Level** 14; **Price** 4,000 gp

The DC to break free of the tentacles is 31. When you use the figurehead's second activation to pull an enemy ship, even if you didn't pull the ship any actual distance, you can have the tentacles try to crack open its hull. The tentacles deal 7d10 bludgeoning damage to the enemy vessel (DC 31 basic Fortitude save). Apply the ship's Hardness as normal.

LIONFISH SPEAR ITEM 11+

MAGICAL WATER

Usage held in 1 hand; **Bulk** 1

Colorful stripes and trailing ribbons give this *+2 striking underwater* (page 178) *wounding spear* an appearance like a poisonous lionfish. While holding the spear, you gain a +2 item bonus to Athletic checks to swim.

Activate—Lionfish Poison ↷ (concentrate) **Frequency** once per day; **Trigger** You successfully Strike a creature with the *lionfish spear*; **Effect** The spear injects lionfish

FIGUREHEADS

While many ships are adorned with decorative carvings, daring crews sometimes procure magical figureheads for their vessels. Installing an item with the figurehead trait takes 1 hour. The item then shifts slightly to match the vessel's purpose or crew as determined by the attuned creature, such as gaining avian features on a tengu vessel. A ship can have only one figurehead attached to it at a time; attaching another one suppresses all the figureheads.

A figurehead can be activated only by a creature that's attuned to it, a process that takes 1 hour and can be performed while the creature is installing the figurehead. Only one creature can be attuned to the figurehead at a time unless otherwise noted. The attuned creature can activate the figurehead from anywhere aboard the vessel. Typically, the owner or captain of the vessel attunes to their vessel's figurehead.

The figureheads presented in this chapter assume the vehicles they attach to are sailing ships or similar aquatic vessels, but figureheads might be modified or crafted to function on other vehicles instead.

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poison into the target; **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and sickened 1 (1 round); **Stage 2** 5d6 poison damage and sickened 2 (1 round); **Stage 3** paralyzed for 2d4 hours

Type *lionfish spear*; **Level** 11; **Price** 3,000 gp

Type *greater lionfish spear*; **Level** 14; **Price** 4,000 gp

Strikes with this *+2 greater striking underwater wounding spear* deal an additional 1d6 poison damage. The poison can be activated once per hour, and its DC is 31.

OCTOPUS POTION — ITEM 6+

CONSUMABLE MAGICAL MORPH POTION WATER

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Eight flailing octopus arms covered in suckers pop out from the sides of your body when you imbibe this potion. The arms share your multiple attack penalty and attempt to Grapple a random enemy within 15 feet of you. On a success, roll 1d4 to determine an additional effect of the arms, which lasts as long as the target remains grabbed or restrained by the arms. On subsequent turns, you can use a single action, which has the attack trait, to have the arms either Grapple a creature currently grappled or restrained (with no added effect) or release any creature they currently hold and repeat their initial effect. After 1 minute, the arms disappear and the potion's effects end.

1d4	Added Effect
1	The arms cover the eyes; the target is also blinded.
2	The arms cover the mouth; the target can't speak.
3	The arms wrap around the limbs; the flat check for the target to use a manipulate action while grabbed is DC 7 instead of DC 5.
4	The arms crush your enemy; the target takes bludgeoning damage equal to the potion's level immediately and at the end of each of its turns.

Type lesser; **Level** 6; **Price** 50 gp

The Athletics modifier is +12 and the Escape DC is 20.

Type moderate; **Level** 9; **Price** 130 gp

The Athletics modifier is +17 and the Escape DC is 25.

Type greater; **Level** 13; **Price** 500 gp

The Athletics modifier is +22 and the Escape DC is 30.

SHARKSKIN ROBE — ITEM 12

INVESTED MAGICAL WATER

Price 1,900 gp

Usage worn clothing; **Bulk** 1

This sandy-textured robe comes with sleeves that resemble dorsal fins. It's believed to have been developed by frustrated alchemists from the Universe for trips to the Plane of Water. The *sharkskin robe* grants you a swim Speed equal to your land Speed and a +2 item bonus to Athletics checks.

Activate—Shark's Elegance ❖❖ (concentrate, manipulate) **Frequency** once per hour; **Effect** For 1 minute, any time you make a Strike, your weapon or unarmed attack gains the benefit of the *underwater* weapon property rune (see below).

SHELL OF EASY BREATHING — ITEM 5+

MAGICAL WATER

Price 160 gp

Bulk 2

This large salt-encrusted seashell is more than 2 feet across, with images of deep sea creatures carved around its edge.

Activate—Fill the Shell ❖ (manipulate) **Effect** You place the shell on a level surface and sprinkle a few drops of water into its basin. The shell slowly fills with saltwater over the course of 1 minute. The shell's magic then becomes active, indicated by a steady stream of bubbles. Moving the shell disturbs its contents, causing the item to deactivate and the water inside to evaporate; otherwise, it remains activated for an unlimited duration.

While the shell is activated, a creature can submerge its head and let water and bubbles fill its nose and mouth (or whatever body part it uses for breathing) as a 3-action activity. For the next hour, the creature can breathe underwater. The creature is then temporarily immune to *shells of easy breathing* until the next time it makes its daily preparations.

Type *shell of easy breathing*; **Level** 5; **Price** 160 gp

Type *greater shell of easy breathing*; **Level** 9; **Price** 700 gp

The duration of the ability to breathe underwater increases to 8 hours.

STICKY ALGAE BOMB — ITEM 1+

ALCHEMICAL BOMB CONSUMABLE WATER

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

These bombs have been mixed with sticky algae that glow and emit poison. Attacks with this bomb don't take the normal penalties and restrictions for being used in water or underwater. A sticky algae bomb deals the listed poison damage. Many types grant an item bonus to attack rolls. In addition, the target is tagged by the bioluminescent substance and leaves a highly visible trail for the next hour. The DC to Track a creature using this trail is 19, but the trail appears only in water.

Type lesser; **Level** 1; **Price** 4 gp

The bomb deals 1d8 poison damage and 1 poison splash damage.

Type moderate; **Level** 3; **Price** 12 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d8 poison damage and 2 poison splash damage.

Type greater; **Level** 11; **Price** 280 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d8 poison damage and 3 poison splash damage.

Type major; **Level** 17; **Price** 2,800 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d8 poison damage and 4 poison splash damage.

UNDERWATER — RUNE 3

MAGICAL WATER

Price 50 gp

Usage etched onto a weapon



ANGLERFISH LANTERN



BRINE DRAGON SCALE



CONCH OF OTHERWORLDLY SEAS



FAYDHAAN'S DALLAH



KRAKEN FIGUREHEAD



LIONFISH SPEAR



SHELL OF EASY BREATHING

This weapon works as well in water as it does on land. Attacks with the weapon don't take the normal penalties and restrictions for being used in water or underwater. If the weapon is capable of dealing fire damage, its fire functions underwater as well.

VEILED FIGUREHEAD ITEM 7+

FIGUREHEAD MAGICAL WATER

Usage attached to a ship's bow

This figurehead is carved in the shape of a humanoid, but it has no facial features whatsoever.

Activate—Veil! 1 minute (concentrate, illusion, visual); **Frequency** once per day; **Effect** You change the appearance of the ship in minor but noticeable ways. Its general size and shape can't be changed, but you can alter surface details to your liking. Flags and sails can be recolored and given new markings, and the overall material of the ship can appear a different color or quality. Wear and surface damage (like small holes, tears, and burns) can be masked to make the vessel look unblemished, or you can create such damage and wear. The figurehead itself shifts to fit the change and gains a face to match the rest of the ship. The illusion lasts for 6 hours or until you Dismiss this effect.

Any creature that boards the ship or uses the Seek action to examine it disbelieves the illusion if it succeeds at a DC 25 Perception check.

Type *veiled figurehead*; **Level** 7; **Price** 335 gp

Type *greater veiled figurehead*; **Level** 14; **Price** 4,000 gp

The DC to disbelieve is 33, and the illusion lasts up to 24 hours. Activating a *greater veiled figurehead* also extends the illusion to those on the ship. The figurehead casts a *veil* spell upon them, except it targets everyone on board when activated, and it alters their clothing to a general look that matches the new appearance of the ship. In addition, it can make everyone appear as a specific ancestry, but you must choose the same one for all targets. This effect ends for any target who leaves the ship and ends for all targets if the illusion on the ship ends. A creature that disbelieves the illusion for the ship or any disguised crew member disbelieves the entire illusion.

ELEMENTAL, WATER

From walking typhoons and living tides to creatures of ice, salt, and steam, the endless seas of the Plane of Water are filled with elementals that take on many forms, encompassing water's many phases. Some change depending on the weather or when they feel threatened, freezing over into solid ice crystals in the cold or evaporating into a boiling steam under the sun's rays. Others still can be mistaken for ordinary puddles or lakes, luring mortals into watery graves.

SECRETS OF THE SEA

The oceans of the Plane of Water are endless expanses stretching forever in all directions, but for most mortals, even the seas of the Universe have unfathomable depths. Mysterious creatures and frightening truths wait just below the surface, ready to reveal themselves to those willing to peer just beyond the limits of their vision.

DEWDROP JELLY

Dewdrop jellies are small water elementals resembling jellyfish made of gelatinous bubbles. They typically travel in small schools, floating through the air or swimming through the endless seas of their home plane. When threatened, the jellies discorporate into a thin, vaporous mist, reconstituting into their bubble shape only after the danger has passed. Their clever elusiveness makes them hard to find, leading some to claim that dewdrop jellies are mythical flights of fancy told to entertain children.

DEWDROP JELLY — CREATURE 1

SMALL AQUATIC ELEMENTAL WATER

Perception +7; darkvision
Languages Thalassic
Skills Athletics +6, Stealth +7
Str +2, **Dex** +3, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

AC 16; **Fort** +7, **Ref** +10, **Will** +4
HP 20; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5
Dissolve ↻ **Trigger** The dewdrop jelly takes damage from a hostile action; **Effect** The dewdrop jelly dissolves into a fine mist. Until the start of the jelly's next turn, it can't be attacked or targeted and doesn't take up space. At the end of the round, the jelly re-forms in any open space within 25 feet of where it Dissolved.

Speed fly 20 feet, swim 50 feet
Melee ❖ tentacle +8, **Damage** 1d6+2 bludgeoning
Overflow ❖❖❖ (move) The dewdrop jelly flattens its bell and shoots forward, Flying or Swimming twice in a straight line toward its target and attempting a tentacle Strike. On a success, the dewdrop attaches to the target's face, covering its mouth in the suspended water of its gelatinous body. If the target cannot breathe water, it begins to drown. The DC to Escape is 16.



DEWDROP JELLY

COLDMIRE POND

Coldmire ponds are often mistaken for shallow pools of water, but these sentient bodies of living water actually crawl along the ground or float through other liquids. Coldmires are dangerous ambush predators, drowning creatures that stray too close to or, even more hazardously, stand or swim inside their waters.

COLDMIRE POND — CREATURE 8

HUGE AQUATIC ELEMENTAL WATER

Perception +16; darkvision
Languages Thalassic
Skills Athletics +18, Stealth +18
Str +5, **Dex** +3, **Con** +5, **Int** +2, **Wis** +2, **Cha** +0

AC 27; **Fort** +16, **Ref** +19, **Will** +13
HP 135; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 10
Shallow Waters The coldmire pond can occupy the same space as other creatures. Creatures who move through the coldmire pond treat it as difficult terrain. Two creatures both occupying the coldmire pond's space are flanking it, regardless of their actual positions within the coldmire pond.

Speed 20 feet, swim 50 feet
Melee ❖ clammy pseudopod +20, **Damage** 2d8+9 bludgeoning and Grab (page 232)
Constrict ❖ 1d6 bludgeoning plus 1d6 cold, DC 25
Drag Below ❖❖ **Requirements** The coldmire pond occupies the same space as a target it has grabbed; **Effect** The coldmire pond pulls the target below the surface. The target must succeed at a DC 26 Reflex save or fall prone and begin drowning.
Flash Flood ❖❖ (primal, water) Water surges out of the coldmire pond in a 20-foot emanation and crashes into nearby creatures, knocking them off their feet. Creatures in the area, as well as any creatures currently sharing the coldmire pond's space, take 4d8 bludgeoning damage and are knocked prone (DC 26 basic Reflex save). Creatures standing inside the coldmire pond treat their result as one step worse.

BOILING SPRING

Often mistaken for air elementals due to their hazy, almost-imperceptible forms, a boiling spring is a humanoid water elemental made of scalding steam and bubbling water. When summoned to the Universe, a boiling spring raises the ambient temperature around them, making the surrounding climate humid and muggy. They seem to enjoy the discomfort they cause, though some regard it as merely a fun prank while others truly revel in the misery and look for ways to cause more.

BOILING SPRING — CREATURE 13

LARGE AQUATIC ELEMENTAL FIRE WATER

Perception +23; darkvision, steam vision
Languages Thalassic
Skills Athletics +26, Stealth +26
Str +7, **Dex** +7, **Con** +7, **Int** +2, **Wis** +4, **Cha** +2
Steam Vision The boiling spring ignores the concealed condition from mist and steam.

AC 34; **Fort** +23, **Ref** +26, **Will** +20
HP 255; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 15
Freeze and Shatter If the boiling spring is destroyed with cold damage, their body freezes over and explodes, sending out a wave of frigid air and ice shards that deal 4d6 piercing damage plus 4d6 cold damage to creatures in a 20-foot emanation (DC 36 basic Reflex save).
Sweltering Heat (aura, fire) 25 feet. The boiling spring radiates heat, raising the air temperature around them. A creature that starts its turn in the emanation must succeed at a DC 33 Fortitude save or become fatigued while it remains in the area; creatures immune to environmental heat effects or with any fire resistance are immune.
Evaporate ↷ **Trigger** An effect would deal fire damage to the boiling spring, even if they would ignore the damage; **Effect** The boiling spring evaporates into the air. Until the beginning of the boiling spring's next turn, they can't be attacked or targeted. They still occupy their space, and their auras still function as normal.

Speed fly 30 feet, swim 80 feet
Melee ❖ blistering fist +27 (fire), **Damage** 3d8+13 fire
Ranged ❖ heat wave +27 (fire, range increment 50 feet), **Damage** 3d12 fire
Scalding Breath ❖❖ (fire, primal) The boiling spring breathes out a cloud of steam in a 30-foot cone that deals 14d6 fire damage to each creature in the area (DC 33 basic Reflex save). The boiling spring can't use Scalding Breath again for 1d4 rounds.

MELTING ELEMENTALS

Add the following optional reaction to the icicle snake, blizzardborn, and icewyrm water elementals in *Pathfinder Bestiary 2* for a water elemental that changes phase in response to players' actions.
Vent Steam ↷ **Trigger** The elemental takes fire damage and is reduced to half its health or lower; **Effect** The elemental melts into a column of boiling steam. For 1 minute or until the elemental is dealt cold damage, whichever comes first, any Strikes or abilities that deal cold damage instead deal fire damage, and the elemental's cold immunity and fire vulnerability are reversed.



BOILING SPRING

GENIE, FAYDHAAN

Faydhaan shuyookhs are powerful faydhaans venerated as leaders, diplomats, and negotiators. As representatives of faydhaan-kind, they observe strict rules of etiquette and hospitality and hold the literary and performing arts in high esteem. A faydhaan shuyookh takes delight in greeting guests, and being greeted in return, to see how many different greetings they can demonstrate. Guests who creatively engage in this customary greeting game will impress a faydhaan shuyookh and receive magnificent hospitality.

SHAZATHARED

Shazathared is one of geniekind's greatest storytellers, and her noble lineage traces back to long-deposed faydhaan padishahs. Recently freed from a long imprisonment, "the Jewel of the Padishah" can be found enjoying a warm welcome among faydhaans. When the muse strikes, she performs exciting moral tales from the *Songs of Shazathared* to honor or enlighten her hosts and delight her audience.



FAYDHAAN SHUYOOKH — CREATURE 14

RARE LARGE ELEMENTAL GENIE WATER

Perception +23 (+25 to Sense Motive); darkvision, *detect magic*, wavesense (imprecise) 60 feet (page 233)

Languages Common, Muan, Petran, Pyric, Sussuran, Talican, Thalassic; telepathy 100 feet (page 233), *truespeech*

Skills Athletics +27 (+31 to Swim), Crafting +24, Deception +26, Diplomacy +28, Nature +25, Performance +28, Society +26, Stealth +27

Str +7, **Dex** +7, **Con** +5, **Int** +4, **Wis** +5, **Cha** +8

Items *+2 striking jambiya* (functions as a dagger)

AC 36; **Fort** +23, **Ref** +27, **Will** +25

HP 240; **Resistances** fire 15

Aura of Hospitality (aura, emotion, mental) 60 feet. The faydhaan shuyookh dissuades those around them from hostility. Willing creatures in the emanation gain a +2 status bonus to Society and Diplomacy checks. The shuyookh can suppress or resume the aura as a free action. If the shuyookh acts hostile, the aura deactivates and can't be reactivated for 1 hour. When any other creature in the aura acts hostile, it must attempt a DC 35 Will save. On a success, it's unaffected and doesn't need to save again for 1 hour; on a failure, its current action is disrupted, as are any other hostile actions it attempts for 1 round.

Turbulent Seas (aura, water) 60 feet. Water in the aura that is also in the same body of water as the faydhaan is difficult terrain for Swimming creatures. Creatures with the water trait are immune.

Speed 25 feet, swim 60 feet

Melee ❖ *jambiya* +29 (agile, finesse, magical, reach 10 feet, versatile S), **Damage** 2d4+13 piercing

Melee ❖ fist +27 (agile, magical, nonlethal, reach 10 feet), **Damage** 3d8+13 bludgeoning

Ranged ❖ *jambiya* +29 (agile, magical, thrown 20 feet, versatile S), **Damage** 2d4+13 piercing

Arcane Innate Spells DC 34, attack +26; **7th** *hydraulic torrent*, *magnificent mansion*, *interplanar teleport* (at will; to Astral Plane, Elemental Planes, or the Universe only), *summon elemental*; **5th** *howling blizzard* (at will), *control water* (at will), *mirage*, *truespeech* (at will); **4th** *hydraulic push* (at will), *invisibility* (×2), *vapor form*; **2nd** *befitting attire*[SoM] (at will), *create water* (at will), *invisibility* (at will), *see the unseen*, *water breathing*; **Cantrips (7th)** *detect magic*; **Constant (7th)** *truespeech*

Change Shape ❖ (arcane, concentrate, polymorph) The faydhaan transforms into a Small or Medium water elemental, aquatic animal, or humanoid (page 232). This doesn't affect the faydhaan's statistics, but it could change the damage type of their Strikes.

Diplomatic Wish (downtime) **Frequency** three times per year; **Effect** The shuyookh conducts a *wish* ritual for the benefit of a mortal, requiring no cost or secondary casters. The shuyookh's result is a success if they succeed at a DC 5 flat check or a failure if not. The shuyookh interprets the wish to please the most people possible.

To the Hilt ❖ The faydhaan shuyookh makes a melee *jambiya* Strike and buries the blade deep, dealing an extra 3d6 persistent bleed damage on a hit (6d6 on a critical hit).

MURAJAU

Murajaus, one of many nomadic creatures of the Plane of Water, appear humanoid from the waist up but resemble a large hermit crab from the waist down, including a pair of strong pincers. Murajau communities are often multilingual, and many individuals are willing to work as translators and guides to adventurers if properly compensated. Rather than currency, murajaus prefer to deal in trinkets such as talismans, particularly those that protect travelers. For murajaus, such items signify their sincerity and unwavering desire to protect others. They trade tales among each other of treasure troves too dangerous to easily explore. Rather than keep this information solely for themselves, they're happy to share it with trustworthy people they meet in exchange for a small share.

Faydhaans tell condescending tales of murajaus, describing their origin as royal servants who failed to fulfill a royal decree. Murajaus' own creation story, meanwhile, claims that the royal decree in question requested they travel the lands to provide shelter and hospitality to visitors, a mission they have since carried on for generations. They take great pride in treating guests well, especially in providing suitable food, drink, and gifts.

MURAJAU CREATURE 5

LARGE AMPHIBIOUS HUMANOID

Perception +13; darkvision, scent (imprecise) 30 feet
Language Common, Thalassic
Skills Athletics +14, Diplomacy +11, Survival +13, Talisman Lore +13
Str +5, **Dex** +2, **Con** +4, **Int** +2, **Wis** +2, **Cha** +2
Items *mesmerizing opal*, *potency crystal*, *shark tooth charm*, spear (3)

AC 25; **Fort** +15, **Ref** +9, **Will** +11
HP 60

Talisman Faithful A murajau can affix talismans to their shell as though it were heavy armor, and they can affix up to three talismans to it at a time instead of one.

Hefty Defense A murajau's weight and legs make them incredibly difficult to trip or be moved unwillingly. They can be tripped only by creatures of their size or larger and have a +2 circumstance bonus to all defenses against being shoved or tripped. However, a murajau can Stand only as a 2-action activity.

Speed 25 feet, swim 30 feet

Melee ❖ leg +14 (versatile P), **Damage** 1d6+9 bludgeoning plus Grab (page 232)

Melee ❖ spear +14, **Damage** 1d6+9 piercing

Ranged ❖ spear +14 (thrown 20 feet), **Damage** 1d6+9 piercing

Retract ❖❖ The murajau fully retreats into their shell, gaining greater cover; the bonus to Stealth applies only if the murajau is undetected. While in their shell, the murajau can't see outside and takes a –2 circumstance penalty to auditory Perception checks. The only move actions the murajau can take are to Stand or Step. The murajau can come back out as a single action.

Swinging Spear ❖❖ The murajau makes a spear Strike. On a hit, the murajau twists their spear to move the target to any space adjacent to the murajau and deals an additional 2d6 bludgeoning damage as the target smashes into the murajau's thick shell.

MORE THAN A MERE SHELL

To murajaus, one's shell signifies homestead, status, identity, and cultural inheritance. Community elders and leaders often wear shells passed down from a long line of successors, which carry modifications and marks that denote predecessors' achievements and failures. On the occasion that their community numbers exceed the number of shells available, a hunting season might be declared. Participants who return with suitable trophies are revered for their contribution and bravery.





OLOBIGONDE TOXIN

Alchemists who travel the planes have discovered how readily an olobigonde's toxin can decompose flesh, and some have discovered ways to incorporate it into their creations. An olobigonde's corpse yields approximately 1 gp worth of raw materials when harvested with a successful DC 16 Crafting or Survival check (2 gp worth on a critical success). This material can be used only to craft alchemical bombs with the poison trait.

OLOBIGONDE

Though the Plane of Water is mostly liquid, it does contain its share of solid material, whether in the form of free-floating aquatic plants, hunks of coral, or even detritus from lost underwater cities. Flotsam and jetsam collect across the plane, and olobigondes are just one of the many creatures that have evolved to live among and consume this detritus. These flat, round fish are covered in a moss-like skin that makes them exceptionally difficult to spot as they hug the sides of flotsam, feeding off the waste that drifts into their wide, open mouths.

While olobigondes are primarily detritivores, they've been known to lie in wait within a forest of kelp or against a mossy stone to ambush smaller creatures, such as water scamps or lone passing merfolk. The fish launch themselves from their hiding spot to take large bites out of their surprised prey, then grab the victim as it tries to flee. Despite their size and ungainly shape, olobigondes can move quickly in water, though their bursts of speed are usually short-lived. In addition to maintaining a firm hold on prey, olobigondes' mouths are filled with a unique toxin that weakens and decomposes living flesh. The hungry fish easily gulp down the resulting slurry.

Ancient olobigondes grow truly immense, and their outward appearance evolves. There seems to be no limit to their size. Their skin even separates into plates with deep channels where water can accumulate, giving them the appearance of an entire patch of detritus rather than one piece.

OLOBIGONDE CREATURE 2

LARGE ANIMAL AQUATIC ELEMENTAL WATER

Perception +7; scent (imprecise) 60 feet

Skills Athletics +10, Stealth +9 (+11 in aquatic terrain), Survival +7

Str +3, **Dex** +1, **Con** +4, **Int** –4, **Wis** +1, **Cha** –5

Camouflage An olobigonde can Hide in aquatic environments even if it doesn't have cover. However, there must be plants, debris, a seabed, or other objects for it to camouflage itself, not just open water.

AC 17; **Fort** +10, **Ref** +7, **Will** +5

HP 38

Ambush ↷ **Trigger** A target creature passes within 20 feet of the olobigonde's hiding place and has not detected the olobigonde; **Effect** The olobigonde lunges out of its hiding place, Swims directly toward the triggering creature, and makes a jaws Strike against it. The target creature is off-guard to this attack.

Reactive Grab ↷ **Trigger** A creature within the olobigonde's reach leaves a square during a move action it's using; **Requirements** The olobigonde doesn't have a creature grabbed; **Effect** The olobigonde attempts to Grapple the triggering creature with its jaws. On a success, the target also takes 3 piercing damage (doubled on a critical success).

Speed 5 feet, swim 30 feet

Melee ❖ jaws +11, **Damage** 1d8+3 piercing plus decomposing toxin

Decomposing Toxin (poison) A living creature struck by an olobigonde's jaws Strike must succeed at a DC 15 Fortitude save or become enfeebled 1 and take 1d6 persistent poison damage (or enfeebled 2 with 2d6 persistent poison damage on a critical failure). The enfeebled condition ends when the persistent damage does. A creature currently affected by decomposing toxin doesn't need to save again.

ORE LOUSE

Ore lice are six-legged insectile creatures that roost either just beneath or above the water's surface. They're highly territorial toward both strangers and each other, able to detect an intruder through the ripples in the water. Due to their diet, ore lice have incredibly tough chitin that's infused with metal. Cannibalism between ore lice is common when they're unable to locate other prey.

Though there are far more suitable environments for ore lice bordering the Plane of Air, the creatures are often found where the Plane of Earth meets the Plane of Water. This was a mystery that puzzled many—until the Plane of Metal returned between the Planes of Earth and Water. Planar researchers realized that ore lice must have hunted here before the planar schism. On the Plane of Metal, ore lice often appear in horror stories chasing down metal elementals and ferociously devouring them. Their connection to Ferrumnestra (page 140) adds to their infamy.

ORE LOUSE CREATURE 5

MEDIUM AMPHIBIOUS BEAST WATER

Perception +14; darkvision, metal scent 30 feet, wavesense 120 feet (imprecise; page 233)

Skills Athletics +12

Str +1, **Dex** +4, **Con** +2, **Int** –2, **Wis** +3, **Cha** +0

Metal Scent An ore louse can smell metal as a precise sense.

AC 22; **Fort** +13, **Ref** +15, **Will** +10

HP 60

Speed 35 feet, swim 60 feet; water stride

Melee ❖ mandibles +14 (finesse), **Damage** 2d8+4 piercing plus rust and metal snack

Melee ❖ leg +14 (finesse, 10 feet reach), **Damage** 2d8+4 bludgeoning plus Knockdown (page 233)

Range ❖ oxidizing spit +14 (range increment 20 feet), **Damage** 2d8 acid plus rust

Consume Living Metal ❖ (manipulate) **Requirements** The ore louse is adjacent to a creature that died within the last hour and had the metal trait or was another ore louse; **Effect** An ore louse can replenish its health by eating the remains of its kin or a once-living metal creature. The ore louse feasts upon the corpse, regaining 3d6 Hit Points. The ore louse can regain Hit Points from a given corpse only once.

Metal Snack An ore louse gains 5 temporary Hit Points each time its mandibles Strike either damages or breaks a metal item using its rust ability, or if it hits a creature that has the metal trait or is made of metal.

Rust An ore louse's Strikes causes metal to rapidly rust and corrode. If it succeeds at a mandibles or oxidizing spit Strike, the ore louse deals 3d6 damage (or double damage on a critical hit) to a metal item the target is wearing or holding, ignoring its Hardness. If the ore louse hits an unattended metal item, the item takes this damage automatically. If a creature uses the Shield Block reaction with a metal shield against the attacks, the shield is automatically broken, but no other item is rusted on that attack.

Water Stride The ore louse can stand and move on the surface of water or other liquids without falling through. The ore louse can go underwater if it wishes, but it must Swim to do so.





ORE LOUSE BOOTS

Due to their ability to walk on water, numerous attempts have been made to use ore louse legs to produce footwear. Techniques tested so far include hollowing out the chitin or harvesting and refining the fine leg spikes. None of these attempts have succeeded as of yet.

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SALTBORN STALKERS

The briny depths of the Boundless Sea sometimes twist large groups of merfolk into swarms with vicious rows of teeth and sharp claws known as saltborn stalkers. Saltborn stalkers hunt in groups, using their drooping, tentacle-like appendages as bioluminescent lures, posing them as wisps or bubbles of planar energy to draw unsuspecting prey into clever ambushes.

THE RITE OF SALT AND STONE

When a merfolk joins the ranks of the saltborn, they undergo a secret rite known only to other saltborn and the brine dragons of Kelizandrika. The recruits are encased in graves of salt and ice and left at the floor of the Boundless Sea to claw themselves free. Those who overcome the trial are never truly rid of the salt from their tombs, which covers the body of every saltborn stalker.

SALTBORN STALKERS — CREATURE 13

GARGANTUAN AQUATIC ELEMENTAL TROOP WATER

Perception +24; darkvision

Languages Thalassic

Skills Athletics +27, Intimidation +22, Nature +22, Plane of Water Lore +22, Stealth +26, Warfare Lore +22

Str +6, **Dex** +7, **Con** +5, **Int** +3, **Wis** +5, **Cha** +3

AC 34; **Fort** +22, **Ref** +26, **Will** +20

HP 240 (16 squares); **Thresholds** 160 (12 squares), 80 (8 squares); **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** area damage 15, splash damage 8

Saline Crust (aura, water) 20 feet; **Requirements** The saltborn stalkers are in a body of water; **Effect** Layers of the saltborn's salty skin flake off to foul the water around them. A creature that ends its turn in the aura takes 2d6 acid damage with a DC 30 basic Reflex save; creatures with the amphibious or aquatic trait are immune.

Troop Defenses (page 233)

Speed 10 feet, swim 60 feet; troop movement

Form Up ❖ (page 232)

Lightlure ❖ (concentrate, incapacitation, mental, primal, visual) **Effect** The saltborn stalkers move their luminescent lures in an entrancing light show, drawing nearby creatures into their grasp. Each creature in a 100-foot emanation must attempt a DC 33 Will save; regardless of the result of its save, the creature is then temporarily immune to Lightlure for 24 hours.

Success The creature is unaffected.

Failure The creature is fascinated with the lures and must spend all its actions on its next turn to move closer to them as expediently as possible, avoiding obvious dangers along its path.

Critical Failure As failure, but the creature is also dazzled for 1d4 rounds.

Salty Clutch ❖ **Frequency** once per round; **Effect** The stalkers reach out to Grab their foes and drag them underwater. Each enemy in a 5-foot emanation must succeed at a DC 33 Reflex save or be grabbed by the stalkers (or restrained on a critical success). For the rest of the current turn, the saltborn stalkers can move toward water or in water without ending the grab, carrying any grabbed or restrained creatures along with them.

Scour the Bones ❖ to ❖❖❖ **Frequency** once per round; **Effect** The saltborn stalkers use their teeth and claws to vivisect each enemy within 5 feet (DC 30 basic Reflex save). The damage depends on the number of actions.

❖ 2d10 slashing damage

❖❖ 3d10+8 slashing damage

❖❖❖ 3d10+16 slashing damage

Troop Movement Whenever the saltborn stalkers Stride or Swim, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move. This works just like a Gargantuan creature moving; for instance, if any of the stalkers' squares enter difficult terrain, the extra movement cost applies to the whole troop.



TANTRIOG

Wherever exquisite cuisine is consumed, amazing songs are performed, or epic waves crest, there wait tantriogs. With a crab's foreclaws, turtle's shell, and back flippers, tantriogs are among the more unique water elementals. They ply the Boundless Sea constantly seeking new experiences, whether the next big wave to ride, a tasty delicacy to sample, or a piece of art to collect. They crave new sensations and often seek them out at the expense of others.

If one possesses rare art, lost lore, or fantastic surfing or cooking skills, a tantriog can be a wonderful companion. They're charming and friendly to those they find interesting, but their interest can be highly precarious, dropped the second someone bores them. Tantriogs may even betray acquaintances if it would give them another interesting story to tell. This makes befriending one a tricky proposition, as nothing can be taken for granted.

It's a mystery how tantriogs came to wear their current forms. Some say that, in the earliest days of the elemental planes, tantriogs were assassins of ice and mist who committed a crime so great that they're being punished for it to this day. Others claim tantriogs assumed their shape after losing a bizarre cosmic bet. One of the more popular theories about the tantriog's current form is that in the past, they used to be able to shift shape as easily as water molds to its container. In their endless boredom, they were trying out a variety of shapes when a sudden curse (possibly cast by faydhaans) caused them to lose their ability while transforming from a turtle to a crab, leaving them stuck between the two. It's said that any who can teach a tantriog how to relearn their morphing ability could earn the elemental's undying friendship. Whatever the case, the surest way to anger a tantriog is to ask them about their appearance.

Conversely, the surest way to befriend a tantriog is with compliments about their appearance or their skills. Don't be too fawning, though. Tantriogs don't like being tricked or made to look a fool.

TANTRIOG — CREATURE 7

MEDIUM AMPHIBIOUS ELEMENTAL WATER

Perception +16; all-around vision (page 232)
Languages Thalassic
Skills Art Lore +15, Cooking Lore +17, Deception +16, Diplomacy +14, Performance +14
Str +3, **Dex** +3, **Con** +3, **Int** +4, **Wis** +1, **Cha** +5

AC 24; **Fort** +18, **Ref** +15, **Will** +12
HP 118; **Resistances** fire 8

Speed 20 feet, swim 40 feet
Melee ❖ claw +15, **Damage** 5d6+5 piercing
Melee ❖ beak +15, **Damage** 5d4+5 piercing plus listless saliva
Ranged ❖ spitball +13 (range 20 feet), **Damage** 4d6+5 bludgeoning plus listless saliva
Primal Innate Spells DC 25; **3rd** *wall of water* (×3); **Cantrips (2nd)** *spout*[SoM]
Listless Saliva (emotion, mental) The tantriog's essence is imbued with their endless ennui. Any creature hit by the tantriog's beak or spitball Strikes must succeed at a DC 24 Will save or become stunned 1 (stunned 2 on a critical failure).
Shell Defense ❖ The tantriog retracts their limbs and head into their shell and ends their turn. This increases their AC to 26, but they can't act except to reemerge, which they can do as a single action.

IMPRESSING A TANTRIOG

A tantriog loves seeing a new sight or impressive exhibition of skill. Anyone who wants to stay in a tantriog's good graces needs to keep the new experiences flowing. For this reason, many tantriogs have formed unlikely friendships with gnomes, whose need to seek out new experiences provides common ground.



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Arts of the Ingrained

What a surprise, delight, and honor! To think that I, of all masters to serve the School of Willow through the ages, would live to see the Plane of Wood reopen. It's humbling; as much as I've prepared, I still feel ill-equipped for such momentous tidings. History, it seems, happens all around us!

The reopening of the plane has brought those eager to learn more about the power of elemental wood and how to harness it. Those who seek knowledge of this plane will be first on the path to mastery. Go slowly, for true understanding of wood as an element, as well as the Eternal Forest that embodies it, requires a steady, mindful pace. Consider this your first lesson.

I would also be a dissatisfactory mentor if I didn't take my own advice, for I too am learning again! The reopening of our plane has revealed such wondrous new lengths to stretch to and new depths to reach. Above all else, this is what it means to study the Ingraining Arts: renewing and growing yourself perpetually, in body, mind, and soul.

Essence of Discipline

Many wood elementalist schools encourage seeking the element not just through magical study and introspection, but also in everyday life. My first master, for example, always said that channeling elemental wood should feel like waking from a deep and restful slumber to begin one's daily routines. Personally, I first felt the element respond to me not during any lessons, but rather while weaving baskets. These moments of discovery, when an elementalist learns how best to work to harness wood, we call "finding the grain." Habits set the foundation for your day, which in turn determines how well you rest. To attain both a good night's rest and a good day's work, you must practice keeping to your routines, one day after another. In doing so, as the steps become an unassailable part of your being, you achieve discipline.

Discipline is the root of our elemental practice. Without it, your attempts to direct energy can easily go wild, like vines from the First World. That would be of no use to anyone, least of all yourself, would it? Wood may be flexible and malleable, but this is a demonstration of resilience, not frivolity or fragility. Before bamboo, yew, or ash can bend without breaking, they must first grow, healthy and true, each and every day. Like the joint and dowel that allow a house to stand for centuries, wood is the unwavering core amid the swirling leaves of change.

Though they vary on mentality and approach, most schools of wood elementalism follow a core path of Grain, Rough, Chisel, Polish, and Veneer. Our **School of Willow**, for example, focuses on clarity, flow, and harnessing the water that feeds all wood to enhance our own arts. The **Blackboard Regiment** teaches the restraint and art that, in equal measure, were pivotal in defending our plane against attack by the malevolent faction of elemental lords. **Blooms of a Hundred** diverges from the other schools in their channeling of anger, but one can find wisdom behind utilizing such emotion. After all, there's no better state of mind for focusing on a single target. That precision, once controlled and sustained, can become a discipline in itself.





ABOUT THE AUTHOR

Master Yip Chi-Laan, the ardande elementalist, has served as the headmistress of the School of Willow for the past two centuries. With an impeccably detailed memory for both events and knowledge of all kinds, she's often the go-to advisor for Elemental Lord Shumunue's confidants when an issue arises involving the elements or the elemental planes.

A Compromised Design

I know that in the Universe, wood isn't often considered an element. On Golarion specifically, elemental wood is often considered to be part of druidism, when they're quite literally worlds apart. Druids conjure forth plants from the natural world of the Universe or the wild template of the First World. These are evolutions of the magic of wood, altered and adapted over millennia in absence of the Plane of Wood's direct influence—certainly worth study, but the undiluted element of wood directly from my home plane appeals most to me. Powerful magic of plants and wood can draw from all of these sources. While contemporaries have challenged me to duels over the topic, my opponents and I agree that a journey to the Universe, or knowledge from an elementalist there, would provide untold insight into these uncertainties.

If only the elemental lords would permit us to travel freely! Alas, Elemental Lord Verilorn still has his reservations, so I've relied on books to piece together what I know. Among tomes I recently received from a diplomat serving Hei Feng, the Duke of Thunder, I found signs of the presence of planar wood on the planet. Though nature on Golarion grows chaotically on the macroscopic scale, close inspection of leaves, branches, and buds reveals that all plants follow a specific pattern of growth—a pattern that matches those found on the Plane of Wood! That this pattern fails at scale in the Universe (and doesn't appear at all in flora from the unruly First World) also makes sense. All living things grow in conversation with their surroundings—in the presence and abundance of the other elements, it's no wonder that elemental wood's grand designs for the plane have been "bent out of shape," so to speak.

In theory, if an area of the Universe were to be carefully pruned and barricaded against the flux of other elements and their metaphysical energies, elemental wood as we know it should be able to appear on the plane. The beings born of aeon fragments called conrasus might be using such a method already to grow their exoskeletons—and they aren't the only example! Though I've never seen it, descriptions of a place known as the Vale of Green Spears reads suspiciously like its creator (a wizard, allegedly) intended to replicate the area around Lady Shumunue's residence. Perhaps they came across knowledge carried by one of our emissaries, who gave their lives to keep knowledge of our plane alive on Golarion.

What the Blight Left

As we might have visitors arriving soon, I feel the need to address the plane's current situation. We are yet recovering from the ravages of Ayrzul's Blight, which remains to be eradicated. We have lost entire towns, cities, and even biomes to the poison since it arrived. Surviving is no miracle either; whether emotionally or physically, infected or not, we've all changed in its wake. Our isolation has stretched so long that ordinary citizens often regard foreign presences and influence with fear.

Thus, travel to and from the plane remains heavily restricted. Only a handful of entry points have been reactivated, and each allows only a limited number through per day. No doubt some will force their way onto the plane—we've never been documented in mortal memory, after all, and mortals are curious creatures. I must admit that such curiosity encourages me, though I still worry. Bluegrass hares can flee at the slightest ripple of foreign energies, easily triggering stampedes of larger herd animals. Stronger territorial beasts, such as round-grained leopards, splintered sabertooths, or canopy bears, are inclined to attack foreign presences on sight. While patrols know to save any intruders from trouble, it's difficult to say whether interlopers, in the heat of the moment, would consider such an offer to be friendly.

Now, I don't wish to paint my home as a place of hostility! If we had truly lost faith in the other planes, we could've chosen to keep the pathways closed, even with our presence in the cosmic balance restored. Indeed, Lady Shumunue thinks that we can benefit from outside assistance and has worked to establish basic trade agreements with the Planes of Fire, Air, and Water. Diplomacy further beyond our plane has also begun, though I'm told that our young diplomats are in for quite a culture shock. May our Elemental Lords grant them patience! I myself look forward to the day the denizens of the Plane of Wood overcome their fear of those beyond our boughs.

Flora-made World

Beyond the tense atmosphere of our settlements, the Plane of Wood is ceaselessly alive. Even as you want to slow your pace to admire the scenery, each step brings so much more. For new visitors, I imagine there will be an overwhelming array of beauty and wonder to behold. From the illustrations I've seen in my books, it seems as though our plane resembles what those on Golarion might consider logical for nature... but more so. Sometimes this quality manifests in how plants here coexist or the scale at

which they grow, individually or in numbers. And all of it fractal, with roots growing up out of the boughs of those that grew before.

Everything on our plane follows our plants. Day and night adhere to the glow cycles of a region's local flora, and world-sized trees serve as the ground for a new forest with webbing like moss on tree bark. We import no metal for our knives, but rather process great nectarines for their pits, as hard as diamonds. Rivers, where they do flow, are mostly sap; though these waters generally have no effect on us, they can intoxicate mortal visitors easily, from what I've read about your constitutions. I recommend against partaking, as our detoxification processes are both thorough and unpleasant.

Many improperly depict our plane as perpetually in spring. While it's perhaps true for regions such as the Evergreen Plains, many environments have extreme temperatures due to the metabolisms of their indigenous flora. Igneous sequoias, for example, spurt sap as hot as magma. Pollen season in frost-oak forests can build up layers of freezing granules that bury entire communities overnight—though come morning, the location becomes incredible for skiing. On top of precipitation, we also experience floral weather, which can be quite the shock for newcomers when storm clouds release their contents.

I would also give a word of caution regarding the size of plants on the Plane of Wood. Mortals often expect many things to be on a larger scale, but micro-growth bears its own peculiarities. Just as there are lily pads that take days to traverse, so too are there poisonous nettles no wider than a blade of grass. I've also heard of visitors who have trouble noticing our living forests of arboreal nomads, which are quite common. Neither we nor the nomads understand why, though; perhaps mortals lack the ability to differentiate inanimate plants from sentient ones?

Finally, I must caution again that many places yet suffer from the curse that is Ayrzul's Blight. Mortals are susceptible to its poison as well, though perhaps—with the right tools and protection—contaminated areas can be safely traversed, at least for a time. Otherwise, I highly advise avoiding these places at all costs.

Notable Growth

Due to Ayrzul's Blight, civilization has become more centralized than in ages past. Our penchant for schedule turns these dense settlements into places of order.

The Animated Garden

The only part of her abode that the Carved Lady has opened to the public, the Animated Garden is a place many aspiring sculptors and mimicry artists dream of entering. Every year, a worthy candidate is selected from among those who have lived on the plane for a decade or more; this candidate gains access to the plane's best materials and tools for carpentry and its associated arts. Lady Shumunue visits the garden on her birthday each year to breathe life into a creation of her choice. Many of her exhalations have gone on to become a new species of the plane.

Muan

Muan, the language of wood elementals and the Plane of Wood's denizens, is made up of percussive and verbal sounds, occupying a similar sonic space as a blend of marimbas and pan flutes. It's a melodic and expressive language, perhaps softening the stoic preconception many have of creatures of wood.

Written Muan reads much like musical notation, placing as much emphasis on tone and pace as syllabic content. Most are recorded upon pages of papyrus or similarly fibrous plants, while important records are engraved into hardwood for preservation.

Crypts of the Tuber Lords

Six Tuber Lords used to rule over this interconnected maze of caverns, which are actually the hollow spaces in an incredibly dense root system. Unfortunately, though the Tuber Lords collapsed the cavern entrances in desperation, Ayrzul's Blight still ultimately reached their realms and citizens. The Tuber Lords are—or perhaps were—greedy and gluttonous in life. No doubt their massive wealth yet remains below, provided one can get past the blighted residents who jealously guard the tunnels for their departed rulers.

The Forest of Faces

This forest is home to some of the oldest cypress trees on the Plane of Wood. The further in you travel, however, the more the bark on these trees resembles grimacing, moaning, or smiling humanoid faces. Some cypresses have a single large face, while others might have thousands carved into their trunk. Though not animated, the faces move through the bark around the trunks, as though following interlopers with their ceaseless gazes.

Many creatures who approach the forest feel compelled to enter. As they approach its heart, however, their dread and terror rises with each face they pass. None have ever reached the heart of the forest and returned unscathed. Those who do become something so inexplicable that no written text can describe their transformation.

Kolobo Rainforest

All denizens of the Plane of Wood are sustained by water, air, and light, with only an herbivorous few needing to ingest other plants for energy. Most farms instead produce non-food resources, and much of this agriculture is concentrated in the region of Kolobo, the largest source of

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NODOLLIN

a thick sap we call kolobo oil. Among other trace benefits, this oil is prized primarily for its ability to protect against and stave off Ayrzul's Blight. While not a cure, it offers a welcome relief from the affliction, however temporary.

NODOLLIN, THE GLOWING INFINITY

The largest city of the plane is Nodollin. Many believe it to rival the likes of Absalom, and it's possibly only exceeded by Axis. The metropolis—or collection of metropolises—is built within the trunk and branches of a single jamjuree. Each of the brachial cities is known for its pursuits; one specializes in the fine arts, another in animal husbandry, and so on. Nodollin also has an extensive clockwork system that runs a network of lifts, trams, and gondolas, expediting travel between the city's regions.

It would likely take more than one mortal lifetime to explore every sector of Nodollin, especially if one includes its root nodule communities. Due to the city's population density, conflicts naturally arise. Elemental Lord Verilorn founded the Pollards, who negotiate peace agreements and oversee duels, to deescalate tensions in the city.

Nodollin's Pith District, located toward the center of the metropolis's crown, is home to the Ptereceltis Library, our plane's greatest collection of knowledge. The place deals in neither currency nor favors; sharing what one knows with one of the library's scribes will earn a person knowledge of equal measure in exchange. Of course, as this exchange is one of equivalence, the greater a secret, the more forbidden the topic you can seek from within.

SHODOKAR

Founded in the hollows of a dormant volcanic candlenut tree, this new city houses one of the most-used portals into the plane. It has expanded considerably in recent days as a hub of commerce, information, and entertainment, from what I've been told. The gladiator arena and its one-on-one duels have proved quite popular with adventurers—particularly the nighttime duels lit by the incendiary candlenuts the tree produces. Participation is open to all, so there are always fights to watch.

Branching Interests

It's impossible to avoid mentioning Elemental Lord Shumunue and Elemental Lord Verilorn when talking about the Plane of Wood—though when you do, be mindful of your audience. Our lord and lady were instrumental in staving off the invasion of the coalition of elemental lords and keeping the plane and its inhabitants stable after we disconnected from the rest of the Universe. However, uncertainty persists: did they

close off the plane together? Did one act alone? Or did the plane itself withdraw? I have my suspicions that the answer is essential to getting Lady Shumunue and Lord Verilorn to reconcile, as neither has spoken to the other for several millennia. If, in fact, they don't agree on how open the plane should be, our political landscape may soon become even more complicated!

Asim bint Attaar is one of Shumunue's confidants, and a good friend of mine. She's the plane's foremost expert on treating Ayrzul's Blight, with a dozen formulas for pastes, waxes, and polishing oils that can lessen the pain of the poison. Her voice grew loud in support of opening up the plane, as she hopes there might be a cure for Lady Shumunue's advanced affliction among the cosmos. Of course, despite her search, Asim is permanently rooted in her clinic near our lady's abode. Ever since the portals activated, she has sought reliable heads and hands to help conduct her business—particularly among her fellow kizidhars—but few have come.

Faaiz ibn Waseem, who runs one of the largest kolobo oil production facilities, is the largest financier behind our current efforts at interplanar trade. However, his enthusiasm has dampened lately as rumors spread of how he exploits those in his employ; the kizidhar merchant characterizes these claims as insidious and false, yet many have still cut ties. Though he has been cleared of wrongdoing, no one has yet determined the exact origin (or reasons behind) these rumors. They're believed to have started somewhere in the Reeds of Nodollin, a sector known for its artisan weavers.



KITE BIRD

Yumna and **Zahir al-Shamsi** are perhaps the most famous living performers on the plane. The conjoined ardande twins have a gift for music: Yumna plays marimba and Zahir the ney, a type of flute. Though they never lack an audience, the twins now seek to travel and perform on other planes. Their protective mother, **Nasreen al-Shamsi**, has been reluctant to agree, believing it too dangerous yet to travel beyond. Of course, that's also just Nasreen, who instructs at the Dance of Crawling Ivy, an elementalist school specializing in subterfuge. Once she overcomes her hesitation, I'm sure a lucrative opportunity suited to her and her daughters' talents will present itself instantly, no matter the plane they wish to visit.

Among our numerous diplomats, I have particularly high expectations for one **Voch Caron**. An ardande student of mine before changing paths, Voch suffers if forced to adhere to repetitive tasks. Though they might take a while to notice, Voch can adapt to any situation or environment with uncanny speed—a trait I hope will serve them well as they grow into their ambassadorship.

WOOD ADJUSTMENTS

To quickly give a creature a magical connection to the element of wood, you can use the following adjustments.

- Add the wood trait. If the creature is a growing plant, you can also add the plant trait.
- If it has any languages, add Muan.
- Increase the creature's HP based on its level.
- Add weaknesses to fire and to damage from axes depending on its level.
- If the creature can cast spells, you can replace spells with wood spells of the same rank, such as: **Cantrip** *timber* (page 198), **1st** *protector tree*[SoM], **2nd** *oaken resilience*, **3rd** *wall of thorns*, **4th** *life-draining roots* (page 196), **5th** *nature's pathway*, **6th** *lignify* (page 197), **7th** *pollen pods* (page 197), **8th** *burning blossoms*[SoM], **9th** *one with the land*[SoM].

Level	HP Increase	Weaknesses to Fire and Axes
3 or lower	10	3
4–8	20	5
9–13	40	10
14+	60	15

PLANE OF WOOD — PLANE

WOOD

Category Inner Plane

Divinities elemental lords of wood

Native Inhabitants ardande, forest dragons, kizidhars, kodama, shades (wood pneuma), wood elementals

The Plane of Wood recently returned to the planar cosmology after an absence of eons. Still rebuilding to its ancient splendor, it grows between the Plane of Water and Plane of Air. Fractal tree growth, eternally tended and shaped by the plane's inhabitants, stretches across the plane with dizzying symmetry. Creatures either enforce and augment this ordered growth or exist as a byproduct thereof. Some drop from the trees as discarded seeds given fresh life, while others chisel or cultivate creatures' natural beauty to suit their aesthetic tastes. The genies of the plane, kizidhars, are artisans in this field.

The elemental lords of wood embody the often paradoxical rigidity and pliancy of their element. When other planes of the Inner Sphere came under threat, the lords acted swiftly to seal off their home, protecting the plane and its residents–yet even in this act, they're said to have disagreed, and the two haven't spoken in millennia. Shumunue, the Carved Lady of Mimicry, desperately searches for a cure for her great ailment, while Verilorn, Custodian of Oak and Ash, worries that ending the plane's long isolation will lead to its ruin.



SHUMUNUE

The Carved Lady of Mimicry

Areas of Concern wood, camouflage, carpentry, life, mimicry
Edicts celebrate births, make time for nature, recreate life in your works
Anathema permanently damage a plant or wood creature, polymorph another without permission
Divine Attribute Constitution or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *weave wood* (page 199), 2nd: *summon elemental* (wood only), 6th: *plant form*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Deception
Domains creation, passion, swarm[LOGM], wood (page 199); **Alternate Domains** perfection, repose[LOGM]
Favored Weapon club

Shumunue, Lord of Wood, is one of the few elemental lords not native to their plane of rule. Before the Carved Lady of Mimicry arrived on the Plane of Wood, it was a diverse and cultivated forest that stretched as far as the eye could see, yet it was eerily still. Animated creatures were rare, and beyond the wind through the boughs, little moved. Then Shumunue came to establish the Court of Transcendence. In her grotto, she taught the flowers and leaves to mimic praying mantises, bees, and moths. Then came herds of wooden deer, cranes, bats, and more, all delicately carved and polished. Within their minds, Shumunue imparted to these creatures the blueprints for their species and the instinct to carve their own descendants. Thus the Plane of Wood began to fill with life that resembled creatures from beyond its borders.

Some legends claim Shumunue is a construct who gained sentience for being universally perfect, but the Lady of Mimicry disputes this, stating that she's the product of a union between a kodama and a kizidhar wizard who traveled to her plane. She rules over no land or organization, for she sees no need to exert her personal opinions on anybody else. She instead dedicates herself to the act of creation. Rather than having subjects, the Carved Lady keeps a close group of confidants, who put in requests for her immense powers on behalf of others in need.

Shumunue maintains a sophisticated esca, or lure, of golden-hued wood. She regularly shaves this lure into the shape of a female humanoid with a head of ginkgo leaves. Some mistake this esca for Shumunue's physical form, but in actuality, the Carved Lady closely resembles an enormous forest dragon with scales like the bark of ancient trees. Her left flank bears a large blighted patch where Ayrzul's poison left its mark. While she's in no immediate danger, many on the Plane of Wood wait breathlessly to see whether their reconnection with the cosmos can cure her affliction.

AVATAR

When casting the *avatar* spell, a worshipper of Shumunue gains the following additional abilities.

Shumunue Speed 70 feet, fly Speed 70 feet; **Melee** ❖ hand of wood (reach 15 feet), **Damage** 6d6+6 bludgeoning damage; **Ranged** ❖ splinter shot (range 120 feet), **Damage** 6d6+3 piercing

VERILORN

Custodian of Oak and Ash

Areas of Concern wood, cultivation, forestry, gardening, security
Edicts patiently plant your seeds, plan for orderly beauty, watch over your sproutlings
Anathema abandon your post, neglect your crops, purposely pervert nature
Divine Attribute Constitution or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *protector tree*[SoM], 2nd: *oaken resilience*, 6th: *nature's reprisal*[SoM]
Divine Font *heal*
Divine Sanctification none
Divine Skill Nature
Domains creation, nature, protection, wood (page 199); **Alternate Domains** duty[LOGM], perfection
Favored Weapon sickle



Verilorn, Lord of Wood, Custodian of Oak and Ash, is a gardener. While some might consider gardening to be a free-flowing form of creation, Verilorn believes his gardens should be orderly and exact above all else. The towering trees that fill his arboretums are precise in their positioning and meticulous in their size and shade. Verilorn knows when a sprout will form into wood with such nicety that even the deities who govern time take inspiration.

Quiet and taciturn in person, Verilorn has few confidants and fewer friends. From within the boughs of his titanic tree cities, he stays constantly vigilant, listening through endless networks of bamboo tubes that hear all whispers and watching through ashen masks that see all threats. His creations are idyllically beautiful, but rigid and cold.

He wasn't always this way. In eons past, when the planes began their eternal cycle, Verilorn cultivated life with as free a spirit as his counterpart, Shumunue. It was only after his plane became severed from the elemental cycle, the aftershocks killing many of his people, that Verilorn changed. Never again, he vowed, would his wild and chaotic gardens bring harm to his people or himself. Alone in his twisting tree tower, he wishes to ask Shumunue if they might again shape wood in the wilds together. But he can't bend as he used to. He's afraid that if he does, he will ultimately break.

At present, Verilorn has more pressing concerns. Power suffuses the Plane of Wood as it reconnects to the other planes, like a field finding the sun after a long winter. This change yields more growth than Verilorn can track and more paths than he can patrol. The Lord of Wood remains content to monitor the situation for now, but should any of his subjects come to harm, he won't hesitate to don his role of Reaper and Pruner once more.



Avatar

When casting the *avatar* spell, a worshipper of Verilorn gains the following additional abilities.

Verilorn Speed 50 feet, burrow Speed 30 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ reaping sickle (agile, finesse, reach 15 feet, trip), **Damage** 6d4+6 slashing; **Ranged** ❖ leaf swarm (range 120 feet), **Damage** 6d6+3 slashing

WOOD SPELLS

As the turmoil within the elemental planes allows the magic of elemental wood to spread throughout the planes, spells formerly rare or forgotten have begun to flourish.

ARROW SALVO ◆◆ SPELL 6

CONCENTRATE MANIPULATE WOOD

Traditions arcane, primal
Range 100 feet; **Area** 30-foot burst
Defense basic Reflex

You conjure an immense wooden bow that launches a salvo of massive arrows at all nearby enemies. All creatures in the affected area take 8d10 piercing damage, with a basic Reflex save. On a critical failure, the target is knocked prone from the force of the impact.

Heightened (+1) Increase the damage by 1d10.

ENTWINED ROOTS SPELL 5

CONCENTRATE MANIPULATE WOOD

Traditions arcane, primal
Cast 1 minute
Area 20-foot burst; **Targets** Up to 5 willing living creatures
Duration 10 minutes

Slithering roots gird you and your allies in layers of flexible wooden protection. Each affected creature gains resistance 5 to bludgeoning and piercing damage. Whenever a creature protected by these roots is targeted by a ranged weapon attack but takes no damage (such as if the attack missed or the damage was reduced to 0 by resistance), the roots snatch up the ammunition or thrown weapon and hold it. The protected creature can retrieve the thrown weapon or ammunition as an Interact action.

Heightened (7th) The resistances increase to 10.
Heightened (9th) The resistances increase to 15.

FLOURISHING FLORA ◆◆ SPELL 1

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal
Range 30 feet; **Targets** 5-foot burst
Defense basic Reflex

Plants rapidly grow up from the ground. All creatures in the target area take 2d4 damage. The type of damage depends on the type of plant you choose to grow. On a critical failure, targets experience additional effects, also depending on what you choose to grow. The type of plant and its effects are chosen when you Cast the Spell.

- **Cacti** Piercing damage, and 1 persistent bleed damage on a critical failure.
- **Flowers** Poison damage, and dazzled for 2 rounds on a critical failure.
- **Fruits** Bludgeoning damage, and clumsy 1 for 2 rounds on a critical failure.
- **Roots** Bludgeoning damage, and the affected creatures fall prone on a critical failure.

Heightened (+1) The damage increases by 1d4, and the persistent bleed damage from cacti increases by 1.

HELPFUL WOOD SPIRITS ◆◆ SPELL 2

CONCENTRATE MANIPULATE WOOD

Traditions arcane, primal
Range 30 feet; **Area** 5-foot burst
Duration sustained up to 1 minute

Upon casting this spell, a cluster of little wood spirits tumbles into the area. They perform a simple task each round. These spirits are a magical echo of the true spirits that live on the Plane of Wood and can't be attacked, damaged, or otherwise interfered with. These spirits often look like kodama but can appear in any of the countless varieties of wood spirits that inhabit the Plane of Wood.

Choose the kind of aid your wood spirits supply from the list below when you Cast the Spell. The first time each round you Sustain the spell, you can move the area occupied by the apparitions up to 10 feet and you can choose the kind of aid they provide this round.

- **Chores** The wood spirits perform a minor manual task of your choice, such as cleaning, opening a door, picking up an unattended object, or carrying an object from one location to another. The spirits can't pick up or carry an object of greater than 2 Bulk.
- **Distract** The wood spirits distract your foes, clambering all over their feet and bodies and being a nuisance. Creatures in the area are off-guard unless they succeed at a Reflex save.
- **Obstacle** The wood spirits fill the area as a chaotic, bouncing mass. The area they occupy is difficult terrain.
- **Search** The wood spirits Seek in the area they occupy, using your Perception check as their own. You learn anything they do from Seeking in this way.

LIFE-DRAINING ROOTS ◆◆ SPELL 4

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal
Area 30-foot line
Defense basic Reflex

Thorny roots erupt from your hands in a tangled cascade, puncturing creatures in the way of their growth and revitalizing you. You deal 8d6 piercing damage to creatures in the line (basic Reflex save). You gain 1d4 temporary Hit Points for every living creature in the line, as the roots transfer nutrients from those damaged into you. The temporary Hit Points last for 1 minute.

Heightened (+1) The damage increases by 2d6.

LIGNIFY ◆◆ SPELL 6

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature made of flesh

Defense Fortitude; **Duration** varies

You turn the target's flesh slowly into wood. The target must attempt a Fortitude save. Creatures with the plant trait have a +2 circumstance bonus to saves against this spell.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round.

Failure The target is slowed 1 and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition increases by 1 (or 2 on a critical failure). A successful save reduces the slowed condition by 1. When a creature is unable to act due to the slowed condition from *lignify*, the creature is permanently non-magically petrified, though it's turned to wood instead of stone. The spell ends if the creature is magically petrified or the slowed condition is removed.

Critical Failure As failure, but the target is initially slowed 2.

LOTUS WALK ◆◆ SPELL 3

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, divine, primal

Duration 1 minute

Lotuses, water lilies, and other watery plants bloom at your feet, allowing you to walk on the surface of water and other liquids. You can go underwater if you wish, but in that case, you must Swim normally. As you Stride or Step on water, you leave a trail of oversized lily pads, lotus leaves, or spatterdock that fill the squares' surfaces in your wake. Each square of this trail can withstand the weight of 1 Medium creature and lasts until the end of your next turn. You can Dismiss this spell early.

Heightened (4th) The duration of this spell increases to 10 minutes. The trail lasts until the spell ends or you Dismiss the spell on you, whichever comes first.

Heightened (6th) The duration increases to 1 hour. Your trail is permanent even if you Dismiss the spell on you, although if the water can't support such plants, they'll die in a week. The trail can be removed by *dispel magic* or a similar spell.

MANTLE OF THE UNWAVERING HEART ◆◆ SPELL 5

CONCENTRATE MANIPULATE MORPH PLANT WOOD

Traditions arcane, primal

Duration 1 minute

Vines and branches envelop you in an instant, growing a wild bloom of colors that open to reveal your new form. Upon Casting this Spell, pick two of the options below. As a single action, which has the concentrate trait, you can change one of your chosen abilities to a different option from the list.

- **Evergreen Vitality** You gain fast healing 3 and a +2 bonus to saves against poison and disease. This effect has the healing and vitality traits.
- **Overwhelming Perfume** (aura, olfactory) A cloud of potent floral scent surrounds you in a 15-foot emanation. Creatures in the aura can't benefit from the scent ability and are sickened 1 as long as they remain in the aura. The sickness is a disease effect.
- **Towering Trunk** You grow to a considerable height. Increase your size to Large. You're clumsy 1. Your reach increases by 5 feet (or by 10 feet if you started out Tiny), and you gain a grasping branch unarmed attack; this attack is in the brawling weapon group and deals 2d8 bludgeoning damage plus Grab.
- **Unyielding Will** Your mind becomes incredibly resilient to change. You're immune to being fascinated, and you get a +1 bonus to saves and DCs against mental effects.

POLLEN PODS ◆◆ SPELL 7

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal

Range 100 feet; **Area** four unoccupied 5-foot squares, each of which is at least 20 feet apart

Duration 12 hours

You cultivate four wooden bulbs, each filled with toxic pollen and sensitive to motion. When a creature enters a space adjacent to a bulb, or when a bulb is touched or damaged (each bulb has AC 5), the bulb blossoms and releases pollen in a 15-foot emanation. Creatures in the area take 8d8 poison damage and must attempt a Fortitude save with the following results.

Critical Success The creature is unaffected.

Success The creature takes half damage and becomes dazzled for 1 round.

Failure The creature takes full damage, becomes dazzled for 1 round, and becomes stupefied 1 for 1 minute.

Critical Failure The creature takes double damage, is dazzled for 1 round, and becomes stupefied 2 for 1 minute.

Heightened (+1) The damage increases by 2d8.

RIGID FORM ◆ SPELL 4

CONCENTRATE MANIPULATE WOOD

Traditions arcane, primal

Duration 1 minute

You utilize wood's rigidity to prevent harmful shapechanging effects. For the duration of this spell, whenever you're targeted by a harmful polymorph effect, you can use your reaction to attempt to counteract the effect.

Heightened (6th) The duration increases to 10 minutes.

ROOT READING ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE WOOD

Traditions arcane, primal

Area 30-foot emanation

You gain general insights into the immediate vicinity by sending your sense through the root systems of trees and bushes. If there are any unnoticed Medium or larger creatures in the area, you learn of their presence and they're undetected to you. You can immediately attempt to Seek an



HELPFUL WOOD SPIRITS

undetected creature, and you gain a +1 status bonus to this attempt and any of your other attempts to Seek hidden or undetected creatures until the end of your next turn. You also learn if any such creatures passed through this area in the last hour, although you get only the vaguest sense of direction from the spell. If you begin to Track a creature detected in this way, you gain a +1 status bonus to the initial check.

SPLINTER VOLLEY ◆◆ SPELL 2

CONCENTRATE MANIPULATE WOOD

Traditions arcane, primal

Range 60 feet; **Targets** 1 or 2 creatures

Defense AC

You launch a volley of splinters at your foes. Make a spell attack roll against a single creature. On a hit, the splinters deal 4d6 piercing damage. The splinters deal double damage on a critical hit and 1 persistent bleed damage. You can spend a third action while casting this spell to fire splinters at two different targets instead of one. These attacks each increase your multiple attack penalty, but you don't increase your multiple attack penalty until after you make both spell attack rolls for *splinter volley*.

Heightened (+2) Increase the damage dealt to each target by 4d6 and the persistent bleed damage by 1.

TAKE ROOT ◆ CANTRIP 1

CANTRIP MANIPULATE PLANT WOOD

Traditions arcane, primal

Range 30 feet; **Targets** 1 willing creature

Duration 1 round

Roots sprout from the flesh of the target and coil across the floor or around objects, reinforcing their stance or grip. The targeted creature gains a +1 circumstance bonus to their Fortitude DC against attempts to Shove them and a +1 circumstance bonus to their Reflex DC against attempts to Disarm or Trip them. This bonus also applies to saving throws against spells or effects that would attempt to remove a held item from their grasp.

TIMBER ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE WOOD

Traditions arcane, primal

Area 15-foot line

Defense basic Reflex

You create a small dead tree in your space that falls over on anyone in its path, then immediately decomposes. Any creature in the area takes 2d4 bludgeoning damage, with a basic Reflex saving throw. A creature that critically fails its save is knocked for a loop, making it dazzled until the end of its next turn.

Heightened (+1) The initial damage increases by 1d4.

VERDANT SPROUT ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE PLANT WOOD

Traditions primal

Range 30 feet

You create a single plant seed imbued with primal energy and throw it onto a surface, where it gradually sprouts into a Medium plant. After 10 minutes, the plant is sturdy enough to provide standard cover, and its space is difficult terrain. The plant is laden with nutritious nuts or fruit sufficient to feed one Medium creature for a day. The plant has AC 10, Hardness 5, and 20 Hit Points.

Heightened (+1) You create and throw an additional seed, which grows into an additional plant within range.

WALL OF SHRUBS ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You call forth a line of bushes native to the region to spring from the ground. The wall of shrubs stands in a line 60 feet long, is less than 5 feet tall, and is a foot thick, providing lesser cover.

Heightened (3rd) The shrubs are now 10 feet tall and 5 feet thick and provide standard cover. The duration of the spell increases to 10 minutes.

Heightened (5th) Instead of a line, the shrubs can be made in a ring with a diameter of up to 30 feet that's 10 feet tall and 5 feet thick. The shrubs provide greater cover. The duration of the spell increases to 1 hour.

WEAVE WOOD SPELL 1

CONCENTRATE MANIPULATE WOOD

Traditions arcane, primal

Cast 1 minute

Range touch; **Targets** 1 piece of unprocessed wood, reeds, or plant fiber of 1 Bulk or less

With a touch, you cause the target to break into fibrous strands that then weave themselves into a woven mundane object of the same Bulk or less, such as a basket, hat, shield, or mat. You can create up to 4 objects with one casting of this spell, providing their total Bulk doesn't exceed the Bulk of your target. The objects have Hardness 2 and 8 Hit Points.

Heightened (+1) Increase the maximum Bulk that you can target by 1 and the maximum number of objects you can create by 2.

WOODEN DOUBLE ↷ SPELL 3

MANIPULATE WOOD

Traditions arcane, occult, primal

Trigger You're critically hit by a damage-dealing effect or a Strike.

A wooden double appears out of nowhere and takes the blow in your place. Take a Step action. A wooden block of your size and roughly shaped like you appears in the space you left and absorbs the hit. This block has Hardness 5 and 20 Hit Points. If the wooden block is destroyed, you take any excess damage that the block didn't absorb. After taking the blow, the wooden block collapses into a pile of splinters and dust.

Heightened (+1) The block's Hit Points increase by 10.

WOODEN FISTS ◆◆ SPELL 1

CONCENTRATE MANIPULATE MORPH WOOD

Traditions arcane, primal

Duration 1 minute

Your arms and hands swell with new growth, transforming into tree trunks twice as big as their current size. Your fists deal 1d6 bludgeoning damage, lose the nonlethal trait, and have reach.

Heightened (3rd) Your fists gain the magical trait and become a *striking weapon*, increasing the damage your fists deal to 2d6 bludgeoning.

Heightened (7th) Your fists gain the magical trait and become a *greater striking weapon*, increasing the damage your fists deal to 3d6 bludgeoning. The duration is 10 minutes.

Heightened (9th) Your fists gain the magical trait and become a *major striking weapon*, increasing the damage your fists deal to 4d6 bludgeoning. The duration is 1 hour.

Wood Domain

You command the indomitable power of wood.

ARMS OF NATURE ◆◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE WOOD

Range touch; **Targets** 1 wooden object or plant of at least 4 Bulk

Duration 1 minute

All wood, dead or alive, is your armory. When you cast this spell, you draw forth a *+1 weapon* of your choice from the target. The weapon must be 2 Bulk or less. This weapon is of the same material as the target.

Heightened (3rd) The weapon is a *+1 striking weapon*.

Heightened (5th) The weapon is a *+2 striking weapon*.

Heightened (7th) The weapon is a *+3 greater striking weapon*.

WOOD WALK ◆◆ FOCUS 4

UNCOMMON FOCUS CONCENTRATE MANIPULATE WOOD

Duration sustained up to 1 minute

Wood shapes itself according to your will readily, making staircases appear as you climb up the side of a tree, automatically weaving vines into ladders, or lowering branches to lift you up to the top. Move up to your Speed in any direction or along any surface, so long as there are living plants or trees of size Large or larger within 15 feet of you. The wood allows you to move but doesn't protect you from hazardous terrain or other dangers.

Each time you Sustain this spell, you can move again in the same way.

Heightened (8th) The duration of this spell becomes 10 minutes. You no longer need to Sustain the spell to extend its duration, but you can Sustain it to move as described.

WOOD ITEMS

As a ubiquitous and versatile material, wood shows up in all sorts of items. Items tuned to the magic within wood epitomize its greatest qualities—growth, durability, and beauty. Magic seeps throughout the Plane of Wood, with many of the trees being magical. This power especially concentrates in seed pods, making them simple to turn into magic items.

ANIMAL NIP ITEM 4

ALCHEMICAL CONSUMABLE OLFACTORY PLANT WOOD

Price 15 gp

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

Animal nip contains a mix of herbaceous, fragrant plants, ground into a coarse powder with a strong scent that attracts a broad spectrum of animals. You activate animal nip by sprinkling it on the ground or a target of your choice. For the next minute, all creatures within 30 feet that have the animal trait must attempt a Will save or become fascinated by the smell of the animal nip for 1 round. On a critical failure, they also fall prone and roll about on the ground. If the target is subject to a hostile act, the fascination ends immediately. Regardless of the result of the creature's save, it's then immune to animal nip for 1 hour.

Type lesser animal nip; **Level** 4; **Price** 15 gp
The DC is 18.

Type moderate animal nip; **Level** 8; **Price** 75 gp
The DC is 24.

Type major animal nip; **Level** 12; **Price** 350 gp
The DC is 30.

BLOOMING LOTUS SEED POD ITEM 7

UNCOMMON CONSUMABLE MAGICAL PLANT WOOD

Price 68 gp

Usage held in 1 hand; **Bulk** L

The seeds of this lotus seed pod scatter with incredible ease and accuracy, quickly growing into temporary plants.

Activate—Floating Pads ❖ (manipulate) **Effect** You scatter the *blooming lotus seed pod*'s seeds across a non-damaging liquid surface within 40 feet of you, where they form into 5 lotus pads that each float in place in a separate square within range for 1 minute. Each lotus pad has a 10-foot radius and can support 1 Large creature, 2 Medium creatures, or 4 Small creatures.

Activate—Blooming Flower 10 minutes (manipulate); **Effect** You plant the *blooming lotus seed pod* in the ground and a giant lotus flower blooms in that square. Over the next 8 hours, creatures who sleep for at least 6 hours within 30 feet of the lotus flower gain the benefits of long-term rest as though they'd spent an entire day and night resting, and all creatures within the affected area are immune to the effects of the *nightmare* spell and other magical effects that affect only sleeping creatures.

BROADLEAF SHIELD ITEM 6+

MAGICAL PLANT WOOD

Usage held in 1 hand; **Bulk** L

Though it resembles an enormous leaf freshly plucked from a tree, a *broadleaf shield* is extremely durable. It also regrows rapidly, fully repairing itself when broken if it's left in sunlight for 10 consecutive minutes.

At each dawn, the leaf transforms to an appearance appropriate for the season. While you're wielding the shield, you gain resistance to a damage type depending on the shield's color. This resistance doubles while you have the shield raised.

- **Pink** (void resistance) In spring, the leaf is a delicate blossom-like pink and exudes the energy of life.
- **Green** (fire resistance) In summer, the leaf is a deep, rich green with a waxy coating.
- **Orange** (poison resistance) In autumn, the leaf turns orange, red, or yellow and dehydrates slightly.
- **Brown** (cold resistance) In winter, the leaf turns dead, dry, and brown.

Activate—Change Season ❖ (concentrate) **Frequency** once per day; **Effect** The shield transforms as though living through seasons in a moment, becoming the color of your choice for 5 minutes.

Type *broadleaf shield*; **Level** 6; **Price** 225 gp
The shield has Hardness 4, HP 16, and BT 8. The resistances are 3 (6 when raised).

Type *greater broadleaf shield*; **Level** 9; **Price** 675 gp
The shield has Hardness 6, HP 24, and BT 12. The resistances are 4 (8 when raised).

Type *major broadleaf shield*; **Level** 13; **Price** 2,750 gp
The shield has Hardness 8, HP 32, and BT 16. The resistances are 5 (10 when raised).

Type *true broadleaf shield*; **Level** 17; **Price** 13,750 gp
The shield has Hardness 10, HP 40, and BT 20. The resistances are 6 (12 when raised).

CAPTIVATING ROSEBUD ITEM 3

UNCOMMON CONSUMABLE EMOTION MAGICAL WOOD

Price 10 gp

Usage held in 1 hand; **Bulk** –

Named because of its popularity among thieves to distract any authorities in pursuit, a *captivating rosebud* has a near-irresistible fragrance.

Activate—Scent of Roses ❖ (manipulate, mental, olfactory); **Effect** You throw the *captivating rosebud* in a square adjacent to you. The rosebud quickly sprouts into a little rosebush that lasts for 1 hour. Any creature that passes within 15 feet of the rose bush, other than yourself, must attempt a DC 18 Will save.

Critical Success The creature is unaffected.

Success The creature takes a –1 status penalty to Perception checks for 10 minutes.

Failure As success, but a –2 penalty.

Critical Failure As success, but a –2 penalty and the creature is fascinated by the rosebush.

Activate—Rose Vines 10 minutes (manipulate); **Effect** You plant the *captivating rosebud* into a square adjacent to a building or other structure. It grows into a rosebush that stretches up to 30 feet tall. You and your allies can use the rosebush as a ladder to Climb easily up and down the side of the adjacent structure, but all other creatures must succeed at a DC 17 Will saving throw or fail to notice the rosebush's presence.

CARVER-CUTTER ITEM 11+

MAGICAL WOOD

Usage held in 1 hand; **Bulk** 1

Many of the experienced woodcarvers of the Plane of Wood learn to fight as well, the better to travel into hazardous areas in search of rare and beautiful types of wood for their craft. A *carver-cutter* serves a dual role as a weapon and a tool for felling trees and engraving wood. The *+2 striking battle axe* looks like an exquisitely made woodcutting axe.

Activate—Carving Chisel ❖ (concentrate, manipulate) **Effect** You pull free a woodworking chisel stored in the knob of the axe. It can have any standard chisel shape you imagine as you activate this ability. You get a +2 item bonus to Crafting checks for woodworking if you use chisels from the *carver-cutter*. The chisel also functions as a main-gauche. All runes on the axe are replicated on the chisel, but only while both items are on the same person. You can Interact to reinsert the chisel.

Activate—Chop Down ❖❖ **Frequency** once per hour; **Effect** Make a Strike with the axe against a plant creature or a creature made primarily of wood. This Strike deals an additional 2d6 precision damage, and on a hit, the creature is clumsy 1 for 1 minute.

Type *carver-cutter*; **Level** 11; **Price** 1,400 gp

Type *greater carver-cutter*; **Level** 13; **Price** 3,000 gp

The axe is a *+2 greater striking battle axe*, and the precision damage is 3d6.

Type *major carver-cutter*; **Level** 15 (uncommon); **Price** 5,500 gp

The axe is a *+2 keen greater striking battle axe*, and the precision damage is 3d6.

Type *true carver-cutter*; **Level** 18 (uncommon); **Price** 24,000 gp

The axe is a *+3 keen greater striking battle axe*, the Crafting bonus is +3, and the precision damage is 4d6.

GLOWING LANTERN FRUIT ITEM 1

UNCOMMON CONSUMABLE MAGICAL WOOD

Price 4 gp

Usage held in 1 hand; **Bulk** L

The flesh of this fruit pod resembles a stylized paper lantern, with a woody, geometric structure and thin layers of flesh, complete with a glow coming from the interior.

Activate—Lantern Light ❖ (manipulate) **Effect** The *glowing lantern fruit* sheds bright light in a 60-foot radius (and dim light for the next 60 feet) for 8 hours. While the light is shining, you can Interact with the *glowing lantern fruit* to open or close some of its reflective leaves, making the light directional like a bull's-eye lantern or a hooded lantern.

Activate—Fire Fruit 10 minutes (manipulate); **Effect** You plant the *glowing lantern fruit* in the ground upside down. The petals of the lantern peel away, while the fruit inside glows hotter. For the next 8 hours, the *glowing lantern fruit* emits as much light and heat as a bonfire, giving all creatures within 15 feet immunity to the effects of mild and severe cold temperatures for as long as they're within the area.

ELEMENTAL PODS

Inhabitants of the Plane of Wood only rarely grow vegetables and fruit for consumption, but they do cultivate a wide variety of plants that provide convenience and utility. Cultivating a species to produce a particular effect can take generations. Sometimes, an elemental plant pod becomes magical, the work of meticulous selective pollination and fruiting, while other times, the product is a result of an unexpected mutation. Plant pods always have two activations, and using either consumes the plant pod after generating the described effect. Typically, these activations include an "immediate" option, where they can be utilized in 1 to 3 actions, and a planted option that requires them to be planted in the ground, usually as a 10-minute activity.

KIZIDHAR'S SHIELD ITEM 11

MAGICAL WOOD

Price 1,250 gp

Usage held in one hand; **Bulk** L

This *standard-grade duskwood shield* is perfectly symmetrical and incredibly sturdy despite its elaborate construction. These shields are typically given to the chosen emissaries of a kizidhar shuyookh, and the shuyookh's name and title are engraved in Muan behind the shield's handle.

Activate—Repair ❖ (concentrate) **Frequency** once per day; **Effect** You command the shield to repair itself, awakening the restorative magic within. For the next minute, the shield heals 3 Hit Points each round at the start of your turn.

Activate—Secure Site 10 minutes (manipulate); **Frequency** once per day; **Effect** You place the *kizidhar's shield* into the ground at the edge of your campsite, which can't be more than 30 feet on a side, then speak the name of the kizidhar shuyookh carved into its handle. The shuyookh briefly appears just long enough to make a sweeping gesture, causing sprawling thorns to grow in an unnaturally symmetrical formation around the campsite, protecting it for the next 8 hours with an effect that's otherwise identical to *wall of thorns*. All creatures within the campsite are then immediately affected by a three-action *heal* spell cast at 4th rank by the shield.

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After 8 hours, the wall rots away, and the shield can be retrieved as an Interact action.

PURIFYING SPOON ITEM 1+

MAGICAL WOOD

Usage held in 1 hand; **Bulk** –

A phrase of luck is carved into the handle of this wooden teaspoon. While a variety of other cutlery with similar properties exists, a spoon is often the most convenient and inconspicuous to carry.

Activate—Purify ❖❖ (manipulate) **Frequency** once per day; **Effect** You stir the spoon in food or drink, casting *cleanse cuisine* on the substance as you stir. This small spoon can purify up to 1 gallon of food or drink.

Type *purifying teaspoon*; **Level** 1; **Price** 10 gp

Type *purifying tablespoon*; **Level** 1; **Price** 20 gp

This larger spoon can purify up to 8 gallons of food or drink.

Type *purifying ladle*; **Level** 2; **Price** 32 gp

This spoon is perfect for pouring heartwarming meals into bowls. It can purify up to 16 gallons of food or drink.

ROOTING RUNE 7+

MAGICAL PLANT WOOD

Usage etched onto a melee weapon

Small roots grow along the surface of the weapon, clinging tightly to its contours. On a critical hit with the weapon, roots grow from the target. It's immobilized for 1 round (Escape DC 23) and clumsy 1 for as long as the immobilization lasts.

Type *rooting*; **Level** 7; **Price** 360 gp

Type *greater rooting*; **Level** 11; **Price** 1,400 gp

The Escape DC is 28.

Type *major rooting*; **Level** 15; **Price** 6,500 gp

The Escape DC is 34.

Type *true rooting*; **Level** 19; **Price** 40,000 gp

The Escape DC is 41.

SANDALWOOD FAN ITEM 12

UNCOMMON MAGICAL WOOD

Price 2,000 gp

Usage held in 1 hand; **Bulk** L

This ornate fan's carving depicts a particular tableau from the Plane of Wood, often of the site where the fan was created. Fanning it through the air creates a sandalwood-scented breeze and a crackling of magic. A *sandalwood fan* is a planar key for *interplanar teleport* and similar magic. The *sandalwood fan* makes it more likely for you to arrive where you intended, appearing 1d6×25 miles from your intended destination instead of the usual error range. This distance is further reduced to 1d4×25 miles if your destination is the scenery depicted on the fan.

Activate—Plant Speech 1 minute (manipulate); **Frequency** once per day; **Effect** The *sandalwood fan* casts *speak with plants* and *translate* for Fey and Muan on you. In addition to conversing with nearby plants, you can also communicate with any living plants you've spoken with in the past using this fan. These plants must either be on the same plane as you or on the Plane of Wood.

Activate—Cloud of Leaves ❖❖ (manipulate) **Frequency** once per day; **Effect** You summon leaves that protect your allies and identify enemies. All allies and indifferent creatures within 30 feet of you gain lesser cover for 1 round, while enemies come under the effect of *revealing light* for 1 minute.

SPLINTERING SPEAR ITEM 13+

MAGICAL WOOD

Usage held in 1 hand; **Bulk** L

The entirety of this *+2 duskwood greater striking spear* is made of worn, cracked, splintered wood, including the spearhead. These splinters never harm you when you hold the weapon, but when you hit with the spear, splinters break off in the target, dealing 1d6 persistent bleed damage.

Activate—Shatter ❖❖ **Frequency** once per day; **Effect** You smash the spear into the ground or another nearby surface, shattering it into thousands of duskwood splinters in your choice of a 30-foot cone or a 10-foot emanation. Each creature in the area takes 12d6 piercing damage with a DC 30 basic Reflex save. A creature that fails also takes the same amount of persistent bleed damage as the spear deals on a hit. The spear regrows into its full form at the end of this turn.

Type *splintering spear*; **Level** 13; **Price** 2,700 gp

Type *greater splintering spear*; **Level** 17; **Price** 15,000 gp

The spear is a *+3 high-grade duskwood greater striking spear*, and the activation's damage is 16d6 (DC 37).

Type *major splintering spear*; **Level** 20; **Price** 60,000 gp

The spear is a *+3 high-grade duskwood superior striking spear*, and the activation's damage is 18d6 (DC 43).

TAILOR'S BOLL ITEM 3

CONSUMABLE MAGICAL PLANT WOOD

Price 12 gp

Usage held in 1 hand; **Bulk** –

Activate ❖❖ (concentrate, manipulate)

Harvested from one of the rainbow fields of the Plane of Wood, this cotton boll is filled with multicolored fibers. When you Activate the boll, you make a request for a bespoke set of non-magical explorer's clothing or fine clothing. The hard fibers and seeds leap from your hand to spin and weave, cotton flying through the air at incredible speed to make cloth and thread. The clothing is ready at the start of your next turn, in the most convenient spot nearby for hanging the clothing or laying it flat.

If you hold clothing in your other hand when you activate the boll, the boll instead reweaves that item to match the style you specified. This can't change the type of item; you couldn't turn fine clothing into explorer's clothing or winter clothing, for example.

TALES IN TIMBER ITEM 10+

INVESTED MAGICAL WOOD

Usage worn armor; **Bulk** 2

Dozens of pictorial stories—told in wood carvings, painting, or pyrography—adorn every outer surface of this *+1 resilient wooden breastplate* (*Treasure Vault* 9). All are old, and many



KIZIDHAR'S SHIELD



SANDALWOOD FAN



TALES IN TIMBER

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truly ancient, depicting tales set eons ago on the Plane of Wood. You gain a +2 item bonus to Nature checks to Recall Knowledge. If you know the *collective memories* ritual, you can use Nature instead of Occultism if you're the primary caster.

Activate—Statue Disguise ◆◆ **Frequency** once per day; **Effect** The armor makes you look like a wooden statue version of one of the creatures depicted on the armor for 1 hour. This is a 3rd-rank *illusory disguise*, but it can make you look like any creature depicted on the armor. This doesn't change your size or the capabilities of your body, and it scales the appearance of the creature to match yours. You can Dismiss the activation. This disguise is just real enough to make you somewhat closer to a creature of wood. You're affected by two spells while it lasts: *oaken resilience* and *speak with plants*. If you stand still, you gain a +2 item bonus to Deception checks and DCs to appear as an inanimate wooden statue, in addition to the status bonus to Deception from *illusory disguise*.

Type *tales in timber*; **Level** 10; **Price** 1,000 gp

Type *greater tales in timber*; **Level** 13; **Price** 2,800 gp

The armor is *+2 resilient wooden breastplate*, and the *oaken resilience* is 4th rank.

Type *major tales in timber*; **Level** 18; **Price** 22,000 gp

The armor is *+2 greater resilient wooden breastplate*, the item bonus to Nature checks is +3, and the *oaken resilience* is 6th rank.

THERAPEUTIC SNAP PEAS ITEM 8

UNCOMMON CONSUMABLE MAGICAL PLANT WOOD

Price 85 gp

Usage held in 1 hand; **Bulk** –

Affectionately called "the healer's kit of the Plane of Wood," *therapeutic snap peas* are specially cultivated snap pea pods overflowing with restorative magic.

Activate—Healing Pod ◆◆ (concentrate, manipulate) **Effect** You break the snap pea pod in half, unleashing its restorative healing energy. Up to 5 creatures of your choice within 30 feet regain 4d8+10 Hit Points and gain a +2 item bonus to all saves against poisons or diseases for 1 minute.

Activate—Beanstalk 10 minutes (manipulate); **Effect** You plant the *therapeutic snap peas* in a square of open ground, after which they rapidly grow into a 10-foot-tall beanstalk that remains in place for 8 hours. The beanstalk's enormous pea pods provide a full day's food for up to 8 living creatures of size Large or smaller, which must be eaten before the beanstalk expires. Any creature that eats the pea pods also immediately heals 30 Hit Points and can attempt a new saving throw against one poison or disease afflicting them.

THORN TRIAD ITEM 4+

MAGICAL SPELLHEART WOOD

Usage affixed to non-metal armor or a weapon; **Bulk** –

From each corner of this carved, triangular badge extends a long, sharp thorn. The spell DC of any spell cast by activating this item is 18.

- **Armor** After you cast a plant spell by activating the triad, you gain resistance 2 to bludgeoning and piercing damage and weakness 3 to fire until the end of your next turn, or double the resistance for a non-cantrip spell.
- **Weapon** After you cast a plant spell by activating the triad, thorns erupt from the weapon. Your Strikes with the weapon deal an additional 1d4 persistent bleed damage until the end of your next turn.

Activate Cast a Spell; **Effect** You cast *timber* (page 198).

Type *thorn triad*; **Level** 4; **Price** 90 gp

Type *greater thorn triad*; **Level** 8; **Price** 450 gp

Resistance when affixed to armor is 4, extra damage affixed to a weapon is 1d6, and spell DC is 24.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *wall of thorns*.

Type *major thorn triad*; **Level** 12; **Price** 1,800 gp

Resistance when affixed to armor is 6, extra damage affixed to a weapon is 1d8, and spell DC is 29.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-rank *wall of thorns*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *petal storm*[SoM].

VERSATILE TINDERBOX ITEM 1

MAGICAL WOOD

Price 20 gp

Usage held in 1 hand; **Bulk** –

A fine case carved from elegant wood, this tinderbox holds twigs and strips of wood in a selection of six colors. In a typical *versatile tinderbox*, these colors are black, blue, green, magenta, yellow, and violet. When used in lighting a fire, colored tinder alters the flames' color and smoke to match. The box is perfectly carved and constructed to hold tinder, keeping it completely dry, but is incapable of closing if used to hold anything else. The tinderbox replenishes itself; it's never out of tinder when its owner is in need, but it never produces a surplus of tinder either.

ELEMENTAL, WOOD

At first glance, wood elementals might not seem to have the same destructive potential as their cousins from the Planes of Fire, Water, or Air, but don't be fooled. The woods can be a dangerous place.

Though some resemble animals, the elemental beasts presented here are still plants, and their life cycles reflect it. Vegetable lambs grow on rooted stalks, from which they can't be removed until they've matured (or perhaps ripened), leaving them dependent on their immediate surroundings for food. Moss sloths are little more than lumps of green fluff for the first century of their existence, only gaining limited mobility once they can grow their defensive wooden claws.

WOOD WISP

Like other wisps, wood wisps roam their plane and attune to other wisps, wandering with them in symphonies. Because of their willingness to bond, wood wisps appear outside their home plane more than other wood elementals, though they're still relatively rare compared to other wisps.

Wood wisps resemble coconuts trailed by thick nests of branches that cover and conceal even deeper webs of thorny vines. They are, unfortunately, both unaware of the pain these thorns can cause fleshy creatures and very physically affectionate in their eagerness to offer assistance.

WOOD WISP CREATURE 0

TINY ELEMENTAL PLANT WOOD

Perception +6; darkvision

Languages Muan

Skills Athletics +7, Plane of Wood Lore +4, Stealth +6

Str +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +3, **Cha** +0

AC 16; **Fort** +5, **Ref** +2, **Will** +8

HP 20; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** axes 2, fire 2

Resonance (aura, plant, wood) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the plant or wood trait; a creature with the elemental trait and either plant trait or wood trait gains this bonus to all attack and damage rolls. For wood wisps, this bonus also applies to non-magical wooden weapons, such as staves and clubs.

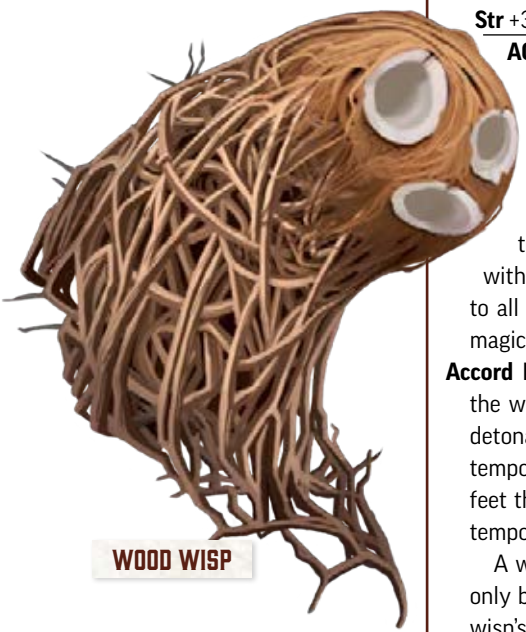
Accord Essence ↷ (plant) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion of leaves and pollen. This gives temporary Hit Points equal to half the wisp's current HP to all allies within 30 feet that have benefited from the wisp's resonance aura in the past hour. These temporary Hit Points last 1 hour.

A wisp that uses this reaction is permanently destroyed and can be restored only by a *wish* ritual or similarly powerful effect. If an ability would prevent the wisp's destruction (for instance, if the wisp is summoned and would merely be dismissed), Accord Essence has no effect.

Speed fly 20 feet, climb 40 feet

Melee ❖ thorny vine +5 (reach 10 feet), **Damage** 1d4 bludgeoning plus 1 piercing

In Concert When a wood wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get a critical success instead.



WOOD WISP

VEGETABLE LAMB

Vegetable lambs are gaining popularity as the first elemental to be summoned by spellcasters in training, as they're docile until provoked and easy to control. Casters must take care, however, to not let them germinate

UNITERS OF THE SCAMPS

Wood scamps' unusual inclination toward teamwork can make them invaluable additions to any troupe of elemental scamps. They're known to work well with one another, as well as with air, earth, water, mud, and even dust and ice scamps. They also make good mediators during the all-too-common chaotic conflicts that result. The only scamps they can't tolerate are those of fire and metal, who are notorious for teaming up to bully wood scamps incessantly.

in the Universe; they're a highly invasive species that can devour an entire forest within a decade.

The healing and nourishing food that grows from vegetable lambs is appealing for adventurers and sedentary magical scholars alike. The taste is similar to the plants of the same kind that grow on Golarion, but not entirely. Many have noted that there's a slight similarity to meat—a bit of umami one wouldn't find in an ordinary flower.

VEGETABLE LAMB CREATURE 1

SMALL ELEMENTAL PLANT WOOD

Perception +4

Skills Athletics +5, Nature +6

Str +3, **Dex** +1, **Con** +2, **Int** –4, **Wis** +0, **Cha** +3

Nature's Bounty (healing, plant, primal, vitality) Each day, a vegetable lamb grows 1d4 edible flowers (such as artichoke, broccoli, or dandelion) among the green cotton covering its body. These vegetables can be picked without hurting the lamb. A living creature can eat the vegetable with an Interact action to regain 1d6+4 Hit Points.

AC 14; **Fort** +6, **Ref** +3, **Will** +8

HP 28; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** fire 3, slashing 2

Speed 20 feet

Melee ❖ headbutt +8, **Damage** 1d6+2 bludgeoning

Melee ❖ hoof +6, **Damage** 1d6 bludgeoning

Cottonseed Burst ❖❖ The vegetable lamb releases a cloud of cottony green pollen in a 10-foot burst centered on itself. All creatures caught in the burst that need to breathe, apart from the lamb, must succeed at a DC 15 Fortitude save or be slowed 1 by coughing (slowed 2 on a critical failure).

WOOD SCAMP

A wood scamp's veiny, bat-like wings mimic the lamina and venules of a leaf. This, along with their stout green torsos and limbs, enables them to easily blend into the branches of a living tree. They're unusually social for scamps and prefer to work in groups when possible. By their nature, they find their home plane rather boring, and many of them are abuzz with excitement as the plane reopens. They're eager to travel to new places where they can cause mischief.

WOOD SCAMP CREATURE 1

SMALL ELEMENTAL PLANT WOOD

Perception +3; darkvision

Languages Muan

Skills Athletics +5, Stealth +7

Str +3, **Dex** +1, **Con** +0, **Int** –2, **Wis** +0, **Cha** +1

AC 14; **Fort** +6, **Ref** +4, **Will** +10

HP 24; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** fire 3, slashing 3

Speed 20 feet, fly 25 feet

Melee ❖ claw +8, **Damage** 1d6 piercing plus thorn puncture

Arcane Innate Spells DC 15; **2nd** *oaken resilience* (self only); **1st** *verdant sprout* (page 199); **Cantrips (1st)** *tangle vine*

Breathe Pollen ❖❖ (arcane, plant) The wood scamp breathes choking pollen in a 15-foot cone that deals 2d6 poison damage to each creature within the area (DC 17 basic Reflex save; creatures who don't need to breathe are immune). The wood scamp can't Breathe Pollen again for 1d4 rounds.

Thorn Puncture The wood scamp breaks off one of its thorn-like claws in the target's skin, dealing 1 persistent bleed damage until the thorn is removed, which requires an Interact action. This damage is cumulative with each thorn caught in a creature's skin.

WILD BUT UNWILD

Many wood elementals are created by kizidhars (page 212) and other powerful creatures on the Plane of Wood and placed in rote roles. Populating nature preserves and sprawling estates, they can be unsure how to behave if released into the wild. They're essentially born domesticated and will likely act far differently than the wild creatures they mimic, even in natural environments. Their natural predators are few, putting the elementals at less risk, although they're still sometimes eaten by giant termites or captured by some as pets.



VEGETABLE LAMB

A BRAIN BY ANY OTHER NAME

Even if Lady Shumunue (page 194) taught the wood elementals' ancestors to mimic animals, a wood elemental's consciousness is contained not in a brain but in its root system. Entities like nursery crawlers, living groves, and carved beasts use this to their advantage. That an elemental's wooden body can be carved and crafted, apparently without lasting harm, implies that they might not feel pain so long as their roots remain undamaged.

MOSS SLOTH

These moss colonies coalesce over a century into the rough facsimile of a large sloth, right down to mimicking the unique structure of the animal's fur that attracts additional fungi and pollinating insects. Unless summoned or attacked, they rarely leave the trees upon which they first formed.

MOSS SLOTH — CREATURE 2

SMALL ELEMENTAL PLANT WOOD

Perception +8

Skills Nature +7, Survival +8

Str +3, **Dex** +0, **Con** +4, **Int** –4, **Wis** +2, **Cha** +1

AC 18; **Fort** +9, **Ref** +3, **Will** +11

HP 40, regeneration 5 (deactivated by fire); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 5; **Weaknesses** fire 4, slashing 3

Insect Swarm The first time each day that the moss sloth takes damage from a bludgeoning melee attack, a patch of moss collapses inward, releasing insects that swarm the attacking creature and deal 2d4 piercing damage (DC 15 basic Reflex save).

Speed 10 feet, climb 15 feet; hold fast

Melee ❖ wooden claw +9, **Damage** 1d8+2 bludgeoning

Ranged ❖ fruit +6 (range increment 15 feet), **Damage** 1d6+2 bludgeoning

Hold Fast A moss sloth can climb on ceilings and other inverted surfaces, though it treats such surfaces as difficult terrain.

NURSERY CRAWLER

The vibrant elemental energy of the Plane of Wood imbues even the most rotten of fallen trees, empowering their remains to travel in search of the best locations for the next generation to put down roots. This mono-eyed, rotten stump launches seeds that begin to sprout the moment they're buried, whether in the ground or in a living creature's skin.



NURSERY CRAWLER

NURSERY CRAWLER — CREATURE 3

SMALL ELEMENTAL PLANT WOOD

Perception +9

Skills Deception +5 (+10 when pretending to be a mundane stump or log), Survival +9

Str +4, **Dex** +3, **Con** +3, **Int** –2, **Wis** +1, **Cha** +0

AC 18; **Fort** +6, **Ref** +4, **Will** +12

HP 48; **Immunities** bleed, paralyzed, poison, sleep; **Weakness** axes 5, fire 5

Speed 20 feet, climb 20 feet

Melee ❖ root +9, **Damage** 1d8+4 bludgeoning

Ranged ❖ seed +8 (range increment 20 feet), **Damage** 1d6+3 piercing plus germinate

Germinate (plant) A creature hit by the nursery crawler's seed Strike must, on its turn, spend an Interact action to remove the seed; any seeds still implanted at the end of the creature's turn begin to sprout, dealing 1d6 persistent bleed damage and rendering the seeded creature clumsy and off-guard. Removing a seed after it's sprouted deals 1d4 piercing damage; removing it before it begins to sprout does no damage. Removed seeds that land in viable soil sprout immediately and grow into new saplings after 1 hour.

WHIPPING WILLOW

These tall, thin figures are too treelike to be dryads, yet too humanoid to be arboreals. Their blank faces and thin trunks bear only the slightest

suggestion of humanoid features. Rather than hands, their long, branchlike arms eventually split into equally proportioned branchlike digits, which the willows use both to fight and swing through their native plane.

WHIPPING WILLOW CREATURE 4

MEDIUM ELEMENTAL PLANT WOOD

Perception +11
Languages Arboreal, Muan
Skills Athletics +12 (+15 to Trip or Grapple)
Str +2, **Dex** +5, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2
Grounded When saving against an effect attempting to knock them prone, a whipping willow achieves one degree of success better than what they rolled. Additionally, the willow doesn't fall prone on a critical failure to Trip an opponent.

AC 20; **Fort** +10, **Ref** +8, **Will** +14
HP 75; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** axes 5, fire 5

Speed 30 feet, climb 40 feet
Melee ❖ whip +11 (finesse, reach 15 feet, trip), **Damage** 2d8+5 bludgeoning plus strangling vines
Constrict ❖ 2d4+5 bludgeoning, DC 21 (page 232)
Strangling Vines When a whipping willow hits a creature with their whip Strike, they can choose to Grab and begin strangling the creature. The target is suffocating and can't speak as long as it's strangled.
Unseating Sweep ❖❖ The whipping willow attempts to Trip all creatures within a 15-foot cone, making a single Athletics check against all targets' Reflex DCs.

LIVING GROVE

A living grove is a singular connected entity, with dozens of genetically identical trunks united within the same root system. At rest, a living grove resembles nothing so much as a small arboretum of birch and aspen trees, though oak and redwood varieties that are significantly larger and tougher exist as well.

LIVING GROVE CREATURE 5

LARGE ELEMENTAL PLANT WOOD

Perception +15; tremorsense 30 feet
Languages Arboreal, Muan (understands but can't speak)
Skills Nature +13, Stealth +13 (+16 in forests or grasslands), Survival +12
Str +4, **Dex** +0, **Con** +5, **Int** +0, **Wis** +1, **Cha** +1
Defensive Camouflage The living grove can Hide in natural environments even if it doesn't have cover. While Hiding, its root system is safely covered in dirt, granting the grove a +3 status bonus to AC. A critical hit cracks this protective layer of earth to disperse in the wind, ending the effect.

AC 24 (21 without defensive camouflage); **Fort** +12, **Ref** +7, **Will** +15
HP 90; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** axes 5, fire 7

Speed 20 feet
Melee ❖ branch +15, **Damage** 2d8+4 bludgeoning
Ranged ❖ nuts +11 (range increment 20 feet), **Damage** 2d6+4 bludgeoning
Engulf ❖❖ DC 22, 5d8 bludgeoning, Escape DC 20, Rupture 10 (page 232). A creature Engulfed by the living grove must also attempt a basic Fortitude save as it's battered between the thin, tightly packed trunks.

SLUMBERING GIANTS

Long before mortal civilization, living groves made their way to the Universe, buried their roots deep for safety, and fell dormant. A handful of these ancient elementals survive to this day, numbering among the oldest non-immortal entities yet living on the plane. Their long separation from the Plane of Wood has sent most into a deep hibernation, but an infusion of planar energy or powerful primal magic could potentially wake them up.



LIVING GROVE

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CARVED TREASURES

If an adventurer is careful while defeating a carved beast, the statue may be recovered intact from its defeated body and sold as a lesser art object. With a level-appropriate skill check, a character trained in Crafting can potentially increase the statue's quality to moderate or repurpose it into something else entirely, such as whittling a small bird shape into a decorative whistle.

Critical Success The creature is unaffected.
Success The creature is stunned 1.
Failure The creature is stunned 2.
Critical Failure The creature is stunned 4.

CARVED BEAST

An untold number of stumps carved into roughly hewn animal shapes roam the Plane of Wood. The statue portion of these carved beasts is incapable of articulated movement, though the living wood at their base is fully animate. When left to their own devices, carved beasts prefer to roughly mimic the behaviors of the animals they resemble, like children playing with inarticulate toys.

CARVED BEAST — CREATURE 6

MEDIUM ELEMENTAL PLANT WOOD

Perception +16

Skills Nature +15, Stealth +16 (+19 when posing as a mundane wooden statue)

Str +2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +1, **Cha** +2

Top-Heavy While the carved beast is not Dug In (see below), its unwieldy design leaves it vulnerable to falling over. The DC of any attempt to knock the carved beast prone is reduced by 5, and the beast takes a –5 status penalty to any check or save it attempts to resist being knocked prone. Additionally, whenever the beast fails to Trip opponents with its roots Strike, it critically fails instead. If successfully Shoved by an opponent, the beast must succeed at a DC 20 Reflex save or fall prone.

AC 22 (24 while Dug In); **Fort** +13 (+15 while Dug In), **Ref** +9, **Will** +17

HP 92; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** axes 5, fire 10

Speed 25 feet

Melee ❖ statue +15 (shove), **Damage** 2d8+5 (3d8+5 while Dug In) bludgeoning plus Knockdown (page 233)

Melee ❖ roots +17 (finesse, trip), **Damage** 2d8+5 bludgeoning

Dig In ❖ The carved beast digs its roots into the ground for better protection and purchase. While Dug In, the carved beast can't Stride nor use its roots Strike; however, this also negates the effects of top-heavy, grants the beast a +2 status bonus to its AC and Fortitude saves, and increases the damage of its statue Strike by 1d8. The carved beast can spend an action on its turn to end the effect; alternatively, the effect ends when the carved beast is moved by force, such as via a successful Shove attack.



CARVED BEAST

PINE PANGOLIN

These creatures sleep while hanging upside down by their partially curled tails and rely on their thick wooden scales to protect them from danger. One such danger the scales negate is the falling damage from deliberately rolling up and dropping onto the head of an unsuspecting opponent, which is one of their favorite combat strategies. Beneath their scales, pine pangolin bodies secrete a thick, sticky tar that serves as a secondary line of defense.

PINE PANGOLIN — CREATURE 7

MEDIUM ELEMENTAL PLANT WOOD

Perception +15

Skills Nature +15, Survival +18

Str +4, **Dex** +0, **Con** +5, **Int** +1, **Wis** +2, **Cha** +1

AC 25; **Fort** +15, **Ref** +10, **Will** +18

HP 140; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** axes 5, fire 10

Speed 25 feet

Melee ❖ claw +17 (agile), **Damage** 2d12+3 piercing
Melee ❖ tongue +17, **Damage** 2d8+3 bludgeoning plus Grab (page 232)
Roll Up ❖ (move) The pine pangolin falls prone, closes up its scales, and rolls into a ball. While Rolled Up, the pangolin gains resistance 10 to physical damage and total immunity to falling damage from heights of 50 feet or less. The only action the pine pangolin can take is to Stand, and the effects of Roll Up end once the pangolin Stands.
Secrete Tar ❖ (plant) The pine pangolin secretes a brown, sticky tar within a 5-foot emanation, making those squares difficult terrain for 1 minute. Each creature that enters or starts its turn in a tarred square must succeed at a DC 25 Fortitude save or become immobilized until it Escapes. On a critical failure, the creature falls prone; prone creatures take a –2 circumstance penalty to their checks to Escape the tar. The pine pangolin is immune to the effects of its own tar.

SNAPDRAKE

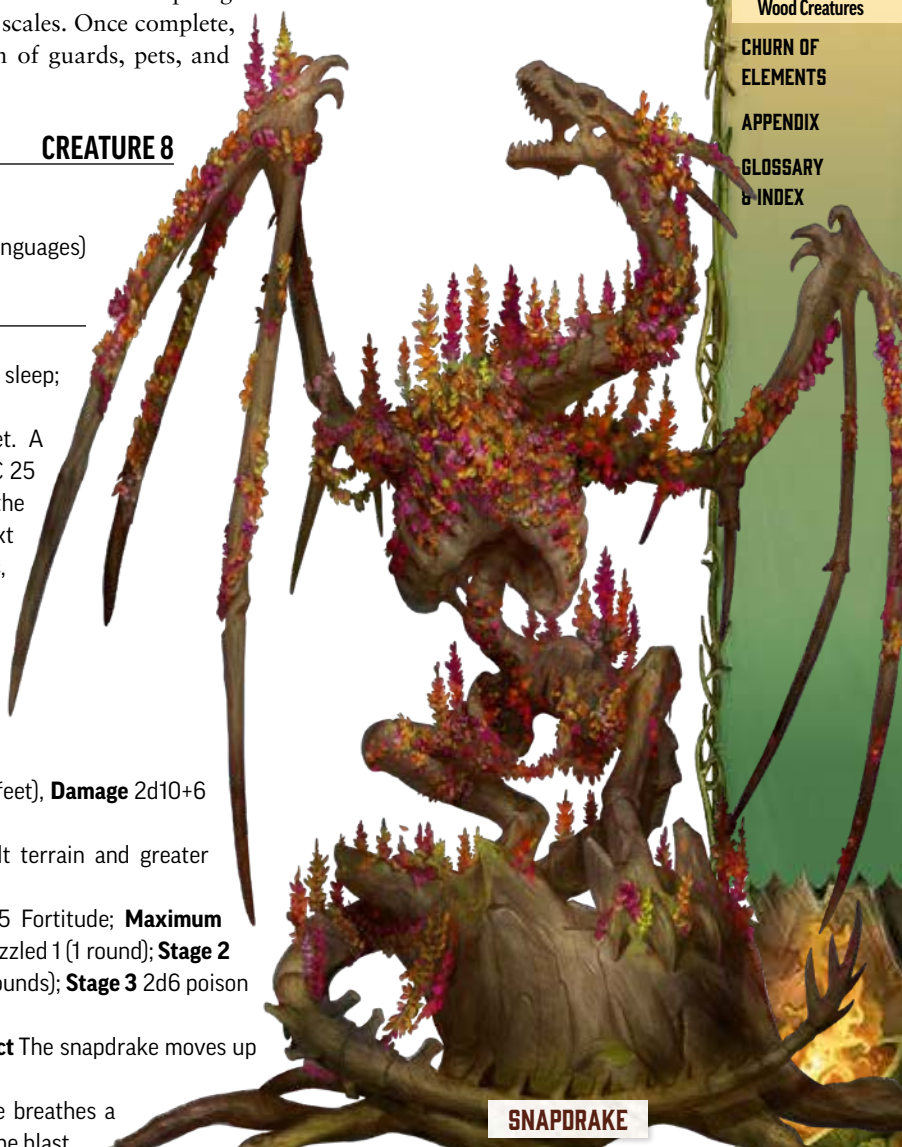
Skilled kizidhar mages and gardeners handcraft these lovely creatures as much for their shuyookhs' aesthetic pleasure as for their protection. Creating a snapdrake requires first painstakingly constructing a frame of living wood in the shape of a drake before weaving thousands of colorful snapdragon flowers into intricate patterns to form its body and scales. Once complete, snapdrakes often serve kizidhars as a combination of guards, pets, and decorations for as long as they are well fed.

SNAPDRAKE CREATURE 8

LARGE ELEMENTAL PLANT WOOD

Perception +16
Languages Arboreal, Common, Muan (can't speak any languages)
Skills Acrobatics +15, Performance +16
Str +4, **Dex** +6, **Con** +3, **Int** –2, **Wis** +3, **Cha** +4

AC 26; **Fort** +16, **Ref** +11, **Will** +19
HP 144; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** axes 10, fire 10
Alluring Scent (aura, olfactory, plant, primal) 30 feet. A creature that enters the emanation must attempt a DC 25 Will save. On a failure, the target is fascinated by the snapdrake and must use at least 1 action on its next turn to Stride closer to the snapdrake. On a success, the target is immune to the snapdrake's alluring scent for 1 hour.
Reactive Strike ↻ Tail scythe only (page 233)
Speed 20 feet, fly 50 feet; greater forest passage
Melee ❖ fangs +14, **Damage** 2d12+4 piercing plus Grab and snapdrake pollen
Melee ❖ tail scythe +16 (deadly d10, finesse, reach 10 feet), **Damage** 2d10+6 slashing
Greater Forest Passage The snapdrake ignores difficult terrain and greater difficult terrain from plants and fungi.
Snapdrake Pollen (plant, poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 8 rounds; **Stage 1** 1d6 poison damage plus dazzled 1 (1 round); **Stage 2** 1d6 poison damage plus dazzled 1 and sickened 1 (2 rounds); **Stage 3** 2d6 poison damage plus confused and sickened 1 (2 rounds)
Speed Surge ❖ (move) **Frequency** 3 times per day; **Effect** The snapdrake moves up to twice its Speed.
Spray Pollen ❖❖ (arcane, plant, poison) The snapdrake breathes a blast of pollen in a 40-foot cone. Creatures caught in the blast



SNAPDRAKE

MORE WOODED ORIGINS

Pine pangolins grow in clusters of two to five individuals on giant trees, protected by a cozy layer of tar until their scales harden enough for their first drop. Snapdrakes are handcrafted for kizidhar nobility, often serving as loyal guards. Nobody knows where painted stags come from, as all who have tried to investigate have been eaten.

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ARTISTIC EXCHANGE

Though few know it, painted stags paint their own markings—making their sporadic appearances in elven art and tattoos, particularly in those cultures descended from the lost nation of Mierani in Varisia, all the more appropriate. Many modern depictions, however, erroneously portray them as benevolent protectors of the forest. Only Darklands tattoo cultures consistently depict them as the relentless predators they truly are.



PAINTED STAG

must succeed at a DC 25 basic Reflex save or be exposed to snapdrake pollen. The snapdrake can't use Spray Pollen again for 1d6 rounds.

PAINTED STAG

At a distance, painted stags appear constructed in the general shape of male deer, their flanks and antlers decorated with unique, colorful patterns. But while they retain (and indeed, augment) the blueprints Shumunue imparted upon them, painted stags reject the confines of the Carved Lady's art of mimicry. Today, their cloven, hardwood hooves can crush bone and daub paint with equal skill, and their antlers snap together in a deadly vise. Their torsos rotate freely to navigate the latticed trees of their home plane—all the better to chase prey to their inevitable death.

PAINTED STAG — CREATURE 9

HUGE ELEMENTAL PLANT WOOD

Perception +21

Skills Athletics +18, Intimidation +23, Nature +18

Str +7, **Dex** +3, **Con** +5, **Int** +2, **Wis** +1, **Cha** +4

AC 27; **Fort** +18, **Ref** +12, **Will** +21

HP 175, regeneration 10 (deactivated by fire); **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** axes 10, fire 10

Speed 45 feet, climb 60 feet

Melee ❖ antler +20, **Damage** 2d12+7 piercing plus Grab

Melee ❖ hooves +20, **Damage** 2d10+7 bludgeoning

Mauler A painted stag gains a +5 circumstance bonus to damage rolls against creatures it has grabbed.

Painted Dance ❖❖ (auditory, mental, plant, primal, visual) The stag shakes the wooden plating along its body in a cacophonous clatter that sets its painted patterns dancing. All creatures within 60 feet of the painted stag who can see or hear it must attempt a DC 28 Will save; a creature grabbed by the stag takes a –4 circumstance penalty to its save. Regardless of the result of its save, each creature is temporarily immune for 1 hour.

Critical Success The creature is unaffected.

Success The creature is fascinated by the painted stag for 1 round.

Failure The creature is stunned 2 and fascinated by the painted stag for as long as it's stunned.

Critical Failure As failure, except stunned 4.

ELEMENTAL THICKET

In the Universe, plant growth proceeds on a scale of days, weeks, years, and decades. Conversely, an elemental thicket grows constantly and in seconds. These writhing masses of living wood are the elemental embodiment of growth itself, swelling up when least expected to consume all in their path.

ELEMENTAL THICKET — CREATURE 11

HUGE ELEMENTAL PLANT WOOD

Perception +24

Skills Athletics +23

Str +7, **Dex** +4, **Con** +6, **Int** +1, **Wis** +2, **Cha** +1

AC 28; **Fort** +20, **Ref** +13, **Will** +25

HP 240, regeneration 15 (deactivated by fire); **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** axes 10, fire 15

Entangling Growth (aura, plant, primal) 30 feet. Plant life erupts out of any and all soil

surrounding the elemental thicket, making the area greater difficult terrain out to 5 feet and difficult terrain out to 30 feet. This ability requires soil and has no effect on terrain without it, such as worked stone, solid rock, open water, etc.

Speed 25 feet, burrow 25 feet, climb 25 feet
Melee ❖ gnarled branch +24 (reach 20 feet), **Damage** 2d12+7 bludgeoning plus Grab
Constrict ❖ 1d12+7 bludgeoning, DC 30 (page 232).
Engulf ❖❖ DC 30, 8d10 bludgeoning, Escape DC 27, Rupture 20 (page 232).

TWINS OF ROWAN

Twins of rowan are among the most powerful elementals on the Plane of Wood, specially crafted to patrol a wide range of wilderness and maintain the plane's carefully constructed order. Despite having two heads and torsos, each twins of rowan is a singular creature; like all wood elementals, their true consciousness is not in their heads but in the roots, and their true body is the trunk of the tree, not the extended limbs.

TWINS OF ROWAN CREATURE 13

HUGE ELEMENTAL PLANT WOOD

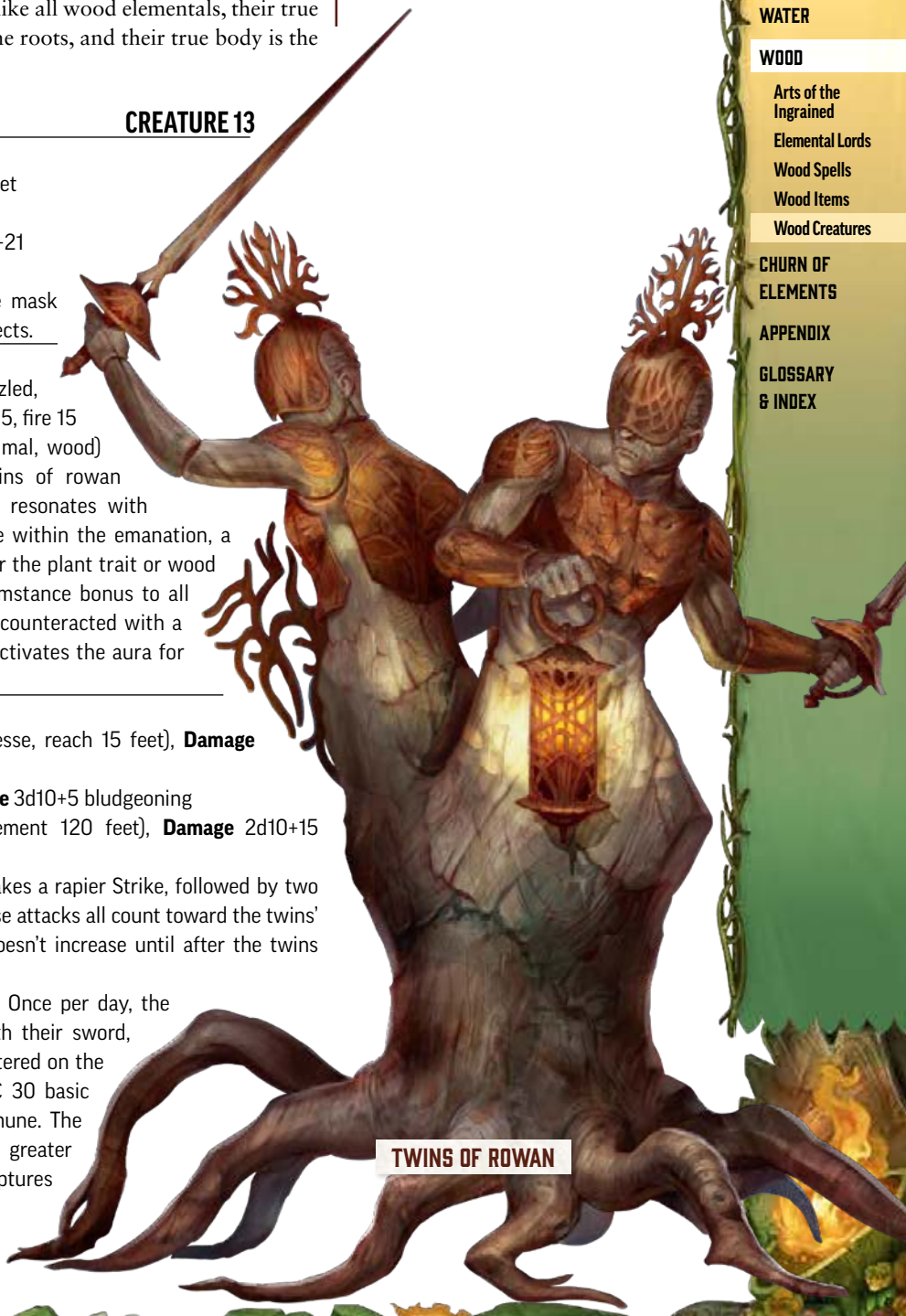
Perception +26; tremorsense (imprecise) 30 feet
Languages Arboreal, Common, Fey, Muan
Skills Athletics +24, Intimidation +26, Nature +21
Str +5, **Dex** +4, **Con** +8, **Int** +2, **Wis** +3, **Cha** +4
Shielded Eyes A twins of rowan's protective mask shields them from blinding and dazzling effects.

AC 34; **Fort** +24, **Ref** +17, **Will** +27
HP 273; **Immunities** bleed, blindness, dazzled, paralyzed, poison, sleep; **Weaknesses** axes 15, fire 15
Beacon of the Rowan Guard (aura, plant, primal, wood) 40 feet. The lantern carried by the twins of rowan contains pure elemental life energy that resonates with and empowers all wood elementals. While within the emanation, a creature with the elemental trait and either the plant trait or wood trait gains fast healing 10 and a +2 circumstance bonus to all attack and damage rolls. The aura can be counteracted with a DC 30 check to *dispel magic*; doing so deactivates the aura for 1d6 rounds.

Speed 35 feet, climb 25 feet
Melee ❖ rapier +26 (deadly d8, disarm, finesse, reach 15 feet), **Damage** 4d8+5 piercing
Melee ❖ fist +25 (agile, reach 15 feet), **Damage** 3d10+5 bludgeoning
Ranged ❖ stump +26 (brutal, range increment 120 feet), **Damage** 2d10+15 bludgeoning
Follow-Up Combo ❖❖ The twins of rowan makes a rapier Strike, followed by two fist Strikes, all against the same target. These attacks all count toward the twins' multiple attack penalty, but the penalty doesn't increase until after the twins make their attacks.
Lifespring Burst ❖❖❖ (plant, primal, vitality) Once per day, the twins of rowan can strike the ground with their sword, releasing a 30-foot burst of life energy centered on the twins that deals 14d6 vitality damage (DC 30 basic Fortitude save); the twins of rowan is immune. The area affected by this burst then becomes greater difficult terrain as vibrant new plant life ruptures through it.
Throw Stump ❖ As Throw Rock (page 233) but can also be used to throw stumps and logs.

SCIONS OF LIFE

Rowan trees have a long association with protection; Shumunue accordingly chose rowan as the base for the powerful guardian twins. Their weapons and protective masks are grown separately from younger saplings fed with mineral-rich magic that makes their wood as strong and sharp as steel.



TWINS OF ROWAN

GENIE, KIZIDHAR

The genies of the Plane of Wood, known as the kizidhars, are overbearing lords of their element. These master crafters of wood specialize in carpentry and all kinds of woodcarving, and they take a particular delight in reshaping the world in their own image—either through creating wooden statues of themselves or by manipulating and controlling the living things around them. Though they're able to carve themselves similarly, they usually regard their own forms as perfect.

Shunning the company of other genies, they prefer to avoid those equal in power and instead surround themselves with circles of sycophants and flatterers. With the pathways to the Universe open again for the first time in ages, kizidhars roam the multiverse to find mortals they can tempt into joining their palace retinues as servants, entertainers, and valuable sources of new information.

KIZIDHAR

Kizidhars look like walking trees, averaging 10 to 12 feet tall with branches twisting to form their arms, faces, and other features. A kizidhar can reshape their body to create any wooden object.

PATRONS OF ART

Kizidhars are great patrons and beings to introduce into a campaign using nature crafting rules (*Treasure Vault* 164). They are proud, vain, and happy to show off their superiority by creating wooden weapons and armor for those who perform a service for them. Kizidhars always seek to gain the upper hand in such deals, however, and PCs exchanging services for kizidhar goods should do so with the knowledge that a kizidhar rarely makes a deal if they don't believe they're getting the better side of the bargain.



KIZIDHAR **CREATURE 6**

UNCOMMON LARGE ELEMENTAL GENIE PLANT WOOD

Perception +14; darkvision

Languages Common, Muan; *speak with plants*, *truespeech*

Skills Acrobatics +11, Arcana +11, Athletics +15, Crafting +15, Deception +13, Intimidation +15, Nature +16, Stealth +13 (+15 in forests)

Str +4, **Dex** +3, **Con** +5, **Int** +3, **Wis** +4, **Cha** +3

Items staff, wooden shield (Hardness 3, HP 12, BT 6)

AC 22 (24 with shield raised); **Fort** +17, **Ref** +13, **Will** +12

HP 110; **Weaknesses** axes 5, fire 5

Shield Block ↻ (page 233)

Speed 25 feet, climb 15 feet; parting the trees

Melee ❖ staff +16 (two-hand d8), **Damage** 2d4+10 bludgeoning

Arcane Innate Spells DC 22; **7th** *interplanar teleport* (at will; to Astral Plane, Elemental Planes, or the Universe only); **5th** *nature's pathway* (at will); **2nd** *entangling flora* (×2), *invisibility* (×2), *one with plants*; **Cantrips (3rd)** *detect magic*; **Constant (6th)** *speak with plants*, *truespeech*

Change Shape ❖ (arcane, concentrate, polymorph) The kizidhar transforms into a Small or Medium wood elemental or plant creature (page 232). This doesn't affect the kizidhar's statistics, but it could change the damage type of their Strikes.

Parting the Trees The genie ignores difficult terrain from plants, and can share their space with larger plants, such as trees.

Sculpt Wood ❖ The kizidhar creates a wooden item out of their body that appears in their hand and remains attached. The item can be a one-handed simple weapon, shield, or object of light Bulk. A kizidhar can instead use this ability to transform an item it's already holding or to remove an object to free its hand. Any item created with Sculpt Wood crumbles to splinters if removed from the kizidhar's possession.

Take Root ❖ (arcane, plant, wood) The genie thrusts their weapon into the ground. Plants sprout and grow out of the ground in a 20-foot burst centered on one corner of the kizidhar's square. All squares on the ground in that area are difficult terrain until the kizidhar uses this ability again.

KIZIDHAR SHUYOOKH

Kizidhar shuyookhs are the powerful rulers of the Glowing Infinity on the Plane of Wood. They view other genies, including other kizidhars, as subservient to their own greatness, manipulating them as though they were outsiders whenever it helps achieve their goals. Kizidhar shuyookh diplomats are sent as emissaries from the Plane of Wood to the Universe, representing the metropolis of Nodollin and Grand Sultana Eshal Muazzam Rayadii of the Glowing Infinity, Lady of All that Grows and Decays.

KIZIDHAR SHUYOOKH — CREATURE 11

RARE LARGE ELEMENTAL GENIE PLANT WOOD

Perception +22; darkvision

Languages Common, Muan; *speak with plants*, *truespeech*

Skills Acrobatics +20, Arcana +19, Athletics +22, Crafting +23, Deception +21, Intimidation +21, Nature +24, Stealth +22 (+24 in forests)

Str +5, **Dex** +5, **Con** +7, **Int** +4, **Wis** +4, **Cha** +4

Items spear, duskwood shield (Hardness 5, HP 20, BT 10)

AC 30 (32 with shield raised); **Fort** +24, **Ref** +20, **Will** +20

HP 220; **Weaknesses** axes 10, fire 10

Shield Block ↷ (page 233)

Sprout Shield ↷ **Trigger** An enemy hits the kizidhar shuyookh with a melee Strike; **Requirements** The kizidhar shuyookh doesn't have a shield raised; **Effect** The shuyookh can use Sculpt Wood to create a duskwood shield if they don't already have one. The shuyookh then Raises their Shield. The circumstance bonus from the shield applies to their AC against the triggering attack.

Speed 25 feet, climb 25 feet; parting the trees

Melee ❖ spear +23, **Damage** 3d6+11 piercing

Ranged ❖ spear +23 (thrown 20 feet), **Damage** 3d6+11 piercing

Arcane Innate Spells DC 30; **7th** *interplanar teleport* (at will; to Astral Plane, Elemental Planes, or the Universe only); **6th** *invisibility* (×2), *lignify* (page 197), *nature's pathway* (at will); **3rd** *wooden double* (page 199); **2nd** *entangling flora* (at will), *one with plants*; **Cantrips (6th)** *detect magic*; **Constant (6th)** *speak with plants*, *truespeech*

Change Shape ❖ (arcane, concentrate, polymorph) As kizidhar.

Manipulative Wish (downtime) **Frequency** three times per year; **Effect** The shuyookh conducts a *wish* ritual for the benefit of a mortal, requiring no cost or secondary casters. The shuyookh's result is a success if they succeed at a DC 5 flat check or a failure if not. The shuyookh attempts to advance their own interests along with those of any beneficiaries from the wish.

Parting the Trees As kizidhar.

Sculpt Wood ❖ As kizidhar.

Seed of Ambition ❖ (auditory, emotion, mental) **Frequency** once per round; **Effect** The kizidhar plants a desire for greatness in the mind of a creature within 50 feet. The target must attempt a DC 30 Will save. On a failure, until the end of its next turn, the target can't Delay, Ready, or use reactions. Instead, it must use all its actions to Strike or cast the highest rank of spell available to it using spell slots or Focus Points, or take actions to facilitate doing so, such as drawing a weapon or moving toward an enemy. The target must focus its attacks either on the kizidhar or on the opponent it perceives to be the biggest threat. This effect ends if the kizidhar uses Seed of Ambition again.

Take Root ❖ (arcane, plant, wood) As kizidhar.

WISHCRAFTERS

Kizidhar shuyookhs consider themselves artists of wish-crafting, planting, and nurturing the seeds of an idea and guiding its growth into the wish they ultimately bring to life. Shuyookhs take great pride in improving a wish as they conduct the *wish* ritual, often adding their own unique signature elements to wishes, akin to a maker's mark.



HARVEST REGIMENT

Great fruiting trees grow in massive orderly rows in a region of the Plane of Wood called Armory Grove. Over the course of decades, a regiment tree's branches grow heavy, laden with fruits uncannily shaped like people. They're cultivated by retired warriors whose tireless work ensures that these fruits grow into a form suitable for battle. Their efforts instill tactical knowledge in these fruit warriors so they're prepared to fight as soon as they fall from the tree—which they do simultaneously, forming one battle-ready unit. Each soldier is equal in skill and similar in form, with a wooden outer shell that splits into portions as the flesh of the fruit inside ripens. A slain warrior contains seeds within its body that can slowly germinate in rich soil with enough water—or blood. Every battlefield can become a new garden.

OUT OF SEASON

The harvest regiment stat block represents the troop when it's harvested at exactly the right time. A "green," or unripe, regiment might be pressed into service before it's ready, and an overripe version could fall off the tree partially rotten. Both of these use the weak adjustments (*Pathfinder Bestiary 1* 6) and have 126 HP with thresholds of 84 and 42 HP. A green regiment loses juice shower and weakness to fire, and a rotten regiment's juice shower makes the creature sickened 1 if it fails a DC 25 Fortitude save instead of the normal effect.

HARVEST REGIMENT CREATURE 8

GARGANTUAN ELEMENTAL PLANT TROOP WOOD

Perception +17; low-light vision

Languages Fey, Muan

Skills Athletics +18, Survival +17

Str +6, **Dex** +1, **Con** +3, **Int** –1, **Wis** +3, **Cha** –2

AC 26; **Fort** +16, **Ref** +14, **Will** +16

HP 135 (16 squares); **Thresholds** 90 (12 squares), 45 (8 squares); **Weaknesses** area damage 10, fire 10, splash damage 5

Juice Shower When a harvest regiment is critically hit or critically fails a save against a damaging effect, sticky fruit juices splash out. This affects all creatures in a 5-foot emanation. A splashed creature takes a –10-foot status penalty to its Speeds and everything is concealed to it. A creature can Interact to clear off the juice.

Troop Defenses (page 233)

Speed 25 feet; troop movement

Form Up ❖ (page 232)

Raise Shells ❖ The troop raises fragments of their shells shaped like shields to gain a +2 circumstance bonus to AC until the start of their next turn.

Seed Volley ❖❖ The harvest regiment spits an orderly volley of hard seeds drawn from within their bodies. This volley is a 10-foot burst within 120 feet that deals 3d10 bludgeoning damage (DC 23 basic Reflex save). When the harvest regiment is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Shell Smash ❖ to ❖❖❖ **Frequency** once per round; **Effect** The harvest regiment engages in a coordinated melee attack against each enemy within 5 feet, with a DC 23 basic Reflex save. The damage depends on the number of actions.

❖ 1d8+3 bludgeoning damage

❖❖ 2d8+9 bludgeoning damage

❖❖❖ 2d8+12 bludgeoning damage

Troop Movement Whenever the harvest regiment Strides, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving.

LOMORI SPROUT

Lomori sprouts are passionate gardeners who closely tend new growth on the Plane of Wood. Incredibly industrious, they lovingly guide young plants into elaborate constructions and patterns, forming tree tunnels, spiraling fields of flowers, complex hedge mazes, towering tapestries of interwoven bamboo, and other dizzying creations. Lomori sprouts meticulously collect the trimmings, seeds, and debris from the flora in their care. They plant the seeds to yield new growth and frenetically weave the rest into nests, spheres, and other simple objects. They're shy and skittish, often losing themselves in their labors, but they're always friendly to those who treat their gardens with respect.

Lomoris are aeon spirits dispatched to the elemental planes long ago to pursue the act of creation. While most of the aeons dispatched to the other elemental planes performed their duties and rejoined their aeon brethren, those on the Plane of Wood lingered, becoming trapped as the plane receded. Over the ages, they adapted and evolved into lomoris. Today, lomoris have more in common with the other denizens of the Plane of Wood than they do with their aeon ancestors.

Lomori sprouts, much like conrasus, have a central black sphere, known as a lomori's core, that functions as their primary body and consciousness. Where conrasus forge a sturdy exoskeleton, lomoris cultivate a tall mound of prairie grass surrounding their core, which easily grows to be 2–3 times the core's height. The lomori shapes the mound as it grows, creating protective layers to guard their core and forming other useful appendages. Most lomoris have six intricately detailed, crab-like legs of wood that emerge from the lower half of their core, allowing them to rapidly scuttle across the ground or climb trees.

LOMORI SPROUT CREATURE 3

RARE TINY AEON PLANT WOOD

Perception +9; darkvision

Languages Muan, Rasu, Utopian

Skills Acrobatics +11, Athletics +7, Crafting +10, Gardening Lore +11, Nature +10, Stealth +11

Str +0, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1

AC 17; **Fort** +6, **Ref** +11, **Will** +8

HP 50; **Weaknesses** fire 3, void 3

Scurry ↻ **Trigger** A creature the lomori sprout can observe attacks the sprout; **Effect** After the attack resolves, the lomori sprout can Stride up to their speed. This movement doesn't trigger reactions from the triggering creature.

Speed 30 feet, climb 20 feet

Melee ◆◆ grass lash +9 (disarm, finesse, reach 5 feet), **Damage** 2d6 slashing plus Knockdown (page 233)

Take Root ◆◆ **Requirements** The lomori sprout is on the ground; **Effect** The lomori sprout plants themself in the ground. Grasping roots erupt from the ground in a 5-foot burst within 60 feet of the lomori sprout, dealing 4d4 bludgeoning damage (DC 20 basic Reflex save) to creatures in the area; on a failed save, a creature gains the immobilized condition until it Escapes (DC 20). The roots also make the area difficult terrain for 1 minute, after which they decompose into fertile mulch; the area is no longer difficult terrain, and any creatures still immobilized by the roots automatically Escape.

Greater Forest Passage The lomori sprout ignores difficult terrain and greater difficult terrain from plants and fungi.

GET OFF MY LAWN!

Lomori sprouts are industrious yet skittish, halting their work only to hide from intruders—if they can be bothered to stop at all. They're ceaseless in their efforts, often working together in large groups to tend vast swaths of land. Nothing rouses a lomori sprout to violence faster than damaging their garden or other creations.



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NIGHTWOOD GUARDIAN

The nightwoods are parts of the Plane of Wood permanently bathed in darkness due to an absence of fluorescent plants. Here, the flora and fauna require darkness, not light, to thrive. Troll-like creatures known as nightwood guardians patrol these woods to ensure they remain in perpetual shadow. Considering themselves righteous gardens, they care little for the excuses of anyone else—intruders or residents. The guardians absolutely loathe the light, though it doesn't harm them as it does some varieties of creatures. Though wary of both light and any interloping lifeforms in their natural habitat, a nightwood guardian's fear turns easily to wrath, making the guardian a force of fury who seeks to drive out intruders.

RARE GENTLENESS

Though most encounters with nightwood guardians end in violence, the Plane of Wood has many folktales about these giant creatures escorting youngsters lost in the nightwoods safely out of the darkness. Whether these stories are true or wishful thinking is debated, with some arguing that a nightwood guardian would only perform such a kindness on the orders of another creature.

NIGHTWOOD GUARDIAN — CREATURE 9

UNCOMMON | LARGE | GIANT | TROLL | WOOD

Perception +17; darkvision

Languages Fey, Jotun, Muan

Skills Athletics +23, Intimidation +21, Nightwood Lore +15

Str +6, **Dex** +3, **Con** +6, **Int** +0, **Wis** +2, **Cha** +2

Items club, elemental wooden shield (Hardness 8, Hit Points 64, BT 32)

Light Blindness (page 233)

AC 26 (28 with shield raised); **Fort** +21, **Ref** +16, **Will** +17

HP 200, flesh of wood; **Weaknesses** axes 10, fire 10

Fire-fueled Rage When a nightwood guardian takes fire damage, they become enraged. The guardian gains 15 temporary Hit Points, deals 2 additional damage with melee Strikes, and has a –1 penalty to AC. They can't Raise their Shield or use actions with the concentrate trait except for Seek. This effect ends when the nightwood guardian no longer observes any fire for 1 round or when they fall unconscious, whichever comes first.

Flesh of Wood (primal, wood) Wounds inflicted on a nightwood guardian turn their flesh to wood. When the guardian is reduced to 40 HP or fewer, their body becomes solid wood. They are stunned, have resistance 10 to all damage, and have regeneration 40 (deactivated by fire). This ends once the guardian has 100 HP or more, though they can choose to stay in this form indefinitely.

Shield Eyes When a nightwood guardian has their shield raised, they protect their eyes, losing the blinded and dazzled conditions from light blindness and other light effects.

Reactive Strike ↻ (page 233)

Shield Block ↻ (page 233)

Speed 30 feet

Melee ◆ club +21 (reach 10 feet), **Damage** 3d8+6 bludgeoning

Melee ◆ jaws +21 (reach 10 feet), **Damage** 2d12+6 piercing

Nightwood Roar ◆◆ (concentrate, darkness, primal) **Frequency** once per hour; **Effect** The guardian roars, snuffing out lights in a 30-foot cone. Ordinary flames and lights are extinguished, and the guardian attempts to counteract any magical light with a +21 counteract modifier and a counteract rank of 5.

PLANAR SCION, ARDANDE

Ardandes are geniekin whose elemental birthright ties them to the Plane of Wood. Their elemental connection can take many different forms, all expressions of the different types and permutations of elemental wood. They might embody the life and vibrancy of a seedling, full of potential and ready to grow. Or, they could be strong and flexible, like the branches and roots of ancient trees, interconnected and all growing together. They could also possess power over death and decay, like decomposing logs ready to fertilize and feed the next generation.

Common on the Plane of Wood, uncommon in the First World, and only on the cusp of a resurgence into the Universe, the ardandes often feel misplaced in the multiverse, born into the wrong place or the wrong time. Many spend their lives searching the planes for answers about themselves and their heritage.

Ardandes are found in all major cities and civilizations on the Plane of Wood, though most live in Nodollin, the Glowing Infinity, a metropolis controlled by the powerful kizidhars. Some ardandes say life in Nodollin is filled with infantilization and belittlement from the kizidhars, the wood genies who rule the land and much of the plane. The kizidhars largely view ardandes as genies like them, but a lesser form of genie that ranks below kizidhar commoners in the same way they are lesser to the shuyookhs. Though a few ardandes rebel against this social order, the weight of culture tells them hierarchies are natural to the element of wood, and they should accept their place even if they chafe.

Many planar ardandes moved to Shodokar when the new city was founded, hoping the influx of portals leading out of the Plane of Wood would let them visit the rest of the multiverse and learn about their lost mortal heritage. They delight in meeting visitors and showing off the beauty and wonders of their home plane. Some have even moved to the Universe, and they make invaluable mentors for the new ardandes only just discovering their elemental potential across Golarion.

FIRST WORLD ARDANDE

Some ardandes are born in the First World, the children of dryads who take mortal lovers. These ardandes have little contact with other mortals and think of themselves as elemental fey rather than planar scions, a reasonable perspective when life in the First World means severance from the River of Souls.



ARDANDE GARDENER — CREATURE 1

MEDIUM ARDANDE HUMAN HUMANOID

Perception +7; low-light vision

Languages Common, Muan

Skills Athletics +3, Crafting +6, Diplomacy +3, Nature +7, Stealth +6

Str +0, **Dex** +3, **Con** +1, **Int** +1, **Wis** +4, **Cha** +0

Items gardening tools, *glowing lantern fruit* (page 201), shortbow (20 arrows), sickle

Plant Empathy The ardande gardener can use Diplomacy to Make an Impression and make very simple requests of plants.

AC 16; **Fort** +4, **Ref** +6, **Will** +9

HP 17

Speed 25 feet

Melee ❖ sickle +6 (agile, finesse, trip), **Damage** 1d4 slashing

Ranged ❖ shortbow +8 (deadly d10, range increment 60 feet), **Damage** 1d6 piercing

Primal Prepared Spells DC 17, attack +9; **1st** *heal*, *tailwind*, *wall of shrubs* (page 199); **Cantrips (1st)** *detect magic*, *know the way*, *take root* (page 198), *tangle vine*, *timber* (page 198)

Decompose ❖❖ (primal, void) **Frequency** once per day; **Effect** Void energy seeps out of the ardande gardener, decaying everything within a 5-foot emanation and causing plants and foliage to age and decompose. Natural difficult terrain is destroyed, and creatures in the area with the plant or wood trait take 1d6 void damage (DC 16 basic Fortitude).



Churn of Elements

In all my travels across the planes, those places across the cosmos where the planes and their elements interact have always held my curiosity. On the universal level, we know that each element feeds into the next in the cycle, but these exchanges are rarely observable. The fact that the elemental planes have peripheries at all raises several questions: Why were the elements divided as they are? What rules dictate that elements should attract those like them, but repel all others? And do those rules account for the other places across the cosmos where the elements mix, whether together but separate like oil and water or fully melded like metallic alloys, in the occurrence we call elemental churn?

The churn—our name for both the phenomenon and the regions in which it occurs—is truly a marvel to behold. Imagine blazing spheres of fire boring through solid rock or a field of icebergs stacked as far as the eye can see, some submerged in water and others lifting into the Plane of Air. My fellow travelers and I are often speechless when we come across these sights. Partly, this comes from a sense of awe, but it's also due to the inability of our senses to fully process the miraculous and illogical events transpiring before us.

Sometimes, too, that silence comes from fear. Churn regions can be quite perilous to cross, whether due to their sheer elemental hazard or the tangled politics of their associated planar interests. For me, however, these risks have been worth it. Those interested in expanding their understanding of elemental magic, discovering new species, or participating in high-stakes diplomacy should certainly consider a trip to the churn.

Elemental Methods

Long after I learned how elementalists from the Universe mix elements together for their spells, I discovered that there are, in fact, two very different methods of wielding mixed elemental magic. After comparing notes and discussing my observations with various experts, we came to the conclusion that the style usually practiced in the Universe could be best described as **discrete elementalism**. That is, the caster retains the elements as individual components: fire remains fire, water remains water, and so on.

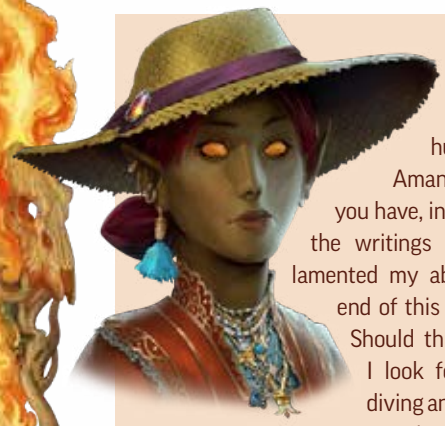
A spell might call upon all elements, or push two together to create a specific effect. Discrete elementalists then tweak the amount of each element applied. This manipulation allows them to combine the same elements but yield different outcomes; fire and water, for example, can be mixed in different amounts to create steam, mist, or clouds. The effects of these combinations are likely endless so long as a caster dedicates time to perfecting their control over how much of an element they call forth.

Because discrete elementalism keeps the elements separate, it's a great boon for elementalists pursuing only one or a few elements, as it means their specialty rarely impedes their studies.

Churn elementalism, sometimes called indiscrete elementalism, is practiced by not keeping the elements intact and separate during casting. Originating on the Outer Planes, this form of elementalism draws on churn regions to manipulate elemental energy while it transitions or transforms between elements. Most churn elementalists follow the change of elements along the feeding cycle, but I've met several who follow the countering cycle instead! Contrary to popular belief, this doesn't make learning how to manipulate churn more difficult; rather, it's more akin to following which hand you're naturally inclined to use.

It's difficult to say which form is simpler to learn and master. Discrete elementalism is easier in the beginning, especially for those specializing in one element, but it demands substantial trial and error later as the caster experiments with how to produce a broader array of results. Churn elementalism, meanwhile, is much harder at the start. Being able to hold the homogeneous mixture of energy in its proto-elemental state can take months, even years. However, once an elementalist stabilizes their hold on this energy, they can simply shape and push it in whatever direction they require.





In Conclusion

As promised, I return to the page, your humble curator Aziza Amani al-Fasih. I dearly hope you have, in equal measure, enjoyed the writings of my colleagues and lamented my absence. This marks the end of this overview of the planes. Should this volume find success, I look forward to digging—and diving and flying—into the deeper mysteries and odder places. And if you follow this guide in your own journeys, please write to me about anything you find.

The Churn, Up Close

Many mistakenly believe that churn phenomena occur only at the boundaries where the elemental planes meet. In truth, pockets, pseudo-demiplanes, or fragments of other elements can manifest anywhere—even in the middle of a plane where you'd least expect to see them. How they got there is a mystery for the ages, which frankly makes investigating them all the more fun!

"Spiking" is a known phenomenon in which a spot on a plane suddenly—in a sequence of events that occurs far too quickly to analyze—collapses. This collapse stretches past any neighboring planes to somewhere beyond, reaching into an elemental plane or any other plane of existence. The rush of cosmic energy often brings catastrophe to the surrounding region, so places with high spiking activity are usually barren, save for a few hardy species.

If you asked me to summarize churn regions using a single word, I would pick "unbelievable," both in terms of "I can't believe what I'm seeing," and also "I can't believe we survived that." It's not just the environment itself that evokes awe, but the creatures, weather, events, and people you meet there. Of course, all these features can still carry the same familiar dangers, such as unexpected planar properties, hostile residents or native creatures, and sudden environmental changes. Most travelers through the depths of the Plane of Water, for example, would likely be unprepared to deal with elemental fire—but a churn location large enough to constitute its own demiplane could render any protective spells you cast on yourself wholly ineffective. I know from personal experience that it certainly doesn't hurt to have extra scrolls at the ready for such situations!

Recent Developments

The return of the Planes of Wood and Metal has been interesting for churn regions. Some places remained as they were, such as the eternal flames found in the Planes of Air and Water. Others, like the Miner's Trove in the Plane of Earth, vanished, though exactly when these disappearances occurred is unknown, as many weren't discovered until later. As a result, scholars have rushed to document as many of the known churn regions as possible, hoping to catch what might be a last glimpse of these planar phenomena. While we know for certain that elemental churn has been affected, we're less certain on whether regions infused with energy from other non-elemental planes, such as the Void, are undergoing similar transformations.

As always, planar politics remain an issue for travelers to deal with. The return of the Planes of Wood and Metal has heightened old tensions; the armies of the Plane of Wood and Plane of Fire have already made moves to secure churn regions on their planes, out of fear that they may become breach points. While this usually means such areas are off-limits, that certainly doesn't stop spies nor the very, very curious academics. Missing-persons reports and requests for diplomatic extraction abound, and need investigating!

Additionally, though churn elementalism has remained somewhat exclusive to the Outer Planes until now, the recent return elemental wood and metal suggest to me that Golarion may become a new hub of learning for churn elementalism. The Universe contains all elements, after all, and now each is as easily channeled as the rest. No doubt there are busy days ahead for those who work to facilitate communication and scholarship between the planes, and many, many invitations to be extended.

Notable Churn Regions

Though my places-to-investigate list somehow continues to grow, here are some of the most intriguing entries. Even my best understanding may not be complete—rumors swirl about these places, as is to be expected.

For this chapter, I have consulted the other authors found in this volume, along with transplanar explorers of my acquaintance. As the elemental planes are immeasurably vast, their border zones are smaller, yet still filled with phenomena beyond our ability to fully measure!

Burning Forest

The Burning Forest of the Plane of Fire is a notable "spike." The terrain is a mix of blistering metallic grains as fine as sand, where shrubs and trees burn forever, fueling the flames with their sap and branches. Many of the plants that thrive here have adapted by curling into a ball and preparing to roll whenever a spiking event shoots them unceremoniously into the air.

An eerie stronghold built of ever-burning wood stands somewhere within the forest, a constant moaning song emanating from within. Wayward travelers who have survived coming close to this fortress describe being

hunted by well-armed fire forces, not unlike those who serve Ymeri. Though unconfirmed, this suggests that the fortress may be a part of one of the Queen of the Inferno's many nefarious plots.

THE ETERNAL STORM CLOUDS

After the Plane of Wood's disappearance, a grand field of storms, lightning, and waterspouts appeared in the Plane of Air, believed to be an aftereffect of the sudden influx of elemental water. When the Plane of Wood first returned, the storm initially showed signs of fading before roaring back even stronger than before. The energy in the area has been so powerful that we believe there may be a permanent hole or tunnel connecting the Planes of Air and Water within the mass, such that the Plane of Wood may never form its full shell.

Recently, observers have spotted a plenitude of roots extending out of the bottom of the storm's roiling clouds. Lightning occasionally outlines some sort of structure hidden within, and a rumor circulating in Armun Kelisk claims that a powerful giant, possibly a traveler from the Universe, has established an estate within the clouds. Stranger still are the various elementals who have been leaving the Verglas Processional in droves to approach this mass of storms. We don't know yet if they come in peace or hostility, but allies of Ranginori dread it might be the latter.

THE EXPOSED COLONY

These giant metal harvester ants found on the Plane of Earth are thought to have originated on the Plane of Metal. Once they burrowed across the planar boundaries, the ants quickly adapted, mining metallic veins a beneath the surface to form the sturdy walls of their immense nest. As the Plane of Metal faded over time and the ants expanded their home, the nest eventually grew so large that it breached the Plane of Water. From this breach, the energy generated within the nest's metallic walls is dispersed in hot chemical fumes, much like underwater thermal vents.

Recently, the top portion of the metallic nest became exposed after a large air pocket manifested near its entrance. Those who've investigated the breach have reported that some kind of powerful air elemental or genie created the air pocket to erode the nest's walls. This invader still occupies the exposed portions of the nest, along with their minions. However, the ants can't devote their attention to these intruders, as the Plane of Metal's return has severed the colony in two. Ants on both sides work tirelessly to reconnect their home, but once they do, we don't know what mix of elements the connection will yield. At best, the massive nest might, after all its upheavals, simply reach a state of equilibrium. At worst, such churn could theoretically create an explosion massive enough to traverse three elemental planes.

HOT SPRING GEODE

If you're in search of great scenery complete with hot springs in which to relax and appreciate the view, look no further than this large rock that travels through the elemental planes on an orbit of its own. The entrance into the crystalline interior shimmers in a rainbow of colors before unfolding to reveal air pockets within—each housing an entire thriving biome! Given the magical light sources that sustain these plants, someone must have populated the geode's interior, though we don't know who or why.

Aside from its very existence, the hot spring geode has another mystery: the deeper you travel inward, the hotter it gets. No one has discovered why, but it's rumored that some artifact hidden inside may be responsible.

THE TIN REEF

Along the border between the Plane of Metal and Plane of Water, the two elements intertwine in a large knot, not unlike a coral reef made of metal fragments. Here, the waters run red with rust and floats of liquid metal are so infused with elemental water that they can float along the currents between crimson waves. The area also experiences extreme tidal waves with great frequency, possibly because of water currents and magnetic fields come into conflict and compound their inherent forces.

Aquatic creatures living in these border zones have evolved quickly. Fish scales are now inlaid with metal, and their teeth have become plated. Even simple urchins now feature metal spines. Even more extraordinary are the elementals. Water elementals have grown strong from feeding off the metals in the reef and are now dangerously acidic. Metal elementals have a harder time of it. Many have become shells of themselves as they rust away, left with little choice but to attach to other creatures and become a sort of living armor.

TREETOP CROSSROADS

Before, nothing touched the Plane of Air but the surface of the water and vast plains of ice. But now, towering trees reach out, intruding into the broad skies. The natural creatures of the two planes seem content. Great birds and simple air elementals flit across the borders, nesting on one plane but happily hunting or gathering from both. The civilizations of the two planes, on the other hand, look upon the change with unease. The jaathooms and kizidhars have both posted genie soldiers along the borders, but neither has initiated hostilities. Rather, they established a buffer zone, and both sides have respected the division so far. It didn't take long for them to send small envoys for diplomacy and trade, and they quickly found more common ground than expected. Neither group received permission from their superiors to communicate across the border, and even such minor acts could bring down wrath from above if word got out.

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HYBRID ELEMENT SPELLS

Some multi-elemental spells have a singular effect but can pull from any elemental combination of the caster's choice. Others call upon multiple elements at once. These can either draw power from an area of elemental churn, or the caster combines both elements during the casting—either path is equal in power.

ELEMENTAL BREATH ◆◆ TO ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 30 feet; **Area** 60-foot cone

Defense basic Reflex

You open a miniature portal to an elemental plane within your mouth, then exhale a powerful explosion of the plane's element. Roll 1d6 to determine the element. If you used 3 actions to Cast this Spell, you can choose the element instead. This spell gains the trait matching the element.

Each creature in the cone must attempt a basic Reflex save.

- **Air** Strong winds and lightning strikes buffet creatures in the cone, dealing 6d10 electricity damage. A creature that fails its save is also pushed 10 feet.
- **Earth** A cone of mud deals 5d10 bludgeoning damage to creatures in the area. A creature on the ground that fails its save slips and falls prone.
- **Fire** A surging cone of fire deals 7d10 fire damage.
- **Metal** A cone of rust slices flesh and damages metal. Each creature in the area takes 5d10 slashing damage. A creature made of metal gets a result one degree of success worse than it rolled, and an unattended metal object gets a critical failure.
- **Water** A torrent of chilled water deals 3d10 cold damage and 3d10 bludgeoning damage.
- **Wood** Branches rip through creatures, dealing 3d10 piercing damage and 3d10 slashing damage. Ground in the area becomes difficult terrain for 1 minute.

Heightened (+1) The damage increases by 1d10. For water and wood, you can choose which damage type increases for each rank the spell is heightened.

ELEMENTAL COUNTER ↷ CANTRIP 1

UNCOMMON CANTRIP CONCENTRATE

Traditions arcane, primal

Trigger You or a creature within 60 feet rolls a saving throw against a spell with the earth, fire, metal, plant, water, or wood trait, or are targeted by a spell attack with such a trait.

Requirements You have a spell slot from which you could Cast a Spell of the triggering spell's countering element; see text.

Each element in the elemental cycle counters another (as described on pages 8–9), and you can use your elemental spells to protect against elements they counter. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell, using the rank of the spell you lost for the counteract rank. You can lose a plant or wood spell to counter earth, an earth spell to counter water, a water spell to counter fire, a fire spell to counter metal, or a metal spell to counter plant or wood.

ELEMENTAL SENSE ◆◆ SPELL 4

CONCENTRATE MANIPULATE REVELATION

Traditions arcane, primal

Duration 10 minutes

The elements grant you sensory enhancements. Choose one of the options below. The spell gains the listed trait or traits.

- **Aquatic Echolocation** (water) You use your hearing as a precise sense when underwater.
- **Heatsense** (fire) You can sense creatures with a temperature of 90° Fahrenheit or higher within 30 feet as an imprecise sense.
- **Magnetoreception** (metal) You can sense creatures carrying metal items with a total of 1 Bulk or greater; this is an imprecise sense with a range of 30 feet. If a creature is made of metal or has the metal trait, you can detect it as though magnetoreception were a precise sense. In addition, you continuously know which direction is north.
- **Mechanoreception** (air) You can see invisible creatures and objects. They appear to you as translucent shapes, and they are concealed to you.
- **Tremorsense** (earth) You gain tremorsense (imprecise) with a range of 30 feet.
- **Woodsense** (plant, wood) You can sense creatures carrying wood items with a total of 1 Bulk or greater; this is an imprecise sense with a range of 30 feet. If a creature is made of wood or has the plant or wood trait, you can detect it as though woodsense were a precise sense.

Heightened (6th) The duration increases to 8 hours, and you can take 1 minute to recalibrate the sense, switching from your current elemental sense to a different one.

SUMMON ELEMENTAL HERALD ◆◆◆ SPELL 8

CONCENTRATE INCARNATE MANIPULATE

Traditions arcane, divine, primal

Range 100 feet

Duration until the end of your next turn

Your meditation into the different elemental planes connects you to them deeply, and this connection allows you to summon a herald of an elemental lord. The herald arrives in the form of a natural disaster centralized on your enemies. The herald occupies the space of a Huge creature. When you Cast this Spell, choose one of the elemental heralds below to summon; if you're a divine spellcaster who worships an elemental lord,

you must choose the option matching your deity's element. This spell gains the trait (air, earth, fire, metal, water, or wood) matching your choice.

- **Air** Speed fly 60 feet; **Arrive** (air) *Supercell Front* The herald of air arrives in the form of a twisting tornado, with high-speed winds slamming into your enemies. Each enemy in a 100-foot emanation takes 10d8 bludgeoning damage with a basic Fortitude save; **Depart** (air) *Twister Downdraft* Each enemy in a 60-foot line must attempt a Fortitude save. A creature that fails is knocked prone if it's on the ground or descends 40 feet if it's in the air. A creature that descends takes falling damage if this forced movement brings it to the ground.
- **Earth** Speed 50 feet, burrow 30 feet; **Arrive** (earth) *Tectonic Rise* The herald of earth erupts from the ground, splitting it open in a 50-foot emanation. Each enemy in the emanation takes 10d6 slashing damage from the flying debris with a basic Reflex save. Enemies who critically fail fall 30 feet into the crevasse, taking falling damage (the sides of the fissure require successful DC 15 Athletics checks to Climb); **Depart** (sonic) *Plate Crash* The herald of earth sinks back into the ground, and the sides of the crevasse slam together with a deafening blow, dealing 5d10 sonic damage with a basic Fortitude save to all enemies in a 30-foot emanation. An enemy that critically fails is deafened for 10 minutes.
- **Fire** Speed 60 feet, fly 40 feet; **Arrive** (fire) *Magma Flow* The herald of fire flows into the area as living magma, dealing 10d6 fire damage and 3d6 persistent fire damage to all enemies in a 60-foot emanation with a basic Reflex save; **Depart** (fire) *Flame Vortex* Each enemy in a 60-foot line takes 6d6 fire damage and 3d6 persistent fire damage with a basic Reflex save as the fire herald whips into a fire pillar before vanishing.
- **Metal** Speed 50 feet, fly 50 feet; **Arrive** (metal) *Shard Cloud* The herald of metal arrives as a cloud of metal shards and static electricity, dealing 4d8 slashing damage and 4d12 electricity damage to all enemies in a 50-foot emanation with a basic Reflex save; **Depart** (metal) *Rust Mist* The shards in the cloud rapidly rust and cling to enemies in the 50-foot emanation, dealing 10d6 damage to metal creatures and objects in the area with a basic Reflex save, ignoring Hardness. Unattended objects automatically critically fail this save.
- **Water** Speed 40 feet, swim 60 feet; **Arrive** (cold, water) *Hurricane Formation* The herald of water forms as a miniature hurricane. Each enemy in a 60-foot emanation takes 4d10 bludgeoning damage from the slamming rains and 4d10 cold damage from the falling hail with a basic Fortitude save; **Depart** (cold, water) *Cataclysmic Deluge* The hurricane collapses into a rushing flood, dealing 6d8 bludgeoning damage to all enemies in a 120-foot cone with a basic Fortitude save. A creature that fails its save is pushed 20 feet away from the herald (or 40 feet on a critical failure).
- **Wood** Speed 50 feet, burrow 30 feet; **Arrive** (plant, wood) *Advantageous Roots* The herald of wood bursts forth from the ground as a complex root system. Each enemy in a 50-foot emanation takes 6d10 piercing damage with a basic Reflex save as the roots skewer its limbs and body. Each enemy that fails its save takes a –10-foot status penalty to its Speeds until the herald departs; **Depart** (plant, wood) *Retreat to Soil* The roots retreat into the ground, dealing 6d10 piercing damage to each enemy in a 50-foot emanation with a basic Reflex save. Any creature with a penalty to Speeds from its initial save automatically takes 2d6 persistent bleed damage. The ground in the emanation is difficult terrain after the roots retreat.

Hybrid Element Rituals

ELEMENTAL SERVITOR — RITUAL 5

UNCOMMON

Cast 1 day; **Cost** rare items and offerings worth a total value of 2 gp × the spell rank × the target's level, see text for more details; **Secondary Casters** 2

Primary Check Arcana or Nature (expert); **Secondary Checks** Diplomacy

Duration see text

You implore an elemental lord to send an elemental servitor of the lord's choice, with a level no greater than double the ritual's spell rank. The secondary casters explain what sort of assistance you need and why you need it; if the task is incredibly fitting to the elemental lord, the GM can grant a circumstance bonus to the secondary Diplomacy check or rule that the check is automatically a critical success. If you use the ritual without good reason, the result is automatically a critical failure.

If the ritual succeeds, you must offer the servitor payment depending on factors such as the duration and danger of the task. Payment always costs at least as much as a consumable item of the creature's level, and often costs as much as a permanent magic item of the creature's level to persuade a creature to fight alongside you. Your offerings should either align with the personal tastes of the elemental lord, or with the element—such as fresh flowers and bonsai plants for wood, or gemstones for earth.

You can alternatively name a being native to an elemental plane that you know personally, with the same level restriction. Such a creature might request something they personally want as payment, such as a favor or a game of chance.

Critical Success Your elemental lord sends a servitor, and the servitor's payment costs only half as much as normal. If you ask for a particular elemental creature by name, your lord is likely to send them unless the creature is busy.

Success Your elemental lord sends a servitor.

Failure Your elemental lord does not send a servitor.

Critical Failure Your elemental lord is offended and sends a sign of displeasure or possibly even an elemental creature to scold or attack you, depending on your lord's nature.

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HYBRID ELEMENT ITEMS

Some magical items allow the user to tap into the power of multiple elemental planes or interact with the planes themselves. These items have the ability to call upon multiple elements at once and sometimes have the ability to choose between the power of several planes. The following hybrid elemental items are a few of such items.

CIPHER OF THE ELEMENTAL PLANES ITEM 16

RARE MAGICAL

Price 9,000 gp

Usage held in 1 hand; **Bulk** L

This device is made from two metal discs, one slightly smaller than the other, each bearing a variety of runes and symbols along their outer edges. The center ring typically shows a rune for each elemental plane, and many older ciphers include only the planes of air, earth, fire, and water. A thick, golden pin in the center of both discs holds them together.

Activate—Align to Plane ❖ (manipulate, scrying, visual) **Effect** You turn the discs to align symbols, creating a minute planar gateway as large as a keyhole. You can look through it to view a location in an elemental plane. Each cipher connects to 12 locations on each elemental plane—typically large settlements. Anyone holding the cipher can understand the primary language of the plane the cipher is aligned to. A *cipher of the planes* can be used in place of a planar key for *interplanar teleport* and similar magic for travel to the plane it's aligned to. When it's used this way, you arrive unerringly at the location the cipher is aligned to.

ELEMENTAL FRAGMENT ITEM 10+

UNCOMMON CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** –

Activate ❖❖ (concentrate, manipulate)

This chunk of solidified planar energy is as large as a walnut and comes in six different varieties: a clear piece of crystal for the Plane of Air, a rough piece of rock for the Plane of Earth, a solidified piece of cooled lava for the Plane of Fire, a compact piece of iron for the Plane of Metal, a solid piece of ice for the Plane of Water, or a compact mass of plant matter for the Plane of Wood. You crack the fragment as you activate it, unleashing the planar energy within. This energy casts a spell of your choice: a 5th-rank *elemental form* spell affecting you or a 5th-rank *summon elemental* spell; if you summon an elemental, you can Sustain the activation to keep control of the elemental. The spell's element matches that of the fragment.

Type *elemental fragment*; **Level** 10; **Price** 200 gp

Type *greater elemental fragment*; **Level** 12; **Price** 300 gp

The spell is 6th rank.

Type *major elemental fragment*; **Level** 14; **Price** 500 gp

The spell is 7th rank.

GATE ATTENUATOR ITEM 3+

INVESTED MAGICAL

Usage worn; **Bulk** –

Gate attenuators are typically worn near the body's core and are shaped like portals or passageways, making literal the elemental gates kineticists possess within their bodies. The appearance can vary from a simple disk with a hole in the middle to a design matching a city gate of a particular settlement. If you're a kineticist, the attenuator grants you a +1 item bonus to your impulse attack modifier (but not to your impulse DC). When you invest a *gate attenuator*, attune it to one element of your choice. Designs on the attenuator's surface transform to match that element, and the attenuator gains the element's trait until it's no longer invested or is attuned to a different element.

Activate—Elemental Spell ❖❖ (concentrate) **Frequency** once per day; **Effect** The *gate attenuator* casts a 1st-rank spell, with a spell attack modifier of +7 and spell DC of 17. If you're a kineticist and the spell's element matches one of your kinetic elements, you can use your impulse attack modifier instead of the spell attack modifier or your impulse DC instead of the spell DC. The spell corresponds to the element the item is attuned to, and it gains that element's trait if it doesn't already have it: **air** *gust of wind*, **earth** *pummeling rubble*, **fire** *dehydrate* (page 118), **metal** *thunderstrike*, **water** *snowball*[LOWG], or **wood** *flourishing fauna* (page 196).

Type *gate attenuator*; **Level** 3; **Price** 60 gp

Type *greater gate attenuator*; **Level** 11; **Price** 1,400 gp

The item bonus to your impulse attack modifier is +2. The activation casts a 5th-rank spell, with a spell attack modifier of +18 and a spell DC of 28: **air** *pressure zone* (page 71), **earth** *sand form* (page 96), **fire** *flames of ego* (page 119), **metal** *impaling spike*, **water** *freezing rain* (page 173), or **wood** *entwined roots* (page 196).

Type *major gate attenuator*; **Level** 17; **Price** 15,000 gp

A *major gate attenuator* has the apex trait. When you invest it, you either increase your Constitution modifier by 1 or increase it to +4, whichever would give you a higher score. The item bonus to your impulse attack modifier is +2. The activation casts an 8th-rank spell, with a spell attack modifier of +27 and a spell DC of 37: **air** *whirlwind*[SoM], **earth** *earthquake*, **fire** *boil blood*[SoM], **metal** *rust cloud* (8th rank, page 145), **water** *whirlpool* (page 175), or **wood** *pollen pods* (8th rank, page 197).

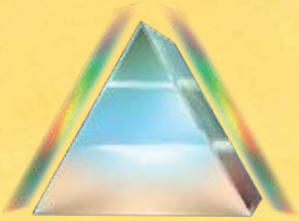
JANN'S PRISM ITEM 9

MAGICAL

Price 700 gp

Usage held in 1 hand; **Bulk** –

Light always seems to be refracting through this simple prism, creating a hazy multicolor aura that surrounds the glass. When exposed to direct sunlight, the prism radiates a beam of light that shifts in color. This beam spells out the name of the jann shuyookh for whom the prism was designed. While holding



JANN'S PRISM



GATE ATTENUATOR



CIPHER OF THE ELEMENTAL PLANES



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the prism to your eye, your vision becomes overwhelmed with colors that guide your eye, granting you a +2 item bonus to visual Perception checks. If you look through the prism while you Seek, you can scan or search an area twice as large as normal (a 60-foot cone, 30-foot burst, or 20-foot square) as the varying colors help you distinguish between your surroundings.

Activate—Jann's Light ❖❖ (concentrate) **Frequency** once per day; **Effect** You raise the prism above your head and call upon the jann shuyookh to come to your aid. The shuyookh's face becomes visible in a reflection in the prism and light shines out from the prism, surrounding you in a multitude of colors. For 1 minute, you shed bright light in a 20-foot emanation (and dim light for the next 20 feet). The light coruscates with two colors chosen by the jann, and you gain resistance 5 to two damage types based on the colors chosen: **red** fire, **orange** acid, **yellow** electricity, **green** poison, **blue** sonic, **indigo** mental, or **violet** force.

PLANAR SKIFF — VEHICLE 15

RARE MAGICAL

Price 19,500 gp

A *planar skiff* is a flat-bottomed ship designed to travel the Great Beyond. A wide variety of skiffs course the planes, with designs incorporating their home planes' fashions and materials. Their magical sails allow them to catch planar currents, and their wards protect travelers as they move across planar boundaries. To allow travel to multiple planes, a *planar skiff* can have multiple planar keys installed (including items like a *cipher of the elemental planes*). Installing or removing one takes 10 minutes. A *planar skiff* is typically built with one planar key from its plane of manufacture and a second for a destination plane.

Space 30 feet long, 15 feet wide, 20 feet high

Crew 1 pilot, 3 crew; **Passengers** 6

Piloting Check Arcana (DC 36), Nature (DC 36), Occultism (DC 36), Religion (DC 36), or Sailing Lore (DC 34)

AC 34; **Fort** +26

Hardness 20; **HP** 230 (BT 115); **Immunities** object immunities; **Resistances** acid 15, cold 15, electricity 15, fire 15, sonic 15

Speed fly 50 feet (magical)

Collision 9d10 (DC 32)

Adaptation Aura (aura) 10 feet. The vehicle has a warding aura that protects its passengers. Creatures and objects in the aura gain resistance 10 to acid, cold, electricity, fire, force, sonic, vitality, and void damage. They are also protected from severe cold, severe heat, extreme cold, and extreme heat. The aura also provides breathable air for all passengers, though this air can still become filled with smoke and similar substances.

Journey the Planes (10 minutes) The pilot locks onto a plane, using one of the vehicle's planar keys as a focus. A canal of planar energy from the destination plane appears ahead of the ship. The pilot spends 10 minutes navigating the passage, then attempts a piloting check (typically DC 34). On a success, the vehicle casts *interplanar teleport*, transporting itself and all passengers and cargo to the destination plane as it reaches the terminus of the canal. The pilot is considered the target of the spell for the purposes of determining the location at which the vehicle arrives on the plane. The skiff can't *interplanar teleport* again for 8 hours.

Planar Evacuation ❖❖❖ (move, reckless) The pilot overcharges one of the vehicle's planar keys, forcing an emergency transport of the ship. The pilot attempts a DC 44 piloting check. On a success, the vehicle casts *interplanar teleport* as noted in Journey the Planes. (The pilot can't succeed on the check if the vessel is unable to *interplanar teleport*.) This process severely taxes the vehicle, and it can't *interplanar teleport* again for 1d4 days.

GENIE

Some genies are linked to multiple elements rather than one elemental plane.

GENNAYN

Gennayns are minor genies who often serve as emissaries and messengers for greater elemental beings. While many find purpose in this humble mission, their true calling and interest is in the arts.

They often appear as miniature, athletic humanoids with wisps of elemental energy continually dissipating from their bodies. These elemental energies often reflect their emotions and attuned element. Gennayns are also fond of ostentatious rings, amulets, and armbands.

Gennayns eagerly assist powerful beings who reward and treat them well, but they're just as quick to abandon those they consider boring, stingy, or abusive. Beings who destroy artwork or mistreat artists will earn their eternal wrath.

ARTISTIC INSPIRATION

Talented individuals often claim to have been inspired by otherworldly forces. As gennayns are known to share inspiration and develop talent, many scholars and artists believe their aptitude unknowingly benefited from a gennayn's attention. Others speculate that being in a gennayn's good graces can stave off bouts of artistic ennui—or that angering a gennayn is a direct path to creative doldrums. Gennayns themselves don't claim to be muses, merely beings drawn to talent.

GENNAYN CREATURE 2

TINY ELEMENTAL GENIE

Perception +8; darkvision

Languages Common, Muan, Petran, Pyric, Sussuran, Talican, Thalassic

Skills Acrobatics +8, Arcana +6, Diplomacy +8, Nature +6, Performance +8, Society +6, Stealth +10

Str –2, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +4

Inspiring Influence A gennayn automatically succeeds with the Aid action supporting any Performance or Diplomacy skill check. Their Aid action automatically counts as a critical success while aiding in the creation of new art or a new performance.



AC 17; **Fort** +4, **Ref** +10, **Will** +8

HP 30; **Resistances** attuned element 5 (see below)

Speed 15 feet, fly 15 feet

Melee ❖ elemental fist +10 (magical, finesse), **Damage** 2d6 damage (see attuned element)

Primal Innate Spells DC 18, attack +10; **2nd** *translate* (at will), *invisibility* (at will; self only); **1st** *cleanse cuisine*, *heal*; **Cantrips (1st)** elemental cantrip (see attuned element), *guidance*, *prestidigitation*, *summon instrument*

Attuned Element Upon waking each day, a gennayn attunes to one planar element. They gain the corresponding trait, a movement Speed, a cantrip, resistance, and an elemental damage type for their energy fist attack based on their attuned element: **air** fly 30 feet, resist electricity 5, *electric arc*, electricity damage; **earth** burrow 15 feet, resist bludgeoning 5, *scatter scree*[SoM], bludgeoning damage; **fire** fly 30 feet, resist fire 5, *ignition*, fire damage; **metal** burrow 15 feet, resist slashing 5, *needle darts*, slashing damage; **water** swim 20 feet, resist cold 5, *frostbite*, bludgeoning damage; **wood** climb 15 feet, resist piercing 5, *tangle vine*, piercing damage. The attunement lasts until the gennayn attunes to a different element.

Change Shape ❖ (arcane, concentrate, polymorph) The gennayn transforms into a Tiny elemental or animal (page 232). This doesn't affect the gennayn's statistics, but it could change the damage type of their Strikes.

Little Wish ↷ (fortune) **Trigger** A creature the gennayn can see that's within 60 feet attempts a saving throw or skill check; **Frequency** once per day; **Effect** The gennayn reshapes reality in a small way to twist fate, allowing the creature to reroll the saving throw or skill check and take the better result.

JANN SHUYOOKH

Regarded as the progenitors of geniekind, janns hold a position of esteem above the genies tied to specific planes. They possess an inborn ability to grant wishes, which the other branches of geniekind lack and greatly envy. Nomadic jann shuyookhs rarely hold court, preferring to gather only when the need arises to perform great deeds. Lesser janns respect and venerate these leaders for their wisdom and total dedication to preserving the honor and reputation of their people. A jann shuyookh reads portents and omens when dealing with duplicitous mortals.

JANN SHUYOOKH — CREATURE 9

UNCOMMON | MEDIUM | AIR | EARTH | ELEMENTAL | FIRE | GENIE | METAL | WATER | WOOD

Perception +18; darkvision

Languages Common, Muan, Petran, Pyric, Sussuran, Talican, Thalassic; *truespeech*

Skills Acrobatics +17, Athletics +19, Arcana +18, Crafting +16, Deception +17, Diplomacy +19, Survival +18

Str +6, **Dex** +4, **Con** +4, **Int** +3, **Wis** +5, **Cha** +4

Items *+1 striking scimitar*, *+1 striking composite longbow*

AC 27; **Fort** +19, **Ref** +17, **Will** +18

HP 155; **Resistances** elemental resistance 10

Commanding Presence (aura, emotion, fear, mental) 20 feet. A creature that enters the aura must succeed at a DC 19 Will save or be frightened 2 (frightened 3 on a critical failure), and is then temporarily immune for 1 minute. A genie (with the exception of another jann) takes a –4 circumstance penalty to their save.

Elemental Resistance The jann shuyookh's elemental resistance applies to cold, electricity, and fire damage, as well as all damage from elemental sources (including environmental damage from the elemental planes and damage from anything with the air, earth, fire, metal, water, or wood trait).

Speed 25 feet, fly 20 feet

Melee ❖ *scimitar* +20 (forceful, magical, sweep), **Damage** 2d6+12 slashing and All Made One

Melee ❖ fist +19 (agile, magical, nonlethal), **Damage** 1d8+9 bludgeoning and All Made One

Ranged ❖ *composite longbow* +18 (deadly d10, magical, propulsive, volley 30 feet), **Damage** 2d8+9 piercing and all made one

Arcane Innate Spells DC 28; **7th** *interplanar teleport* (to Astral Plane, Elemental Planes, or the Universe only); **4th** *invisibility* (×2); *read omens*; **Cantrips (4th)** *detect magic*, *know the way*; **Constant (5th)** *truespeech*

All Made One ❖ The jann shuyookh calls upon all the elements that make up their being and chooses one. They gain an additional arcane spell they can cast at will and empower their Strikes with the element, dealing an extra 1d6 damage of the listed type. These benefits last until the shuyookh uses this ability again. **Air** *lightning bolt*, 1d6 electricity; **earth** *one with stone*, 1d6 bludgeoning; **fire** *fireball*, 1d6 fire; **metal** *noxious metals* (page 145), 1d6 electricity; **water** *wall of water*, 1d6 bludgeoning; **wood** *wall of thorns*, 1d6 piercing.

Change Shape ❖ (arcane, concentrate, polymorph) As gennayn, but any Small or Medium elemental or animal (page 232).

Wanderer's Wish ❖❖❖ **Frequency** three times per year; **Effect** The jann instantly grants the benefits of a critical success with the *wish* ritual to a mortal creature. This has no cost. That creature specifies what they wish for, but the interpretation is up to the jann. A jann typically attempts to grant wishes in a way that encourages growth and exploration. A summoned jann can't use this ability.

EVOLVING ESSENCE

With the return of the metal and wood elemental planes, janns found new elemental magic surging within their beings. This has caused rapid physical changes, and janns anticipate that it could eventually even change their moods and thoughts. Though most janns now feel the full breadth of elemental power, some still find themselves limited to just the elements of air, earth, fire, and water, or have diminished influence over metal and wood compared to the other four elements.



SPELL LIST

A superscript "H" indicates a spell has extra effects when heightened, and a spell with a rarity greater than common has a superscript with the first letter of that rarity. Each spell is followed by the page number where it appears.

Arcane Spell List

Arcane Cantrips

Deep Breath[H] Take an incredibly deep breath. 70
Detect Metal[H] Sense whether metal is nearby. 142
Draw Moisture Dry out an object and collect the water. 173
Eat Fire[H] React to eat flame then belch the smoke out. 119
Elemental Counter[U] Use a countering element to protect against a spell. 222
Glass Shield[H] Protect yourself with a glass shield. 94
Illuminate[H] Kindle all light sources around you. 120
Needle Darts[H] Turn a piece of metal into needles and shoot them at a foe. 144
Root Reading Learn about an area using root systems. 197
Slashing Gust[H] Cut creatures with ripples of air. 71
Take Root Reinforce a creature's stance or grip with roots. 198
Timber[H] Drop a tree on someone. 198
Tremor Signs[H] Send a sentence through stone. 97

Arcane 1st-Rank Spells

Buoyant Bubbles[H] Create bubbles that make a creature buoyant. 172
Conductive Weapon Charge a metal weapon with electricity. 142
Dehydrate[H] Make creatures parched, damaging and enfeebling them. 118
Flourishing Flora[H] Grow a patch of cacti, flowers, fruits, or roots to hurt your enemies. 196
Fold Metal[H] Bend a metal object into a ball. 143
Instant Pottery[H] Create earthenware objects. 95
Interposing Earth[H] React to make a barrier of earth. 95
Shielded Arm[H] Reinforce a creature's arm with metal that lets it use its arm as a shield. 145
Signal Skyrocket[H] Send an exploding firework straight up into the sky. 121
Wall of Shrubs[H] Create a wall of shrubs that provide cover. 199
Weaken Earth[H] Reduce the durability of something made of earth. 97
Weave Wood[H] Break plant fiber into strands and magically weave them. 199
Wooden Fists[H] Turn your hands into tree trunks. 199

Arcane 2nd-Rank Spells

Blazing Armory[H] Create a weapon made of fire. 118
Brine Dragon Bile[H] React to spit saltwater into a cut. 172
Burrow Ward[H] Prevent burrowing in earth near you. 94
Cauterize Wounds Seal bleeding wounds with flame. 118
Clad in Metal[H] Coat an item in a metal of your choice. 142
Cleanse Air[H] Make air safe. 70
Exploding Earth[H] Throw an exploding ball of earth. 94
Falsify Heat[H] Make a creature's body heat seem different. 119
Fireproof[H] Protect an object against catching fire. 119
Helpful Wood Spirits Make a gaggle of wood spirits carry out a small task. 196
Pave Ground[H] Even out the ground in a line. 95
Propulsive Breeze React to extend a Stride or Leap. 71
Rubble Step[H] Have an ally leave rubble as it moves. 96
Splinter Volley[H] Fling sharp splinters at one or more enemies. 198
Thermal Remedy[H] Adjust ingredients in food and drink for health benefits. 121
Tremorsense[H] Sense vibrations in the ground. 97
Voice on the Breeze[H] Whisper a message far away. 73
Waterproof[H] Protect an object against becoming wet. 175

Arcane 3rd-Rank Spells

Blastback[H] React to emit a shockwave when you land after a fall. 70
Cave Fangs[H] Make flowstone spikes bite creatures and impede movement. 94
Cloud Dragon's Cloak React to hide a creature in mist. 70
Coral Scourge Fill a creature's joints with stiffening coral growths. 172
Dive and Breach[H] Teleport with splashes of water. 172
Heatvision[H, U] Let a creature see heat. 120
Lotus Walk[H] Bloom water plants that let you and others walk on water. 197
Noxious Metals[H] Coat creatures in toxic metal. 145
Pillar of Water Create a column of water creatures can swim through. 174
Sand Form[H] Turn a creature's body and gear into sand. 96
Scrying Ripples[H] Scry through one body of water into another. 175
Tempest Cloak Protect a creature with swirling winds. 72
Wooden Double[H] React to leave a wooden double of yourself to take a hit for you. 199

Arcane 4th-Rank Spells

Airlift[H] Fly creatures, and items to a new location. 70
Cinder Swarm[H] Create insects made of fire. 118
Elemental Sense[H] Gain a sense related to an element you choose. 222
Glass Form[H] Turn a creature's body into living glass. 94
Grasp of the Deep[H] Make a creature feel like it's being crushed underwater. 173

Grasping Earth[H] Create hands of rock from the ground to grab creatures. 95
Life-draining Roots[H] Roots hurt creatures in a line and transfer their vitality to you. 196
Mercurial Stride[H] Turn to quicksilver and move through creatures. 144
Misty Memory[U] Replay a scene from the past through the medium of water. 173
Rigid Form[H] Protect against polymorph effects. 197
Rust Cloud[H] Make a cloud of rusty flecks that cuts creatures and rusts metal. 145
Sliding Blocks[H] Make cubes of stone and repeatedly move them around. 96
Stifling Stillness[H] Make air hard to breathe and traverse. 71
Ymeri's Mark[H] Curse a creature with the Queen of the Inferno's mark to track it or make it explode. 121
Zephyr Slip[H] React to fly away from a creature. 73

ARCANE 5TH-RANK SPELLS

Elemental Breath[H] Breathe out elemental energy. 222
Engrave Memory[U] Store memories in a stone. 94
Entwined Roots[H] Protect creatures with durable roots that can catch ranged weapons. 196
Fire's Pathway[H, U] Teleport from fire to fire. 119
Flame Dancer[H] Encircle a creature in flames to inflame its strikes and give it an intimidating dance. 119
Flames of Ego Light up a creature and make it fascinated with itself. 119
Freezing Rain[H] Chill and slow creatures with cold rain. 173
Mantle of the Melting Heart Morph your body with metal, which you can change during the spell. 143
Mantle of the Unwavering Heart Morph your body with wood, which you can change during the spell. 197
Pressure Zone Reduce air pressure to deafen and debilitate. 71
Wisdom of the Winds[U] Ask air spirits for guidance. 73

ARCANE 6TH-RANK SPELLS

Arrow Salvo[H] Fling massive arrows that can damage and knock down foes. 196
Field of Razors[H] Fill an area with a tangle of razor wire. 143
Frost Pillar Freeze a creature in a pillar of ice. 173
Lignify Turn a creature to wood. 197
Personal Ocean Surround yourself in a bubble of water. 174
Phantom Orchestra[H] An invisible orchestra damages with bursts of sound. 71
Vitrifying Blast[H] Glass shards cut creatures and turn them glass-like. 97
Wall of Metal[H] Shape a wall made of a particular metal. 145

ARCANE 7TH-RANK SPELLS

Beheading Buzz Saw[H] Lop heads off with a flying buzz saw. 142
Dancing Fountain Tap a splendid fountain with majestic displays you command. 172
Heaving Earth[H] Make a shockwave that pushes creatures in the way and explodes when it reaches a target. 95
Hungry Depths[H] Open a door to corrupted water that damages and consumes. 173
Pollen Pods[H] Cultivate trap-like pollen bulbs that explode. 197
Vacuum Inhale to steal breath from creatures around you. 72

ARCANE 8TH-RANK SPELLS

Ferrous Form[H] Turn your body into iron. 142
Rainbow Fumarole Vent multicolored gases to burn and debilitate. 121
Summon Elemental Herald Summon an incarnate elemental to create a natural disaster. 222
Whirlpool[H] Create a vortex of waves. 175

ARCANE 9TH-RANK SPELLS

Magnetic Dominion Reposition metal creatures and creatures in metal armor. 143

Divine Spell List

DIVINE CANTRIPS

Detect Metal[H] Sense whether metal is nearby. 142
Draw Moisture Dry out an object and collect the water. 173
Illuminate[H] Kindle all light sources around you. 120
Needle Darts[H] Turn a piece of metal into needles and shoot them at a foe. 144
Rousing Splash[H] Splash a creature to invigorate it and wash away acid and fire. 174
Tremor Signs[H] Send a sentence through stone. 97

DIVINE 1ST-RANK SPELLS

Shielded Arm[H] Reinforce a creature's arm with metal that lets it use its arm as a shield. 145

DIVINE 2ND-RANK SPELLS

Blazing Armory[H] Create a weapon made of fire. 118
Cauterize Wounds Seal bleeding wounds with flame. 118
Clad in Metal[H] Coat an item in a metal of your choice. 142
Cleanse Air[H] Make air safe. 70
Fireproof[H] Protect an object against catching fire. 119
Gentle Breeze[H] Create a soothing wind that heals and reduces heat. 70
Thermal Remedy[H] Adjust ingredients in food and drink for health benefits. 121

DIVINE 3RD-RANK SPELLS

Heatvision[H, U] Let a creature see heat. 120
Lotus Walk[H] Bloom water plants that let you and others walk on water. 197
Scrying Ripples[H] Scry through one body of water into another. 175

DIVINE 4TH-RANK SPELLS

Misty Memory[U] Replay a scene from the past through the medium of water. 173
Phoenix Ward[H] Protect yourself from dying from fire. 120

Ymeri's Mark[H] Curse a creature with the Queen of the Inferno's mark to track it or make it explode. 121

DIVINE 5TH-RANK SPELLS

Wisdom of the Winds[U] Ask air spirits for guidance. 73

DIVINE 7TH-RANK SPELLS

Shock to the System[H] Lightning revives and revitalizes. 71

DIVINE 8TH-RANK SPELLS

Summon Elemental Herald Summon an incarnate elemental to create a natural disaster. 222

Occult Spell List

OCCULT CANTRIPS

Detect Metal[H] Sense whether metal is nearby. 142
Eat Fire[H] React to eat flame then belch the smoke out. 119
Illuminate[H] Kindle all light sources around you. 120
Needle Darts[H] Turn a piece of metal into needles and shoot them at a foe. 144
Tremor Signs[H] Send a sentence through stone. 97

OCCULT 1ST-RANK SPELLS

Signal Skyrocket[H] Send an exploding firework straight up into the sky. 121

OCCULT 2ND-RANK SPELLS

Gentle Breeze[H] Create a soothing wind that heals and reduces heat. 70
Tremorsense[H] Sense vibrations in the ground. 97
Voice on the Breeze[H] Whisper a message far away. 73

OCCULT 3RD-RANK SPELLS

Heatvision[H, U] Let a creature see heat. 120
Scrying Ripples[H] Scry from one body of water into another. 175
Wooden Double[H] React to leave a wooden double of yourself to take a hit for you. 199

OCCULT 4TH-RANK SPELLS

Mercurial Stride[H] Turn to quicksilver and move through creatures. 144

OCCULT 5TH-RANK SPELLS

Flame Dancer[H] Encircle a creature in flames to inflame its strikes and give it an intimidating dance. 119
Flames of Ego Light up a creature and make it fascinated with itself. 119
Wisdom of the Winds[U] Ask air spirits for guidance. 73

OCCULT 6TH-RANK SPELLS

Phantom Orchestra[H] An invisible orchestra damages with bursts of sound. 71

OCCULT 7TH-RANK SPELLS

Shock to the System[H] Lightning revives and revitalizes. 71

Primal Spell List

PRIMAL CANTRIPS

Deep Breath[H] Take an incredibly deep breath. 70
Detect Metal[H] Sense whether metal is nearby. 142
Draw Moisture Dry out an object and collect the water. 173
Eat Fire[H] React to eat flame then belch the smoke out. 119
Elemental Counter[U] Use a countering element to protect against a spell. 222
Glass Shield[H] Protect yourself with a glass shield. 94
Illuminate[H] Kindle all light sources around you. 120
Needle Darts[H] Turn a piece of metal into needles and shoot them at a foe. 144
Root Reading Learn about an area using root systems. 197
Rousing Splash[H] Splash a creature to invigorate it and wash away acid and fire. 174
Slashing Gust[H] Cut creatures with ripples of air. 71
Take Root Reinforce a creature's stance or grip with roots. 198
Timber[H] Drop a tree on someone. 198
Tremor Signs[H] Send a sentence through stone. 97

PRIMAL 1ST-RANK SPELLS

Buoyant Bubbles[H] Create bubbles that make a creature buoyant. 172
Conductive Weapon Charge a metal weapon with electricity. 142
Dehydrate[H] Make creatures parched, damaging and enfeebling them. 118
Flourishing Flora[H] Grow a patch of cacti, flowers, fruits, or roots to hurt your enemies. 196
Instant Pottery[H] Create earthenware objects. 95
Interposing Earth[H] React to make a barrier of earth. 95
Shielded Arm[H] Reinforce a creature's arm with metal that lets it use its arm as a shield. 145
Signal Skyrocket[H] Send an exploding firework straight up into the sky. 121
Verdant Sprout[H] Make a plant seed grow rapidly. 199
Wall of Shrubs[H] Create a wall of shrubs that provide cover. 199
Weaken Earth[H] Reduce the durability of something made of earth. 97
Weave Wood[H] Break plant fiber into strands and magically weave them. 199
Wooden Fists[H] Turn your hands into tree trunks. 199

PRIMAL 2ND-RANK SPELLS

Blazing Armory[H] Create a weapon made of fire. 118
Brine Dragon Bile[H] React to spit saltwater into a cut. 172
Burrow Ward[H] Prevent burrowing in earth near you. 94
Cauterize Wounds Seal bleeding wounds with flame. 118
Clad in Metal[H] Coat an item in a metal of your choice. 142
Cleanse Air[H] Make air safe. 70
Exploding Earth[H] Throw an exploding ball of earth. 94
Falsify Heat[H] Make a creature's body heat seem different. 119
Fireproof[H] Protect an object against catching fire. 119
Gentle Breeze[H] Create a soothing wind that heals and reduces heat. 70

Helpful Wood Spirits Make a gaggle of wood spirits carry out a small task. 196
Pave Ground[H] Even out the ground in a line. 95
Propulsive Breeze React to extend a Stride or Leap. 71
Rubble Step[H] Have an ally leave rubble as it moves. 96
Splinter Volley[H] Fling sharp splinters at one or more enemies. 198
Thermal Remedy[H] Adjust ingredients in food and drink for health benefits. 121
Tremorsense[H] Sense vibrations in the ground. 97
Voice on the Breeze[H] Whisper a message far away. 73
Waterproof[H] Protect an object against becoming wet. 175

PRIMAL 3RD-RANK SPELLS

Blastback[H] React to emit a shockwave when you land after a fall. 70
Cave Fangs[H] Make flowstone spikes bite creatures and impede movement. 94
Cloud Dragon's Cloak React to hide a creature in mist. 70
Coral Scourge Fill a creature's joints with stiffening coral growths. 172
Dive and Breach[H] Teleport with splashes of water. 172
Heatvision[H, U] Let a creature see heat. 120
Lotus Walk[H] Bloom water plants that let you and others walk on water. 197
Pillar of Water Create a column of water creatures can swim through. 174
Sand Form[H] Turn a creature's body and gear into sand. 96
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Tempest Cloak Protect a creature with swirling winds. 72
Wooden Double[H] Leave a wooden double of yourself to take a hit for you. 199

PRIMAL 4TH-RANK SPELLS

Airlift[H] Fly creatures, and items to a new location. 70
Cinder Swarm[H] Create insects made of fire. 118
Elemental Sense[H] Gain a sense related to an element you choose. 222
Glass Form[H] Turn a creature's body into living glass. 94
Grasp of the Deep[H] Make a creature feel like it's being crushed underwater. 173
Grasping Earth[H] Create hands of rock from the ground to grab creatures. 95
Life-draining Roots[H] Roots hurt creatures in a line and transfer their vitality to you. 196
Misty Memory[U] Replay a scene from the past through the medium of water. 173
Phoenix Ward[H] Protect yourself from dying from fire. 120
Rigid Form[H] Protect against polymorph effects. 197
Rust Cloud[H] Make a cloud of rusty flecks that cuts creatures and rusts metal. 145
Sliding Blocks[H] Make cubes of stone and repeatedly move them around. 96
Stifling Stillness[H] Make air hard to breathe and traverse. 71
Ymeri's Mark[H] Curse a creature with the Queen of the Inferno's mark to track it or make it explode. 121
Zephyr Slip[H] React to fly away from a creature. 73

PRIMAL 5TH-RANK SPELLS

Elemental Breath[H] Breathe out elemental energy. 222
Engrave Memory[U] Store memories in a stone. 94
Entwined Roots[H] Protect creatures with durable roots that can catch ranged weapons. 196
Fire's Pathway[H, U] Teleport from fire to fire. 119
Flame Dancer[H] Encircle a creature in flames to inflame its strikes and give it an intimidating dance. 119
Flames of Ego Light up a creature and make it fascinated with itself. 119
Freezing Rain[H] Chill and slow creatures with cold rain. 173
Mantle of the Melting Heart Morph your body with metal, which you can change during the spell. 143
Mantle of the Unwavering Heart Morph your body with wood, which you can change during the spell. 197
Pressure Zone Reduce air pressure to deafen and debilitate. 71
Wisdom of the Winds[U] Ask air spirits for guidance. 73

PRIMAL 6TH-RANK SPELLS

Arrow Salvo[H] Fling massive arrows that can damage and knock down foes. 196
Field of Razors[H] Fill an area with a tangle of razor wire. 143
Frost Pillar Freeze a creature in a pillar of ice. 173
Lignify Turn a creature to wood. 197
Personal Ocean Surround yourself in a bubble of water. 174
Phantom Orchestra[H] An invisible orchestra damages with bursts of sound. 71
Vitrifying Blast[H] Glass shards cut creatures and turn them glass-like. 97
Wall of Metal[H] Shape a wall made of a particular metal. 145

PRIMAL 7TH-RANK SPELLS

Dancing Fountain Tap a splendid fountain with majestic displays you command. 172
Heaving Earth[H] Make a shockwave that pushes creatures in the way and explodes when it reaches a target. 95
Hungry Depths[H] Open a door to corrupted water that damages and consumes. 173
Pollen Pods[H] Cultivate trap-like pollen bulbs that explode. 197
Shock to the System[H] Lightning revives and revitalizes. 71
Vacuum Inhale to steal breath from creatures around you. 72

PRIMAL 8TH-RANK SPELLS

Ferrous Form[H] Turn your body into iron. 142
Rainbow Fumarole Vent multicolored gases to burn and debilitate. 121
Summon Elemental Herald Summon an incarnate elemental to create a natural disaster. 222
Whirlpool[H] Create a vortex of waves. 175

PRIMAL 9TH-RANK SPELLS

Magnetic Dominion Reposition metal creatures and creatures in metal armor. 143

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ABILITY GLOSSARY

The following creature abilities are listed here because they are shared by many creatures or are highly complex. The statistics for individual creatures might alter the traits, the number of actions, or other rules of these abilities. Anything noted in a specific creature's stat block overrides the general rules for the ability below. In these abilities, "monster" is used for the creature that has the ability, to differentiate it from any other creatures the ability might affect.

All-Around Vision This monster can see in all directions simultaneously, and therefore can't be flanked.

At-Will Spells The monster can cast its at-will spells any number of times without using up spell slots.

Aura A monster's aura automatically affects everything within a specified emanation around that monster. The monster doesn't need to spend actions on the aura; rather, the aura's effects are applied at specific times, such as when a creature ends its turn in the aura or when creatures enter the aura. If an aura does nothing but deal damage, its entry lists only the radius, damage, and saving throw. Such auras deal this damage to a creature when the creature enters the aura and when a creature starts its turn in the aura. A creature can take damage from the aura only once per round. The GM might determine that a monster's aura doesn't affect its own allies. For example, a creature might be immune to a monster's frightful presence if they have been around each other for a long time.

Change Shape ❖ (concentrate, magical tradition, polymorph) The monster changes its shape indefinitely. It can use this action again to return to its natural shape or adopt a new shape. Unless otherwise noted, a monster cannot use Change Shape to appear as a specific individual. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The monster's transformation automatically defeats Perception DCs to determine whether the creature is a member of the ancestry or creature type into which it transformed, and it gains a +4 status bonus to its Deception DC to prevent others from seeing through its disguise. Change Shape abilities specify what shapes the monster can adopt. The monster doesn't gain any special abilities of the new shape, only its physical form. For example, in each shape, it replaces its normal Speeds and Strikes, and might potentially change its senses or size. Any changes are listed in its stat block.

Constant Spells A constant spell affects the monster without the monster needing to cast it, and its duration is unlimited. If a constant spell gets counteracted, the monster can reactivate it by spending the normal spellcasting actions the spell requires.

Constrict ❖ The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC.

Disease When a creature is exposed to a monster's disease, it attempts a Fortitude save or succumbs to the disease. The level of a disease is the level of the monster inflicting the disease. The disease follows the rules for afflictions.

Engulf ❖❖ The monster Strides up to double its Speed and can move through the spaces of any creatures in its path. Any creature of the monster's size or smaller whose space the monster moves through can attempt a Reflex save with the listed DC to avoid being engulfed. A creature unable to act automatically critically fails this save. If a creature succeeds at its save, it can choose to be either pushed aside (out of the monster's path) or pushed in front of the monster to the end of the monster's movement. The monster can attempt to Engulf the same creature only once in a single use of Engulf. The monster can contain as many creatures as can fit in its space.

A creature that fails its save is pulled into the monster's body. It's grabbed, slowed 1, and has to hold its breath or start suffocating. The creature takes the listed amount of damage when first engulfed and at the end of each of its turns while it's engulfed. An engulfed creature can get free by Escaping against the listed Escape DC. An engulfed creature can attack the monster engulfing it, but only with unarmed attacks or with weapons of light Bulk or less. The engulfing creature is off-guard against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the engulfed creature cuts itself free. A creature that gets free by either method can immediately breathe and exits the engulfing monster's space.

If the monster dies, all creatures it has engulfed are automatically released as the monster's form loses cohesion.

Fast Healing A monster with this ability regains the given number of Hit Points each round at the beginning of its turn.

Form Up ❖ The troop chooses one of the squares it currently occupies and redistributes its squares to any configuration in which all squares are contiguous and within 15 feet of the chosen square. The troop can't share its space with other creatures.

Grab ❖ **Requirements** The monster's last action was a successful Strike that lists Grab in its damage entry, or the monster has a creature grabbed or restrained; **Effect** If used after a Strike, the monster attempts to Grapple the creature using the body part it attacked with. This attempt neither applies nor counts toward the creature's multiple attack penalty.

The monster can instead use Grab and choose one creature it's grabbing or restraining with an appendage that has Grab to automatically extend that condition to the end of the monster's next turn.

Improved Grab ❖ The monster can use Grab as a free action triggered by a hit with its initial attack. A monster with Improved Grab still needs to spend an action to extend the duration for creatures it already has grabbed or restrained.

Knockdown ❖ **Requirements** The monster's last action was a successful Strike that lists Knockdown in its damage entry; **Effect** The monster attempts to Trip the creature. This attempt neither applies nor counts toward the monster's multiple attack penalty.

Light Blindness When first exposed to bright light, the monster is blinded until the end of its next turn. After this exposure, light doesn't blind the monster again until after it spends 1 hour in darkness. However, as long as the monster is in an area of bright light, it's dazzled.

Poison When a creature is exposed to a monster's poison, it attempts a Fortitude save to avoid becoming poisoned. The level of a poison is the level of the monster inflicting the poison. The poison follows the rules for afflictions.

Push ❖ **Requirements** The monster's last action was a successful Strike that lists Push in its damage entry; **Effect** The monster attempts to Shove the creature. This attempt neither applies nor counts toward the monster's multiple attack penalty. If Push lists a distance, change the distance the creature is pushed on a success to that distance.

Reactive Strike ↷ **Trigger** A creature within the monster's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The monster attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the monster disrupts that action. This Strike doesn't count toward the monster's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

Regeneration This monster regains the listed number of Hit Points each round at the beginning of its turn. Its dying condition never increases beyond dying 3 as long as its regeneration is active. However, if it takes damage of a type listed in the regeneration entry, its regeneration deactivates until the end of its next turn. Deactivate the regeneration before applying any damage of a listed type, since that damage might kill the monster by bringing it to dying 4.

Shield Block ↷ **Trigger** The monster has its shield raised and takes damage from a physical attack; **Effect** The monster snaps its shield into place to deflect a blow. The shield prevents the monster from taking an amount of damage up to the shield's Hardness. The monster and the shield each take any remaining damage, possibly breaking or destroying the shield.

Swarm Mind This monster doesn't have a single mind (typically because it's a swarm of smaller creatures), and is immune to mental effects that target only a specific number of creatures. It is still subject to mental effects that affect all creatures in an area.

Telepathy (aura, magical, mental) A monster with telepathy can communicate mentally with any creatures within the listed radius, as long as they share a language. This doesn't give any special access to their thoughts, and communicates no more information than normal speech would.

Throw Rock ❖ The monster interacts to pick up a rock within reach or retrieve a stowed rock and throws it, making a ranged Strike.

Trample ❖❖❖ The monster Strides up to double its Speed and can move through the spaces of creatures of the listed size, Trampling each creature whose space it enters. The monster can attempt to Trample the same creature only once in a single use of Trample. The monster deals the damage of the listed Strike, but trampled creatures can attempt a basic Reflex save at the listed DC (no damage on a critical success, half damage on a success, double damage on a critical failure).

Troop Defenses Troops are composed of many individuals, and over the course of enough attacks and downed comrades, troops shrink in size. Most troops start with 16 squares (4 by 4), and their Hit Points have two listed thresholds, typically the first is at 2/3 their maximum Hit Points and the second is at 1/3 their maximum Hit Points. Once the troop drops below the first threshold, it loses 4 squares, leaving 12 squares remaining, and the first threshold becomes the troop's new maximum Hit Points. Once the troop falls below the second threshold, it loses another 4 squares, leaving 8 squares remaining, and the second threshold becomes the troop's new maximum Hit Points. In order to restore its size and maximum Hit Points, a troop needs to spend downtime to use long-term treatment on casualties or recruit new members to replace the fallen. At 0 Hit Points, the troop is reduced down to 4 squares, which is too few to sustain the troop, so it disperses entirely, with the few remaining members surrendering, fleeing, or easily dispatched, depending on their nature.

A damaging single-target effect, such as a Strike, can't force a troop to pass through more than one threshold at once. For instance, if a troop had 60 Hit Points, with thresholds at 40 and 20, a Strike for 50 damage would leave the troop at 21 Hit Points, just above the second threshold. A damaging area effect or multi-target effect can cross multiple thresholds at once and could potentially destroy the entire troop in one shot. Non-damaging effects with an area or that target all creatures in a certain proximity affect a troop normally if they affect the entire area occupied by the troop. If an effect has a smaller area or numbers of targets, it typically has no effect on the troop. However, if the effect can target at least four creatures or cover at least four squares in the troop, and if it would prevent its targets from acting, cause them to flee, or otherwise make them unable to function as part of the troop for a round or more, the troop loses a number of Hit Points equal to the amount required to bring it to the next threshold, removing 4 squares. If an effect would both deal damage and automatically cross a threshold due to incapacitating some of the creatures in the troop, apply the damage first. If the damage wasn't enough to cross a threshold on its own, then reduce the Hit Points to cross the threshold for the incapacitating effect.

Wavesense This sense allows a monster to feel vibrations caused by movement through a liquid. It's usually an imprecise sense with a limited range (listed in the ability). Wavesense functions only if the monster and the subject are in the same body of liquid, and only if the subject is moving through the liquid.

CREATURES BY LEVEL

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acid (trait) Effects with this trait deal acid damage. Creatures with this trait have a connection to magical acid.
adjustments 67 (air), 91 (earth), 115 (fire), 139 (metal), 169 (water), 193 (wood)
aeon (trait) These monitors are the self-styled defenders of reality. Traditional aeons have dualistic natures and forms, and they hold a dichotomy of interests, though axiomites and inevitables do not. Aeons other than axiomites and inevitables communicate via a strange telepathic hodgepodge of sensory sending called envisioning.
aether 7
agile (weapon trait) *Player Core*
air (trait) Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a connection to magical air.
alchemical (trait) *Player Core*
amphibious (trait) An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.
animal (trait) An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence attribute modifier over –4, can't speak languages, and can't be trained in Intelligence-based skills.
aquatic (trait) Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater. Aquatic creatures can breathe water but not air.
arcane (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical.
archetype (trait) This feat belongs to an archetype. 56–61
ardande (trait) Ardandes are planar scions descended from kizidhars and other beings of elemental wood. **46–49**, 217
Atreia Elemental lord of fire, purification, and radiance. Known as the Lambent King. 5, 115, **116**, 133
attack (trait) *Player Core*
auditory (trait) *Player Core*
aura (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item.
Ayrzul Elemental lord of bone, buried secrets, earth, and radiation. Known as the Fossilized King. 87, 88, 91, **92**, 108
background 44–45
backswing (weapon trait) *Player Core*
barbarian (trait) This indicates abilities from the barbarian class. elemental instinct 54
beast (trait) A creature similar to an animal but with an Intelligence modifier of –3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.
bomb (trait) *Player Core*
bottled breath (trait) 75
brutal (weapon trait) A ranged attack with this trait uses its Strength modifier instead of Dexterity on the attack roll.
bulwark (armor trait) *Player Core*
cantrip (trait) A spell you can cast at will that is automatically heightened to half your level rounded up.
censer (trait) 123
class (trait) 56
cold (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.
common (trait) *Player Core*
companions elemental companions 39–42
composite (trait) 15
concealable (weapon trait) This weapon is designed to be inconspicuous or easily concealed. You gain a +2 circumstance bonus to Stealth checks and DCs to hide or conceal a weapon with this trait.
concentrate (trait) *Player Core*
Concordance of Elements 6, **7**
concussive (weapon trait) These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning. For instance, if the creature were immune to piercing damage and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, would apply as normal.
construct (trait) A construct is an artificial creature empowered by a force other than vitality or void. Constructs are often mindless; they are immune to bleed damage, death effects, disease, healing, nonlethal attacks, poison, vitality, void, and the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions; and they may have Hardness based on the materials used to construct their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.
consumable (trait) *Player Core*
creatures by level 234
curse (trait) A curse is an effect that places some long-term affliction on a creature. Curses are always magical and are typically the result of a spell or trap. Effects with this trait can be removed only by effects that specifically target curses.
darkness (trait) *Player Core*
dawnsilver (material) A light, durable form of silver.
deadly (weapon trait) *Player Core*
death (trait) *Player Core*

dedication (trait) 56
detection (trait) Effects with this trait attempt to determine the presence or location of a person, object, or aura.
disarm (weapon trait) *Player Core*
disease (trait) An effect with this trait applies one or more diseases. A disease is typically an affliction.
divine (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical.
domains 97 (toil), 145 (metal), 199 (wood)
downtime (trait) An activity with this trait takes a day or more, and can be used only during downtime.
duskwood (material) A dark, lightweight wood with a purple tint.
earth (trait) Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a connection to magical earth.
eidolon (trait) A creature with this trait is a summoner's eidolon. An item with this trait can be worn by an eidolon. An eidolon can have up to two items invested. elemental eidolon 38–39
electricity (trait) Effects with this trait deal electricity damage. A creature with this trait has a connection to magical electricity.
elemental (trait) Elementals are creatures directly tied to an element and native to the elemental planes. Elementals don't need to breathe.
elemental cycle 8–9, 59
elemental lords 5–6, 68–69 (air), 92–93 (earth), 116–117 (fire), 140–141 (metal), 170–171 (water), 194–195 (wood)
elemental philosophies 9
elemental planes A set planes located within the Inner Sphere that surround the Universe. These include the planes of air, water, earth, and fire. 5–8
elementalist (archetype) 58–61
emotion (trait) This effect alters a creature's emotions. Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.
energy (damage type) An umbrella category including acid, cold, electricity, fire, force, sonic, vitality, and void damage.
exploration (trait) An activity with this trait takes more than a turn to use, and can usually be used only during exploration mode.
familiars 42–43
fatal (weapon trait) *Player Core*
faydhaan A genie of water. 169, 176–177, **182**, 183
fear (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.
Ferrumnestra Elemental lord of metal, decline, inevitability, and mourning. Known as the Lady of Rust. 138, 139, **140**, 185
figurehead (trait) 177
finesse (weapon trait) *Player Core*
fire (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a connection to magical fire.
focus (trait) A spell you can cast by spending a Focus Point, and that is automatically heightened to half your level rounded up.
forceful (weapon trait) *Player Core*
fortune (trait) *Player Core*
free-hand (weapon trait) *Player Core*
fungus (trait) Fungal creatures have the fungus trait. They are distinct from normal fungi.
genie (trait) The diverse families of genies hold positions of prominence on the elemental planes. They have powerful magical abilities. 43, 84, 106, 130, 160–161, 182, 212–213, 226–227
geniekin An umbrella term for planar scions descended from the elemental planes. *Lost Omens Ancestry Guide* 98
ardande (wood geniekin) 46–49, 217
talos (metal geniekin) 50–53, 163
giant (trait) Giants are massive humanoid creatures.
healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.
Hshurha Elemental lord of air, last breaths, and windstorms. Known as the Duchess of All Winds. 67, **68**, 83
human (trait) A creature with this trait is a member of the human ancestry. Humans are a diverse array of people known for their adaptability. An ability with this trait can be used or selected only by humans.
humanoid (trait) Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.
ifrit A genie of fire. (Geniekin of fire are now called naari.) 111, 112, 114, 115, 124, **130**
illusion (trait) Effects and magic items with this trait involve false sensory stimuli.
impulse A kineticist's magical elemental actions are called impulses. 15
impulse attack modifier 16
impulse feats 24–37
impulse (trait) 15
incapacitation (trait) *Player Core*
incarnate (trait) *Secrets of Magic* 132
incorporeal (trait) An incorporeal creature or object has no physical form. It can pass through solid objects, including walls. When inside an object, an incorporeal creature can't perceive, attack, or interact with anything outside the object, and if it starts its turn in an object, it is slowed 1 until the end of its turn. A corporeal and an incorporeal creature can pass through one another, but they can't end their movement in each other's space.

An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost touch* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects.

Incorporeal creatures usually have immunity to effects or conditions that require a physical body, like disease, poison, and precision damage. They usually have resistance

against all damage except force damage and damage from Strikes with the *ghost touch* property rune, with double the resistance against non-magical damage.
infusion (trait) 15
infusion (trait) Actions with the infusion trait tweak your kineticist impulses. You must use an infusion action directly before the impulse action you want to alter. If you use any action (including free actions and reactions) other than an infusion directly after, you waste the benefits of the infusion action. Any additional effects added by an infusion action are part of the impulse's effect, not of the infusion action itself.
injury (trait) This poison is delivered by damaging the recipient.
Inner Sea elementalism 9, 59
Inner Sphere The center of the Great Beyond. It consists of the Astral Plane, elemental planes, energy planes, Ethereal Plane, the First World, the Netherworld, and the Universe.
intelligent (trait) An item with its own mental abilities and personality. *GM Core*
invested (trait) *Player Core*
items 74–77 (air), 98–101 (earth), 122–125 (fire), 146–149 (metal), 176–179 (water), 200–203 (wood), 224–225 (hybrid)
jaathoom A genie of air. 66–67, 75, **84**, 221
jabali A genie of earth. 88, 89, 90–91, 99, **106**
jann A genie of multiple elements, tied to no individual plane. The other lines of genies are believed to originate from them. 4, 6, 224–225, **227**
Kelizandri Elemental lord of drowning, water, and waves. Known as the Brackish Emperor. 168, 169, **170**
kineticist (class) 12–37
multiclass archetype 57
kineticist (trait) This indicates abilities from the kineticist class.
kizidhar A genie of wood. 65, 193, 201–202, 205, 209, **212–213**, 217
Laudinmio Elemental lord of metal, alchemy, discovery, experiments, and regret. Known as the Sovereign of Alchemy. 138–139, **141**
light (trait) *Player Core*
linguistic (trait) *Player Core*
Lysianassa Elemental lord of currents, flow, oceans, tides, and water. Known as Empress of the Torrent. 5, 69, 166, 167, 168, 169, 170, **171**
magical (trait) Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical.
manipulate (trait) *Player Core*
mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.
metal (trait) Effects with the metal trait conjure or manipulate metal. Those that manipulate metal have no effect in an area without metal. Creatures with this trait consist primarily of metal or have a connection to magical metal.
metal domain 145
mindless (trait) A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental ability modifiers are –5. They are immune to all mental effects.
minion (trait) *Player Core*
misfortune (trait) *Player Core*
modular (weapon trait) The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between configurations of a modular weapon allows it to deal different types of damage (listed in the trait, such as "modular B, P, or S"), though it's possible for a modular weapon's description to list more complicated configurations.
morph (trait) *Player Core*
move (trait) An action with this trait involves moving from one space to another.
Muan A language used by wood elementals. 191
noisy (armor trait) *Player Core*
nonlethal (trait) *Player Core*
occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical.
olfactory (trait) *Player Core*
Outer Sphere 6
overflow (trait) 15
Petran A language used by earth elementals. 89
physical (damage type) A grouping of bludgeoning, piercing, and slashing damage.
Plane of Air An elemental plane filled with vast skies, churning storms, and massive clouds. 7, 62–**67**
Plane of Earth An elemental plane permeated with solid stone, endless caverns, and rich mineral veins. 7, 86–**91**
Plane of Fire An elemental plane covered in dancing flames, seas of magma, and clouds of ash. 7, 110–**115**
Plane of Metal An elemental plane of fluid and chaotic metal, lightning fields, and radiation. 7, 134–**139**
Plane of Water An elemental plane saturated with endless oceans, bogs of mud and silt, and clouds of steam. 7, 164–**169**
Plane of Wood An elemental plane of vast, geometric forests and wooden creatures. 7, 188–**193**
planes 6–8
plant (trait) Vegetable creatures have the plant trait. They are distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way. Effects that manipulate plants have no effect in an area with no plants.
poison (trait) An effect with this trait delivers a poison or deals poison damage. An item with this trait is poisonous and might cause an affliction.
polymorph (trait) *Player Core*
potion (trait) A potion is a magical liquid activated when you drink it.
prediction (trait) Effects with this trait determine what is likely to happen in the near future. Most predictions are divinations.
primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical.

propulsive (weapon trait) *Player Core*
Pyric A language used by fire elementals. 113
radiation (trait) A dangerous, typically poisonous emission typically originating from radioactive minerals.
rage (trait) You must be raging to use abilities with the rage trait, and they end automatically when you stop raging.
Ranginori Elemental lord of air, thunderstorms, and welcome breezes. Known as the Zephyrous Prince. 63, 65, 67, **69**
rare (trait) *Player Core*
reach (weapon trait) *Player Core*
reckless (trait) A vehicle action with this trait requires the pilot to make a check to keep control. *GM Core*
relic gifts (metal) 148
revelation (trait) Effects with this trait see things as they truly are.
Sairazul Elemental lord of caves, gems, fertility, and the bounties of the earth. Known as the Crystalline Queen. 87, 91, **93**, 97, 100, 108–109
scrying (trait) A scrying effect lets you see, hear, or otherwise get sensory information from a distance using a sensor or apparatus, rather than your own eyes and ears.
shove (weapon trait) *Player Core*
Shumunue Elemental lord of wood, camouflage, carpentry, life, and mimicry. Known as the Carved Lady of Mimicry. 192–193, **194**
shuyookh A title given to wise and powerful genies. Typically rendered "sheikha" for female shuyookhs and "sheikh" for male shuyookhs.
skill (trait) *Player Core*
sonic (trait) An effect with the sonic trait functions only if it makes sound, meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage.
spellheart (trait) *Secrets of Magic* 170–171
spells 70–73 (air), 94–97 (earth), 118–121 (fire), 142–145 (metal), 172–175 (water), 196–199 (wood), 222–223 (hybrid)
Secrets of Magic spell updates 55
spell lists 228–231
universal elemental spells 55
spellshape (trait) Actions with the spellshape trait tweak the properties of your spells. You must use a spellshape action directly before casting the spell you want to alter. If you use any action (including free actions and reactions) other than casting a spell directly after, you waste the benefits of the spellshape action. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself.
spirit (trait) Spirits are ephemeral creatures defined by their spiritual essence. They often lack a material form.
splash (trait) *Player Core*
staff (trait) *GM Core*
stance (trait) 15
structure (trait) *GM Core*
subjective gravity (trait) *GM Core*
Sussuran (65) A language used by air elementals and flying creatures.
sweep (weapon trait) *Player Core*
Talican A language used by metal elementals. 137
talisman (trait) *GM Core*
talos (trait) Taloses are planar scions descended from zuhras. **50–53**, 163
teleportation (trait) *Player Core*
Thalassic A language used by water elementals and aquatic creatures. 167
thrown (weapon trait) *Player Core*
toil domain 97
trip (weapon trait) *Player Core*
troll (trait) Trolls are giant, brutish creatures and are well known for transforming into inanimate materials.
troop (trait) A troop is an organized collection of component creatures, typically Small or Medium in size, working as a cohesive whole. A troop is 16 squares in size and has two Hit Point thresholds in their HP entry, under which it reduces in size to 12 squares and then 8 squares. A troop has the Troop Defenses, Form Up, and Troop Movement abilities. Most troops have a weakness to area damage. Because they consist of multiple discrete creatures, they can't be summoned.
uncommon (trait) *Player Core*
Universe The plane that encompasses the known universe, including Golarion and its solar system. Located within the Inner Sphere.
Verilorn Elemental lord of wood, cultivation, forestry, gardening, and security. Known as Custodian of Oak and Ash. 190, 192–193, **195**
versatile (weapon trait) *Player Core*
visual (trait) *Player Core*
vitality (trait) Effects with this trait heal living creatures with energy from the Forge of Creation, deal vitality energy damage to undead, or manipulate vitality energy.
vitality (damage type) Energy damage drawn from Creation's Forge, which damages only creatures with void healing (such as undead).
void (trait) Effects with this trait heal undead creatures with void energy, deal void damage to living creatures, or manipulate void energy.
void (damage type) Energy damage drawn from the Void, which damages only living creatures.
void in Minkaian elementalism 7
volley (weapon trait) *Player Core*
water (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a connection to magical water.
wood (trait) Effects with the metal trait conjure or manipulate wood. Those that manipulate wood have no effect in an area without wood. Creatures with this trait consist primarily of wood or have a connection to magical wood.
wood domain 199
Ymeri Elemental lord of fire, heat, and smoke. Known as Queen of the Inferno. 115, **117**
zuhra A genie of metal. 65, 137, 138, 139, 148, **160–161**

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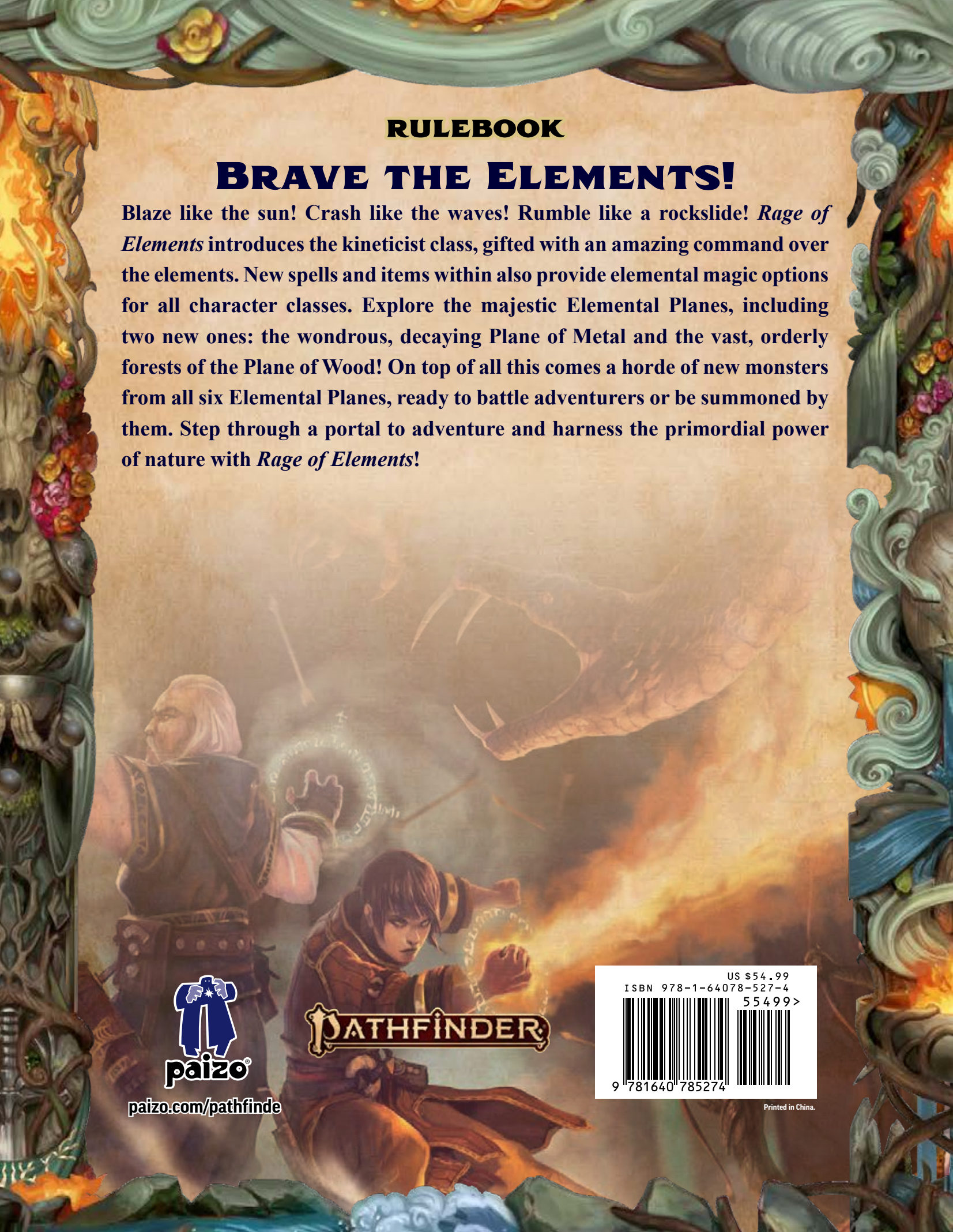
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