

THE TOME OF TIAMAT

By The Gaming Den

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Published on February 5, 2010, version 0.6

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<http://www.tgdmdb.com/viewtopic.php?t=36046>

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POWER SOURCES

THE PHYSICS OF MAGIC

CLASSES

3.1 Warlock

"I have all the powers of Hell at my disposal. Who are you to question me?"

Some people want power, and are crazy enough to offer their soul to various not nice people to get it. Others are simply (un)lucky enough to be descendants of those same people. However they managed to get their abilities, Warlocks wield the powers of the lower planes, which include powerful magic spells and the ability to shoot hellfire out of their hands.

Alignment: Warlocks who bargain away their souls for power tend to be Evil, though nothing requires them to be. In fact, demons and devils will jump on the chance to corrupt someone Good to Team Evil, but such instances are rare. People whose power comes from their blood can be any alignment.

Races: Warlocks can be any non-Outsider. Actual Outsiders don't bargain away their souls because they already have the ability to use the powers they would get, and that is represented by them having access to classes like True Fiend or Conduit of the Lower Planes. However, a Warlock who later becomes an Outsider can still be a Warlock.

Starting Gold: 4d4*10 gp (100 gold)

Starting Age: As Rogue.

Hit Die: d6

Class Skills: The Warlock's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Disguise (Cha), Hide (Dex), Intimidate (Cha), Knowledge (all, taken individually) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha).

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Warlock class.

Weapon and Armor Proficiency: Warlocks are proficient in light armor, shields (but not great shields), and simple weapons.

Sphere: A Warlock gains basic access to a sphere at every third level. If the Warlock selects a sphere that he already has basic access to, he upgrades it to advanced access. If he already had advanced access, he gains expert access.

Eldritch Blast (Su): As an attack action, a Warlock may fire a blast of fire at his foes. This has a range of Close (25 feet +5 ft./2 levels), does 1d6 damage per level of Warlock, and requires a ranged touch attack to hit.

Fiendish Similarities A 2nd level Warlock may qualify for and take feats with the [Fiend] or [Necromantic] tag, as long as he meets the other requirements. For [Necromantic] feats, he may use his character level as his caster level.

Call Fiends (Sp): At 4th level, a Warlock can Summon an Outsider with the [Evil] subtype once per day, as long as the Outsider's Challenge Rating is 3 less than his character level or lower. He can also choose to double the number of creatures summoned by reducing the max CR of the creatures by 2 per doubling (a 9th level

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Sphere, Eldritch Blast
2nd	+1	+0	+3	+3	Fiendish Similarities
3rd	+2	+1	+3	+3	Sphere
4th	+3	+1	+4	+4	Call Fiends
5th	+3	+1	+4	+4	Hellfire Blast
6th	+4	+2	+5	+5	Sphere
7th	+5	+2	+5	+5	Damage Reduction
8th	+6/+1	+2	+6	+6	Bonus Feat
9th	+6/+1	+3	+6	+6	Sphere
10th	+7/+2	+3	+7	+7	Dark Blast
11th	+8/+3	+3	+7	+7	Fiendish Servant
12th	+9/+4	+4	+8	+8	Sphere
13th	+9/+4	+4	+4	+8	Energy Resistance
14th	+10/+5	+4	+9	+9	Fear Aura
15th	+11/+6/+6	+5	+9	+9	Sphere, Fiendish Apotheosis

Warlock could summon one CR 6 fiend, two CR 4 fiends, 4 CR 2 fiends, or 8 CR 1 fiends). This is treated as a spell of one half the Warlock's level, rounded down, with a caster level equal to his levels in Warlock.

Hellfire Blast (Su): At 5th level, a Warlock may choose to fire a blast of hellfire instead of normal fire, at the cost of 2d6 points of damage (i.e. a 5th level Warlock could use a 5d6 fire blast or a 3d6 hellfire blast). This blast bypasses fire resistance and deals half damage to creatures with fire immunity.

Damage Reduction (Ex): At 7th level, a Warlock gains damage reduction equal to one half his class level, rounded up. This damage reduction is bypassed by whatever material is baneful to the Warlock's fiendish patron or ancestor (silver for Baatezu, wood for Yugoloths, stone for Demodands, and iron for Tanar'ri) or Good aligned weapons. At 13th level, it is bypassed only by one of those, which the Warlock chooses upon taking the level. If a Warlock later takes levels in True Fiend, the damage reduction stacks and, at the third level of True Fiend, is bypassed only by weapons that are both Good and made of a baneful substance.

Bonus Feat: At 8th level, a Warlock gains one bonus feat, which can be any [Fiend] feat he qualifies for.

Dark Blast (Su): At 10th level, a Warlock may choose to change the damage of his Eldritch Blast to Unholy damage by reducing the damage it deals by 4d6 (a 10th level Warlock could opt to fire a 10d6 fire blast, 8d6 hellfire blast, or 6d6 unholy blast).

Fiendish Servant: An 11th level Warlock is followed by a cohort whose CR is 2 less than his level, but the cohort can only have levels in True Fiend, Fiendish Brute, or Conduit of the Lower Planes (they can also have racial hit dice).

Energy Resistance: At 13th level, a Warlock gains resistance 10 to two energy types of his choice, and resistance 5 to a third.

Fear Aura (Su): At 14th level, a Warlock can radiate a 20 foot aura of *fear* (as per the spell) at will with a caster level equal to his character level. Save DC is 10+1/2 HD+Cha modifier.

Fiendish Apotheosis: A 15th level Warlock becomes an Outsider with the [Evil] subtype, even if his own alignment is not evil. He is immortal and does not age. This allows him to qualify for the Fiend classes, which can be used to fill out his last 5 levels.

3.2 Warmage

"Darkness beyond twilight, crimson beyond blood that flows..."

Wizards in general are pretty good on the battlefield. When it comes to killing lots of people at a time, casters excel at that if they feel like it. Not that a single great warrior can't hack through an army by the time everyone else has done their shoes up, but it's always the explosions of flame that people remember.

But some casters are specifically designed for the battlefield. Not only do they call ordinance down, annihilating large numbers of people at a time, but they can also take care of the stuff that only the good commanders think of: food, drink, digging trenches, building fortifications, gathering intel, making the battlefield conditions perfect. When you need someone like that, you turn to the Warmage.

Hit Die: d6

Class Skills:

Skills/Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Elemental Exchange (Fire and Cold), Spellcasting, Armored Casting
2nd	+1	+0	+3	+3	Create Water, Create Food
3rd	+1	+1	+3	+3	Purify Food and Drink
4th	+2	+1	+4	+4	Energy Effect
5th	+2	+1	+4	+4	Swift Cast 1/day, Elemental Exchange (Acid and Electricity)
6th	+3	+2	+5	+5	Limitless Spell Force
7th	+3	+2	+5	+5	Explosive Spell
8th	+4	+2	+6	+6	Energy Surge
9th	+4	+3	+6	+6	Weaken Defences, Elemental Exchange (Sonic)
10th	+5	+3	+7	+7	Swift Cast 2/day, Chain Spell
11th	+5	+3	+7	+7	Rallying Spell
12th	+6/+1	+4	+8	+8	Energy Blitz
13th	+6/+1	+4	+8	+8	Heroes Feast, Elemental Exchange (Force and Negative)
14th	+7/+2	+4	+9	+9	Instant Fortress
15th	+7/+2	+5	+9	+9	Swift Cast 3/day, Arcane Ordinance
16th	+8/+3	+5	+10	+10	Energy Mastery
17th	+8/+3	+5	+10	+10	Dimensional Fortress
18th	+9/+4	+6	+11	+11	Hellstorm
19th	+9/+4	+6	+11	+11	Dragonflight Bombardment
20th	+10/+5	+6	+12	+12	Swift Cast 4/day, Arcane Siege, Win

Warmage Spells Per Day										
	0	1	2	3	4	5	6	7	8	9
1	4	2	-	-	-	-	-	-	-	-
2	5	3	-	-	-	-	-	-	-	-
3	6	4	2	-	-	-	-	-	-	-
4	6	5	3	-	-	-	-	-	-	-
5	6	6	4	2	-	-	-	-	-	-
6	6	6	5	3	-	-	-	-	-	-
7	6	6	6	4	2	-	-	-	-	-
8	6	6	6	5	3	-	-	-	-	-
9	6	6	6	6	4	2	-	-	-	-
10	6	6	6	6	5	3	-	-	-	-
11	6	6	6	6	6	4	2	-	-	-
12	6	6	6	6	6	5	3	-	-	-
13	6	6	6	6	6	6	4	2	-	-
14	6	6	6	6	6	6	5	3	-	-
15	6	6	6	6	6	6	6	4	2	-
16	6	6	6	6	6	6	6	5	3	-
17	6	6	6	6	6	6	6	6	4	2
18	6	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6	5

All of the following are Class Features of the Warmage class.

Weapon and Armor Proficiency: Warmages are proficient with all simple and martial weapons. Warmages are proficient with light armor and medium armor but not with shields of any kind.

Spellcasting: The Warmage automatically knows every spell on their class list that they are a high enough level to cast. They cast spells spontaneously, without preparation. The ability score that determines their spellcasting is Intelligence. Unless stated otherwise, any Warmage class features that affect her spells will only affect those gained from Warmage levels, not other classes.

Armored Casting: A Warmage casts arcane spells, but she is not affected by the arcane spell failure of any armor or shield she is proficient with. This ability only applies to her Warmage spells, if she is able to cast any other arcane spells, they are affected by arcane spell failure normally.

Elemental Exchange: If a spell deals a specific type of energy damage (Acid, Cold, Electricity, Fire, Sonic, Force, Negative, Dessication), the Warmage can elect to swap it to Fire or Cold damage – later, more energy types become available. This is not an action and does not affect the spell in any other way, unless the spell has an energy descriptor, in which case it changes to match the new one (so you won't have a Cold Fireball being a [Fire] spell). This applies to any spells the Warmage can cast, not just her Warmage ones.

Create Water (Sp): The Warmage can Create Water as a Spell-like ability at will. The Caster Level is equal to her class level.

Create Food (Sp): The Warmage can Create Food as a Spell-like ability at will. This creates one pound of nutritious, if bland, non-descript food per class level and uses a Standard Action. Consider it the equivalent of a military MRE designed to keep for long times. Yeah, I can see you salivating already.

Purify Food and Drink (Sp): The Warmage can purify food and drink as a Spell-like ability at will.

Energy Effect: When casting spells that deal energy damage, a special effect occurs, based on the energy type:

Energy:	Effect:
Acid	the target becomes Sickened for 1d4 rounds
Cold	the target becomes numb, dropping whatever they are holding
Electricity	the target is momentarily shocked, becoming Staggered for 1 round
Fire	the target catches fire
Sonic	the target is Deafened for 1 minute

The effects only occur if the target is damaged. If a spell causes multiple damage types, only one effect can be chosen per target. Targets are entitled to a Fortitude save to negate this effect (DC 10 + half the Warmage's HD + her Int modifier). If the original spell allows a saving throw, then passing that save negates the effect instead of making someone roll two saves.

Swift Cast: Once per day per five class levels, the Warmage can cast a spell as a Swift Action. This only applies to spells that can be cast as a full round or less, however it does not change the spell level or any other aspect. It DOES change the casting time, in the exact manner that I just stated.

Limitless Spell Force: If a spell has effects that increase with caster level (one ray per 4 levels beyond 3rd, 1d6 per level, 2 targets per level etc.) and usually has a limit on this increase, ignore the limit: the effects increase with the Warmage's caster level indefinitely.

Explosive Spell: When casting a damaging spell with an area of effect, the Warmage may elect to make it an Explosive spell. All targets who take damage must succeed on a Fortitude save or be sent flying. The DC is 10 + half the Warmage's HD + her Int modifier. They are hurled in the direction the spell struck them from, moving to the outer edge, and half the distance travelled again (so if they would need to move 10' to leave the area of effect they would be moved 10+5 = 15'. If they had to move 100' they would end up being knocked 150'), then land prone. If a solid barrier prevents their movement, they take 1d6 Bludgeoning damage for every 10' of movement denied. Yes, the Warmage may pinball people with a bouncing Lightning Bolt.

Energy Surge: Even greater effects apply to Warmage spells that deal energy damage.

Energy:	Effect:
Acid	The target takes 1d4 Str damage as their muscle tissue is eaten away
Cold	The target becomes Slowed for 2d4 rounds as their joints freeze
Electricity	The target is Stunned for 1 round
Fire	The target becomes Exhausted for 2d4 rounds
Sonic	The target is knocked prone and Dazed for 1 round

The Warmage may elect to apply Energy Effect or Energy Surge, but not both at once. As with Energy Effect, there is a saving throw.

Weaken Defences: Any foe who suffers damage from a spell cast by a Warmage takes a penalty on their Armour Class, Damage Reduction, Spell Resistance and Energy Resistances until the beginning of the Warmage's next turn. This penalty is equal to the spell level.

Chain Spell: When casting a single-target spell (whether a single target is designated or it is a ray, orb etc. - even if multiple targets can be selected but only one is chosen, but not for area-of-effect spells) with a casting time of one round or less, the Warmage can make it chain out to other targets. This increases the casting time to take up one round and then a full round action on the following turn. The spell will then chain out, with half of its original effect, to a number of secondary targets up to half her caster level. They are still entitled to any saving throws, and no-one may be targeted multiple times (additional chains are wasted if there are too few targets). The maximum distance from primary to secondary target is equal to half the original range.

By adding yet another full round to the casting time, the secondary targets will then chain out to tertiary targets (but they can't all chain back to each other. Again, any given person is effected only once per casting).

Rallying Spell: Whenever the Warmage casts a spell that successfully takes a foe out of combat, she may elect for it to become a rallying spell. There is a blast of loud noise and she lights up (suppressing any Darkness effects) for one round, and all allies within 30' gain a morale bonus on Attack rolls and Will saves equal to the spell level, lasting for one round.

Energy Blitz: Incredible effects apply to Warmage spells that deal energy damage.

Energy:	Effect:
Acid	All of the target's non-magical equipment on their person is dissolved immediately, and they are Blinded for the rest of the encounter
Cold	The target is Paralysed for 1 round, then Slowed for 2 more
Electricity	The target becomes Confused and Entangled for the rest of the encounter
Fire	The target becomes a raging inferno, as though set on fire for 5d6 Fire damage per round, setting adjacent subjects on fire as well
Sonic	The target is knocked prone and rendered Staggered and unable to stand for 4 rounds

The Warmage may elect to apply Energy Effect, Energy Surge or Energy Blitz, but no combination of the three at a time. As with Energy Effect and Surge, there is a saving throw.

Heroes Feast: Once per day, the Warmage may cast Heroes Feast as a Spell-like Ability, except that it can affect three times as many people. This may be cast again if a major victory is scored (such as the defeat of an enemy army or capture of a large castle. Ask your DM).

Instant Fortress: The Warmage may summon a Fortress as a Spell-like Ability. The fortress appears after three consecutive rounds of concentration, and then functions like the item of the same name. If packed up, then it regenerates all damage within 24 hours. If destroyed, it takes a week for another to be called forth. If the concentration time is extended out to one minute, then the fortress appears as two towers connected by a wall 25' tall, 10' thick and 50' long, with arrow slits and battlements at the top. If extended out to ten minutes, it becomes four towers, each connected by one such wall in a square formation, with a 60' tall tower in the centre, connected to the walls by 10' thick, 10' tall, 20' long corridors.

The fortress requires as much time to pack up as to set up.

Arcane Ordinance: By focusing for two full rounds in addition to the original casting time, the Warmage may quadruple the area of effect of an area spell. By focusing for five rounds in addition to the original casting time, she may multiply the area by ten. However, either benefit will only apply to the first round (unless Instantaneous), unless the Warmage maintains concentration on the spell.

Energy Mastery: Whenever the Warmage kills a target with a spell that deals a type of Energy damage that she could change a spell to do (Acid, Cold, Electricity, Fire, Force, Negative, Sonic), there is an explosion of energy. Everyone adjacent to the target takes 1d4 damage of the same type per caster level (Reflex half, DC 10 + half the Warmage's HD + her Int modifier), with no Effects, Surges or Blitzes applied to this. This is not a spell, so anyone slain by this does [b]not[/b] also explode, creating an infinite peasant chain of ordinance.

Dimensional Fortress: Once per day, the Warmage may cast Mordenkainen's Magnificent Mansion. Anyone who attempts to gain entry uninvited triggers an alarm and a Disintegrate effect. The DC of this effect is 10 + half the Warmage's hit dice + her Caster Level.

Hellstorm: Once per day, the Warmage may call a devastating blitz of arcane power upon her foes, designed to force everyone to stay in cover, but also doing a reasonable job of tearing buildings apart so the battle can truly begin.

The Warmage must spend a full round action concentrating, and then designate the area of effect: two 10x10' squares per caster level. After this, the effect is out of her hands - even if she wants to, she can't stop it. The area is struck by an Earthquake that lasts for one minute, and every round, a single meteor (as per Meteor Swarm) strikes the location of her choosing (if she does not make a selection, a random area is picked, generally large or tall targets such as buildings go first) until the meteor is up. Anyone inside a structure that is not destroyed by the earthquake/meteor is perfectly safe from this damage.

Additionally, anyone who is not enjoying physical cover of at least 50% takes Acid damage and Fire damage, each equal to the Warmage's class level, every round. The only way to avoid this (aside from energy resistance/immunity) is to gain cover or leave the area of effect.

At the end of the minute, all effects stop, except for the pits and difficult ground, which is instantaneous and thus doesn't go away, and everyone within the area must make a Fort save (DC 10 + half the Warmage's hit dice + her Int modifier) or be Stunned for 3 rounds, allowing the invading army to rush in and start the violence.

Dragonflight Bombardment: The Warmage gains a loyal ally: a Dragon with a true CR that must be at least 3 less than the Warmage's character level. If it dies, another turns up in 1d6+6 days. This dragon acts as a mount, and will gladly fight in melee or rain its breath weapon down upon the battlefield. Additionally, as long as both are in physical contact, the Warmage may cast any damaging spell through the dragon, affecting everyone in the Area of Effect of the breath weapon. If the duration was more than Instantaneous, it becomes "one round".

Arcane Siege: Three times per day, the Warmage may target a building she can see and, as a Supernatural Ability, cause it to crack open. If the building fails a Fortitude save (use the best save of the inhabitants, if none it automatically fails) it splits apart, tumbling to the ground and dealing 20d6 damage to all of the inhabitants who are likely trapped and unable to escape. Clouds of dust equal to a Sandstorm are churned up for 1 minute, as well.

Win: The Warmage wins the game. There is no saving throw for this. Note that this doesn't actually affect the game.

Warmage Spell List:

0th level: *Dancing Lights, Darkness, Detect Magic, Detect Poison, Disrupt Undead, Ghost Sound, Light, Magic Missile, Mending, Message, Purify Food and Drink, Rouse, Stand*

Level 1: *Alarm, Detect Scrying, Detect Secret Doors, Disguise Self, Endure Elements, Entangle, Firespray, Grease, Mass Rouse, Mass Stand, Mount, Obscuring Mist, Shocking Grasp, Silent Image, Ventriloquism*

Level 2: *Arcane Lock, Continual Flame, Fireball, Jet of Steam, Gust of Wind, Incendiary Slime, Locate Object, Mass Enlarge Person, Mass Reduce Person, Misdirection, Protection From Arrows, Pyrotechnics, Resist Energy, Scare, Scorching Ray, See Invisibility, Whispering Wind*

Level 3: *Caustic Mire, Caustic Smoke, Deep Slumber, Dispel Magic, Flame Arrow, Fly, Horrid Sickness, Invisibility Sphere, Lightning Bolt, Major Image, Mass Resist Energy, Mordenkainen's Faithful Hound, Nondetection, Protection From Energy, Rage, Sleet Storm, Stinking Cloud, Wall of Fire, Water Breathing, Wind Wall*

Level 4: *Confusion, Dimension Door, Dimensional Anchor, Evard's Black Tentacles, Fear, Fire Shield, Fire Trap, Hallucinatory Terrain, Ice Storm, Move Earth, Scrying, Shout, Solid Fog, Stone Shape, Wall of Fire, Wall of Ice*

Level 5: *Cloudkill, Cone of Cold, Deltane's Fiery Tentacles, Fire and Brimstone, Fire Seeds, Greater Dispel, Dismissal, Fabricate, Lightning Leap, Mind Fog, Mirage Arcana, Nightmare Terrain, Prying Eyes, Seeming, Sending, Tactical Teleportation, Telepathic Bond, Transmute Mud to Rock, Transmute Rock to Mud, Wall of Force, Wall of Stone, Waves of Fatigue*

Level 6: *Acid Fog, Chain Lightning, Contingency, Guards and Wards, Mass (Bull's Strength, Cat's Grace, Bear's Endurance), Mass Suggestion, Storm of Fire and Ice, Sunburst, True Seeing, Veil, Wall of Iron, Wall of Thorns*

Level 7: *Banishment, Control Weather, Deadly Lahar, Earthquake, Forcecage, Greater Teleport, Incendiary Cloud, Mass Hold Person, Mass Invisibility, Mordenkainen's Sword, Phase Door, Planeshift, Prismatic Spray, Reverse Gravity, Waves of Exhaustion, Whirlwind*

Level 8: *Deadly Sunstroke, Dimensional Lock, Greater Prying Eyes, Greater Shout, Horrid Wilting, Mass Charm Monster, Mass Polymorph, Prismatic Wall, Storm of Vengeance*

Level 9: *Astral Projection, Elemental Swarm, Etherealness, Firestorm, Foresight, Mass Hold Monster, Meteor Swarm, Prismatic Deluge, Prismatic Sphere, Timestop, Towering Thunderhead, Wail of the Banshee*

Altered Spells:

Chain Lightning: This acts as a Lightning Bolt (and may be bounced, as below), except that every time a target takes damage from it (whether they make the save or not), another smaller bolt shoots out to another target of your choice within 50 feet. This requires a Ranged Touch Attack, and if the target is struck, they take half the original damage. If a bolt bounces over someone multiple times, multiple secondary bolts are launched. An individual can be hit by the primary bolt and one or more secondary bolts (though not secondary bolts that are caused by them getting struck) in the same casting.

Cone of Cold: This works like normal, except the entire area of effect is coated in ice (functioning like a Grease spell that is automatically Dispelled, square-by-square, by Fire effects) and anyone who fails the save takes 1d6 Dexterity damage.

Firestorm: This spell functions as normal, except that it lasts for as long as the Warmage concentrates. The area of effect cannot be moved, however.

Flame Arrow: When cast, all arrows fired from within 50' of the caster during the next round deal an additional amount of Fire Damage equal to 2d6 plus her Caster Level.

Lightning Bolt: When cast by a Warmage, Lightning Bolts may bounce off surfaces, either at a 90 degree angle or 180 degrees straight back at the caster, caster's choice.

Mass X: The spell works just as normal, except it affects one subject per caster level.

Mass Polymorph: This works only on willing targets, affecting two subjects per caster level. The subjects are transformed into Trolls, effectively replacing their character sheets with the MM entry. They can think like themselves, retaining their alignments and memories, but don't actually retain their skills, feats, ability scores (even mental ones) or anything else. You don't get troll wizards and troll knights and troll thief-acrobats, you get trolls.

These trolls may, however, utter "Hurr hurr, I'm a (their original class)" as a free action. Troll wizards can be said to cast sleep (range: touch, material focus: a club, somatic component: make an attack roll) and Knock (range: touch, material focus: a club, somatic component: make a break check), likewise Troll Rogues can be said to be able to pick locks (with a club) and disable devices (with a club).

Meteor Swarm: this causes four meteors to rain down from the sky, all at different points. Make a ranged touch attack against four different targets (including sections of ground). The targets, if hit, take 10d6 Bludgeoning Damage. Then, all within a 20' radius of each meteor takes 1d6 Fire damage per caster level (if multiple blasts hit the same person, they are damaged multiple times) with a Ref save for half (each time, if struck multiple times). If the targets of the meteors were hit by the attacks, they automatically fail the save.

The area then becomes difficult ground, with the 5' square points of impact becoming deep craters (10' deep pits).

BONUS CORE CLASSES

4.1 Elementalist

“Feel the wrath of the natural order you have angered!”

Alignment: An prospective Elementalist must be of a neutral alignment (N, NG, NE, LN, or CN) in order to learn the secrets of Elementalism. Once a character already has at least one level of Elementalist, nothing prevents her from changing alignment.

Races: Every race has elementalists, but races that have more draconic heritage mixed in have decidedly more elementalists. Dwarves have a natural affinity for stone and often choose the route of the Elementalist. Kobolds are naturally inclined towards elementalism and only jealous guarding of the secrets of elementalism by

Starting Gold: 4d4x10 gp (100 gold)

Starting Age: As Druid.

Hit Die: d6

Class Skills: The Elementalist’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Profession (Wis), Ride (Dex), Search (Int), and Spellcraft (Int).

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Elementalist class.

Weapon and Armor Proficiency: Elementalists are proficient with all simple weapons, as well as the scimitar, the battle axe, the trident, the pick (heavy and light), and the longbow (including composite longbows). Elementalists are proficient with light armor but not with shields of any kind.

Spellcasting: The Elementalist is an Arcane Spellcaster with the same spells per day progression as a Sorcerer. An Elementalist casts spells from the Elementalist Spell List (below). An Elementalist automatically knows every spell on her spell list. She can cast any spell she knows without preparing them ahead of time, provided that spell slots of an appropriate level are still available.

To cast an Elementalist spell, she must have an Intelligence at least equal to 10 + the Spell level. The DC of the Elementalist’s spells is Wisdom based and the bonus spells are Intelligence based.

Create Water (Su): An Elementalist can create water as a standard action at will as the spell create water with a caster level equal to her character level.

Armored Casting: An Elementalist casts arcane spells, but she is not affected by the arcane spell failure of any armor or shield she is proficient with. This ability only applies to her Elementalist spells, if she is able to cast any other arcane spells, they are affected by arcane spell failure normally.

Elemental Survival (Ex): An Elementalist of 2nd level or higher survives in elemental planes as easily as on the prime. Whenever on any elemental, paraelemental, or energy plane, she is able to ignore any harmful planar traits and moves through any of these planes without impediment.

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Armored Casting, <i>Create Water</i>
2	+1	+0	+0	+3	Elemental Survival
3	+1	+1	+1	+3	Advanced Learning
4	+2	+1	+1	+4	<i>Create Air</i>
5	+2	+1	+1	+4	Elemental Familiar, Advanced Learning
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	Resistance to Energy: 5, Advanced Learning
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	<i>Create Fire</i> , Advanced Learning
10	+5	+3	+3	+7	Timelessness
11	+5	+3	+3	+7	Advanced Learning, Elemental Traits
12	+6	+4	+4	+8	
13	+6	+4	+4	+8	Resistance to Energy: 10, Advanced Learning
14	+7	+4	+4	+9	<i>Create Wood</i>
15	+7	+5	+5	+9	Advanced Learning, Improved Summoning
16	+8	+5	+5	+10	Elemental Wildshape 1/day
17	+8	+5	+5	+10	<i>Create Earth</i> , Advanced Learning
18	+9	+6	+6	+11	Elemental Wildshape 2/day
19	+9	+6	+6	+11	Resistance to Energy: 15, Advanced Learning
20	+10	+6	+6	+12	Elemental Wildshape 3/day

Advanced Learning: At 3rd level and every two levels afterwards, the Elementalist may permanently add one spell to her spell list. This spell must be of a level she can already cast, and may not be of the Illusion or Necromancy school. Only spells from the Druid or Wu Jen spell list may be added in this way.

Create Air (Su): At 4th level an Elementalist can create air at will as if she was an open Bottle of Air.

Elemental Familiar: At 5th level, an Elementalist can acquire a familiar in the same manner as a Sorcerer. Unlike a Sorcerer, the Elementalist has only 5 choices for her familiar:

- **Small Air Elemental:** +2 to Tumble and Jump Checks.
- **Small Earth Elemental:** +3 on Bullrush checks, whether the attacker or defender.
- **Small Fire Elemental:** +3 to Intimidate checks.
- **Small Water Elemental:** +4 bonus to Swim checks, you may take 10 on swim checks at any time.
- **Small Wood Elemental:** +2 to Survival and Climb checks.

Resistance to Energy (Ex): At 7th level, an Elementalist has accumulated an inherent resilience in the face of all manners of elemental adversity. She has an Energy Resistance of 5 against any form of energy damage she is exposed to. At 13th level, this general resistance increases to 10 points. At 19th level, the resistance increases to 15.

Create Fire (Su): At 9th level, an Elementalist can set a creature or object on fire at will as a standard action. The target must be within short range, and suffers 2d6 of fire damage every round until the fire is extinguished. A victim can attempt to extinguish itself as a full-round action by making a Reflex Save (DC 15). The flames, once begun, are non-magical.

Timeless: At 10th level, an Elementalist is infused with the uncompromising nature of the raw elements themselves. She stops aging and never dies of old age.

Elemental Traits: At 11th level, an Elementalist attunes herself to a specific element, becoming in some way like the element of her choice:

- **Air Elemental:** Gains Air Mastery and a Flight Speed (perfect maneuverability) equal to her walking speed.
- **Earth Elemental:** Gains Earth Mastery, a 30' Tremorsense, and a Burrowing Speed equal to half her walking speed.
- **Fire Elemental:** Gains Immunity to Fire, and her body immolates whenever desired inflicting an additional 4d6 of fire damage on any creature struck with her unarmed strikes or which strike her with an unarmed strike.
- **Water Elemental:** Gains Water Mastery, the [Aquatic] subtype, and a swim speed equal to her walking speed.

- **Wood Elemental:** Gains Immunity to Polymorphing, a 60 foot Woodsense, and a Climb Speed equal to her walking speed.

Create Wood (Su): At 14th level, an Elementalist can create a full sized tree as a standard action, as if using a Quaal's Feather Token (Tree). This is an at-will ability.

Elemental Wildshape (Su): At 16th level, the Elementalist can actually become an Elemental in a manner simply to wildshape. Once per day, an Elementalist can assume an Alternate Form of an Air Elemental, an Earth Elemental, a Fire Elemental, a Water Elemental, or a Wood Elemental as a standard action. The alternate form may be dismissed at will, but otherwise persists for 24 hours. Only True Elemental forms may be assumed, and the forms in question must be smaller than Elder (Small to Huge Size is acceptable). Every 2 levels, the Elemental Wildshape may be activated an extra time each day.

Create Earth (Su): At 17th level, an Elementalist can create a wall of stone at any time as a standard action.

Elementalist Spell List:

0th level: *Attune Form, Caltrops, Detect Magic, Detect Poison, Light*

1st level: *Air Breathing, Entangle, Gust of Wind, Obscuring Mist, Pass Without Trace, Produce Flame, Speak With Plants, Stone Shatter, Summon Elemental I, Wall of Smoke, Water Breathing*

2nd level: *Binding Winds, Command Plants, Creeping Cold, Earth Bind, Earthen Grace, Fog Cloud, Heat Metal, Protection From Arrows, Soften Earth and Stones, Summon Elemental II*, Wall of Sand, Warp Wood, Wood Shape*

3rd level: *Blight, Control Water, Earth Reaver, Fire Shield, Fly, Plant Growth, Stone Shape, Stone Skin, Summon Elemental III*, Wall of Fire, Wall of Water, Wind Wall*

4th level: *Briar Web, Greater Stone Shape, Scry, Summon Elemental IV*, Wall of Stone*

5th level: *Animate Plants, Move Earth, Stone Tell, Summon Elemental V*, Wall of Thorns*

6th level: *Control Plants, Energy Immunity, Flesh to Stone, Stone to Flesh, Summon Elemental VI**

7th level: *Greater Scrying, Summon Elemental VII*, Transmute Rock to Lava*

8th level: *Summon Elemental VIII**

9th level: *Elemental Swarm, Summon Elemental IX*, Summon Elemental Monolith*

4.2 Fire Mage

"Yes, fire is cool."

Alignment: Fire is a destructive force, and a lot of Fire Mages are Chaotic. But they don't have to be.

Races: Fire Mages appear in all races, though significant portions of many races live in areas where being a Fire Mage is illegal.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: As Rogue.

Hit Die: d8

Class Skills: The Fire Mage's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (-), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Fire Mage class.

Weapon and Armor Proficiency: Fire Mages are proficient with all simple weapons, as well as the whip, all martial axes, and all sizes and varieties of scimitar (including falchions). Fire Mages are proficient with light armor but not with shields of any kind.

Fire Resistance (Ex): A Fire Mage has a Resistance to Fire equal to twice his level.

Fire Burst (Sp): As a standard action, a Fire Mage can emit a burst of flame from his body, striking all creatures and objects within 10' of his position except himself. This burst of flames inflicts 1d6 of fire damage, with an allowed Reflex Save for half (DC 10 + 1/2 Level + Charisma Modifier).

Fire Bolts (Sp): A Fire Mage can throw bolts of fire as an attack action. A Fire Bolt travels out to short range, and inflicts 1d6 of Fire damage per level. A Fire Bolt strikes its target with a ranged touch attack.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Fire Resistance, Fire Burst, Fire Bolts, Impress Flames, Fire Magic
2nd	+1	+3	+3	+3	Ignite
3rd	+2	+3	+3	+3	Piercing Flames, Hand of Fire
4th	+3	+4	+4	+4	Fire Immunity, Smokeless Flame
5th	+3	+4	+4	+4	Fireballs
6th	+4	+5	+5	+5	Mindfire
7th	+5	+5	+5	+5	Visions of Flame
8th	+6/+1	+6	+6	+6	Soul of Cinders
9th	+6/+1	+6	+6	+6	Sculpt Flames
10th	+7/+2	+7	+7	+7	Conflagration
11th	+8/+3	+7	+7	+7	Beacon, Firewalk
12th	+9/+4	+8	+8	+8	Bond of Fire
13th	+9/+4	+8	+8	+8	Fire Clouds
14th	+10/+5	+9	+9	+9	Searing Light, Ray of Light
15th	+11/+6/+6	+9	+9	+9	Sending, Rain of Fire

Impress Flames (Ex): Every time a Fire Mage inflicts Fire damage on any target, whether with his class abilities or another source of fire, he inflicts an amount of extra Fire Damage equal to his class level or his Charisma modifier, whichever is less.

Fire Magic (Ex): A Fire Mage is considered to have every spell with the Fire Descriptor on his spell list for the purpose of activating magic items.

Ignite (Sp): As a standard action, a 2nd level Fire Mage can cause any creature or object to burst into flame. A creature on fire suffers 1d6 of Fire damage per round (the Mage's Impress Flames ability applies to each round of course), and the creature can attempt to put itself out with a DC 15 Reflex save (see the DMG, p. 303). This ability can be used out to Medium range, and it always hits.

Piercing Flames (Ex): From 3rd level on, a Fire Mage's Fire cuts through Fire Resistance, hardness, and Immunity. No more than $\frac{1}{2}$ of the damage inflicted by his fire damage can be negated by hardness or immunity or resistance to Fire. In addition, the Fire Mage ignores the first 5 points of Fire Resistance that a target has.

Hand of Fire (Su): A 3rd level Fire Mage can set fire to their own body, causing them to count as armed at all times, even with unarmed attacks. The Fire Mage also causes an extra 1d6 of Fire damage with all melee attacks.

Fire Immunity (Ex): A 4th level Fire Mage is immune to Fire.

Smokeless Flames (Sp): A 4th level Fire Mage can create fires that produce no heat and do not burn. These fires can be anything from the size of a torch to a bonfire, and produce light accordingly. Each lasts until the next time the sun rises. Smokeless Flame can be created anywhere within Medium range.

Fireballs (Sp): A 5th level Fire Mage can hurl explosive fire anywhere within Long Range as a Full Round Action. This Fire explodes into a 20' radius burst and inflicts 1d6 of Fire Damage per level. All creatures within the area are entitled to a Reflex save to halve damage (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier).

Mindfire (Sp): A 6th level Fire Mage can start a Fire in a creature's mind, duplicating the effects of *rage* or *confusion* for a number of minutes equal to his Level. The victim must be within Medium Range, and is entitled to a Will Save to negate this effect (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier). This is a Mind influencing Compulsion effect.

Visions of Flames (Sp): A 7th level Fire Mage can *contact other plane* to communicate with the denizens of the Elemental Plane of Fire. A Fire Mage is in no danger of becoming insane or damaged by this experience.

Soul of Cinders (Sp): An 8th level Fire Mage has burnt his soul to ash, and is no longer susceptible to Energy Drain or Fear.

Sculpt Flames (Sp): A 9th level Fire Mage can create delicate shapes and walls made of fire. The Fire is fully shapeable, but cannot pass through more than 2 squares per level. Any creature passing through a square with fire in it suffers 1d6 of fire damage per level. A creature which is in a square that is being filled with fire is entitled to a Reflex Save (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier) to move to the nearest non-flaming square as an immediate action. These fires persist for 1 round per level. Alternately, the Fire Mage can replicate a *wall of fire* which persists for 1 minute per level.

Conflagration (Sp): At 10th level, a Fire Mage can surround himself with a nimbus of flames that extends for 10' in all directions from his person. All other targets in this area suffer a d10 of Fire Damage per level,

but are entitled to a Reflex Save (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier). In addition, a Fire Mage can cast *fireshield* at will (Hot Shield only).

Beacon (Sp): An 11th level Fire Mage can create a magically permanent bonfire as a standard action. He always knows exactly where each Beacon he has created is and will know if it is put out by any means.

Firewalk (Sp): At 11th level a Fire Mage can walk into any fire large enough to fit his person and appear in any other fire that is likewise of sufficient size anywhere on any plane of existence. The Fire Mage must know where the target fire is. The Fire Mage can take any number of willing creatures or carried objects that are also able to fit in both flames.

Bonds of Fire (Sp): A 12th level Fire Mage can craft solid fire and entrap a victim in it. The bonds will immobilize a creature which fails a Reflex Save (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier), and will *entangle* the creature unless it succeeds in its save by more than 5. A creature can attempt to escape by taking a Full round action to make a Strength or Escape Artist test with a DC equal to the Use Rope Skill Result of the Fire Mage. The victim suffers 20 points of Fire Damage per round, and the bonds of fire last until the victim escapes or the Fire Mage dismisses them.

Fire Clouds (Sp): As a Full Round Action, a 13th level Fire Mage can create huge billowing clouds of Fire. The Fire Clouds must be created within Long range, and persist for 3 rounds whether they are still in range or not. The cloud is shapeable, and covers at most 3 10' cubes per Level. Each round, everyone and everything inside the cloud suffers 1d6 of Fire damage per level, but is entitled to a Reflex save for half damage (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier).

Searing Light (Sp): A 14th level Fire Mage can call levels of illumination that are painful and destructive as the unmitigated baleful glare of the sun itself. All darkness within 5 miles is dispelled, and everything is illuminated. All undead suffer a 10 points of damage per round. All creatures specifically vulnerable to light suffer 10 damage per round (thus, vampires suffer 20 damage per round). All creatures are *dazzled*. Creatures must pass a Fortitude save (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier) every minute or become *blind* for the remainder of the effect. Creatures that are blinded when the effect ends are entitled to another Fort save to get their vision back, but if they fail this save the blinding is permanent. This effect lasts until the Fire Mage dismisses it or he is incapacitated.

Ray of Light (Sp): As an attack action, a 14th level Fire Mage can fire a ray of Light at any target within Short Range. It inflicts 1d6 of Light Damage per level if it hits with a Ranged Touch Attack. Undead take 10 extra damage. Creatures specifically vulnerable to Light suffer an additional 10 damage.

Sending (Sp): A 15th level Fire Mage can send a message, as the *sending* spell to any creature on any plane of existence with a standard action and receive a reply even if they are on different planes of existence.

Rain of Fire (Sp): At 15th level, the Fire Mage can open the skies and dump raw inferno upon all who would oppose him. The fires inflict 1d6 of Fire Damage per level, and victims are permitted a Reflex save (DC 10 + $\frac{1}{2}$ level + Charisma Modifier). The Fire Mage chooses which squares are struck with fire, and the only limits to how many squares can burn is how many squares the Fire Mage can see. There are no range limits to this power save line of sight.

4.3 Puppeteer

"This time, I think they'll stay up longer, I used more juice."

It is well known to those who investigate such things that electrical energy can bring animation to the freshly dead in much the same way as positive or negative energy can. Those who have a natural inclination towards commanding the lightning can live out their life in obscurity or they can investigate their own abilities.

Those of a particularly investigative bent can accomplish much towards animating the dead and even creating new life. The puppeteer is one such person.

Alignment: Electricity is a destructive force, but it is also the source of life. The Puppeteer focuses on the animating aspects, and a lot of them are Lawful. But they don't have to be.

Races: Puppeteers appear in all races, though significant portions of many races live in areas where being a Puppeteer is illegal.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: As Rogue.

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Electricity Resistance, Jolt, Electric Bolts, Puppet the Dead, Electric Magic
2nd	+1	+3	+3	+3	Disrupting Shock, Familiar
3rd	+2	+3	+3	+3	Greased Lightning, Repair Construct
4th	+3	+4	+4	+4	Electricity Immunity, Arc Light, Devastating Thunder
5th	+3	+4	+4	+4	Perpetual Storm, Corpse Quickening
6th	+4	+5	+5	+5	Persistent Puppets
7th	+5	+5	+5	+5	Lightning Bolts
8th	+6/+1	+6	+6	+6	Create Golem
9th	+6/+1	+6	+6	+6	Army of Puppets
10th	+7/+2	+7	+7	+7	Tunneling
11th	+8/+3	+7	+7	+7	Magnetism
12th	+9/+4	+8	+8	+8	Life Anew

Class Skills: The Puppeteer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Concentration (Con), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Each skill individually, Int), Listen (Wis), Move Silently (Dex), Profession (-), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Puppeteer class:

Weapon and Armor Proficiency: Puppeteers are proficient with all simple weapons, as well as the whip, all martial spears, and all sizes and varieties of chain (including spiked chains). Puppeteers are proficient with light armor but not with shields of any kind.

Electricity Resistance (Ex): A Puppeteer has a Resistance to Electricity equal to twice his level.

Jolt (Su): As a standard action, a Puppeteer can electrify his body, shocking the next creature which he touches or which touches him during the next minute. This shock inflicts 1d6 of electricity damage, with an allowed Fortitude Save for half (DC 10 + 1/2 Level + Charisma Modifier).

Electric Bolts (Sp): A Puppeteer can throw bolts of electricity as an attack action. A Lightning Bolt travels out to short range, and inflicts 1d6 of Fire damage per level. A Lightning Bolt strikes its target with a ranged touch attack.

Puppet the Dead (Su): If the Puppeteer can inflict electricity damage on a corpse, he can can it to rise as a zombie. This zombie can't have more than 4 hit dice for every level of puppeteer he possesses, and it immediately collapses if it has been active for more than 10 minutes or if the puppeteer animates a second corpse.

These zombies are of the construct type rather than being true undead, and are healed by electricity damage. Otherwise use the normal zombie template

Electric Magic (Ex): A Puppeteer is considered to have every spell with the Electricity Descriptor on his spell list for the purpose of activating magic items.

Disrupting Shock (Sp): As a standard action, a 2nd level Puppeteer can create an electrical discharge inside another creature's body. This effect causes a d6 of damage and stuns the target for one round. The victim is entitled to a Fortitude save (DC 10 + 1/2 Level + the Puppeteer's Intelligence bonus) to halve the damage and negate the stunning effect. This ability can be used out to Medium range, and it always hits.

Familiar: At 2nd level, a Puppeteer is entitled to a familiar. They may choose a corpse familiar or a construct familiar, but not a normal living animal.

Greased Lightning (Ex): From 3rd level on, a Puppeteer's Electricity cuts through Electricity Resistance, hardness, and Immunity. No more than 1/2 of the damage inflicted by his electrical damage can be negated by hardness or immunity or resistance to electricity. In addition, the Puppeteer ignores the first 5 points of Electricity Resistance that a target has.

Repair Construct (Sp): A 3rd level Puppeteer can energize a construct with a touch. This touch heals 2d8+Level hit points, and is be usable at any time.

Electricity Immunity (Ex): A 4th level Puppeteer is immune to Electricity.

Arc Light (Sp): A 4th level Puppeteer may shed light like a *daylight* spell from his own body. The clearly electrical light emanates from any portion of the character's body and can be begun or ended as a move action.

Devastating Thunder (Ex): When a 4th level Puppeteer inflicts electrical damage on any target, he inflicts an additional amount of that damage equal to his Intelligence modifier or his class level, whichever is less.

Perpetual Storm (Sp): A 5th level Puppeteer benefits from *call lightning* at all times.

Corpse Quickenings (Ex): When a 5th level Puppeteer animates a corpse, it is not limited to a single standard action.

Persistent Puppets (Su): A 6th level Puppeteer can create lightning zombies which last an entire day before falling apart on their own.

Lightning Bolts (Sp): At 7th level, the Puppeteer can send forth a *lightning bolt* as the sorcerer/wizard spell, at will. This spell-like ability has a save DC of 10 + 1/2 Level + Intelligence Modifier. Unlike the normal spell, a Puppeteer's Lightning Bolt has no damage cap.

Create Golem (Su): An 8th level Puppeteer can create Flesh Golems. These do not require the expenditure of XP. The latest creation, and *only* the last one created by the Puppeteer is immune to the berserking trait as it is fully under his control.

Army of Puppets (Sp): A 9th level Puppeteer's animated corpses no longer collapse when he raises another puppet, so long as his total number of puppet's is less than his class level.

Tunneling (Sp): At 10th level, a Puppeteer can teleport short distances, as per *dimension door*. This ability is usable at will.

Magnetism (Sp): An 11th level Puppeteer can hurl metal objects around at high speed for no discernible reason. This acts like *telekinesis*, which is usable at will, save that only creatures and objects made primarily of ferrous metals may be lifted and thrown.

Life Anew (Su): A 12th level Puppeteer can create Corpse Creatures with lightning. This is like using *create undead* save that the creatures are Constructs instead of Undead, are healed by Electrical damage, and don't have any action reduction.

4.4 Snowscaper

"I think you need to chill out."

Snowscapers tap into the Plane of Ice, and may create ice and cold and snow when they want to. They're better on their home turf (cold snowfields), but the mark of a powerful snowscaper is being able to make their own snow and ice.

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Cold Resistance, Cold Magic, Pall of Frost, Frozen Heart
2nd	+1	+3	+3	+3	Brittling, Create Ice, Skate
3rd	+2	+3	+3	+3	Frosts Bite, Ice Skating, Ground Freeze.
4th	+3	+4	+4	+4	Cold Immunity, Encumber
5th	+3	+4	+4	+4	Icebeam, Let It Snow
6th	+4	+5	+5	+5	Freeze, Never-melt Ice
7th	+5	+5	+5	+5	Skate on Air, Create More Ice
8th	+6/+1	+6	+6	+6	Wall of Ice
9th	+6/+1	+6	+6	+6	Blizzard, Mirror Mirror On The Wall
10th	+7/+2	+7	+7	+7	Through the Looking Glass
11th	+8/+3	+7	+7	+7	Animate Snow
12th	+9/+4	+8	+8	+8	Create Tons of Ice
13th	+9/+4	+8	+8	+8	Wintersmith, The Great Blizzard of '52.

Class Skills: The Snowscaper's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (-), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

Weapon and Armor Proficiency: The Snowscaper is proficient with all simple weapons, all martial swords and piercing weapons, and any three exotic piercing or slashing weapons he wants. The Snowscaper is proficient with light armor but not with shields.

Cold Resistance (Ex): At level 1, the Snowscaper gains Cold Resistance equal to her character level.

Cold Magic (Ex): All Cold spells are considered spells known for the purposes of magic item activation.

Coldfire (Su): At level 1, the Snowscaper may form a semi-solid ball of pure cold energy and then throw it at an enemy as an standard action, where it'll burst upon impact. This is a ranged touch attack with a Short range, and does 1d6 cold damage per level.

Pall of Frost (Su): At level 1, the Snowscaper may frost herself over and chill the air around herself within 10 feet, inflicting 1d6 cold damage to everyone within the radius. While frosted, the Snowscaper is considered armed, and all of her melee attacks do 1d6 extra cold damage.

Frozen Heart (Su): A Snowscaper gets her Charisma bonus or her character level (whichever is lower) to Cold damage.

Brittling (Su): At level 2 the Snowscaper may concentrate her will upon a person or object within medium range, and chill the target. This always hits, and does 1d6 cold damage, and makes the target lose their Dex bonus to AC for one round (two if the target is Cold-vulnerable). Objects have their hardness halved for 1d4 rounds; this goes for any creature which also has a Hardness score.

Create Ice Object (Su): At level 2 a Snowscaper may use a standard action to create any object or objects she's seen before—out of ice. They may be created in the air or in a square of your choice (within range), 10 lbs per character level, short range, a number of objects equal to your character level. Hardness equal to 10 + Character level + Charisma Modifier, but takes 1d6 damage each round its in non-freezing temperature (which the Snowscaper can get around). Treat it as having the HP of a material of a similar hardness, if you care that much about sundering. Also, creating your maximum amount is a full-round action.

Skate (Su): At level 2, The Snowscaper may [i]skate[/i] at will, as per the psionic power, on a line of ice she creates ahead of her as she moves. The trail remains iced over for one round. This may also be used on natural ice.

Frosts Bite (Su): At level 3, the Snowscapers ice abilities generate a bitter cold. Her cold abilities penetrate Cold immunity, resistance, and hardness.

Ice Skating (Su): At level 3, you may use Skate to cross liquid surfaces. The ice trail still disappears after a round, so you'd better keep moving, especially if you're crossing lava or acid.

Ground Freeze (Su): At level 3, the Snowscaper may freeze four 5-foot squares per character level as a standard action. The ice in any square can be thawed using a fire spell. Also, the Snowscaper may now fix Ice objects onto horizontal and vertical surfaces and be sure they'll support a decent amount of weight.

Cold Immunity (Su): At level 4, the Snowscaper does not fear cold, and is immune to it.

Encumber (Su): At level 4, the Snowscapers creation abilities are getting better, allowing her to do more and more things. She may spend a standard action to attempt to wrap someone in heavy, restricting iceas much as she can make with Create Ice—encumbering them with the weight, with a Reflex save for half the weight.

Icebeam (Su): The Snowscaper's mastery of coldfire has expanded to allow her to fire a ray of it. Long-range ray as a standard action, 1d6 Cold Damage per character level.

Let It Snow (Su): As a standard action, the Snowscaper may it snow in a medium-range radius, in as wide or as small an area as you want (within the radius). It starts off with a foot of snow, and goes up a foot every round until you tell it to stop.

Freeze (Su): At level 6, the Snowscaper may bind someone or something up with ice. Treat as a Hold Monster, but with a Reflex save instead.

Never-melt Ice (Su): At level 6, the Snowscapers ice creations are immune to all fire and wont melt unless the Snowscaper allows it or the Snowscaper dies.

Skate In Air (Su): At level 7, the Snowscaper may now skate through the air by creating a sheet of ice to travel across. The largest angle at which the Snowscaper can travel upwards is 45 degrees (as per Air Walk).

Create More Ice (Su): At level 7, the Snowscaper may create 100 lbs of ice per character level within medium range. She may now make three separate objects per character level.

Wall of Ice (Sp): At level 8, the Snowscaper gains Wall of Ice as an at-will spell-like ability.

Blizzard (Sp): At level 9 the Snowscaper may use a standard action to produce a howling gale of freezing wind carrying shards of ice and snow. It does 1d6 Cold damage per character level, and also does 1d6 Slashing and Piercing damage/three character levels. A Blizzard is a short-range Cone.

Mirror Mirror on the Wall (Su): All of the Snowscapers ice creations come from the Plane of Ice, and, as such, are linked and can be linked. At level 9, a Snowscaper has gained enough mastery to link any two smooth reflective surfaces made from her ice like a window as standard action.

That is to say, the Snowscaper stands in front of a mirror, chooses one of her other mirrors, wherever it may be, and then may see out the other mirror as if looking through a window.

Anyone or anything present on the other side can likewise see and communicate through their mirror. This effect lasts until the ice mage dismisses it as a free action (or until they're knocked out or killed or what-have-you). Only two surfaces may be linked as such at a time.

Through the Looking Glass (Su): At level 9, a Snowscaper using her [i]Mirror Mirror On The Wall[/i] ability may pass through the mirrors as easily as climbing through a window, stepping through an open door, or falling down a hole. Others may also come, as long they form a chain by holding hands and the first person through is the Snowscaper. It is not advisable to let go of the chain when you're halfway through the mirror, because now your body parts will be separated by the distance between the mirrors.

Animate Snow (Sp): At level 11, the Snowscaper may use Animate Snow, as the spell, at will.

Create Tons of Ice (Su): At level 12, the Snowscaper can create 1,000 lbs of ice per character level as full-round action. It can be created within long range, but must be created on the ground.

Wintersmith (Su): At level 13, The Snowscaper may now plunge an area into winter. When she first gets this ability, she may create large amounts of snow and icicles and all that, out to Long Range, for one day per character level. This can have effects like Let it Snow and Ground Freeze. Unlike most of her creations, this is not Never-melt Ice. At character level 15, she may do it as far as she can see. At level 17, the wintry conditions she creates do not melt normally and last until she relents and lets them thaw away, or until she is killed.

The Great Blizzard of '52 (Sp): The Snowscaper's blizzards are now of legendary proportions. She may create a blizzard which is a Medium-ranged Cone. It inflicts (Character Level + Cha Modifier)d6 in Cold damage, and (1/3 Character Level + Cha Modifier) in Slashing and Piercing damage.

PRESTIGE CLASSES

5.1 Arcane Strategist

“Did they think they could fool a strategist like me? I have specialised in the use of fire all my life!”

You plan things out ahead of time. In excruciating detail. And then kill people. With your plans.

Requirements:

Skills: Knowledge (Engineering) 8 ranks, Knowledge (Nature) 8 ranks and Knowledge (Tactics) 8 ranks

Spells: must be able to cast 3rd level Arcane spells

Special: must have followers or an army or a [Leadership] feat.

Hit Die: d6

Class Skills: Whatever you want, since Koumei doesn’t believe in cross-class skills.

Skills/Level: 6 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Move Earth, Expert Tactician	+1 spellcaster level
2nd	+1	+0	+0	+3	Delay Spell, Mass Spell 1/Day	+1 spellcaster level
3rd	+1	+1	+1	+3	Signal	+1 spellcaster level
4th	+2	+1	+1	+4	Spell Trap, Mass Spell 2/Day	+1 spellcaster level
5th	+2	+1	+1	+4	Retributive Spell	+1 spellcaster level
6th	+3	+2	+2	+5	Spell Beacon, Mass Spell 3/Day	+1 spellcaster level
7th	+3	+2	+2	+5	Eight Trigrams Formation	+1 spellcaster level
8th	+4	+2	+2	+6	Artillery, Mass Spell 4/Day	+1 spellcaster level
9th	+4	+3	+3	+6	Conjure Battlefield	+1 spellcaster level
10th	+5	+3	+3	+7	TACTICAL GENIUS!, Mass Spell 5/Day	+1 spellcaster level

All of the following are Class Features of the Arcane Strategist prestige class.

Weapon and Armor Proficiency: Arcane Strategists gain no proficiency with any weapon or armor.

Spellcasting: Every level, the Arcane Strategist casts spells (including gaining any new spell slots and spell knowledge) as if they had also gained a level in an arcane spellcasting class they had previous to gaining that level.

Move Earth: The Arcane Strategist may cast Move Earth as a spell-like ability a number of times per day equal to her Int modifier.

Expert Tactician: This feat is gained as a bonus feat.

Delay Spell: The Arcane Strategist may Delay any spell they cast, except for the spells of their highest level available. A spell may be delayed by up to 3 rounds, chosen at the time of casting. After this delay, the spell goes off, just as if it had been cast only then.

Mass Spell: Once per day, the Arcane Strategist may cast a Mass version of a spell, using the same spell slot as the original. This takes a full round action if it would normally take less time, or an extra full round action

if it would take one round or more. The spell must be one that affects one or more targets, not an area of effect. It now affects one target per caster level. Every 2 levels, another daily use of this is granted.

Signal Spell: With a full round action, the Arcane Strategist may declare a special strategy. All allies within hearing distance can be blessed with a Contingency for when the Arcane Strategist casts a specific spell, causing them to perform a Standard, Move or Full Round Action (stated at time of preparation) as an Immediate Action. This lasts until activated, the upcoming Dawn/Dusk/Noon/Midnight or the ability is used again (it overwrites current contingencies).

An example could be “When I cast a Mass Haste, everyone make a Full Attack Action against an enemy you can reach.” or “When I Fireball the enemies, everyone Charge them”.

Spell Trap: The Arcane Strategist may cast a spell as a Trap, as long as the spell usually affects an area of effect. The Trap is placed onto a 5' square and lasts until the upcoming Dawn/Dusk/Noon/Midnight, or until triggered, or until the maximum allowed is exceeded, where the oldest are removed first. The maximum allowed is the Arcane Strategist's Intelligence modifier.

Enemies can detect the trap with a Search check equal to the save DC of the spell (if it doesn't have one normally, it is 10 + spell level + Int modifier). If someone steps into the square without Disabling it first, the spell goes off, only affecting the one square. All other effects are the same, and the square being trapped has to be adjacent to the Arcane Strategist.

Retributive Spell: The Arcane Strategist may cast any Single Target spell as a Retributive spell, but may only have one up at a time. She becomes wreathed in magic for 1 minute or until struck in melee combat. If the latter occurs, the spell activates, affecting the attacker as though they were the original target of the spell.

Spell Beacon: The Arcane Strategist may cast a spell as a Spell Beacon at a range of up to 20' per class level. The square targeted glows with a pillar of light, helping to direct allies to it. Whenever one of her allies touches the square, the spell is activated. This may be any multiple target, single target or area of effect spell, and is usually used to place buffs at vital objectives to help allies hold the positions. Some strategists are not above making the spells harmful, however, effectively setting orbital bombardments on their allies.

Eight Trigrams Formation: With a Full Round Action, the Arcane Strategist can create a defensive barrier for her allies. Draw an imaginary line between every pair of allies, including the Arcane Strategist. These form Walls of Force for one round, and are filled with Acid Fog that does not affect her or her allies.

Additionally, the Arcane Strategist and her allies gain the benefits (but not the drawbacks) of a Stoneskin effect for one round. Any foe who attacks the Arcane Strategist or any of her allies during this time but fails to deal any damage automatically becomes Exhausted for one minute. In this case, allies are only those within 50' of the Arcane Strategist, not those back home in Kansas.

Artillery: Damaging spells cast by the Arcane Strategist begin to have tell-tale signs of their destructive capacity. When the Arcane Strategist casts Area of Effect spells that allow a save and primarily deal damage, her enemies may elect to dive for cover, becoming Prone and Cowering for 1 round, but automatically passing all saving throws. They can do this after rolling and failing, but doing so extends the Cowering to 2 rounds. While they remain Prone and Cowering, they continue to automatically pass saving throws against such spells cast by her.

Conjure Battlefield: Once per day, the Arcane Strategist may transform the landscape into a favourable battlefield. One square mile gains the effects of Nightmare Terrain (the Arcane Strategist and her allies ignore this effect), and a trench network covers a third of the battlefield - the third closest the Strategist, providing Full Cover. Additionally, a full fortress set (as per the Warmage "Instant Fortress" ability) is conjured on her side, and spits out one Fireball per round. Finally, the middle third of the area is filled with a Stone Spikes effect. Should a major victory be scored, this ability may be used once more on that day.

TACTICAL GENIUS! Once per day, the Arcane Strategist may perform a great tactical move, selecting one of two effects:

- 1) She and her allies are instantly Teleported Without Error or Gated to the precise point they wish to be, with a Timestop effect taking place upon arrival.
- 2) A powerful magical ally is summoned, appearing anywhere the Arcane Strategist can see. Typical creatures include:
 - a Remorhaz with additional HD
 - a Purple Worm (no sniggering there!) with additional HD
 - a Colossal Adamantine Animated Siege Tower with a Catapult on top

- a Colossal Monstrous Vermin with additional HD

The CR may be any amount up to your character level -2. The creature hangs around until one minute has passed, and usually just goes on a rampage, trying to deal as much damage to the enemy forces as possible.

This ability may be used once more in the day if a great victory is achieved.

Great Victories: A decisive martial victory on the scale of annexing a decently-sized kingdom, or in lieu of conquest, a terror that was plaguing aforementioned decently-sized kingdom and threatened it with destruction/enslavement/more than just the heebiejeebies.

Optionally anything that involves great tactical coordination and represents the culmination of months if not years of planning and maneuvering might also qualify (for instance, courting, seducing and having sex with eight princesses at once, or convincing the entire planet to play a game of The Floor Is Lava (this can of course be really simple by actually turning the floor into lava)).

5.2 Big Nob

“MY NAME IS HUGE!”

In some cultures, being the biggest seriously makes you the best. You are viewed as the leader, and if someone smaller disagrees, they have to kill you. Even then, everyone is cheering for you, because you’re bigger.

Prerequisites:

BAB: +1

Size: Large or larger

Feats: Leadership

Special: Must lead an army, or have led an army, in which you are/were the biggest.

Hit Die: d12

Class Skills: The Big Nob’s class skills (and the key ability for each skill) have not yet been written

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Command Rating +1, Look Out Sir!
2	+2	+3	+0	+0	+1 Natural Armour, Intimidating Battlecry
3	+3	+3	+1	+1	Big Morale +1, Warstride
4	+4	+4	+1	+1	+1 Natural Armour, Minion See Minion Do
5	+5	+4	+1	+1	Command Rating +1, WAAAAAGH!
6	+6	+5	+2	+2	+1 Natural Armour, Get Over Here!
7	+7	+5	+2	+2	Big Morale +2, More WAAAAAGH!
8	+8	+6	+2	+2	+1 Natural Armour, Who’s Scarier?
9	+9	+6	+3	+3	Command Rating +1, Worthy Sacrifice, My Name Is Huge
10	+10	+7	+3	+3	+1 Natural Armour, The Most WAAAAAGH!

All of the following are Class Features of the Big Nob class.

Weapon and Armor Proficiency: You gain proficiency with all armour and shields.

Look Out, Sir!: As long as you have at least one minion, cohort or follower within your reach, you gain the benefits of Improved Evasion. However, if you elect to use it, one minion, cohort or follower within reach is killed. This does not result in a penalty or reduction to your Leadership score.

Intimidating Battlecry: As a Swift action, when charging you can let out a battlecry. This allows you to make a demoralise attempt against all foes within 60’ who can hear you. You receive a +2 bonus for every size category above Medium. Additionally, all allies within 60’ gain a +20’ bonus to their speed for one turn.

Warstride: You can ignore all difficult terrain, and are in no way impeded by the corpses of your allies and/or enemies. You never slip on blood, or are blinded by sprays of blood, should such things ever be relevant (see: Kobold feats).

Minion See, Minion Do: Whenever you attack a foe, all allies who could reach the foe by making a charge attack may do so as an Immediate action.

WAAAAAGH!: You have such legend surrounding you, and your minions have so much faith in you, that you grow one size category, gaining all relevant bonuses and penalties.

Get Over Here!: When you bellow at a foe, issuing a challenge, you scare them into approaching you so you can hit them. As a move action, you may issue this challenge to a foe who can see and hear you. If they fail a Will save (10 + 1/2 HD + Cha) then they are Shaken and have to approach you (spending at least one move action getting nearer. They can totally charge you to do this, though). If they pass, they are not subject to the fear effect and can elect to pass on your challenge. Doing this, however, gives all of their underlings a -2 morale penalty for 1 minute because their leader is a chickenshit.

More WAAAAAGH!: Your Leadership rating is unable to be lowered by anything, even if you personally elect to slaughter half your followers. Additionally, every follower within 30' may spend a standard action praising you, empowering your blows with the power of WAAAAAGH! This grants you +1d6 to all melee damage per simpering minion on your next turn.

Who's Scariest?: You are immune to fear, as you are the scariest thing you know of. Your minions are also immune to fear from any source other than you.

Worthy Sacrifice: Any time you take damage, you may elect for a minion, follower or cohort within reach to take this damage for you. This only works once per round, however. If ever you are rendered prone or shoved to another square, you can sacrifice a minion or follower within reach to negate this effect, squishing them flat.

My Name Is Huge: You may elect to now have a very large, impressive name and title that all feel obliged to say in full. Any ability that could involve speaking your name, such as a Knight's challenge, any Truenaming effect, or similar, takes longer to perform, along this chart: Less than Swift ⇒ Swift ⇒ Move ⇒ Standard ⇒ Full ⇒ Minute ⇒ *2

The Most WAAAAAGH!: You gain another size category, along with all relevant bonuses and penalties.

5.3 Crusader of the Elemental Forces

"GOOOOOO, PLANET!"

Requirements:

BAB: +10

Skills: Knowledge (the Planes) 13 ranks, Knowledge (Nature) 13 ranks

Special: Must have some form of attack that deals Fire, Electricity, Cold or Acid damage. Elemental Knights qualify by dint of existing.

Hit Die: 1d10

Class Skills: .

Skill Points at Each Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Elemental Resistances, Elemental Strike
2nd	+2	+3	+3	+3	Heart of Water, Drench, Elemental Mount
3rd	+3	+3	+3	+3	Heart of Earth, Earthen Grasp, Elemental Rage
4th	+4	+4	+4	+4	Heart of Air, Whirlwind, Storm of Elemental Fury
5th	+5	+4	+4	+4	Heart of Fire, Fiery Skin, Storm of Vengeance

Elemental Resistances: The Crusader of the Elemental Forces receives Energy Resistance equal to 5 times their class level against Fire, Acid, Cold and Electricity. They are also unaffected by reasonably strong wind, fog, rain, muddy ground, quicksand, sandstorms, random lightning strikes, particularly hot weather or particularly cold weather.

Elemental Strike: Then dealing additional damage to a Designated Opponent, the Crusader may, on a successful hit, elect to either Soak the target (making them count as Entangled until dried), set them on fire, knock them prone with earthly might or cause the wind to carry them into the air, moving them up to 50' away. If multiple hits are made, multiple effects may be caused in the same round.

Heart of Water: The Crusader has a permanent Heart of Water effect (Swim speed equal to Land Speed, Breathe Underwater, +5 enhancement bonus to Escape Artist). At any rime, the Crusader can elect to be

affected by Freedom of Movement instead. This is a Swift Action to decide, and lasts until they change it back with another Swift Action. This is a Supernatural Ability.

Drench: The Crusader gains the ability to drench others (and flames), just like a Water Elemental. This is a Supernatural ability.

Elemental Mount: The Crusader gains a Mount to ride. This mount is loyal, and if it dies, another appears a day later. It can be any Elemental with a CR at least 3 less than the Crusader's character level. It can be ridden even if logic says otherwise, and causes no harm at all to the Crusader.

Heart of Earth: The Crusader has a permanent Heart of Earth effect (+8 bonus to resist Trip/Overrun/Bull Rush and increased maximum HP of 30). Alternatively, with a Swift Action they may lose these effects and instead gain a Stoneskin effect that lasts until they use a Swift Action to change back. As long as both original Heart effects are active (not the alternate spell effects), the Crusader gains Light Fortification. This is a Supernatural Ability.

Earthen Grasp: The Crusader can make the ground grab people who are standing on it. This is a Supernatural Ability that requires a Standard Action. She may use her own BAB and Strength to make a grapple attempt at a target within 50', but counts as a Colossal creature. If the foe is grappled, the Crusader can Concentrate to sustain this effect, constricting them and dealing 10d6 Crushing damage every round until the foe escapes.

Elemental Rage: The Elemental Strike ability is enhanced. If the Crusader sets an enemy on fire, they burn brilliantly, taking 5d6 Fire damage per round and the DC to put the flames out becomes 10 + half the Crusader's Hit Dice + her Charisma modifier. If she soaks them, water floods their lungs and they drown enough to become Exhausted. If she knocks them prone they are Stunned for 1 round, and if she knocks them into the air, they are held in place as though by a Telekinetic Sphere, air whirling all about them.

Heart of Air: The Crusader of the Elements gains a permanent Heart of Air effect (+10 enhancement bonus to Jump checks, 30' Flight (Average)). She may at any time unleash a Gust of Wind as a Swift action, but doing so deactivates the Heart of Air until her next turn. This is a Supernatural ability.

Whirlwind: The Crusader may, with a Standard Action, transform into a tornado of sorts. Her ability scores and attributes all remain the same, however she has a constant 50% Concealment and gains a Slam attack that deals 1d8+Str*1.5 Bludgeoning for a Medium Creature and buffets the target 20' away. She may also trap enemies inside the vortex like an Air Elemental. However, she does lose the ability to cast any spells and loses the benefits of Heart of Earth, Fire and Water. Changing back just requires a Swift Action.

Storm of Elemental Fury: The Crusader may cast Storm of Elemental Fury three times per day as a Spell-like Ability, as long as she designated an opponent who did not strike her in the last turn. The opponent must be in the area of effect. The DC is 10 + half her hit dice + her Charisma modifier.

Heart of Fire: The Crusader gains a permanent Heart of Fire effect (Fire Immunity, +10' enhancement bonus to speed). Alternatively, with a Swift Action she may swap it out for a Fire Shield, and change it back with another Swift action. If all four Hearts are active, she becomes immune to critical hits.

Fiery Skin: Anyone who Grapples with the Crusader or strikes her with a melee weapon catches fire instantly.

Storm of Vengeance: Once per day, the Crusader may cast Storm of Vengeance as a Supernatural Ability. It will last until the next dawn, dusk, noon or midnight (whichever comes first). Seriously.

5.4 Dragoon

"You can fly?!?" – A blue dragon simultaneously discovering the existence and capabilities of Dragons

The Dragons are a group of warriors dedicated to slaying large monsters. Of course, they are most famous for taking on dragons, to the point that many of them have a definite dragon motif to their armor. Armed with a spear to be able to reach vital points on barn-sized creatures with hides like rock, Dragons leap fearlessly into battle. And I do mean leap.

It is hypothesized that the amazing physical abilities shown by a Dragoon are the result of natural talent for magic combined it with a strict training regimen, and channeled towards something other than spells.

Becoming a Dragoon

Generally, Dragons are recruited and trained as a sort of public service; even Evil civilizations have a problem with big monsters, so Dragons can hail from those places, too.

Prerequisites:**Skills:** Jump 8 Ranks**Feats:** Giant Slayer or Skill Focus (Jump)**Special:** Heavy armor proficiency and proficiency with a spear, lance, or other polearm**Hit Die:** d10

Class Skills: The Dragoon's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (all) (Int), Listen (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Evasion, Jump Attack, Jump Good
2	+2	+3	+3	+0	Spear Mastery
3	+3	+3	+3	+1	Dragonbreath
4	+4	+4	+4	+1	Killer Jump
5	+5	+4	+4	+1	Dragonbreath
6	+6	+5	+5	+2	Giantkiller
7	+7	+5	+5	+2	Dragonbreath
8	+8	+6	+6	+2	Dragonheart, Improved Evasion
9	+9	+6	+6	+3	Dragonbreath
10	+10	+7	+7	+3	Double Jump

Overtrained: While not exactly a Code of Conduct, Dragoons do have a few things drilled into their head by their teacher: Defend the People From Monsters, Especially Big Monsters.

The majority of their training is concerned with finding ways to stab monsters in the face when it seems improbable that the Dragoon would be able to reach that high. Naturally, a Dragoon first reaction upon seeing a monster chewing on a few cows in the street and hearing people scream, would be to heft his spear and then endeavor to stab the monster in the face. I'm not saying they *must* do it, but it will be their first, second, and third thought.

Jump Attack (Ex): At first level Dragoons learn a specialized mode of attack – death from above. As long as one falls at least thirty feet and attacks at the end of the fall, he does double damage on a successful hit; if he's wielding a spear or a lance of some kind, he does triple damage and ignores either armor or natural armor (whichever is higher). Should he score a critical hit with a Jump Attack, damage is calculated by adding 1 onto the weapon's critical multiplier, or 2 if using a spear or a lance or similar weapon.

Jump Good (Su): At 1st level, A Dragoon's Jump DCs are halved, and the formula for figuring vertical jump height is the same as for horizontal jump height (one foot per point on the check). Dragoons jump extraordinarily quickly, letting them complete an entire jump, no matter how far it is, as a move action, and their Armor Check penalty does not apply to their Jump checks; they are always considered to benefit from a running start on Jump checks. They also gain immunity to falling damage as long as they're conscious and always land on their feet.

Evasion (Ex): Really big creatures can often unleash really big blasts of fire or acid or some other unpleasantness. For this reason, Dragoons are trained in the arts of evasion. Should a Dragoon already have Evasion, this stacks to Improved Evasion.

Spear Mastery (Ex): Dragoons like spears. They're simple to use, and the reach makes it easier to damage vital points on their chosen foes – big, big monsters. At 2nd level, A Dragoon may use a reach weapon as if it were not a reach weapon with no penalty and the critical threat range with spears and lances and other piercing polearms is increased by 1 (this stacks with anything that doubles the critical threat range, but is added after the doubling).

Dragonbreath (Su): Dragoons have a career fighting monsters who tend to have breath weapons or some ability to turn an entire area into pain. Naturally, there is a desire to get even, and at 3rd level it's become strong enough to take over more of the Dragoon's natural magical talent and grant him a breath weapon known as Dragonbreath.

At levels 3, 5, 7, and 9, select an energy type out of fire, electricity, cold, acid, and sonic. The Dragoon can use his Dragonbreath with any of his repertoire of energy types. Dragonbreath is a 15-foot cone which inflicts

1d8 per character level of the energy type (selected when used), Reflex save DC 10 + 1/2 Character level + Con mod for half. After Dragonbreath is used, it may not be used again for 1d4 rounds.

Killer Jump (Su): If a Dragoon has learned anything by 4th level, its that there is a huge amount of energy to be gained from falling.

Killer Jump is full-round action. It begins when the Dragoon makes a Jump check to land on a target, and with this particular check he may travel travel up to 10 feet (vertically and/or horizontally) for every two points on the check.

When he lands on the target, he makes a touch attack roll. It is like a normal Jump Attack (does double damage on a successful hit, triple if using a spear) but an additional d6 of damage for every 10 feet he fell, and is considered a critical threat and resolved as such; the bonus falling damage is not multiplied. He may do this every 1d4 rounds.

Giantkiller (Ex): A 6th-level Dragoon has some experience with killing big creatures, and has discovered a very interesting factbig creatures have big vital areas. Of course, having a long weapon helps in exploiting these areas.

A Dragoon gets a doubled critical range for spear-like weapons, as long as the target is Large size or larger. He also gets a +2 on his attack rolls to confirm critical hits for each size the creature is above medium.

Improved Evasion (Ex): As the Rogue. If the Dragoon already has Improved Evasion, he gets a bonus feat for which he meets the prerequisites.

Dragonheart (Su): A Dragoon who hits his stride will enter a state of mind. It's a good place for him, and a bad place for his enemies.

If a Dragoon succeeds on a saving throw or confirms a natural critical hit (the auto-threat from Killer Jump does not count, unless the attack roll was naturally in the threat range), Dragonheart activates as a free action. The Dragoon gains Fast Healing equal to 1/2 his character level + his Con modifier, and becomes immune to mind-affecting effects, ability damage or drain, and morale and fear effects. Dragonheart lasts for a number of rounds equal to his class level.

Double Jump (Su): The Dragoon is now a master of jumping on things to kill them. When he connects with a Jump Attack or a Killer Jump, he may make an swift action to perform another Jump Attack on the same target.

Ex-Dragoons

Generally, Dragoons only retire when old age makes fighting giant monsters risky. Most of them, though, default to being Dragons and, as such, seek out, recruit, and train suitable people to replace themselves in the ranks.

5.5 Meteor Ninja

"Float like a butterfly, sting like an elephant"

Prerequisites:

BAB: +5

Size: Large or larger

Special: Either 8 or more ranks in Hide, or the ability to become Invisible.

Hit Die: d8

Class Skills: The Meteor Ninja's class skills (and the key ability for each skill) have not been written

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Meteor Ninja class:

Sneak Attack: As per the Rogue. If you already have Sneak Attack, it stacks.

Hide in Plain Sight: You can use the Hide skill even while being observed. As long as you are within 10 feet of some sort of shadow, you can hide yourself from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Sneak Attack +1d6, Hide in Plain Sight
2nd	+1	+3	+3	+0	Shadow Clone Technique
3rd	+2	+3	+3	+1	Sneak Attack +2d6, Blend In
4th	+3	+4	+4	+1	Aura of Silence, Assassin's Grasp
5th	+3	+4	+4	+1	Sneak Attack +3d6, Always Invisible
6th	+4	+5	+5	+2	Crushing Assassination, Who's Next?
7th	+5	+5	+5	+2	Sneak Attack +4d6, Meteor Dance

Shadow Clone Technique: As a standard action, you may conjure up shadow clones, using “Mirror Image” as a Supernatural ability. You may do this once per day per class level with a caster level equal to your character level.

Blend In: As a mind-affecting effect, people forget that you are actually a giant, and forget that you don't belong where you are. As long as you are within 20' of at least 5 other people, you may cause all who see you to believe you are the same size as those other people and part of the group.

Aura of Silence: This supernatural ability can be activated at will. It causes Silence to extend in an aura, filling the squares you occupy and extending 5' further in each direction.

Assassin's Grasp: If you elect to grapple a flat-footed foe who is smaller than you, and succeed in the grapple attempt, you may cover their mouth to prevent them from making noise, and hide them against your body. If you are hidden, you remain hidden. Additionally, you may use your size to your advantage in strangling/crushing them. You deal normal unarmed damage, plus sneak attack, plus double your Strength bonus. Additionally, you deal 2d6 damage per size category of difference.

Always Invisible: As a Supernatural ability, you may make yourself Invisible at will with a standard action. You become visible as soon as you attack someone, but may spend a swift action to hide in plain sight once this happens.

Crushing Assassination: You may, as a standard action, make a brutal attack against a flat-footed foe who is smaller than you. If you hit, the attack is automatically a critical hit, and the target is knocked prone. They are also hurled 5' for every 10 points of damage you deal. If they strike a wall, roll 1d6 for every 5' they are prevented from moving. If that is enough to destroy the wall, then it is destroyed and they continue to move. Otherwise, they take the damage.

Whether they make the full movement or not, the target then has to make a Fortitude save (DC is 10 + half your HD + your Str modifier) or be Stunned for 1d4 rounds.

Who's Next?: When you deliver a Crushing Assassination, the Assassin's Grasp or a killing blow, every foe who can see you must make a Will save (DC 10 + half your HD + your Cha modifier) or cower for one round and be unable to attack you for one minute. If they are already suffering from any fear effect, or fail the save by 5 or more, they panic for 5 rounds. If they are under a fear effect AND fail the save by 5 or more, they fall comatose from fear for 3 rounds, and wake up frightened.

Meteor Dance: You gain a limited form of flight, based on jumping. You gain a flight speed equal to your land speed, however this cannot be used to charge or run, and you must both start and end your movement on a solid surface.

If you use this flight to move into the square of a foe, then you may make a Jump check. Should this beat the attack roll they make for an Attack of Opportunity, you avoid the AoO entirely. Additionally, by leaping into their square (AoO hitting or otherwise), you slam your momentum-charged body into them, knocking them prone and delivering 3d6 damage per size category above Medium, plus double your Strength modifier.

5.6 Ogre Mage

“BIG MAN CASTS BIG SPELLS!”

The Ogre-Mage monster in the MM can fuck right off. Seriously, it has several “run away” abilities, a few other random spells and no general theme. It also stops trying to be a closet troll (despite Invisibility being ideal for that) and so doesn't hit as hard as you'd think a creature of its CR does. So here's a new one, as a Prestige Class.

Prerequisites:

Size: Large or larger

Feats: Enlarge Spell

Spellcasting: must be able to cast 3rd level Arcane Spells

Hit Die: d8

Class Skills: I don't care, and neither should you.

Skills/Level: 2 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Big Magic	+1 spellcaster level
2nd	+1	+3	+0	+3	Extend Spell, Heighten Spell	+1 spellcaster level
3rd	+1	+3	+1	+3	Large Familiar, Widen Spell	+1 spellcaster level
4th	+2	+4	+1	+4	Empower Spell, Reach Spell	+1 spellcaster level
5th	+2	+4	+1	+4	Gargantuan Magic	+1 spellcaster level

Big Magic: The Ogre Mage may apply any of the following meta-magic feats (Enlarge Spell, Empower Spell, Extend Spell, Reach Spell, Widen Spell) without adjusting the casting time or spell level, a total number of times per day equal to 3 plus its Charisma modifier.

Bonus Feats: The various metamagic feats are gained as bonus feats.

Large Familiar: the Ogre Mage gains a familiar at level 3. Unlike normal familiars, if it dies the Ogre Mage suffers no penalty other than a -2 morale penalty to attack rolls and Will saves for one hour. Another familiar can be summoned the very next day. The familiar can be any creature with a CR at least 4 less than the Ogre Mage's character level, and must be no smaller than one size category smaller than the Ogre Mage, and no larger than the Ogre Mage itself.

Gargantuan Magic: Once per day, a 5th level Ogre Mage may enter a trance where its size helps launch gigantic waves of magical power. This trance lasts for one minute, and changes the range for all touch attack and targeted spells to "within sight", and changes all burst, spread, cylinder and emanation ranges to a radius of one mile per character level. Cones find their area tripled, and lines continue as far as the Ogre Mage can see.

Additionally, whenever a 5th level Ogre Mage casts a spell, any targets that are damaged must make a Fortitude save (with a DC equal to 10 + half its character level + Con modifier) or be knocked prone.

FEATS/SPELLS/SPHERES

6.1 Feats

Elemental Feats

A feat with the [Elemental] tag can only be taken by a creature who is from an inner plane or any Elemental or Outsider with an elemental subtype. The abilities granted by feats with the [Elemental] tag are Extraordinary abilities unless otherwise stated. If the feat has another similar tag (such as [Fiend], [Celestial], or [Fey]), a creature who fulfills the criteria for the other tag may waive this requirement; also, a creature who meets this requirement may waive the requirements of those other tags.

Abode of Earth[Elemental]

You are at home within the earth.

Prerequisites: (Earth) subtype, Burrow speed, Character level 3+

Benefits: Your Burrow speed improves by 10' or to a minimum of 30', and you may burrow through rock. You may leave a tunnel or leave the earth behind you undisturbed, as you choose. If you leave the earth undisturbed, there is no sign of your passage unless you are in a square adjacent to a surface, except to creatures with Tremorsense or who make the Perception check to hear you. The Perception check is not made more difficult by the earth you are in, just by distance through it. Other rocks and earthen walls do interfere as normal.

Adept Flyer[Elemental]

You are a natural flyer.

Prerequisites: (Air) subtype, Fly speed, Character level 5+

Benefits: Your Fly speed improves to twice your base land speed (minimum 60'), or +10', whichever is more, and your maneuverability improves to Perfect. Your Fly speed improves by 20' for every five character levels you gain beyond 5th.

Binding Growth[Elemental]

You grow on people.

Prerequisite: Wood Elemental Creature (e.g., Psuedoelemental Being (Wood) feat)

Benefit: After pinning or lifting a creature for a round, you may attempt to grow a Binding Growth on them with another grapple check against a DC of 10 + their Grapple modifier. Once you do so, they are bound, losing their Dexterity bonus to AC and their ability to take physical actions other than try to escape, until they break the bonds. The bonds can be broken by others with a slashing melee weapon capable of doing 5 + your hit dice points of damage against AC 5+your Constitution modifier, but a miss hurts the bound creature, or by a Strength check (DC 15 + your Constitution modifier) or Escape Artist check (DC 10 + your hit dice + your Constitution modifier). Even once broken, they remain on for 1d4 rounds, entangling the bound creature.

Blazing Speed[Elemental, Racial]

You streak across the battlefield like a flaming meteor.

Prerequisites: Burn, Firebodied

Benefits: Your base land speed improves to 50', and your base Climb speed improves to 30'. You gain a +4 dodge bonus to AC against attacks of opportunity provoked due to your movement through a threatened area. You may also take a full round action to move twice your speed in any movement mode in a straight line. When you do so, you may move through any number of enemies equal to or less than the number of attacks you would be allowed in a full attack. You may not move through enemies more than one size larger than you. When you do so, follow the following steps:

- 1) Opponent chooses to let you by? Yes, go to 2. No, go to 3.
- 2) Opponent makes Reflex save against your Burn ability. You continue moving and may pick a new target. End.
- 3) Opponent makes an attack of opportunity provoked by your entering their space. Go to 4.
- 4) You make a Trip attack. You do not need to make an initial touch attack. Your opponent is affected by your Burn ability as though by a failed save. Did you trip them? No: Go to 5. Yes: Go to 6
- 5) Opponent makes attack of opportunity on you unless you have the Edge. Did they hit you and either apply damage or make a successful combat maneuver (Disarm, Trip, Grapple, etc)? Yes: You fall prone in the last space you were in before entering theirs. No: You continue moving; this attack is completed. End.
- 6) If you have the edge, you may make an attack of opportunity against them for falling (note that they are already on fire). Regardless, you continue moving; this attack is resolved. End.

Breath of the Elements[Elemental]

You have a breath weapon.

Prerequisites: Resistance 10+ or immunity to an energy type.

Benefits: Select an energy type that you meet this feat's prerequisite for and that you do not have a special vulnerability to (either the Vulnerability "ability," or an ability weakened/negated by taking that damage type, such as taking real damage through Regeneration). You gain a Breath Weapon usable every 5 rounds that inflicts 1d6 damage per hit die you have of that energy type in a 30' cone. Your Breath Weapon allows a reflex save for half damage, DC 10 + 1/2 your hit dice + your Constitution modifier.

Burn[Elemental]

You're hot. You're on fire. You like to burn things.

Prerequisites: (Fire) Subtype

Benefits: Anything you hit with your natural weapons or unarmed strikes must make a Reflex save (DC 10 + 1/2 your hit dice + your Constitution modifier) or catch fire until it is put out, taking 1d6 damage per round, plus 1d6 damage per round for five hit dice you have. Creatures hitting you with natural weapons suffer the same effect. Any creature grappling you, or that you grapple, is automatically on fire, and cannot be put out until it is no longer grappling you. Any creature that fails a saving throw against one of your abilities that does fire damage suffers the same effect.

Double Strike[Elemental]

You can strike twice as fast.

Prerequisites: Base Attack Bonus +4 or higher, one Slam natural weapon.

Benefit: You gain a second Slam natural weapon, identical to the one you already have. This feat has no effect if you already have two. Your strength bonus to damage for your slam adjusts to be normal for the new situation.

Drench[Elemental]

Your body puts out fires.

Prerequisites: (Water) Subtype

Benefits: You can put out fires by touching them. A nonmagical fire at least two size categories smaller than you can be put out automatically as a free action. A nonmagical fire your size or smaller takes a standard action. A magical fire is no action (if instantaneous), or a standard action (if it has a duration of one round or more), and requires a Dispel check (1d20 + your Character level against DC 11 + caster level). Successfully drenching a fire ends it as *dispel magic* (counterspell, if instantaneous, otherwise targeted). If the source of the magical fire has multiple distinct parts (such as a *meteor swarm's* multiple meteors), you only put out the part touching you. You take no damage from any fire you successfully put out. Fire creatures are not subject to this effect unless summoned, in which case they behave as magical fires.

Drowning Grasp[Elemental]

You drown your enemies in your watery embrace.

Prerequisites: (Water) Subtype, Character level 3+

Benefits: You gain the Vortex ability of a Water Elemental. You gain Improved Grab on one type of natural weapon that you have, such as Slam or Claw, which can only be used for the Hold Down grapple option; if you have no natural weapons, but gain them at a later level, this applies to the first natural weapon you gain and any alike to it. Also, any creature you have Held Down or Lifted, or any creature Grabbing On to you, is considered to be underwater, and must breathe or hold its breath appropriately.

Elemental Aura[Elemental]

As the Fiend feat with the same name.

Elemental Resistance[Elemental]

Your elemental heritage gives you the ability to resist energy attacks.

Benefit: You gain Resistance 2 * Character level to one or two energy types, depending on your elemental subtype.

Air: Electricity and Cold.

Earth: Acid and Cold

Fire: Cold. This applies before your Cold Vulnerability is taken into account.

Water: Acid and Electricity

Special: If you have multiple elemental subtypes, pick one energy type from up to two of those subtypes' list. If you have the Psuedoelemental Being feat and none of the above Subtypes, instead pick from the list below:

Ice: Fire. This applies before your Fire Vulnerability is taken into account.

Shadow: Cold and Fire.

Wood: Acid and Fire.

Elemental Whirlwind[Elemental]

You gain the signature ability of Air Elementals to transform into a Whirlwind.

Prerequisites: (Air) Subtype, Character Level 5+

Benefits: You gain the Air Elemental's Whirlwind ability. It is sized, and does damage, as one of your size, but uses your hit dice for its duration.

Extra Arms[Elemental]

As the Fiend feat of the same name except as noted below.

Prerequisites: Character Level 9+, 15+ for 2nd pair.

Extra Legs[Elemental]

You are quadrupedal.

Benefits: You gain +20' to your land speed, and Swim speed if you have one. This does not affect other movement modes. You also gain all of the benefits of being quadrupedal (stability and increased carrying capacity), and a +2 bonus on all checks to Trip or Bull Rush enemies.

Hardiness of the Elements[Elemental, Racial]

You have astounding physical fortitude due to your elemental nature.

Prerequisites: Elemental-Bodied

Benefits: You gain a +4 racial bonus to all saves against Stunning, are immune to Poison and Disease, and your racial bonus to saves against Paralysis improves by +4. You also gain a 50% chance to negate any critical hit or sneak attack made against you, instead of a 25% chance due to your inherent Light Fortification.

Huge Size[Elemental]

As the Fiend feat of the same name, except that, optionally, if your element is Air, Fire, or Shadow, two points of the Strength boost and one point of the natural armor increase for the size increase may be traded to remove the reduction to Dexterity. You may do this trade twice, giving a final total of STR +4, DEX +2, Natural Armor +1.

Ice Trail[Elemental]

You leave a trail of ice where-ever you go.

Prerequisite: Character Level 3+, (Cold) Subtype

Benefit: Your square counts as if it had the *Grease* spell cast on it, except that the slick is made of ice and has the (Cold) descriptor. Any square you leave has this effect on it, lasting until the end of your next turn. You never slip on ice, making you immune to this effect.

Infusion of Elemental Essence

You have been infused with the power of one of the elemental planes, granting you an affinity for that element and a small degree of magical power.

Benefit: You may take any feat with the [Elemental] subtype that you qualify for; additionally, choose an elemental subtype (Air, Earth, Fire, or Water), and you may take [Elemental] feats as though you had that subtype. You also gain Resistance 10 to an energy type dependent on your element:

Air or Earth: Acid or Electricity

Fire: Fire

Water: Acid or Cold

You may select this feat only once.

Large Size[Elemental]

As the Fiend feat of the same name, except that, optionally, two points of the Strength boost and one point of the Natural Armor increase for the size increase may be traded to remove the reduction to Dexterity. You may do this trade twice, for a final total of STR +4, Dex +2, Natural Armor +0.

Primal Armor[Elemental]

Your body deflects blows off of itself.

Benefit: You gain impenetrable Damage Reduction equal to half your character level, rounded up (1/- at first level, 2/- at 3rd, 5/- at 9th, 10/- at 19th).

Primal Fortification[Elemental, Racial]

Your body has become even more impenetrable.

Prerequisite: Elemental-Bodied, Hardiness of the Elements

Benefit: You gain immunity to Critical Hits. You also cannot be flanked, as your undifferentiated body has no clear front or back.

Psuedoelemental Being[Racial]

You are a psuedoelemental being, with rare and unique powers.

Prerequisite: Elemental-Bodied.

Benefits: Instead of picking a normal elemental type as an elemental-bodied, select one of the following other planes: Ice, Magma, Shadow, or Wood. You gain benefits as follows for the type you've picked:

Ice: You gain the (Cold) subtype, a 30' base land speed, a 30' swim speed, and +2 to Str. Your melee attacks do 1d6 bonus Cold damage. You speak Aquan and Auran.

Magma: You gain both the (Earth) and (Fire) subtypes. Your base land speed is 20', and you gain +2 Str. Otherwise you gain the full benefits of both elements.

Shadow: You have a 30' base land speed and a Fly speed of 10', with good maneuverability, and gain +2 Dex. You are *invisible* in any lighting less than bright light. You speak Common. Despite your affiliation to the Plane of Shadow instead of to the Inner Planes, you still qualify for [Elemental] feats.

Wood: You have no elemental subtype, and gain +2 Con and a 10' Climb speed. You gain Regeneration 0, penetrable by Fire and Slashing weapons, which improves to Regeneration equal to your level in areas of natural daylight or equivalent brightness (such as a *daylight* spell). You only gain natural healing if you spend at least 8 hours/day in such brightness. You count as a Plant, in addition to an Elemental, for all effects relating to type. You speak your choice of Sylvan or Treant, and any Elemental language.

Other Dual-element types than Magma, such as Ooze (Water and Earth), Smoke (Air and Fire), Vapor (Water and Air), and so on are possible.

Special: This feat can only be taken at 1st level.

Sphere Focus[Monstrous]

You can draw on the power of a specific Sphere more easily.

Prerequisite: Access to at least one Sphere

Benefit: Select a Sphere that you know. The DC of any saving throw against spell-like abilities from that Sphere increases by 1.

Special: You may select this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different Sphere.

Stolen Breath[Elemental]

As the [Fiend] feat of the same name, except where noted below.

Prerequisites: (Air) Subtype or Drowning Grasp, Character level 3+

Tremorsense[Elemental]

Your close connection to your home element gives you Tremorsense.

Prerequisites: (Earth) or (Water) Subtype, Character level 6+

Benefits: You gain Tremorsense out to 120'. You gain Blindsight out to 30' against any creature you can Tremorsense. If you have the (Water) subtype and not the (Earth) subtype, your Tremorsense works at its full range in liquids, but only to half range and you do not gain Blindsight through solids.

Touch of Shadow[Elemental]

Your shadowy touch can bypass armor.

Prerequisite: Shadow Elemental Creature (Psuedoelemental Being (Shadow), Shadow Genasi, or similar), Natural weapon, Character Level 3+

Benefit: You may choose to make natural weapon attacks as touch attacks. Such attacks use your Dexterity bonus to hit, instead of Strength, and do not gain Strength to damage.

Uncanny Flexibility[Elemental, Racial]

Your body, being made of a material other than flesh, bends in directions and places that flesh neither can nor should.

Prerequisite: Airbodied, Firebodied, or Waterbodied; or Psuedoelemental Being (Magma or Shadow).

Benefit: You gain a +4 bonus to Escape Artist checks, and Escape Artist is always a class skill for you. You can compress your head to about half area for purposes of slipping through tight spaces, and may attempt to slip manacles, ropes, webs, nets, grapples, and similar bonds as a free action.

Unstoppable Force[Elemental, Racial]

You cannot be stopped.

Prerequisites: Elemental-Bodied, Hardiness of the Elements

Benefit: You become immune to paralysis and stunning.

6.2 Spells

6.3 Elemental Spheres

“Let our powers combine.”

Elemental Spheres function like Fiendish Spheres, except that each one is associated with one or more of the Elements. An Elemental Weird taking an Elemental Sphere must be a Weird of the same element as the Sphere. It is recommended that Genies follow these same rules (yes, this is a nerf, to keep them thematically appropriate. While it is a cute trick to take the Cold sphere on your Efreet to gain immunity to Cold and offset your Vulnerability with already being immune, it's not really thematically appropriate to have an Efreet better at Cone of Cold than it is at Fireball). Note that Magma has no spheres listed for it. This is intentional; it can draw Spheres from both the Earth and Fire lists, and the same goes for other “paraelemental” types. Spheres listed with Fiend as an element can be taken as a Fiendish Sphere as well.

Any Sphere with unlisted portions (such as its granted ability or spell list) uses the Fiendish Sphere of the same name.

Air (Air, Fiend)

Special:Elemental - Your Fly speed improves by one maneuverability class and 10'. If already perfect, it improves by 20'. Fiend - You gain the (Air) Subtype and the above ability. If you have no Fly speed, you instead gain a Fly speed of 15' (Good).

- 1: *Expeditious Retreat* (Also applies to Fly speed)
- 3: *Gaseous Form*
- 5: *Wind Wall*
- 7: *Control Winds*
- 9: *Overland Flight*
- 11: *Summon Nature's Ally VI* (Cast as [Air] spell only)
- 13: *Control Weather*
- 15: *Whirlwind*
- 17: *Telekinesis, Quickened* (Violent thrust only)

19: *Summon Elemental Monolith* ([Air] only, no need to concentrate)

Arctic (Ice, Fiend)

Special:Your spell-like abilities with the [Cold] descriptor leave a frozen slick over all surfaces in their areas or touched by their Effects. This slick functions as a Grease spell, and lasts for two rounds.

- 1: *Chill Metal*
- 3: *Icy Sphere* (as *Flaming Sphere*, but Cold)
- 5: *Sleet Storm*
- 7: *Polar Ray*
- 9: *Fire Shield* (Chill shield only)
- 11: *Transmute Mud to Rock* (new rock is frozen and gets ice slick)
- 13: *Prismatic Spray* (has [Cold] descriptor)
- 15: *Flesh to Ice, Quickened*
- 17: *Comet Swarm* (as *Meteor Swarm*, but Cold)

19: *Earthquake with added Ice Storm (covers entire area of Earthquake for full duration)*

Cold (Air, Water, Ice)

Creation (All, Fiend)

Special: You gain a bonus [Item Creation] feat.

1: *Unseen Servant*

3: *Make Whole*

5: *Minor Creation*

7: *Stone Shape*

9: *Major Creation*

11: *Fabricate*

13: *Wall of Iron*

15: *Magnificent Mansion*

17: *Wish (Wealth and Magic Item only for free, spend for Raise the Dead and Increase power of item only)*

19: *Genesis (SpC)*

Dominion (All)

Dust (Air, Earth, Shadow, Fiend)

Special: Your area spell-like abilities may, at your option, stir up a stinging dust cloud, inflicting a -2 penalty to Perception checks and a -1 penalty to attack rolls for one minute to any creature that does not successfully save against the spell. The cloud lasts one round, and its effects last one minute after the affected creature takes its last increase.

1: *Gust of Wind*

3: *Glitterdust*

5: *Sleet Storm ([Air], not [Cold], descriptor: Fine dust has same effect as ice)*

7: *Disintegrate*

9: *Cloudkill*

11: *Mass Blindness (as Blindness/Deafness, but Blindness only, 1 creature/level)*

13: *Creeping Doom*

15: *Horrid Wilting*

17: *Summon Golem (Clay Only)*

19: *Disintegrate (usable as an immediate action)*

Electricity (Air, Earth, Fire, Fiend)

Special: You gain Immunity to Electricity.

1: *Lightning Bolt*

3: *Shocking Ray (as Scorching Ray, but electric)*

5: *Orb of Electricity*

7: *Chain Lightning*

9: *Electric Shield (Sonic Shield, but Electricity)*

11: *Thunder Field*

13: *Power Word: Stun*

15: *Greater Shout, Electric-Substituted*

17: *Lightning Bolt, Maximized and Uncapped*

19: *Chain Lightning, Quickened*

Ether (All except Shadow)

Special: Your equipment all gains the Ghost Touch property.

1: *Alarm*

3: *See Invisibility*

5: *Blink*

7: *Baleful Blink*

9: *Mage's Faithful Hound*

11: *Ethereal Jaunt*

13: *Greater Arcane Sight*

15: *Maze*

17: *Etherealness*

19: *Gate (Travel version only)*

Fire (Fire)

Frostbite (Water, Ice, Shadow)

Metal (Earth, Fire, Fiend)

Special: You may burrow through metal using any existing Burrow speed.

1: *Magic Vestment*

3: *Chill Metal (special bonus: Heat Metal, uses same slots)*

5: *Keen Edge*

7: *Rusting Grasp*

9: *Major Creation (metals only)*

11: *Wall of Iron*

13: *Blade Barrier*

15: *Iron Body*

17: *Binding*

19: *Summon Golem (Iron Only)*

Oracle (All)

Special: Roll all chances for a divination you cast to work or backfire twice, and take the more advantageous result.

1: *Identify*

3: *Augury*

5: *Tongues*

7: *Divination*

9: *Commune*

11: *True Seeing*

13: *Vision*

15: *Discern Location*

17: *Metafaculty (Psionic power)*

19: *Wish (Undo Misfortune and Turn Back Time only, no EXP cost for Undo Misfortune if you don't undo the same round more than once)*

Plant (Wood)

Special: You gain the Druid's Wilderness Stride ability.

1: *Entangle*

3: *Wood Shape (bonus: Warp Wood)*

5: *Plant Growth*

7: *Command Plants*

9: *Wall of Thorns*

11: *Liveoak*

13: *Animate Plants*

15: *Control Plants*

17: *Shambler*

19: *Mass Awaken (Trees only)*

Pyre (Fire)**Quicksand (Earth, Water, Fiend)**

Special:You can walk and stand on soft or sticky ground, even quicksand, as if it was firm.

- 1: *Soften Earth and Stone*
- 3: *Earthen Grasp (CArc)*
- 5: *Water Walk*
- 7: *Stony Grasp (CArc)*
- 9: *Transmute Rock to Mud*
- 11: *Acid Fog*
- 13: *Flesh to Stone*
- 15: *Sympathy*
- 17: *Gate (Travel only)*
- 19: *Imprisonment*

Roots (Earth, Wood)

Special:You can heal yourself by one hit point per spell-like ability this Sphere has granted you as a standard action as long as you are in either light as bright as natural sunlight or standing on earth (stone if you can burrow into it).

- 1: *Pass without Trace*
- 3: *Barkskin*
- 5: *Poison*
- 7: *Antiplant Shell*
- 9: *Transport via Plants*
- 11: *Ironwood*
- 13: *Transmute Metal to Wood*
- 15: *Regenerate*
- 17: *Clone (Self only, must grow in earth)*
- 19: *Soul Bind (Uses a seed to hold the soul)*

Shadow (Shadow, Fiend)

Special:You can see in any kind of darkness, even magical darkness, out to 60', or 30' more than you normally could, whichever is more.

- 1: *Darkness*
- 3: *Mirror Image*
- 5: *Displacement*
- 7: *Shadow Conjuration*
- 9: *Shadow Evocation*
- 11: *Shadow Walk*
- 13: *Project Image*
- 15: *Greater Shadow Conjuration (special bonus: Greater Shadow Evocation)*
- 17: *Simulacrum*
- 19: *Shades*

Smoke (Air, Fire, Shadow, Fiend)

Special:Any [Fire] spell-like ability you cast that affects an area may, at your option, produce a smoke cloud that provides concealment to any creature more than 5' away through it, and total concealment to any creature more than 10' away through it. This smoke cloud lasts for one round per caster level.

- 1: *Heat Metal*
- 3: *Pyrotechnics*
- 5: *Stinking Cloud*
- 7: *Flame Blade, Quicken*
- 9: *Cloudkill*
- 11: *Mirage Arcana*
- 13: *Delayed Blast Fireball*
- 15: *Horrid Wilting*
- 17: *Implosion*
- 19: *Summon Efreeti (as Summon Monster IX, but summons and Efreeti)*

Stone (Earth)**Trickery (Shadow)****Water (Water, Fiend)**

Special:You gain the (Water) subtype and a Swim speed equal to your base land speed. If you already have those, your Swim speed improves by 10'

- 1: *Grease ([Water] descriptor)*
- 3: *Quench*
- 5: *Control Water*
- 7: *Freedom of Movement*
- 9: *Transmute Rock to Mud*
- 11: *Acid Fog*
- 13: *Telekinetic Sphere (the Sphere is filled with water, water weighs nothing for your telekinesis)*
- 15: *Arctic Cloud (as Incendiary Cloud, but Cold damage)*
- 17: *Summon Elemental Monolith ([Water] only)*
- 19: *Crushing Hand*

Weather (Air, Water, Fiend)

Special:You suffer no penalties due to weather conditions

- 1: *Obscuring Mist*
- 3: *Sleet Storm*
- 5: *Call Lightning Storm*
- 7: *Solid Fog*
- 9: *Control Winds*
- 11: *Control Weather*
- 13: *Acid Fog*
- 15: *Horrid Wilting*
- 17: *Meteor Swarm*
- 19: *Storm of Vengeance*

ELEMENTAL DENIZENS

7.1 Dragons: The Hoarding

From the aggregate collection of human mythology, dragons are monsters with scales. They've been both the size of a dog to the size of a mountain, their leg number is as varied as the tastes of a hedonist, their powers as different as what humans are given. About the only seeming constant is that they're scaly and their power is part of their natural state, as opposed to the tool-using nature of humans.

Now, what and how dragons are portrayed in the past only matters if you're trying to recreate mythology. Modern dragons have a distinct Western root. It's been changed since then, just look at historical depictions of Saint George's dragon, that thing is the size of a mastiff. The same source material depicts them as clever beasts at best, and most just had super-poison (fitting the serpent theme). As time passed, they got smarter, bigger, firey, wealthier, and more magic-y. It's gotten to the point where we just don't accept dragons smaller than draft horses as terribly threatening. Ultimately, the closer you resemble Tolkien's Smaug, the more draconic you are.

In the RPG demographic, they're subject to fanboy wank. Even the 'mook' dragons you're allowed to kill are artificially made tougher than their CR would indicate (the infamous [Awesome] subtype), then there's the not uncommon *Draconis Ex Machina*. We largely don't like them smaller than a horse unless they're basically hatchlings, and yet we want them as final bosses from the dungeon crawl from the very beginning so we can live up to the title of the game, which doesn't happen under the current rules (medium+ CR 4 dragons, impossible!).

We've ideally separated gross material wealth from power in the Book of Gears, but this still leaves the problem that barring fanfic dragons, they largely don't use magic items and run around in the buff. We need to have six or seven of their magic item 'slots' be taken up with their own body (likely all minor). This way, their interest in baubles, while present, will largely sit in their Bat Cave because they can only use one at a time. It also sets us up with the precedent for their corpse retaining mojo, be it using their scales for magical dragon armor, their third eye for crystal balls, their teeth for swords/daggers, their blood for potions, etc. Even if you don't use that method, their pile of gold can still hold an array of magic items that were understandably unused by the dragon.

This still leaves the big issue, their hoard. Why do they amass such material wealth they're unwilling/unable to spend while also encouraging treasure-hunting adventurers to kill them? There have been several excuses made for it. I've heard of them using it as a sanctuary-style focus to help them mature and age into their magical power at a rate not dissimilar to wizards, which is a viable method of turning wealth into power. I've also heard the idea them being like magpies, and their intelligence makes this instinct more refined.

7.1.1 Half Dragon

"Also, dragons are pretty! Very pretty."

Half Dragon is a character class that can be used to make a monster into a more "dragon-like" monster. It can also be taken by player characters who want to be more dragon-like, for whatever reason. Maybe they

got spilled with dragon blood and became dragon-like themselves. Maybe their mother slept with a dragon in disguise. Maybe the dragon wasn't in disguise. I don't want to hear about it.

Prerequisites:

Special: Must have some reason why you're more draconic than everyone else. Maybe it's inherited, maybe it's not. Something. Just don't go into too much detail, I probably don't even want to know.

Special: Must choose one appropriate dragon type to be more like.

Hit Die: d12

Class Skills: The Half Dragon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills individually) (Int), Listen (Wis), Move Silently (Dex), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str).

Skills/Level: 6 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	++2	+2	+2	Breath Weapon, Scales of the Dragon, Dragon Sight
2	+2	+2	+2	+2	Wings of the Dragon, Subtypes, Immunities, Strength of the Dragon
3	+3	+3	+3	+3	Sphere, Spell Resistance

All of the following are Class Features of the Half Dragon prestige class.

Weapon and Armor Proficiency: The Half Dragon gains no proficiency with armor or weapons.

Breath Weapon (Su): A Half Dragon is able to emit a deadly breath weapon. The energy type of the weapon is appropriate to whatever dragon type is involved in the dragon-half. As appropriate, it will either come out as a cone with short range, or a line which is twice that long. The breath weapon does 1d6 of damage per character level (or CR) of the Half Dragon and the Reflex save DC is 10 + $\frac{1}{2}$ Hit Dice + Con Modifier. Using this breath weapon is a Standard action, and once used it cannot be used again for 2d4 rounds.

Scales of the dragon (Ex): Half Dragons gain an Enhancement Bonus equal to $\frac{1}{3}$ of their Hit Dice (rounded up) to their Natural Armor Bonus to AC.

Dragon Sight (Ex): Half Dragons gain 60' of Darkvision and see 3 times as far in limited light conditions as per Low Light Vision.

Wings of the Dragon (Ex): At second level, a half dragon grows dragon wings. They may be small and cute or huge and cloak-like. But regardless of size or mass ratios, they allow the character to fly half again as fast as their land movement rate with average maneuverability.

Subtypes: A Half Dragon of second level has the Dragon Subtype, as well as whatever elemental or energy subtypes is appropriate for whatever kind of dragon is manifest within her. For example: a Half Black Dragon would gain subtypes of [Dragon, Water].

Immunities (Ex): 2nd level Half Dragons are immune to sleep and paralysis effects, as well as the energy type that they themselves breathe on people.

Strength of the Dragon (Ex): Upon achieving 2nd level, a Half Dragon is blessed with increased Strength. She gains an Enhancement Bonus equal to $\frac{1}{3}$ of her hit dice (rounded up) to her Strength score.

Sphere: A 3rd level Half Dragon gains a single Sphere.

Spell Resistance (Ex): 3rd level Half Dragons have Spell Resistance of 2 + Character Level (yes, only 2 + Character Level, I'm not even kidding).

7.2 Elementals

7.2.1 Elemental-Bodied

Elemental-Bodied are humanoid figures born from the essence of one of the elemental planes, solidified into something fleshlike. While not entirely bright, Elemental-Bodied are more than capable of becoming both powerful creatures and adventurers.

Elemental-Bodied is a general term; an Elemental-Bodied character with the (Earth) subtype, for instance, is called an Earthbodied.

Elemental-Bodied have the following racial traits:

- Medium Size: Elemental-bodied average about 6' tall. They have no sex or gender.
- 20' movement, plus additional movement depending on type.
- Outsider Type, appropriate subtype (Air, Earth, Fire, or Water). Elemental-Bodied are native to the appropriate elemental plane, and are (Extraplanar) on the Material Plane.
- Elemental Flesh: Elemental-Bodied are counted as Elementals, not Outsiders, for effects that target specific creature types.
- +2 Str (Earth, Water), +2 Dex (Air, Fire), -2 Int
- Darkvision 60'
- Elemental-Bodied do not sleep, and are immune to magic sleep effects.
- +4 to saves against Poison, Disease, and Paralysis. Elemental-Bodied have an unusual physiology that is not subject to the same constraints as mortals.
- Light Fortification

Elemental-Bodied gain more abilities, dependent on their specific type:

- Airbodied gain a 15' Fly speed with Perfect maneuverability, a 30' base land speed, and a +2 bonus on Athletics checks.
- Earthbodied gain a 20' Burrow speed, and a +2 bonus on Survival checks.
- Firebodied have a 20 Climb speed. They also shed light, brightly illuminating between up 40', and shedding shadowy illumination over twice that distance, or a minimum of 5'. They may change brightness or douse themselves to smoulder (5' shadow illumination) as a swift action. They also gain a +2 bonus on Acrobatics checks (Balance and Tumble, under PHB skills).
- Waterbodied gain a 60' Swim Speed and breathe both water and air. They also gain a +2 bonus on Escape Artist checks.
- Favored Class: Elemental Brute and Elemental Weird
- Automatic Languages: Appropriate elemental language
- Bonus Languages: Abyssal, Aquan, Auran, Celestial, Common, Draconic, Formian, Ignan, Infernal, Slaad, Terran.

7.2.2 Elemental Brute

"Wind etches cliff walls.

A landslide falls to the sea.

Raindrops douse spring fires."

The powers of the elements are more than just a source for mages to tap, but the building blocks out of which everything else is made. By combining more of the elements onto one's self, an elemental can become a being of immense physical power. Elemental Brutes not only grow this power, but also use it to control the battlefield around them.

Elemental Brutes are heavy hitters in melee, and use their abilities to make the battlefield a more difficult place for their opponents and to protect their allies.

Alignment: Elemental Brutes can be any alignment, and often are.

Races: Only Outsiders and Elementals from the Elemental Planes may take levels in Elemental Brute. Those from the Material plane whose ancestors come from the Elemental Planes may take levels in Elemental Brute, but they must have the Outsider or Elemental type.

Starting Gold: 4d4x10 GP

Starting Age: As Rogue.

Hit Die: d10

Base Attack Bonus: Medium (as Cleric)

Saving Throws: Good Fortitude and either Reflex (Air, Fire) or Will (Earth, Water)

Class Skills: Balance (Dex), Climb (Str), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Nice Skills: Acrobatics (Dex), Athletics (Con), Jump (Str), Perception (Wis), Sense Motive (Wis), Survival (Wis), and Stealth (Dex)

Skill Points per Level: 4 + Int Mod (x4 at 1st level)

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2/+0	+0/+2	Elemental Origin, Natural Armor, Natural Weapon, Bonus Feat, Combat Talent +1
2	+1	+3	+3/+0	+0/+3	Attribute Boost
3	+2	+3	+3/+1	+1/+3	Elemental Mastery
4	+3	+4	+4/+1	+1/+4	Attribute Boost
5	+3	+4	+4/+1	+1/+4	Bonus Feat, Combat Talent +2
6	+4	+5	+5/+2	+2/+5	Attribute Boost
7	+5	+5	+5/+2	+2/+5	Horde Breaker
8	+6/+1	+6	+6/+2	+2/+6	Attribute Boost
9	+6/+1	+6	+6/+3	+3/+6	Bonus Feat, Combat Talent +3
10	+7/+2	+7	+7/+3	+3/+7	Attribute Boost

Weapon and Armor Proficiency: Elemental Brutes are proficient only with their natural weapons, and with no armor.

Elemental Origin: An Elemental Brute grows from the material of one of the elemental planes. It has the most obvious connection available (Genasi (except Material Genasi) and Elemental-Bodied all indicate a connection with one of the planes, as do all elemental monsters in the Monster Manual). If none suggests itself, such as for a Material Genasi, the Elemental Brute gets to pick one of the four elemental planes. Certain abilities come in different forms depending on elemental origin. Air, Fire, and Shadow Brutes gain the General Feat version of Weapon Finesse as a bonus feat.

Natural Weapon: An Elemental Brute gains a Slam attack for 1d8 damage (if medium), plus strength and a half.

Natural Armor: Elemental Brutes gain a natural armor bonus to AC equal to their level.

Bonus Feat: At 1st, 5th, and 9th level, the Elemental Brute gains a bonus [Elemental], [Monstrous], or [General] feat that it qualifies for. At 7th level it gains Horde Breaker. If it already has Horde Breaker, it may gain another bonus feat, or another Combat feat that it qualifies for.

Combat Talent (ex): You may add the listed number to your base attack bonus for purposes of unlocking abilities of [Combat] Feats. If playing with fractional BAB, instead count the Elemental Brute as providing full BAB for purposes of unlocking [Combat] Feat abilities

Attribute Boost: At 2nd level and every even numbered level afterward, the Elemental Brute's physical attributes improve, as if it had gained several character levels. Every time the Elemental Brute gains an attribute boost, its Constitution and one other physical attribute dependent on Elemental Origin irrevocably increase by 1.

Strength: Earth, Water, Ice, Magma, Wood

Dexterity: Air, Fire, Shadow

Elemental Mastery (ex): An Elemental Brute of 3rd level or higher gains The Edge against opponents in its element.

Air: An Air Brute gains The Edge against flying opponents.

Earth: An Earth Brute gains The Edge as long as its weight and its opponent's weight are both on the ground.

Fire: A Fire Brute gains The Edge against any opponent that is presently on fire or otherwise taking continuous fire

Water: A Water Brute gains The Edge against any opponent immersed at least halfway in water.

Exotic elemental types also gain this ability:

Ice: An Ice Brute gains The Edge against any opponent standing on ice.

Magma: A Magma Brute behaves like a Fire Brute.

Shadow: A Shadow Brute gains The Edge against any opponent against whose attacks it has concealment or total cover

Wood: A Wood Brute gains The Edge against any opponent who ended their last turn adjacent to it without attacking

Playing an Elemental Brute

Religion: Elemental Brutes are seldom particularly religious, although they may follow an Elemental deity of their appropriate kind. Recently, a cult of evil Elemental Brutes was found worshipping the Elder Elemental Eye.

Other Classes: Elemental Brutes get along well with Elemental Weirds of like element, as their abilities complement each other well. They do not necessarily get along well with Genies, as many Genies expect to be lords over the Elemental Brutes. Elemental Brutes get along well with Druids, and with properly respectful Elementalists, whose magic complements the Elemental Brute's physical power. Stealthy types often appreciate the distraction that an Elemental Brute can provide, and warriors may appreciate having an Elemental Brute to spar with. Casters may view an Elemental Brute as little higher than their summoned minion, earning the Brute's wariness.

Combat: Elemental Brutes are effective at controlling the battlefield to force enemies into melee with them. Air Brutes often take an air superiority role, tripping flying opponents to cause them to stall and drop them to where their allies can reach them, while Earth and Water Brutes control a section of battlefield with their bulk. Fire Brutes make effective skirmishers, especially with the Whirlwind feat to allow them to attack several creatures at once, and Burn to allow them the Edge against any creature they've already hit. Exotic Brutes gain other abilities to match.

Advancement: An Elemental Brute, after completing the class, may take levels in Elemental Weird, or in another combat-focused class, or may become a Genie. A few levels of Elemental Brute can add quite a bit to many melee Genasi or Elemental-Bodied builds, especially to gain the Large Size and Huge Size feats, granting the character a greater reach and the ability to use bigger weapons. Other melee classes grant the Elemental Brute the ability to use better weapons and shields, and multiclassing into Monk would give the Brute the ability to use fighting styles with its elemental Slams.

7.2.3 Elemental Weird

"The guardian of the Temple of the Seas shall not allow you to pass"

The Elements are known as one of the many primal sources of magic. Mortal mages and even beings of the outer planes draw on the energies of the Inner Planes to fuel their magic, but Elemental Weirds, as beings of the elements themselves, surpass them all at drawing on raw elemental power. For an elemental to become an Elemental Weird is to drink deep from the wellspring of magic, soar on the winds of fate, cast sorceries as the roots of the mountains, and burn with the fires of power, fully seizing their birthright as elementals. Those Elementals and Genasi who walk this path gain a terrifying mastery of the magics of the elements.

Alignment: Most Elemental Weirds tend toward at least some form of Neutrality, but it takes all kinds.

Races: Only Outsiders and Elementals from the Elemental Planes may take levels in Elemental Weird. Those from the Material Plane whose ancestors come from the Elemental Planes may take levels in Elemental Weird, but they must have the Outsider or Elemental type.

Starting Gold: 4d4 x 10 GP (100 GP)

Starting Age: Complex (as Wizard)

Hit Die: d6

Class Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (All skills, taken individually) (Int), Spellcraft (Int) **Skill Points per Level:** 2 + Int Mod

Weapon and Armor Proficiency: An Elemental Weird is proficient with all Simple weapons, and a martial weapon dependent on Elemental Origin, and Light armor, but not with shields of any kind. Origin Proficiency:

<i>Air</i>	Bolas, Throwing Axe	<i>Ice</i>	Handaxe, Battleaxe
<i>Earth</i>	Light and Heavy pick	<i>Magma</i>	Light Hammer, Warhammer
<i>Water</i>	Trident, Net	<i>Shadow</i>	Shortsword, Kukri
<i>Fire</i>	Spiked Chain	<i>Wood</i>	Glaive, Greatclub

Exotic origins also grant a weapon proficiency:

Elemental Origin: An Elemental Weird's power originates with one of the elemental planes, typically one of the four classical planes. They have the most obvious connection available (Genasi (except Material Genasi) and Elemental-Bodied all indicate a connection with one of the planes, as do all elemental monsters in the Monster Manual). If none suggests itself, such as for a Material Genasi, the Elemental Brute gets to pick one of the four elemental planes. The Elemental Weird's origin determines the Spheres to which it gains access.

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Elemental Origin, Sphere
2	+1	+0	+0	+3	Enhanced Sphere Access
3	+1	+1	+1	+3	Sphere
4	+2	+1	+1	+4	Hardiness of the Elements
5	+2	+1	+1	+4	Sphere
6	+3	+2	+2	+5	Elemental Skills
7	+3	+2	+2	+5	Sphere
8	+4	+2	+2	+6	Unstoppable Force
9	+4	+3	+3	+6	Sphere
10	+5	+3	+3	+7	Magical Training

Sphere: The Elemental Weird gains basic access to a Sphere at every odd numbered level. If the Elemental Weird selects a sphere that it already has basic access to, it upgrades its access to advanced access. If it already had advanced access, it gains expert access.

Enhanced Sphere Access: At 2nd level, the Elemental Weird gains extra uses of the spell-like abilities that it gains from it Spheres. The Elemental Weird gains a number of extra uses of any spell-like ability equal to half the number by which its character level exceeds the minimum character level to use the spell-like ability (rounded up). So if the Elemental Weird has a character level of 4, it would gain 1 extra use of a spell-like ability that is granted by one of its spheres at character level 3 and 2 extra uses of any spell-like from one of its spheres with a minimum level of 1. The Elemental Weird gains a +1 bonus to caster level for all spell-like abilities cast from Spheres to which it has Expert access, and saving throws against such abilities are made against a DC of 11 + 1/2 the Weird's character level (rounded up) + the Weird's charisma modifier (the highest save DC it would have, plus one).

Bonus Feats: An Elemental Weird gains the Hardiness of the Elements feat as a bonus feat at level 4, and Unstoppable Force as a bonus feat at level 8. If it already has Hardiness of the Elements at level 4, it gains Unstoppable Force then instead. If it already has Unstoppable Force when it is given that as a bonus feat, it gains its choice of any [Elemental] or [Item Creation] feat instead.

Elemental Skills: An Elemental Weird gains a +10 Competence bonus to a skill depending on their elemental origin:

<i>Air</i>	Tumble	<i>Ice</i>	Sense Motive
<i>Earth</i>	Knowledge (Dungeoneering)	<i>Magma</i>	Intimidate
<i>Fire</i>	Jump	<i>Shadow</i>	Sleight of Hand
<i>Water</i>	Escape Artist	<i>Wood</i>	Search

Exotic origins gain the following:

Magical Training: An Elemental Weird of 10th level is able to cast magic in a more traditional fashion. It has the Spells per day and spells known (including Advanced Learning) of a 6th level Elementalist, and a caster level of 10. At its option, it may use Charisma instead of Intelligence to determine the highest level of spells it may cast and its bonus spells per day, or instead of Wisdom to determine spell save DCs, but not both. It may take classes that improve spellcasting of existing classes in order to advance its spellcasting ability.

7.3 Genies

7.3.1 Genasi

Genasi are the descendents of mortals and genies of various kinds. Mortals with minor infusions of elemental essence before birth, or descended from those with stronger infusions, also appear as Genasi. Their physical traits are influenced by the elements they are descended from.

Depending on their elemental influences, Genasi are likely to become every kind of adventurer.

Genasi have the following racial traits:

- **Medium Size:** Genasi fall into the human height and weight ranges, although Earth Genasi tend to be squat and Air Genasi willowy.
- **30' movement**
- **Outsider Type** (Native and Human subtypes)

- Elemental Subtype of the appropriate element: (Air), (Earth), (Fire), or (Water).
- Darkvision 60'
- +2 Strength
- +1 to the DC to save against any spells or spell-like abilities cast by the Genasi with a descriptor matching the Genasi's elemental subtype.
- Favored Class: Genie and by element: Air: Thief-Acrobat. Earth: Knight. Fire: Elementalist. Water: Monk.
- Automatic Languages: Common
- Bonus Languages: Abyssal, Aquan, Auran, Celestial, Draconic, Formian, Ignan, Infernal, Slaad, Terran

Genasi also gain another ability that reflects their elemental origin:

- Air: Fly speed of 10' with Good maneuverability
- Earth: Burrow speed of 10'
- Fire: *Produce Flame* as a spell-like ability three times per day, cast at the Genasi's character level.
- Water: Swim speed of 30' and ability to breathe water as easily as air.

Fire Genasi Genie Substitution Class Feature: Instead of getting Immunity to Fire as a Genie at 1st level, the Fire Genasi instead loses Cold Vulnerability.

Material and Shadow Genasi

Material Genasi are the descendents of Jann and mortals. A Material Genasi does not get an elemental subtype, but gets +1 to the DC to save against all spells of any elemental subtype. Their favored classes are Druid and Genie.

Shadow Genasi are the descendents of Khayal Genies (see the Tome of Magic) with mortals. A Shadow Genasi gains a bonus to Constitution instead of Strength, no elemental subtype, Spell Focus (Illusion) as a bonus feat, which also applies to any spell-like abilities it may have, and the ability to cast *invisibility* once per day as a spell-like ability (caster level equal to character level). Their favored classes are Beguiler and Genie.

7.4 Genie

"Who controls the past, controls the future. Who controls the wishes, controls the past."

Djinn, Efreet, Marid, Dao... these are the names that inspire terror and greed throughout the planes, and with good reason. These Genies are far more powerful than the other denizens of the Elemental Sultanates, and it is for this reason that they rule them. They control the wishes, and for many they may as well control the *universe*.

The Genies are universally accomplished, but this doesn't make them more powerful at any particular level than any other character. Indeed, level is a measure of power. The most powerful denizens of the Elemental Planes are Genies *and higher level* than mere elementals. The Genie advances in everything all at once, and thus gains new abilities relatively slowly compared to what other, more focused Outsider progressions are capable of.

Alignment: While the Elemental Planes are Neutral, the denizens often are not. Genies can be of any alignment and often are.

Races: The Genie is *only* available to Outsiders with a plane of origin in the Elemental Planes. Creatures from the prime material plane whose ancestors were from an Elemental Plane may take this class, but they must have the Outsider type.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: Since a Genie is immortal and never ages, a character may claim any starting age she wishes.

Hit Die: d8

Class Skills: The Genie's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (-), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (-), Spellcraft (Int), Spot (Wis), Survival (Wis), Use Magic Device (Cha), and Use Rope (Dex).

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Immortality, Planar Traits
2nd	+2	+3	+3	+3	Telepathy, Lesser Genie Powers
3rd	+3	+3	+3	+3	Genie Powers
4th	+4	+4	+4	+4	Sphere
5th	+5	+4	+4	+4	Greater Planar Traits
6th	+6/+1	+5	+5	+5	
7th	+7/+2	+5	+5	+5	Greater Genie Powers
8th	+8/+3	+6	+6	+6	Sphere
9th	+9/+4	+6	+6	+6	<i>Summon</i>
10th	+10/+5	+7	+7	+7	
11th	+11/+6/+6	+7	+7	+7	Grant Wishes
12th	+12/+7/+7	+8	+8	+8	Sphere
13th	+13/+8/+8	+8	+8	+8	Damage Reduction
14th	+14/+9/+9	+9	+9	+9	Awesome Planar Traits
15th	+15/+10/+10	+9	+9	+9	Greater Summoning
16th	+16/+11/+11/+11	+10	+10	+10	Sphere
17th	+17/+12/+12/+12	+10	+10	+10	Elemental Power
18th	+18/+13/+13/+13	+11	+11	+11	<i>Gate</i>
19th	+19/+14/+14/+14	+11	+11	+11	Epic Damage Reduction
20th	+20/+15/+15/+15	+12	+12	+12	Sphere

Skills/Level: 8 + Intelligence Bonus

All of the following are Class Features of the Genie class.

Weapon and Armor Proficiency: Genies are proficient with all simple and martial weapons, as well as the whip, the net, and the lajatang. Genies are proficient with light armor but not with shields of any kind.

Immortality (Ex): Ageless as the earth and endless as the sky, the True Genie never ages and retains a youthful appearance unto a thousand thousand generations.

Planar Traits: A Genie is a member of one of the iconic aristocracies of the Elemental Conflux. Starting at first level she may travel on any elemental plane without suffering the baleful effects of those extreme environments, in addition she gains access to the distinctive abilities of her race, as befits her plane of origin:

- **Fire:** Efreet Traits:
 - ▷ **Heat(Ex):** Any time an Efreet hits an opponent with a melee attack or she is struck with a natural weapon she inflicts her Constitution Modifier in Fire Damage in addition to whatever else she does. This ability may be suppressed as a standard action and resumed as a Swift action.
 - ▷ **Immunity to Fire:** An Efreet takes no damage from fire of any kind.
- **Air:** Djinn Traits:
 - ▷ **Air Mastery (Ex):** Airborne creatures suffer a -1 penalty to attack and damage rolls against a Djinn.
 - ▷ **Immunity to Acid:** A Djinn takes no damage from Acid of any kind.
- **Water:** Marid Traits:
 - ▷ **Water Mastery (Ex):** A Marid gains a +1 bonus to attack and damage rolls against opponents touching water.
 - ▷ **Water Breathing (Ex):** A Marid benefits as per *water breathing*, but non-magical and all the time.
 - ▷ **Immunity to Cold:** A Marid takes no damage from cold of any kind.
- **Earth:** Dao Traits:
 - ▷ **Earth Mastery (Ex):** A Dao receives a +1 bonus to attack and damage rolls if both it and its opponent are touching the ground.
 - ▷ **Immunity to Electricity:** A Dao takes no damage from electricity of any kind.

Telepathy (Su): At 2nd level, a Genie gains the ability to communicate telepathically with any creature that speaks a language within 100 feet.

Genie Powers (Sp): At 2nd level, a Genie may cast *create food and water* once per day. At 3rd level, the Genie can *planeshift* at will. The only planes which can be accessed in this manner are the Elemental planes and the prime material. Only willing creatures may be transported. At 7th level, a Genie may cast *major creation* 3 times a day. Any objects created which last more than 12 hours are permanent.

Sphere: The Genie gains basic access to a sphere at 4th level, and gains a new sphere at every fourth level afterwards. If the Genie selects a sphere that she already has basic access to, she upgrades it to advanced access. If she already had advanced access, she gains expert access.

Greater Planar Traits: A Genie of 5th level or more gains access to more of the distinctive abilities of her race, as befits her plane of origin:

- **Fire:** Efreet Traits:
 - ▷ **Size Changing (Sp):** An Efreet can change a creature's size up or down one size category for an hour, and can do this twice per day. This can be used offensively, and the save DC is Charisma based. This is the equivalent of a 2nd level spell.
 - ▷ **Start Fires (Su):** An Efreet can set anything she can see on fire as a standard action.
- **Air:** Djinn Traits:
 - ▷ **Whirlwind (Ex):** A Djinn can assume the form of a whirlwind, as described in the description of the Air Elemental.
 - ▷ **Gust of Wind (Sp):** A Djinn can use *gust of wind* at will.
- **Water:** Marid Traits:
 - ▷ **Drench (Ex):** A Marid can extinguish normal or magical fires with a touch. This always works.
 - ▷ **Resistances:** A Marid has Sonic, Fire, and Acid Resistance 10.
- **Earth:** Dao Traits:
 - ▷ **Earth Glide:** At 5th level, a Dao is able to move through solid stone as if it were open space. She may take any non-living objects she can carry with her.

Summon (Sp): At 9th level, a Genie can attempt to *summon* vassals and others of its kind (for example: a Djinn could summon other denizens of the Plane of Air). Summoning another creature of the same character level has a 40% chance of success, and summoning a creature of a lower level increases the chances of success by 10% for every level the summoner's level exceeds the CR of the target.

Grant Wishes (Sp): At 11th level, a Genie becomes a steward of the *wish* economy. She may grant up to three mortal wishes each day. Doing so takes a few minutes to word the *wish* properly and any costs are paid by the recipient (remember that many wishes do not have a special cost).

Damage Reduction (Su): A 13th level Genie has Damage Reduction of Level/Adamantine. At 19th level this becomes DR of Level/Epic.

Awesome Planar Traits: A Genie of 14th level or more gains access to more of the distinctive abilities of her race, as befits her plane of origin:

- **Fire:** Efreet Traits:
 - ▷ **Firestorm (Sp):** An Efreet can use *firestorm* at will.
- **Air:** Djinn Traits:
 - ▷ **Telekinesis (Sp):** A Djinn can use *telekinesis* at will.
- **Water:** Marid Traits:
 - ▷ **Acid Fog (Sp):** A Marid can use *acid fog* once per hour.
- **Earth:** Dao Traits:
 - ▷ **Transmute Rock and Mud (Sp):** A Dao can use *transmute rock to mud* and *transmute mud to rock* at will.

Greater Summoning: A Genie of 15th level may attempt to use her summon power to summon a creature of a level higher than her own, though doing so carries only a 30% chance of success.

Elemental Power: The powers of the lower planes are awesome to behold. At 17th level, the True Fiend gains a +10 bonus to defeating Spell Resistance with the spell-like abilities granted by her spheres.

Gate (Sp): At 18th level, a Genie can open a *gate* (transport version) whenever she wants.

EVOCATION OVERHAUL

HIGH ADVENTURE ON THE INNER PLANES

The Inner Planes are mostly made of more-or-less pure elemental matter, and many of them are composed of elemental matter that is incredibly hostile to Material beings. Adventuring in the Plane of Fire, Negative Energy Plane, or Positive Energy Plane is just outright infeasible for living things from the Prime without magical protection, and the Planes of Air and Water require you to be able to breathe the local matter for much of their bulk. However, to a large extent that doesn't matter, since much of the Inner Planes is profoundly dull even for the natives. The really interesting locales are where the planar traits are different from the plane at large. These places are called "planar bubbles" in existing literature, and they usually look like giant blobs of some sort of other material floating in the otherwise uniform matter of the plane. This includes Material Plane bubbles, which are essentially like a normal Prime world aside from any encroaching traits from the rest of the plane, and are about as inhabitable by normal people as, say, volcanic areas or floodplains. They aren't particularly common in terms of *density*, but since they're the actual places of interest and your players can actually survive there, there's good odds that they'll actually go to these places at some point during their stay on the Inner Planes.

9.1 High Adventure in... The Plane of Air!

Campaign Seed:

Campaign Seed:

9.2 High Adventure in... The Plane of Earth!

The Elemental Plane of Earth is a lot like Pandemonium, except quieter and with heavier, monodirectional gravity. There are a number of portals between the two, in fact, due to their similar environments, which provide a needed respite to people on both sides escaping the gravity on the Plane of Earth or the screaming on Pandemonium. If you look at the entire plane as a group of dungeons that never open to the surface except for through portals, you wouldn't be wrong.

One important thing to remember on the Plane of Earth: spells with longer-than-long range rarely work *at all*, since they almost invariably have to go through 40' of solid rock to get anywhere. So any long-distance travel or communication is going to be routed through another plane, and few groups have the resources to manage this, especially with any kind of consistency. So while the Dao control a Great Dismal Delve the size of a continent and a whole lot of smaller outposts – they aren't actually at all unified, since they have to route their communications through the Material Plane, and *plane shifting* is incredibly inaccurate; it can take days to walk to where you're going after you arrive and takes an actual genie to manage it, plus there's the risk of interception. Also, because of this, places are more connected to the Sevenfold Mazework than they are to another colony ten miles away, since they're both equally unreachable, but the Mazework has the resources to

send postgenies out occasionally. So one outpost seriously doesn't care if you topple the next one over. The two could even fight an entire war before the Caliph hears about it.

Campaign Seed: Slave Revolt

The Great Dismal Delve is run on slavery and is constantly eroded by earthquakes, elementals bent on collapsing it, and the like. But it still has a number of still-standing abandoned areas, uninhabited or inhabited by squatters, where the Dao don't know all the paths. It's into these paths that escaped slaves run. Since the Dao often advance by class levels and can call in favors from across the cosmos, a slave revolt or party of escaped slaves can easily have enemies through to the high levels, and naturally progress from running and hiding to an insurgency to building their own empire and toppling the Caliph. A slave revolt also provides an excellent incentive for a party of extremely different alignments to work together.

Campaign Seed: Freeholds

The Elemental Plane of Earth is one of the most invaded elemental planes, because of its vast mineral wealth. Many of these mines are far from the mazes and mines of the Great Dismal Delve, and so have little need to care about the might of the genies being focused on them. Nearby genies are another matter, and their relations with freeholds can vary. Some are in a state of constant war, while some even manage to trade with the genies. Being hired as guards or negotiators at such a mine is an entirely likely PC occupation. This gives PCs a rare window into how the monster tribes they find in dungeons actually interact with each other, since these freeholds are kinda exactly the same thing. And it's not like the time between attacks is boring, either. A freehold can be anything from the domain of a tyrant with its own associated plots, to an old west mining town crawling with prospectors looking for their big score, to a cursed necropolis held together by a single necromancer. Any one of these schemes is loaded with its own possibilities for town adventures – even in times of relative peace.

Ten Low-Level Adventures in The Plane of Earth

The escaped slave tells you:

- She found a silver vein in her flight, but the tunnel caved in behind her. If you'll feed her, she'll show you the way.
- He's the vanguard of a large revolt. Give him the supplies they need, or they'll take them by force.
- A cave-in destroyed a small palace a short distance away.
- A new mine tunnel has breached your home, and there's a force of dao on the way.
- She knows of a group of escaped slaves lost in a nearby tunnel complex who will be thankful for any rescue.
- He's found a portal to another plane, but he can't tell which, in a cavern complex nearby.
- She saw a group of fire mephit traders lost in some tunnels behind her.
- Nothing, as he is stuck down by a curse as soon as his babbling becomes comprehensible. What was he stopped from saying?
- The dao are beginning excavations of a millenia-old fossil vault.
- There is a decree from the Ataman freeing the slaves of dao involved in a coup attempt. Infiltrating the palace could then have rich rewards.

Ten Mid-Level Adventures in The Plane of Earth

The freeholder wizard's emissary stands before you. His master has the map you need, and asks, in return:

- You must keep the dao away from his gem mines until he gets the stone he needs.
- That you assassinate her former business partner, a politically-connected dao, without pointing back to her.
- His son has been enslaved by the dao. Free him.

- His son has run off with a dao princess. Bring him back.
- Her daughter has been leading raids against the dao. Make sure that the dao reprisal doesn't affect her mining.
- Her daughter has been leading raids against the dao while disguised, and is rushing into an unwinnable ambush. Prevent her capture without letting on as to her identity.
- That you retrieve a McGuffin from the Xorn Tunnels.
- That you retrieve the heart of an elder earth elemental.
- The next cavern complex over from his freehold has a rich gem seam, but also has stone giants. Relocate them so that he can begin mining.
- The stone giants have agreed to serve her as mercenaries in exchange for a relic stolen by pandemonic bugbears. Procuring said relic falls to you.

Ten High-Level Adventures in The Plane of Earth

The vanquished Hetman lies at your feet, and says:

- The Caliph's tumens are already on their way.
- His palace covered a vault containing an imprisoned magical being of immense power, cracked in the fighting.
- The entire palace is rigged to collapse and warded against dimensional travel.
- Her defeat was prophesied by a weird in a distant cavern complex, with knowledge of the fate of her destroyer.
- He just said the command word to unbind a number of sleeping elementals.
- Of her role in a plot for a coup against the Caliph, spoiled by her defeat.
- Nothing you can understand but prayers to Erythnul.
- That he will trade the location an ancient demonic artifact to be allowed to escape.
- That her spies know who among your lieutenants you can trust better than you do.
- A promise of vengeance, then is cut off by being pulled through some kind of calling spell.

9.3 High Adventure in... The Plane of Fire!

More than any other Inner Plane, adventures in the Plane of Fire tend to take place in planar bubbles. If you can breathe water, the majority of the Plane of Water is basically just a lukewarm benthic zone, and it's the kind of place that Sahuagin might live without even realizing that they weren't on the Prime. But the archetypical expanse of the Plane of Fire is just, well, *fire*. It's like the churning surface of a sun that extends in all directions for eternity. And while it is colder and less destructively melty than the all-consuming plasma of an actual star, it's still basically just an endless expanse of fluid, dangerous, *useless* fire. Did I say useless? You bet, because heat engines actually work by heat *difference*, so from the standpoint of residents of the Plane of Fire it is actually *cold* that you use to run a power plant. The fire in between everything is just like the worthless emptiness of deep space except that it will also catch you on fire. Forget Carceri or the Gray Wastes – the Elemental Plane of Fire is the worst place in the D&D multiverse.

But just because it's a horrible place, even the *worst* place, doesn't mean that there isn't stuff you want there. And just because it is the most inhospitable place imaginable, doesn't mean that low level characters can't adventure there. The key is the planar bubbles exist. That is basically the only reason that anyone gives the Plane of Fire the time of day. The most important bubbles are Prime Bubbles. These are areas of land and sea with atmospheres, that happen to be shaped like a Ptolemaic world – a circle of land and sea with a hemisphere of atmosphere above. And of course, outside that is endless roiling fire. So the ground gets kind of rocky and parched, what with the sky being a never-ending holocaust without reason or respite – essentially it's like living in a Dragonforce video.

Those Bubbles aren't just the only place your characters can survive, they are the only places that *any* of the residents give a damn about. Remember that even if you happen to be a fire elemental, you still eat "flammable" materials if you want to grow any larger, and those only come from the "cold" spots. So not only is the practically usable terrain in the Plane of Fire very small compared to the plane's total volume, but the space between is inhospitable void. And not just inhospitable void – it's *opaque* inhospitable void. Standing

on one of the floating islands, you can't even *see* the other islands. When you look into the inferno you have no way of knowing whether the next place of value or substance is a few centimeters or a few parsecs of burning emptiness in any particular direction.

So what does that mean for the low level adventurer? It means that practically speaking, no one *expects* your character to want to go anywhere that would cause them to actually catch fire. No one else does, not even the planar residents who are *actually made out of fire*. So it's totally workable as an adventure locale at any level. The Plane of Fire is run by the Efreeti Sultans, and that gives the entire place a very fantasy-Arabic feel. Ignan, the approved lingua franca of the universe, is explicitly based on Arabic. That thing where Arabic calligraphy kind of looks like living flame? Yeah, they went there. While the Djinn have a *presence* in the Plane of Air and the Dao have their own Caliphate in the Plane of Earth, the Sultan of Fire *owns* the Plane of Fire. Because there is hardly any real estate, and finding or getting to it is in most cases a Wish Economy proposition.

The Plane of Fire is your chance not only to throw out every Arabian Nights cliché you know, it's also a place to throw in 1950s sci-fi left and right. Basically everywhere that anyone lives is one of those bubble colonies or asteroid mining facilities from the Heinlein juveniles. To get from one planetoid to another requires getting into a heat protected shell and then throwing yourself from one to the other. Once you leave a Planar Bubble, there's no gravity or wind, so it's basically *exactly* like one of those personal space ships that were talked about in the old Republic Serials. Some of them are even saucer shaped.

Campaign Seed: Conquest of the New World

Even beings of pure fire cannot see far into the firmament, and so it is that new places of interest are "discovered" all the time in the most surprising of places. The iron ships that travel between bubbles need exacting angles of departure, because once they are off course, there's really no measurement you could take to figure that out (and often nothing you could do about it if you did). So a new island might well be just 1 degree off an established trade route. And once a new land is discovered, it's Columbian Conquest all over again. This new world may well have occupants that object to being "discovered" let alone colonized, but on the other hand they could seriously have fountains of youth or cities of gold.

Exploring a new Planar Bubble in The Plane of Fire is a good way to bring out any kind of D&D adventure you want. The PCs have literally *no* idea what they might find there, and there's a very great incentive to keep exploring since even *wood* and *water* are hugely valuable resources once you get off this gravity well and back to a more civilized one. You don't just get to loot the temples of stone using pyramids, you also get to confront their heathen demon gods, find relics of fallen ancient civilizations or the secrets of long forgotten wizards. A Planar Bubble that "no one" knew about on The Plane of Fire is about the safest place in the entire damn multiverse, so anyone who *did* know about it could have stored or imprisoned, well, *anything* there.

Campaign Seed: Janissaries of the Fire Sultan

The Efreeti sultan is cruel, but he is not stupid. And he is well aware of the limitations of being a guy who is *on fire* all the time when the only things in the entire universe that have any value are things that are *not* on fire. And so it is that the Fire Sultan has children of non-flaming races raised in his employ. These children grow up to be *Janissaries*: creatures who act as agents for the Efreeti and build their empire without incidentally burning it down. There is a lot of room for advancement in the Janissaries, the Sultan genuinely values your skills *more* than he values the skills of the other Efreeti. First of all, there is basically no chance of you ever actually becoming Sultan (you just don't have the right fire in your blood), and secondly, unlike a real Efreeti, you can do stuff that the Sultan cannot. There are a lot of politics that go in court, and the rest of the Efreeti have a tendency to rather *resent* Janissaries; while at the same time doing their damndest (literally) to avoid any direct confrontation with something the Sultan considers to be "his." Do the Sultan proud, and you can have your every wish granted (as long as that wish doesn't include becoming Sultan or leaving the Sultan's employ). Fail him sufficiently, and he may allow the more jealous members of the court to take their frustrations out on you.

Ten Low Level Adventures in The Plane of Fire

You're getting the report from the overseer of the pipeline workers. The Kobold tells you that they aren't getting as much water as expected because...

- A group of Firenewts has claimed that the pipeline runs through their tribal lands and have begun monkey wrenching.
- The water reserves aren't as extensive as hoped near the surface, and the pipeline will have to be extended into the caverns.
- Superstitious fears have broken out among the workers, they speak of burning snakes.
- Drilling has broken through to inferno before expected, this rock isn't as stable as we'd hoped.
- The water has some kind of creatures living in it. Creatures that live in water.
- Some creatures have been bringing clouds of smoke with them when they crawl over the pipeline.
- A rival mining group is siphoning water from our reserves.
- Some guy who looked like a Yak has paid more than enough money for the land to get the crew to drill elsewhere.
- Everyone who touches the water seems to forget what they were doing.

Ten Mid Level Adventures in The Plane of Fire

Laughing, the Efreet relays the news. It's never a good thing when an Efreet is happy to tell you something, and this is no exception because...

- Some group of xorn came in with a load of opals just two days ago. You're going to have to go farther afield if you want to liquidate those gems.
- It seems that while you were out, they've made a new appointment of Sheriff.
- The land title has been revoked and given to Hakim.
- Surtyr wants his money back. Now.
- Yak Men have taken over the entire city.
- A Red Dragon has claimed the water reserves.
- The Bubble has begun wobbling, the only way home is by wish.
- The princess is in another palace.
- The gnomes have themselves a Frost Salamander that they are keeping alive somehow, and mere flammables are virtually worthless here.
- The great astrolabe has been shattered.

Ten High Level Adventures in The Plane of Fire

The Iron Flask isn't completely inscrutable, and your research indicates that it contains...

- One of the Sultan's uncles.
- A potion of Immortality.
- A gate to a deep layer of Baator.
- The heart's blood of Baphomet.
- The phylactery of a powerful Lich.
- A decree from the previous Sultan.
- A heretical Genie who was imprisoned for predictions that appear to have come true.
- The crown of Pyriria.
- The condensed gaseous form of a Chaos Roc. One of several, if the accompanying letter is to be believed.
- The laughter of Queen Chandra.

9.4 High Adventure in... The Plane of Water!

The Elemental Plane of Water is an endless expanse of relatively static water permeated by a soft ambient light. There is only gravity if you want there to be, and the incompressible medium makes gravitational movement slower than walking. But nonetheless, you can move pretty much anything at the rate of about three and a half miles per hour just by “falling” or “rising” with it. Outside of an occasional “pressure zone” the entire plane is pretty much one giant coastal shallows, with a water pressure at any point about that of being under just a meter of water. The Elemental Plane of Water is also the largest place in all of the D&D multiverse in real terms.

Sure, it is “infinite in all spatial dimensions and time” just like all the other Inner Planes, but it is markedly different in that every *point* in the Plane of Water is also a *place*. None of it is empty or impassable, it’s all just made of water. So you can go and *be* anywhere, and you won’t be “between” things because the place you will be will be an actually stable location in and of itself that you can put stuff down in or give directions to. Every point. And that means that there are more places to be, and by extension more *stuff* than in any of the other planes. Indeed, like how on Earth about 70% of your body is water, and about 70% of the world’s surface is water, about 70% of the creatures and structures in the Inner Planes are on the Elemental Plane of Water. And like the oceans of every Prime World – the Plane of Water still gets less press than the other planes because it [b]is[/b] full of water. In general, things on the Elemental Plane of Water stay where they are put, with little in the way of mobility. This means that when there is an air bubble, people can pretty much run around in it without fear that the air will bubble up away from them. Because *there is no up*. This also means that disposal of bodily waste is “gross.” There is nowhere to “bury” anything, so stuff that comes out of you just sits there accusingly. Fortunately, there are a lot of plants and little animals that will come clean that up, but this process is no nicer to watch on the Plane of Water than it is anywhere else. There are areas where, for whatever reason, the ambient water is flowing with some kind of current. Some of these currents are *incredibly fast*, but as a rule they are not that “large” and full mixing doesn’t happen. The fresh parts of the endless sea stay fresh and the salty parts stay salty. The hot parts stay hot and the frozen parts stay frozen.

The Marids are, individually speaking, the most hard core of the Genies. However, the Great Padisha of the Citadel of Ten Thousand Pearls is basically just the mayor of a town of one thousand occupants. One thousand occupants where one in five of them can grant frickin *wishes*, but just a thousand all the same. You could seriously move around the plane your whole life and *never* come within the demesnes of a Marid. Each Marid considers themselves to be royalty and to rule all they survey – which is basically true but functionally meaningless because you normally can only see about 60 feet on the Plane of Water because there’s microbes and sand and stuff in the water pretty much everywhere. This contrasts sharply with the Sahuagin empires, some of which are ten thousand miles across (note: this is bigger than the entire Earth, and we’re talking *volume* rather than *surface area*, so some of these empires have populations that measure in the *tens of billions*), but which due entirely to the sheer vastness of the plane and the *smallness* of any visitor’s personal experience of the place (60 feet or so around them and movement as fast as they can sink or swim), it is still entirely likely that you’ve never heard of any of them.

While the visibility on the plane of water is total crap, the *audibility* is intense. Water is nearly incompressible and it’s nothing but water forever and ever. Sound pretty much follows the rule that any noise is four times as quiet when at twice the distance, with no additional dampening from the atmosphere. Any noise ever propagates with such totality and speed that to the human visitor it is nothing but a constant deafening roar. Indeed, since sound travels so much faster in water than in air, any non-aquatic visitor needs 10 ranks of listen to even have a hope of locating any sound. Even sounds that are loud or close enough to be distinctly made out sound like they are from “everywhere.” This is not a problem that natives have, and indeed a Sahuagin can locate you by the sound of the water against your skin.

Secession is constant in the Plane of Water. Anyone can just pick up their *house* and leave at a bit over 3 miles an hour. Between this tax day and the next, you could have moved your house about 29,000 miles which is noticeably more than the circumference of the Earth. And when you factor in the fact that there is no guaranty that anyone will find your house if you move it 100 *meters*, one can see that you can vanish from a government’s radar *very* easily if you are not actively imprisoned. The standard therefore is to be required to pay taxes to the local authorities at the *beginning* of the year and subsequently be allowed to provide proof of citizenship to receive services for the following year. Surprisingly, much of the civilization in the Plane of Water is actually *more* recognizable by connoisseurs of modern nationalism than are the kingdoms of other planes of existence. If you want to live in a “country”, you have a citizenship card and rights and social services and stuff. Anyone

who doesn't want those things (or doesn't want to pay for them), just *leaves* and lives elsewhere in the roaring darkness.

Campaign Seed: Heralds of the Empire

Sound travels fast under water, but news does not. When a new nation takes hold of a region, it can take a long time to even *find* everyone who lives there. And so it is that any nation state or empire needs to send out groups to patrol their territory. Not just to keep an eye on the citizens and provide whatever services the empire provides to the hinterlands but also to keep the maps updated. After all, any part of the empire that hasn't been patrolled in the last *month* could seriously have had someone move a castle from 4000 kilometers away to there in the meantime. As representatives of the state being sent into areas of water that the state either has not been to *yet* or has not been to *recently*, the PCs could encounter pretty much anything at all. And they have a built-in plot hook that encourages them to interact with anything they find. Whether they face level appropriate wandering monsters, social encounters with dubious locathah, or hostile empires coming the other way, the PCs can plausibly encounter level appropriate opposition at any level.

Campaign Seed: Tidal Merchants

The great tidal streams are currents that move with surpassing speed. Those who ride them can get places that are *very* far away in very short periods of time. And that's saying something in a world where seriously anyone can tie themselves to their cargo and sink 80 miles a day just by deciding to. The currents don't just provide fast transport, they also provide a path, a place to go. And so it is no surprise that as one drifts along the tidal stream, one can hear the drums of civilization from all sides just as you can see the glowing lights of fast food joints while driving on a freeway on Earth. Traveling along the tidal streams brings one from one urban development to another with all the vast spaces between literally washed away.

Ten Low Level Adventures in The Plane of Water

The old Locathah is certainly *interested* in your proposal. But he says he has other problems...

- Sahuagin raiding has hit several nearby kelp farms.
- Shark attacks are on the rise.
- No one seems to want to buy the sponges he has been growing.
- His daughter has the ick.
- Food supplies are running low.
- The fish are migrating out.
- A local hot spot is attributed to Fire leakage.
- Those who die seem to come back as zombies.
- A siren has been throwing her weight around.
- Pirates have seized the oyster bed.

Ten Mid Level Adventures in The Plane of Water

The sound of drums has called you to the activities like moths to a flame. When it comes into view, it appears to be:

- A brass sphere, with no immediately obvious entrances.
- An army of skeletons.
- The coral towers of a merfolk city, they look sick.
- An ice factory.
- Angry tritons.
- A giant eel that had been mimicking civilization sounds by slapping rocks together.
- A Sahuagin kelp outpost.
- A family of scrag wreckers.

- A Marid Sattrapi.
- Some sort of mechanical vessel shaped like a lobster.

Ten High Level Adventures in The Plane of Water

You've broken into the massive mechanical manta ship. Inside you find...

- Spongy, organic passageways... this ship is *alive*.
- The crew are long dead and dust.
- The captain's log mentions you by name.
- Kuo-Toan pirates and their Yugoloth servants.
- Sack after sack of dream dust.
- These look like dragon eggs.
- The spectral pirates who run this thing.
- A cargo hold full of wild eyed prisoners.
- A cargo hold full of *non aquatic* and fearful prisoners.
- The ship's wizard captain and his crew of blood-indifferent golem pirates.

9.5 High Adventure in... The Positive Energy Plane!

Adventuring on the Positive Energy Plane, much like the Plane of Fire or Hades, is generally confined to planar bubbles. This isn't because the plane hates life – indeed, in a very real sense it's *composed* of life and will pour itself into any living creatures on the plane and heal them. The problem with spending time on the plane is that much of it has the Major Positive-dominant trait and doesn't actually *stop* pouring energy into living things at any point. Even after any wounds have healed and living beings are fully restored to health and vigor, the plane keeps pouring in healing energy until its “patients” explode. Also, there's no air, so planar travelers who need to breathe have to bring their air supply with them outside of an Air or Material bubble.

So if your players are here, it's very likely that they either have some sort of special protection from positive energy, continually hack at themselves so they don't overflow, or stick to the portions of the plane which don't make people explode. The minor positive areas aren't the “primary” portions of the plane, but they're nonetheless infinitely large and don't have any adverse effects on living beings; hanging out in these areas isn't actually that bad. Still, there's little reason for anyone to actually live here unless they're an outsider native to the plane.

Due to the nature of the plane, a common tactic for those traveling from one bubble to another is continually digging at their flesh, taxing their bodies' healing ability just enough that they can survive the occasional foray into major positive areas. Natives of the plane who don't have protective magic can often be distinguished by “scars” of newly-regrown flesh, and often gouge their flesh reflexively even when on other planes until they can adjust.

Most communities on the Positive Energy Plane are isolated from each other, both because travel is so dangerous and because it's hard to actually *see* things on the Positive Energy Plane. Major positive areas are bright enough and emit enough light that seeing anything in their direction – let alone past them – is virtually impossible. And really, they make up most of the plane, so there's a good chance that there's going to be one in front of anything interesting. Other sensory inputs are amplified as well, so overall everything's a lot more loud, hot, and bright than you'd probably enjoy.

As far as natives go, there aren't too many creatures that make their homes here. There are a few sparse colonies from other planes, but the true natives are mostly limited to the xeg-yi, ravids, and glimmerskins, who are basically immune to the adverse effects of the plane and are mostly the only beings you'll find traveling through the depths. Xeg-yi and glimmerskins are unpleasant to deal with in that their natural tendency is to heal living creatures one way or another (which is exactly what you *don't* want on the Positive Energy Plane), but the Ravids are more problematic in that they actually spread chaos beyond the general problems of the plane. About every six seconds, some object near the Ravid will spontaneously come to “life” and run around attacking things – and the Ravid is rarely smart enough to bother controlling them. Ravids showing up is basically the best way around here to have the players deal with a bunch of enemies that actually have no motivation besides attacking them.

Campaign Seed: Nomads of the Energy Storms

It's a fact of life on the Positive Energy Plane that if you're healthy and hit a major positive area or the energy levels spike, you're almost as good as dead. To avoid this happening, many societies live in places where they know of a few different "safe zones" and air and water bubbles, and use divinations to tell them when to move. But since they also need to be sure that the area they want to migrate to is safe to move to, they *also* employ scouts to periodically check on known bubbles and search for new ones. Sometimes these scouting parties encounter dumb monstrous threats they need to clear out, sometimes they encounter other settlements or squatters which they need to negotiate with (or clear out).

Campaign Seed: Graves of Steel

There is plenty of potentially usable energy on the Positive Energy Plane, and to someone who uses up lots of energy, like an inventor or artificer, that's a ridiculously good deal. You can make a very serviceable engine just by strapping in a Ravid and using its *animate objects* power or by using the plane's tendency to pour energy into simple lifeforms like oozes (much like the human batteries the robots in *The Matrix* were using, except it actually works here), and so plenty of inventors will come here to work on various projects that need easily accessible energy. But the plane is a very bad place to stay put for long periods of time, so these inventors will sometimes explode and sometimes abandon their work when a major positive trait decides to express itself. And so there are places where the Positive Energy Plane is littered with a lot of mostly intact machines just laying around.

Every so often, a wandering planar *animate* effect or curious Ravid will show up in one of these graveyards, so it's also the case that a lot of them have machines that are either still running or recently reactivated. You can then toss in almost any "machines run amok" trope from science fiction you like; these things really do wander off and start terrorizing villages.

Ten Low Level Adventures in The Positive Energy Plane

The nomad leader stands before you, adjusting his breathing apparatus. He says he knows a safe path to your destination, but in exchange he needs...

- Someone to find his son. He was sent to the scrapyards for parts earlier and hasn't returned.
- The path to the nearby well bubble cleared of elemental wolves, it just isn't safe with them around.
- Some squatters on one of the tribe's reserve primebergs handled. They'd prefer no blood, but need the job done either way.
- The animated pump in the center of town fixed. A couple of replacement parts from the nearby scrapyard should do the trick.
- Ravids passed through recently, and there are at least a dozen animated remnants running amok. Do whatever you want with them, as long as they stop harassing the nomads.
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Ten Mid Level Adventures in The Positive Energy Plane

The elderly gnome staggers against the wall, the cut in his side slowly growing back. He gasps for air, and then says...

- "Thank goodness you've come, we need to shut down the main reactor."
- "If you're the Fusemaster's minions, you're too late – the nimblewright army is already on their way."
- "There's a Major Trait storm approaching, get out of here before it's too late!"
- "You may have defeated me, but now you must survive my greatest creation!"

- “I don’t have the money, the safe I kept it in ran off with a Ravid last week.”
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- Nothing, before he explodes into a burst of energy.

Ten High Level Adventures in The Positive Energy Plane

The clockwork golem finally lies inactive, and its chest cavity is cracked open. You pull off the cover and inside you find...

- A glimmerskin struggling against its restraints.
- The repeater coil you were looking for – but it’s cracked, and the only lead to its creator is the number sequence on the bottom.
- Lightning crackling between the surrounding plane and a circular gate filled with darkness.
- It’s not a golem at all... it’s a suit of armor. And it’s occupied.
- The planar energy control rods aren’t suppressing the positive energy. They’re focusing it.
- A pair of Ravids. And the construct is starting to move again...
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9.6 High Adventure in... The Negative Energy Plane!

If you’re even *considering* running a game in the Negative Energy Plane, it is very probable that you are using Playing With Fire morality for your necromancy. This is in large part because every writeup of the NEP ever made has *assumed* Playing With Fire, and that indeed it is precisely these descriptions that give people the best scriptural ammunition against Crawling Darkness. But also because if Negative Energy is inherently evil, the plane becomes incredibly *boring*. We already *have* the Gray Wastes or Gehenna, so there’s no real point in having *another* gray desert made out of ultimate evil.

The game provides two supposedly different Negative Energy Planes for you to consider. One is made out of Major Negative Energy Dominant with patches that are Minor Negative Energy Dominant, and the other is made out of Minor Negative Energy Dominant with patches of Major Energy Dominant. Well, anyone who has ever looked at a splotchy cow knows that whether you have a black cow with white spots or a white cow with black spots is entirely a matter of perspective. Since the NEP is infinite, both Major and Minor patches are infinite in size and in scope, so it really makes no difference at all which one you are nominally using. From a practical standpoint, either way you’re going to be in either a Major or Minor Negative Energy area, the adventure location you are going to next will either be in the same area or a different one, and if you go far enough in any direction you will go from one to the other. And anyway, both Minor and Major Negative Dominant ares are totally fatal to living creatures, and completely harmless to undead and constructs, and the baleful effects are completely negated by *negative energy protection* or *attune plane*. So seriously: who cares? Since the only actual difference is the unprotected living creatures crumble to ash in Minor Dominant and are transformed into wraiths in Major Dominant, our suggestion would be to go with Major Dominant most of the time. It’s largely academic, because outside the planar bubbles *there is no air* (so without some sort of magical attunement, every living creature is just going to die of asphyxiation, negative energy or no).

The Negative Energy Plane hates life. It hates the good, and it hates the wicked both the same. It does not condone or aid harm or murder, it simply greedily and expeditiously extinguishes any life exposed to it. But if you’re *alive* that’s basically no worse than the vacuum of space, and if you’re *not* alive it’s a whole lot better. For those who are undead, non-living, or have the right kind of protections, the Negative Energy Plane is a lot like any other void plane of the D&D cosmology save that there is no ambient light source. Comparisons can be made to Limbo, the Astral Plane, and of course: the Elemental Plane of Air. The difference is just the fact

that it is unlit, and therefore looks like the night sky rather than extending out to a gray fog where the soft glow of the ambient light eventually wipes out anything you could see.

Once you factor in the Planar Bubbles (which as an ironic statement, are called “doldrums” by Negative Energy inhabitants), the Negative Energy Plane is basically exactly the same as our universe. If you were on a prime bubble, you pretty much would only with difficulty be able to know that you weren’t on a Prime. There’s a dark hostile, airless void outside your planet, and there’s absolutely nothing stopping any light source of any distance from eventually sending its ray to you. So the sky above you is black and full of tiny lights. Well, it wouldn’t really be *that* difficult to figure it out, because absolutely everyone can *fly* just by thinking about it. And the lights in the sky are just like what ancient people thought about them: some of them are very large and far away (like Elemental Fire bubbles that function as stars), and others are more modest light sources that are more reasonable distances. The intrinsic flight includes not only hovering, but also *acceleration* that is only relativistically limited. You can accelerate at 1G or more by sheer willpower as long as you want without energy expenditure. So a trip from the Earth to Mars would take less than 5 days even at its most distant point (assuming that they were both on the Negative Material Plane). So titanic, even *solar* distances are quite reachable. Also of note is that the directions to Neverland (Third star on the left, and straight on ’til morning) are completely reasonable directions, and represent another planar bubble that is about 2 million kilometers away. Like all regions of subjective gravity, going “towards” a point will automatically have you accelerate continuously to the halfway mark and then have acceleration away from it for the rest of the journey, so you never ram into anything at relativistic speed.

The distances between things in the Negative Elemental Plane are truly vast, but travel is so *easy* that from a practical standpoint, things in the Negative Energy Plane are actually kind of “happening.” The exception of course, is unlit structures. These are called “Castles Perilous” by the locals, and making one is pretty much a declaration that you under no circumstances want visitors. After all, without giving off any light, you’re basically about as findable as any rock out in deep space is in the real world. The only ways to find one are to happen to see them passing in front of a light source or to shoot one’s self off into the void looking for the automatic deceleration that accompanies moving towards a real object – and even knowing that second one is an option requires the kind of math you’d need a Knowledge (Planes or Engineering) DC 25 test to do.

An important thing to consider is the presence of Voidstone. It’s a special material that will destroy and absorb any creature (even undead creatures) if they come into contact with it for a few seconds. Truly badass creatures like dragons and gods *might* be able to hold it for a minute or two before being eradicated from existence, but as you might imagine, that stuff is still in huge demand for making into weaponry. Since it doesn’t do anything to other inert elemental material like, say *metal tools*, it ends up being quite workable and incredibly valuable. Voidstone is planar currency for obvious reasons – but finding it is very difficult because it’s not very large, pure black, and forms in the middle of large sections of empty void.

But perhaps the most important point about the Negative Energy Plane is that the parity with the Positive Energy Plane is not complete. Living creatures are natural, so they have no protection from being exposed to “too much” positive energy – and they can totally explode. Undead creatures are *unnatural* and only exist at all because they are supported by magic to siphon off a specific and measured quantity of negative energy. So they don’t ever “explode” in Negative Dominant areas, whether they have “protection” or not. As such, groups of intelligent undead often make homes out of Castles Perilous in the middle of strong Negative Energy Vortices. Because seriously: why not?

Campaign Seed: Death World

A Doldrum region in the Negative Energy Plane is a lot like Neverland if it was made by American McGee. Everyone can fly like Peter Pan, and each region fills up with weird crap from all over the planes like tribes of Indians, mermaids, and pirates. However, these places are also constantly under assault by a low level rain of *zombies from space*. That’s not a joke, undead beasts literally float around in the void and choose to fall towards points of light. So if you’re running around Pixie Hollow, there is a not insignificant chance that some undead monster is going to fall out of the sky and go on a rampage. This setup allows for very reasonably scaling D&D adventuring. After all, if the PCs become masters of their surroundings and conquer the Maze of Regrets, you have a totally reasonable excuse to have a level appropriate undead army fall *from space* and start causing havoc. In the meantime, even though the levels of Negative Energy aren’t high enough to snuff the life out of anything, they *are* leaking into Doldrums enough to make things *subtly* creepy and unpleasant. Feel free to use any Ravenloft clichés you want. Or just American McGee it up – people live on a fricking *Death World*, so have just messed up stuff happen all the time. Have cats croak out “help... me...” for no reason. Have

thorns drip unexplained blood. Have trees inexplicably drain of color. Inhabitants go crazy and start eating pieces of themselves. Go nuts.

Campaign Seed: Welcome to the Void Heart

There is a city built into the inside of a one-mile diameter iron Dyson Sphere which is called “Heart of the Void” or “Deathheart” depending on who you ask. Some sages built a city there a long time ago and eventually an army of the undead broke in and murdered everyone. Tonight it’s a minor necropolis that is broken up into factions that fight each other for domination. And I know what you’re thinking: *so what?* I mean, that’s only 3.14 square miles of city, and even though it has the population density of New York, it still only has 70,000 inhabitants, and a lot of them are ghouls. But the really important thing is what the sages used to *do*, which was to track all the objects in the Negative Energy Plane. All the rocks of Voidstone, all the Castles Perilous, *everything*. No one knows how they did it, because some vampiric minotaur killed the last of them a few hundred years back and feasted on her heart – but they *did* leave notes. All over the city, there are books filled with page after page of descriptions of the size, shape, and location of various objects in the void. There are a lot of adventures there: some books are useless without other books in the same series; some books are the possessions of hostile undead gangs that either do or do not know how valuable they are; and many books detail the locations of items and structures that are themselves interesting and valuable adventuring locales.

Ten Low-Level Adventures in The Negative Energy Plane

The ghoul chitters and licks his parched lips. Seemingly reluctant to proceed, he whispers...

- “You may have defeated me, but there are a *dozen* more on their way...”
- “Fellnax wants his coins. He wants them bad...”
- “You can kill me, I’ll never tell you where the diadem is.”
- “I knew someone would find me. I didn’t know who, but after the Hellmire job, I knew it was only a matter of time...”
- “These bones... these bones are mine...”
- “You traitors! I’ll feast on you!”
- “Do you have the *scrolls*? My master said you would have the *scrolls*...”
- “You don’t look like Fellnax’s men.”
- “Fellnax sent me to tell you, to tell you that he is going to kill all of you...”
- “We still have the girl, please don’t do anything we’d both regret.”

Ten Mid-Level Adventures in The Negative Energy Plane

It’s good to meet another outworlder. But there’s something weird about this guy...

- There are faint sobs coming from his backpack.
- He casts no reflection.
- Everytime he mentions the Castle Perilous he came from, he looks over his shoulder.
- There are the scars of bite marks all over his arm.
- When he talks about his family getting eaten, it’s like he doesn’t even care.
- When he mentions the golden statues of Kath, it’s like he doesn’t even care.
- He seems genuinely relieved to be *here*.
- He steps right over the ghoul corpses as if that was a normal thing.
- He has one of Fellnax’s amulets. Or something that looks just like one...
- There is a wraith following behind him, one that looks just like he does...

Ten High-Level Adventures in The Negative Energy Plane

You've got a fix on the Voidstone you were looking for. Unfortunately it's...

- Suspended inside the chest cavity of a dracolich.
- Worshiped by a death cult of Kuo Toa.
- Inside a Castle Perilous named "Doom Watch"
- Been made into a sword by a mad Duergar.
- Guarded by a Void Shadow.
- Guarded by a Shadow Dragon
- The Tomb of a fallen god.
- Locked in Lethe Ice.
- On the far side of an Allip Belt
- In the workshop of a Master Skincrafter.