The Travelet's Guide to The Elemental Plane of Fire

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The Traveler's Guide to The Elemental Plane of Fire

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Introduction

Travelling the planes means different things to different people. For some, other planes of existence represent the final frontier, a place to explore when one can find no true challenges left in the mortal realm. For others, the planes represent vast new worlds to explore, filled with fantastic and exotic vistas that cannot be found on the Material Plane. Still others have a special love for the planes that comes from their experiences there in certain specific campaigns or settings. Whatever the reason, there are few players or GMs who do not experience a certain tingle of excitement whenever the time comes to travel to a whole new plane of existence.

Because there are many planes of existence, and each plane is vast (sometimes infinite) in scope, it is no surprise that many of the planes of existence are practically blank canvases, with only a scant few paragraphs devoted to any given plane, in most cases. While this certainly gives GMs freedom to do what they will with the plane, it also leaves them with a lack of established plot hooks, locations, organizations, and the like to draw on in breathing life into the planes.

Some planes get more attention than others. The most popular planes, such as the Nine Hells or the Abyss, tend to receive far more attention than the others, receiving their own books. In fact, as editions roll on and new versions of games are released, these same planes receive book after book of content and description, while other planes languish with only a handful of sentences.

The planes that are referred to in many cosmologies as the Inner Planes, those dealing with the elements and similar energy sources, are among the most chronically ignored, and, at the same time, are perhaps in the greatest need of elaboration. Most players and GMs have certain expectations of what a hell or heaven will be like, and even more unusual and esoteric planes of existence can often be summarized in a way that it is easy to get at least a gist of what the place is like. But the elemental planes are wholly strange and alien, for their very nature is a place devoid of three of the four building blocks that make up the Material Plane. What fun is there to have in an endless void of nothing but air? How is a plane of infinite water really all that different from adventuring in the depths of the ocean? What differentiates a plane of earth from the massive underground areas common to many settings?

Perhaps the most confusing and difficult of all is the Elemental Plane of Fire. How can an entire world, an entire plane of existence, be *made* of fire. What does that actually look like? In the past, some authors have described the place as having a "ground" made of condensed fire, while others have described the plane as being more like a semi-solid flow of magma, and still others bypass the question entirely, simply stating that the place is impossibly hot, and leaving the rest to the imagination. This book, hopefully the first of several traveler's guides to various planes, devotes itself fully and entirely to the Elemental Plane of Fire, aiming to flesh it out as a whole and complete campaign setting ready to be used in any game, whether an entire campaign set in the Plane of Fire, or simply as a place to visit in the scope of a larger game.

The first section of the book focuses on the main races that dwell in the Elemental Plane of Fire, with a focus on making player characters and NPCs of such individuals. Because the races that inhabit the Elemental Plane of Fire are generally unsuitable as player characters, this book presents an alternative approach to races such as the azer, efreet, fire elementals, and salamanders, providing a race suitable as a player character, and a special base class that allows members of that race to unlock their full racial potential.

Following this is a collection of over 50 fire-themed feats, which allow members of these races to gain access to powerful elemental abilities, allowing players and GMs to fully customize the suite of fire-related powers that their characters possess.

After this is a discussion of the features of the Elemental Plane of Fire, describing the general conditions that apply to the plane as a whole, including expanded and augmented rules for the plane's persistent heat, its unusual effects on magic, and numerous special environmental hazards unique to the plane. This section also introduces specialized types of fire, an oddity found only on the Elemental Plane of Fire itself, helping to mitigate the way that adventures on the plane tend to warp the importance of fire resistance and immunity.

Finally, there is a substantial gazetteer of the Elemental Plane of Fire as a whole, beginning with its most prominent feature: the City of Brass, the cosmopolitan city that is a trading hub across all of the Inner Planes, and the jewel of the Elemental Plane of Fire. After this, four major regions of the plane are explored, including the blased and desolate ashen wastes, an entire continent of ash and soot inhabited by the ancient ghosts of the fallen azer empire, the lava seas, vast oceans of molten rock which serve as the primary means of travel and transportation for most denizens of the plane, who sail across it on galleons made of basalt and obsidian, the plain of burning coals, an arid and stable region in which most of the plane's food is grown in special protective greenhouses, and the teeth of Soraak, a volatile range of volcanos that is home to fiercely territorial salamander clans.

<u>Azer</u>

The azer are few, but they are regarded throughout the plane of fire as wise keepers of great and ancient secrets, and master artisans of the highest caliber. Most azer are more than happy to live their lives in the confines of one of their isolated strongholds, but some azer decide to venture outside their homes and see the rest of the fiery world around them.

Azer Racial Traits

Ability Scores: Like dwarves, their distant cousins on the material plane, azer are a hardy people with a quick wit, but they typically do not get along well with others. They gain +2 Constitution, +2 Intelligence, and -2 Charisma.

Size: Azer are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Azer are outsiders with the fire subtype, and are not subject to spells or abilities that only apply to humanoid creatures (such as *charm person*). However, while azer are technically outsiders, they do not necessarily gain all benefits normally associated with the outsider creature type, or the fire subtype. They gain only the benefits listed here.

Base Speed: Azer have a base speed of 20 ft.

Languages: Azer begin play speaking Common and Ignan. Azer with a high Intelligence score can choose from the following languages: Aquan, Auran, Draconic, Terran, or Undercommon.

Darkvision: Azer can see perfectly in the dark up to 60 ft.

Armor Expertise: An azer character gains a +1 competence bonus to AC as long as she is wearing medium or heavy armor.

Fire Resistance: Azer gain resist fire 10, but are vulnerable to cold damage (they take 150% as much cold damage as they otherwise would). While on the Elemental Plane of Fire, this fire resistance is associated with the efreeti's choice of either the forgeflame or lightflame type of fire. This choice is made at character creation and cannot later be changed (see page 43 for more information on different types of fire).

Mortal Body: Unlike most outsiders, azer can be returned to life in the same fashion as humanoid creatures. Additionally, azer eat, sleep, and breathe. Azers are acclimated to the Elemental Plane of Fire, and do not have trouble breathing in the normal conditions for the plane, but can be affected by ash-, fire-, or smoke-related environmental hazards that affect breathing.

Slow and Steady: An azer character's speed is never modified by armor or encumbrance.

Weapon and Armor Familiarity: Azer are proficient with all types of hammers, as well as with light and medium armor.

Work Ethic: Azer gain a +3 racial bonus on all Craft and Profession skill checks, due to their hard work and dedication.

Azer Ecology

Physical Description: Although they devoutly deny speculation that their race is related to dwarves, to most other races, there is an unmistakable similarity in the appearance between the two races. Like dwarves, azer are relatively short and stocky, with wide, compact bodies and an overall burly appearance. Although they lack the facial hair that dwarves are famous for (and most azer find the very idea of hair to be as off-putting as most humans or elves would consider fur or scales in another race), the open flames issue constantly from an azers' shoulders, neck, and head have been likened by many to a sort of beard of flames, further strengthening the comparison.

Azer prefer clothing that is both practical in nature and also somewhat ornamental. They wear kilts, rather than pants, and tend to forego shirts, although they sometimes wear smocks made of thin sheets of metal, especially when laboring. Azer kilts are made of metal as well, with different metals being restricted to members of different castes, ranging from brass (for nobles) to copper (for laborers). Mages wear silver or mithral kilts (often studded with different gems depending on their specialization), and priests wear iron kilts. Most azer kilts have engravings, gems, or some other decoration, and these become notably more intricate and eye-catching at higher castes. In war, azer wear metal armor almost exclusively, and typically their armor is made of iron or steel, but bears a thin layer of the same material their caste's kilt is made of.

Society: In ancient times, millennia ago, the azer ruled a vast empire that covered much of the territory now claimed by the efreeti, as well as the entirety of the ash desert, in the heart of which once stood their capitol. After long wars with the efreeti and subjugating many of their kind, the situation rapidly turned against the azer when the efreeti were able to incite riots and rebellions amongst the fire elementals against their azer overlords, causing the azer to quickly lose large amounts of territory to the efreeti. The matter was compounded when an unknown force devastated the heart of the azer empire, leaving the azer spread thin throughout lands they no longer controlled.

Luckily for these remaining azer, their empire had been fond of building imposing tower-fortresses to oversee their lands, and many such structures remained after the fall of their nation, although they were often separated by some distance from one another. The azer fell back to these fortifications, and, for the most part, have remained there ever since. To this day, the majority of azer are found in isolated enclaves situated in those same towers. While the efreeti did at first make an effort to root out the azer from these strongholds, they found that it was rarely worth the immense effort involved, and for centuries the two groups have largely been content with an arrangement wherein the efreeti leave the azer alone, and the azer provide a limited amount of goods and services in tribute.

Each of these strongholds operates independently from one another, and most continue themselves to be a continuation of the same azer empire that existed millennia ago. Though exact methods of leadership vary, most are ruled by an azer with the title of regent. A network of trade connects these strongholds, although the fact that most regents refuse to recognize other regents as legitimate limits the ability of these scattered strongholds to form a larger community. Because each stronghold tends to have only a couple hundred azer at the most, azer typically know everyone in their stronghold by name, and the regent of a given stronghold can (and often does) micromanage nearly every aspect of their lives.

Each azer specializes in a particular trade (usually that of one of his or her parents), and, in general, they tend to stick to that trade for the entirety of their lives, typically working between 12 and 16 hours per day, every day of the week. Azer are expected to be passionate, but to find that passion in their craft, devoting themselves wholly to their work, and making it the best that it can possibly be. A smith who experiments with new ways of combining metals, or who meticulously engraves fine artistic details onto ever work, is celebrated and admired, but one who paints or writes poetry (things best left to artists and poets), or spends more than an hour or two a day in leisure activities, is considered lazy and undisciplined.

Alignment and Religion: Most azer worship the same deities of law, social order, hard work, and craftsmanship that other deities worship, and, in times of war, they also worship deities of cunning strategy, honor, and bravery. For the most part, this worship is quiet, and performed in ways that do not interfere with the important business of the day's work, with azer quietly offering prayers at the beginning and end of each work day, at the opening of legal proceedings, and before and after battles. That said, most azer enclaves set aside one day of the week to hold religious services for one or two hours, and encourage members to attend (although, the lost time is expected to come out of one's leisure time, not out of productive hours).

Adventurers: Very few azer leave their compounds in order to pursue the adventuring life, but adventuring is common amongst those azer who do not live in such places, such as exslaves and their descendants, those who choose to live in the City of Brass, and others. Some azer simply become curious about the outside world, setting out from their home to see the places and creatures they had only heard about for all of their lives. Still others may be sent on important tasks by their superiors within the stronghold.

Relations With Other Races: The azer are a fairly insulated people, and, for the most part, remain within their heavily guarded compounds, isolated pockets surrounded on all sides by the vast Efreeti Empire. They maintain trading relations with their neighbors, but with the exception of those azer that venture out into the greater world, they tend to have very little interaction with other races.

Efreet: Azer view the efreet as something to be endured, a hardship that will eventually pass on and render itself as nothing more than an unpleasant memory. Much of the territory that the Efreeti Empire now holds was once held by a great azer empire millennia ago, and though the azer have been forced to admit that they are no match for the efreet currently, they believe that theirs is a flame that will outlast the efreet's relatively brief, bright flare. Regarding individual efreet, the azer often find them to be far too flighty, too emotional, and too untrustworthy

for their tastes. That said, they admire the way that magic comes naturally to the efreet, and the wondrous items that the efreet create.

Fire Elementals: In general, azer take a very paternalistic approach to fire elementals, one which the fire elementals don't always appreciate, which causes some friction between the two races. Azer mythology states that it was the azer who created the first fire elementals, which sprang to life from their ancient forges in a mythical era long since forgotten. Azer see the average fire elemental as hard-working and stoic, much like the azer themselves. Many gently lay the blame for the fall of the ancient azer empire and the rise of the efreeti on the fire elementals as a race, for their part in uprisings and rebellions that weakened the azer, and the general feeling amongst the azer is that fire elementals are like wayward children, who the azer would be happy to welcome home, should they ever see reason and choose to return.

Salamanders: Most azer can't help but respect the way that the salamanders have stubbornly defended their homes and held off against the forces of the efreet, and they similarly admire their warrior culture and the resilience and discipline it breeds. That said, the azer have no use for or interest in the darker and more wild aspects of salamander society, including the demon worship and the debauched excesses (especially of blood and gore). As a result, while an azer can come to respect individual salamanders, they remain wary of the race as a whole. Most azer grudgingly respect the quality of salamander craftsmanship, although they often claim that it lacks the artistry and finesse of azer work.

Humanoids: Azer are in many ways the most humanoid of the main races on the Plane of Fire, although this does not necessarily make them the most sympathetic. Though the azer do not bear any particular malice towards humans, elves, dwarves, and the like, they are used to living harsh lives and proud of their ability to endure such hardships. Though they understand academically that humanoids simply can't survive the heat of their plane, on some level they consider this a weakness of will, rather than body, and similarly find themselves disappointed in humanoid slaves who are unable to keep up with the demanding azer work schedule. Though their outlook in life is very similar to that of many dwarven cultures, azer indignation at being frequently compared to these cold, greasy, hairy creatures sours their attitude towards dwarves, somewhat.

Male Names: Argyros, Caelinus, Celsus, Herodes, Nicanor, Nikomedes, Nonus, Seleukos, Thalykarpos, Timaios

Female Names: Camilla, Corinna, Eudoxia, Eugiria, Hiluria, Laelia, Photine, Rhea, Xantha, Zosime

Surnames: Arkadios, Chares, Drusus, Eirenaios, Gaiara, Janus, Phaidros, Pherenike, Quintinus, Septima

Table 1-	1: The Azer Cra	aftslord	1								
	Base Attack	Fort	Ref	Will							
Level	Bonus	Save	Save	Save	Special	ıst	2nd	3rd	4th	5th	6th
ıst	+0	+2	+0	+2	Dedicated craftsman, improved fire resistance, trapfinding	1	-	_	-	-	-
2nd	+1	+3	+0	+3	Fires of the forge	2	-	-	-	-	-
3rd	+2	+3	+1	+3	Bronze skin	3	-	-	-	-	-
4th	+3	+4	+1	+4	Hammer focus, magic resistance +1	4	1	-	-	-	-
5th	+3	+4	+1	+4	Bonus feat	4	2	-	-	-	-
6th	+4	+5	+2	+5	Skillful craftsman, tempered steel	4	3	-	-	-	-
7th	+5	+5	+2	+5	Magic resistance +2	4	3	1	-	-	-
8th	+6/+1	+6	+2	+6	Bonus feat	5	4	2	-	-	-
9th	+6/+1	+6	+3	+6	Iron skin	5	4	3	-	-	-
ıoth	+7/+2	+7	+3	+7	Magic resistance +3	5	4	3	1	-	-
uth	+8/+3	+7	+3	+7	Bonus feat, swift construction	5	4	4	2	-	-
12th	+9/+4	+8	+4	+8	Fiery strike, master craftsman	5	5	4	3	-	-
13th	+9/+4	+8	+4	+8	Magic resistance +4	5	5	4	3	1	-
14th	+10/+5	+9	+4	+9	Bonus feat	5	5	4	4	2	-
15th	+11/+6/+1	+9	+5	+9	Adamant skin	5	5	5	4	3	-
16th	+12/+7/+2	+10	+5	+10	Magic resistance +5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Bonus feat	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Grandmaster craftsman	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Magic resistance +6, tireless	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Bonus feat, epic crafter	5	5	5	5	5	5

Azer Craftslord

While an azer player character can advance in any class, the azer craftslord class represents azer who choose to delve into their racial heritage, mastering the ancient secrets of their wise ancestors. Azer craftslords are tough and passionate warriors with the ability to produce truly incredible magic items.

Hit Dice: d8

Class Skills

The azer craftslord's class skills are Climb (Str), Craft (Int), Disable Device (Dex), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the azer craftslord.

Weapon and Armor Proficiencies: An azer craftslord is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) as well as with all shields (except tower shields).

Dedicated Craftsman (Ex): At 1st level, and each azer craftslord level thereafter, an azer craftslord gains two additional skill points, which must be spent on Craft skills. Additionally, an azer craftslord may use her ranks in an appropriate Craft skill instead of a caster level in order to qualify for magic item creation feats. The Craft skill

associated with each magic item creation feat is listed on Table 1-2: Dedicated Craftsman. When creating magic items with a feat gained in this fashion, the azer craftslord must use the Craft skill associated with the magic item creation feat instead of the normal skill check to create the item, but the DC to create the item is not increased for any necessary spell requirements. See the *Pathfinder Roleplaying Game Core Rulebook* for more information on the normal magic item creation process.

Table 1-2: Dedicated Craftsman

Craft Skill
Alchemy
Sculptures
Armor or Weapons
Jewelry
Carpentry
Carpentry
Any
Jewelry
Calligraphy

Improved Fire Resistance (Ex): An azer craftslord's racial fire resistance increases by 1 for each azer craftslord level she possesses.

Spells: An azer craftslord casts divine spells drawn from the cleric spell lists. Only cleric spells of 6th level and lower are considered to be part of the azer craftslord spell list. An azer craftslord cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of cleric spells of 7th level or higher. She is also unable to cast spells with certain elemental descriptors. See Elemental Spells, below.



To prepare or cast a spell, an azer craftslord must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an azer craftslord's spell is 10 + the spell level + the azer craftslord's Wisdom modifier.

Like other spellcasters, an azer craftslord can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1-1: The Azer Craftslord. In addition, she received bonus spells per day if she has a high Wisdom score.

Azer craftslords meditate or pray for their spells. Each azer craftslord must choose a time at which she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether an azer craftslord can prepare spells. An azer craftslord may prepare and cast any spell on the cleric spell list, provided she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Elemental Spells An azer craftslord can't cast spells with the acid, cold, or water descriptors. She treats spells with the air and electricity descriptors as being one spell level higher than they actually are for the purposes of what level of spell slot they take up (they are still treated as being their actual spell level for the purposes of determining saving throw DCs, however). She treats her caster level as 1 higher than it actually is for the purposes of spells with the fire descriptor.

Orisons Unlike most spellcasting classes, an azer craftslord does not gain orisons.

Trapfinding (Ex): An azer craftslord adds 1/2 her class level to Perception skill checks made to locate traps, as well as to Disable Device skill checks (minimum +1). An azer craftslord can use Disable Device to disarm magic traps.

Fires of the Forge (Su): At 2nd level, an azer craftslord's body burns with enough heat to damage her foes, and she can channel this heat through metal weapons that she wields. She gains the Lesser Burning Body and Channel Flame feats as bonus feats. Additionally, once per day, as a swift action, she can increase the intensity of the heat, causing the fire damage inflicted by her Lesser Burning Body feat to be treated as though she had rolled the maximum result. This benefit lasts until the beginning of her next turn.

Bronze Skin (Ex): At 3rd level, an azer craftslord's body takes on a bronze sheen, and she becomes better defended against many forms of attack. Her natural armor bonus to AC increases by +1, and she gains DR 2/magic.

Hammer Focus (Ex): Beginning at 4th level, an azer craftslord's natural proclivity for hammers reaches a new height. She is treated as a fighter of her class level for the purposes of qualifying for the Greater Weapon Specialization, Greater Weapon Focus, and Weapon Specialization feats, as long as the weapon that is selected for that feat is a hammer (including throwing hammers, warhammers, and other types of hammers).

Magic Resistance (Su): At 4th level, an azer craftslord becomes naturally resistant to magic. She gains a +1 racial bonus on saving throws made to resist spells and spell-like abilities. At 7th level, and every three levels thereafter, this bonus increases by 1 (to a maximum of +6 at 19th level).

Bonus Feat: At 5th level, and every three levels thereafter, the azer craftslord gains a single bonus feat. The chosen feat must be an azer feat, a fire feat, or a magic item creation feat. The azer craftslord must still meet all prerequisites for the chosen feat (in the case of magic item creation feats, her dedicated craftsman ability applies as normal).

Skillful Craftsman (Ex): By 6th level, the azer craftslord has developed her own style of craftsmanship, allowing her to add personal flourishes to magic items that she creates. She must choose one type of item from the list below, and can apply the associated benefit whenever she creates items of that type.

Armor: The armor check penalty of any armor that the azer craftslord creates is reduced by 1 (to a minimum of o). This benefit only applies to armor made primarily of metal.

Constructs: Constructs created by the azer craftslord are very durable. Any construct she crafts has its natural armor bonus to AC increased by 1. Shields: Any shield the azer craftslord creates is exceptionally hard, and its grip is crafted in a way that makes it difficult to disarm. The shield's hardness is increased by an amount equal to 1/4 the azer craftslord's class level. Additionally, the shield grants a competence bonus equal to 1/2 the azer craftslord's class level to CMD versus attempts to disarm it. This bonus does not stack with that provided by a locked gauntlet. This only applies to shields made of metal, stone, or a similar material.

Weapons: Any weapon the azer craftslord creates is exceptionally hard, and its grip is crafted in a way that makes it difficult to disarm. The weapon's hardness is increased by an amount equal to 1/4 the azer craftslord's class level. Additionally, the weapon grants a competence bonus equal to 1/2 the azer craftslord's class level to CMD versus attempts to disarm it. This bonus does not stack with that provided by a locked gauntlet. This only applies to weapons made of metal, stone, or a similar material.

Tempered Steel (Su): At 6th level, an azer craftslord can channel heat through her weapons with incredible ease. Whenever she uses the Channel Flames feat, the weapon she wields is unaffected by the Channel Flames feat, and does not suffer damage when used in this way.

Iron Skin (Ex): At 9th level, an azer craftslord's body hardens, losing its bronze consistency and taking on an appearance similar to iron. The natural armor bonus to AC granted by the bronze skin class feature increases to +2, and the damage reduction increases to DR 5/magic.

Swift Construction (Ex): Beginning at 11th level, an azer craftslord can craft magic items with surprising speed. It takes her only half the normal amount of time to craft magic items.

Fiery Strike (Su): At 12th level, an azer craftslord can channel tremendous heat through her weapons. Whenever she uses the Channel Flames feat, if her attack results in a critical hit, the additional fire damage inflicted by her Channel Flames feat is doubled.

Master Craftsman (Su): By 12th level, an azer craftslord is truly a master craftsman, and can perform wondrous feats of item creation that others can only dream of. She must choose one type of item from the list below, and can apply the associated benefit whenever she creates items of that type. Alternatively, she can choose one of the options from the Skillful Craftsman class feature that she did not already select.

Armor: Whenever the azer craftslord creates a suit of armor, she can choose to fit it for a specific individual. This increases the cost of the armor by 10%. If she does, then whenever that individual wears the armor, its maximum Dexterity bonus is increased by 1. This has no effect when the armor is worn by others, and only applies to armor made primarily of metal.

Constructs: Whenever the azer craftslord creates a construct, he can choose to increase the cost of the construct by 10%. If she does, the construct has maximum hit points for its Hit Dice. This only applies to constructs that are made primarily of metal, stone, or a similar material.

Rings: The azer craftslord gains the ability to create a mystical link between rings that she has created herself. Whenever she crafts a ring, she may increase the cost of the ring by 4,000 gp. If she does, then the ring creates a mental link, as the spell *telepathic bond*, between the wearer and anyone else wearing another ring created by the same azer craftslord, which has been enhanced in the same way.

Shields: Whenever the azer craftslord crafts a shield with an enhancement bonus of +1 or higher, she can choose to pay twice the normal cost to create it. If she does, the enhancement bonus also applies to attack and damage rolls made with the shield. This only applies to shields made of metal, stone, or a similar material.

Weapons: Whenever the azer craftslord crafts a weapon with an enhancement bonus of +1 or higher, she can choose to increase the cost of its enhancement bonus equivalent ability by 10%. If she does, the weapon overcomes damage reduction as though its enhancement bonus were 1 higher than it actually was (so a +2 weapon could overcome DR/cold iron or DR/silver, a +3 weapon could overcome DR/adamantine, a +4 weapon could overcome DR/alignments, and a +5 weapon could overcome DR/epic). Additionally, for any type of damage reduction that the weapon could overcome, it is also treated as being of that type for the purposes of stopping regeneration. This only applies to weapons made of metal, stone, or a similar material.

Adamant Skin (Ex): At 15th level, an azer craftslord's body becomes incredibly hard and difficult to damage, as its consistency adjusts to something similar to adamantine. The natural armor bonus to AC granted by the bronze skin class feature increases to +3, and the damage reduction increases to DR 5/adamantine.

Grandmaster Craftsman (Ex): By 18th level, an azer craftslord is an unparalled craftsman, and can perform wondrous feats of item creation that are unmatched by mortal craftsmen. She must choose one type of item from the list below, and can apply the associated benefit whenever she creates items of that type. Alternatively, she can choose one of the options from the Skillful Craftsman or Master Craftsman class feature that she did not already select.

Armor: When creating a suit of armor, the azer craftslord can choose to fortify that armor, making it all but impenetrable, and granting the wearer DR 1/—. This damage reduction stacks with any damage reduction granted by adamantine armor, or armor made of similar materials. This benefit only applies to armor made primarily of metal, stone, or similar materials.

Constructs: When creating a construct, the azer craftslord can choose to grant a permanent +4 enhancement bonus to any number of the construct's ability scores (this has no effect on ability scores that the construct does not have, such as Constitution). For each ability score increased in this way, the cost to create the construct increases by 10,000 gp. This only applies to constructs that are made primarily of metal, stone, or a similar material.

Rings: The azer craftslord is able to forge rings with unusual effects. The azer craftslord can choose to create any wondrous item that occupies a magic item slot as a ring, instead of its normal form. The cost of the item is increased by 20%, and the prerequisites for creating the item remain unaltered, except that Forge Ring is used instead of Craft Wondrous Item.

Shields: When creating a shield, the azer craftslord can choose to make it a reflective shield. Doing so increases the cost of any enhancement bonus-equivalent abilities added to the shield by 20%. A shield modified in this way adds its enhancement bonus to the wielder's touch AC against rays. The shield's base shield bonus to AC is not applied in this way, and this bonus only applies to touch attacks from rays and similar ranged magical effects, and does not apply to other ranged touch attacks, or melee touch attacks of any kind. This only applies to shields made of metal, stone, or a similar material.

Weapons: The azer craftslord can produce fine magical weaponry with minimal effort. The cost of any enhancement bonus or enhancement bonus equivalent abilities that the azer craftslord adds to a weapon he creates is reduced by 10%. This only applies to weapons made of metal, stone, or a similar material.

Tireless (Ex): By 19th level, an azer craftslord is the epitome of endurance. She is immune to the fatigued condition, and, when exhausted, suffers only the effects normally associated with fatigue. Additionally, she gains a +4 bonus on saving throws made to resist pain and sleep effects.

Epic Crafter (Su): At 20th level, an azer craftslord is capable of creating magical wonders the likes of which the world has rarely seen. She can create magic items on par with lesser artifacts. The GM should determine the cost in materials required to do so, which is always at least 100,000 gp, and may be more, depending on the artifact in question.

<u>Efreeti</u>

A proud people with an ancient heritage, efreet rule the plane of fire, and their empire stretches from one end of the plane to another. It is said that the Great Sultan is the owner of each and every flame throughout the multiverse, and that all fires dance to his whims. While not all efreet make such lofty claims, most do have a racial pride in the accomplishments of their people, and view the City of Brass as being the center of all civilization.

Efreeti Racial Traits

Ability Scores: Efreet have a strong sense of self and very domineering personalities, and they tend to be as graceful physically as they are verbally. They have a tendency to be rash and proud, however, and do not always make the best decisions. They gain +2 Dexterity, +2 Charisma, and -2 Wisdom.

Size: Efreet are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Efreet are outsiders with the fire subtype, and are not subject to spells or abilities that only apply to humanoid creatures (such as *charm person*). However, while efreet are technically outsiders, they do not necessarily gain all benefits normally associated with the outsider creature type, nor the fire subtype. They gain only the benefits listed here.

Base Speed: Efreet have a base speed of 30 ft.

Languages: Efreet begin play speaking Common and Ignan. Efreet with a high Intelligence score can choose from the following languages: Abyssal, Aquan, Auran, Celestial, Draconic, Infernal, or Terran.

Low-Light Vision: Efreet can see twice as far as humans in conditions of dim light.

Efreeti Cunning: Efreet gain a +2 racial bonus on Appraise and Bluff checks.

Efreeti Magic: Efreet add +1 to the saving throw DC of any spells that they cast with the fire descriptor. Additionally, efreet with a Charisma score of 11 or higher can cast *dancing lights, prestidigitation, read magic,* and *spark*^{APG} as spell-like abilities. They can use this ability a total of three times per day, in any combination of those four spells that they choose. The caster level for these effects is equal to the efreeti's level. The DC is 10 + the spell's level + the efreeti's Charisma modifier.

Fire Resistance: Efreet gain resist fire 10, but are vulnerable to cold damage (they take 150% as much cold damage as they otherwise would). While on the Elemental Plane of Fire, this fire resistance is associated with the efreeti's choice of either the lightflame or witchfire type of fire. This choice is made at character creation and cannot later be changed (see page 43 for more information on different types of fire).

Mortal Body: Unlike most outsiders, efreet can be returned to life in the same fashion as humanoid creatures. Additionally, efreet eat, sleep, and breathe. Efreet are acclimated to the Elemental Plane of Fire, and do not have trouble breathing in the normal conditions for the plane, but can be affected by ash-, fire-, or smoke-related environmental hazards that affect breathing.

Efreet Ecology

Physical Description: Efreet very closely resemble the humanoid races of the Material Plane, although there are some key differences, the most obvious of which is the efreeti's skin tone, which is typically a bright red or orange, although darker crimson shades, glossy obsidian black, and even metallic brass or copper tones are not unheard of. Many efreet also have a slightly more slender frame than the average human (although they tend to be heavier-set than elves). All efreet have prominent and sharp incisors, relative to other humanoids, and some have pointed ears, reminiscent of elves. Common efreet eye colors include amber, amethyst, and crimson. Certain efreeti manifest supernatural racial abilities that may significantly alter their appearance, including a much larger size, or having a pillar of flame in place of legs.

Alignment and Religion: Though efreet have a reputation for being lawful evil, this is not inherently true of the species, and efreet can be of any alignment, from lawful good to chaotic evil. The Efreeti Empire, and the culture that has risen up around it, however, are firmly entrenched in lawful evil philosophies and viewpoints, and nearly all of the efreet that have risen to power in the current regime are lawful evil. As a result, efreet are brought up and indoctrinated with values that lead them towards this alignment: when one grows up seeing toiling slaves abused in the street as a matter of course, and is read bedtime stories about clever efreet tricking and punishing impudent mortals who would dare to try to summon and bind them, it is easy for one to develop a lawful evil attitude that lasts into adulthood. Deceit and treachery are rewarded in the efreeti hierarchy, as long as they are within the letter of the law, providing additional incentive for ambitious efreet to fall into malign habits.

That said, those efreet who live outside the shadow of the City of Brass and its Grand Sultan are more likely to develop a lawful neutral outlook on life than anything else, and the majority of the ordinary efreeti citizens of the empire also tend towards lawful neutral or true neutral alignments. Those efreet who are devout followers of the ancient religion of *Issum* are usually lawful good. Of course, there are plenty of chaotic efreeti, as well, and more than a few efreeti are as fickle and unpredictable as dancing flames, though there is a definite, albeit slight, predisposition of the race towards lawful alignments.

For millennia, the dominant religion among the efreet has been that of *Issum*, or the One True Flame. This monotheistic religion posits that the efreet are the chosen people of the one true god, which manifested in ancient times as a great and terrible inferno that would burn all the enemies of the efreet to ash. The tenets of this religion are very strict, and call for the follower's complete and utter devotion to *Issarah*, or the righteous path. Followers are expected to pursue spiritual enlightenment in a variety of ways, and to lead good and peaceful lives composed predominantly of quiet meditation and submission of *Issum*.

Followers are also expected to attend religious services at their local mosque at least once each week, and to embark on at least one holy pilgrimage in their lives, although two or more are strongly encouraged. Efreet cities often contain large and elaborate mosques with intricate tile mosaics depicting various scenes from the religion's holy book, the *Iss'ravash*, which tells of the deeds of the various prophets of *Issum*, and their struggles and triumphs over the old ways of ancestor worship that predated even this ancient religion. The book is also filled with various parables and wise sayings, and recommendations on how to live one's life in a virtuous manner.

Technically speaking, the empire's official religion remains Issum, but in practice, the Grand Sultan does more to quash the religion than he does to support it, and more and more effect have been abandoning the religion, or merely paying lip service while ignoring its tenets. Nearly a third of all efreet will openly admit that they have nothing to do with the religion, and even among those that consider themselves followers, few bother with even the basic tenets. Membership at the various mosques in the City of Brass is at an all-time low, and there are whispers in the Grand Sultan's court that perhaps it is time to finally have an openly secular government. Certainly the Sultan's actions are in no ways reflective of the commandments of the Iss'ravash, and there is a growing amount of discontent from those efreet who still adhere to the religion that the sultanate has lost its way, and become corrupt.

Society: The Efreeti Empire is by far the most dominant force on the elemental plane of fire, and with a few exceptions, the efreet have conquered the entire plane, and subjugated the plane's other races. As a result, to some extent, efreeti society and culture is the society and culture of the entire Plane of Fire. That said, the efreet themselves live very different lives from the other races who live in their empire, and enjoy special privileges and status simply for being efreet, which are built in to the empire's very laws and policies. That said, while most the lives lived by most efreet are luxurious by comparison to most members of other races, most efreet still do everything they can to climb their way even farther up the social ladder, and there are few that could willingly bring themselves to stop doing so at any position short of becoming Grand Sultan themselves.

Efreet enjoy a wide variety of leisure activities. In general, they tend towards the opulent, and wealth is a major status symbol among the efreet, who take every opportunity to flaunt their wealth and power. Those efreet who can afford them dine only on the most exquisite and exotic of imported meats, fruits, and cheeses, and drink only the most expensive wines. They decorate their palaces (or, in the City of Brass, where space is at a premium, their towers) with beautiful pieces of artwork, especially tapestries and statuary. Their architecture is grand and imposing, with tall, looming spires and grand domes made of precious metals. Efreet love bright colors, and even poor efreet will usually paint the insides of their homes with very bright and lavish colors.



Adventurers: Although the perception by other races is that even the lowliest efreet in the empire has things better than the wealthiest and most powerful azers, fire elementals, and salamanders, the fact of the matter is that not al efreet lead charmed lives, and this is more true the closer one comes to the City of Brass. Of course, the natural efreet confidence leads most efreet to feel that they *should* be living the lives of power and luxury that their race is known for, and this drives many efreet into the adventuring profession, seeking out wealth and power by any means they can. Most adventuring efreet either quest for enough wealth to buy themselves land and titles, or for ancient magical artifacts or tomes that can grant them greater arcane power.

Relations With Other Races: The efreet view themselves as masters of the elemental plane of fire, and it is difficult to argue against this view, as their empire spans almost the entirety of its expanse. While the lawful evil efreet that rule the empire see other races as little more than potential slaves to be exploited, even the good-aligned efreet are more inclined to see other races as quaint or savage than as equals, though their response is usually to try to export superior efreeti values and culture, rather than to try to enslave the "lesser races." Azer: The efreet recognize that the azer once ruled an empire that was nearly as powerful as their own is today, and, if pressed, may even admit that in terms of architecture, engineering, and perhaps even the creation of magic items, this ancient azer empire surpassed even the efreeti. Now, though, they see the azer as pitiful remains, a shadow of their former glory that remain huddled in their fortresses. The efreet have more respect for azers than they do for the other races of the plane of fire, but clearly their ways must have been flawed, or else the efreet would not have surpassed them so soundly.

Fire Elementals: The efreet see fire elementals as rather dull, brutish creatures, and some even go so far as to say that they are to the elemental plane of fire what animals are to the material plane. Efreet point out that while the azer, efreet, and salamanders have all had great cities and empires throughout the millennia, the fire elementals, who have resided on the plane since its creation, never have. Some efreet might romanticize the fire elementals, pointing to them as an example of a "simpler way of life," but for the most part they are considered to be backwards and stupid, and in need of efreet i order in order to get them to accomplish anything.

Salamanders: The Efreeti Empire waged war against the various salamander kingdoms, city-states, and fiefs for millennia before finally subjugating most of these hated serpentine creatures under efreeti rule. There was a time when the salamanders might have potentially posed a threat to the Efreeti Empire, but that time is past, due, most efreet would argue, to the salamanders' own backstabbing and uncooperative nature. It is widely accepted amongst the efreet that salamanders are all liars and untrustworthy, and that their souls are black and shriveled, and these are just the beginnings of the propaganda that efreet are indoctrinated with. For example, most efreet (erroneously) believe that all salamanders are cannibals, who eat their own young. Though there are a few efreet who are able to look beyond this prejudice, most see salamanders as little more than unruly, rebellious, and ungrateful slaves.

Humanoids: Efreet have a dim view of most creatures that hail from outside their plane, and an instinctual distrust for any creatures that prefer frigid temperatures below 130° F, but they have a particular grudge against humans and other predominant races on the Material Plane, due mostly to the tendency of those races to try to summon and bind efreet in order to force them to grant wishes. Humans, elves, and the like are seen as weak and pathetic, unable to even survive in the plane of fire without extensive magical aid. They are also seen as incredibly arrogant and untrustworthy, and many efreet feel that if they do not enslave a mortal first, then he will almost certainly wind up trying to enslave them, instead.

Male Names: Firuz, Imad, Jaffar, Khaleel, Malak, Mostafa, Nasser, Rais, Shadi, Tamid.

Female Names: Ava, Azra, Fadila, Galila, Jaleh, Khalilah, Nadira, Sara, Selima, Tahira.

Surnames: Abdullah, Ajam, Boulos, El-Zaina, Haqim, Kader, Khoroushi, Nejek, Rostami, Samara.

Table 1-3: The Efreeti Master											
	Base Attack	Fort	Ref	Will							
Level	Bonus	Save	Save	Save	Special	ıst	2nd	3rd	4th	5th	6th
ıst	+0	+0	+2	+2	Expanded magic, improved fire resistance	1	-	-	-	-	-
2nd	+1	+0	+3	+3	Fire specialist, weapon focus	2	-	-	-	-	-
3rd	+2	+1	+3	+3	Bonus feat	3		-	-	-	-
4th	+3	+1	+4	+4	Eyes of the mage	4	1	-	-	-	-
5th	+3	+1	+4	+4	Domineering personality +1, spontaneous metamagic 1/day	4	2	-	-	-	-
6th	+4	+2	+5	+5	Bonus feat	4	3	-	-	-	-
7th	+5	+2	+5	+5	Weapon specialization	4	3	1	-	-	-
8th	+6/+1	+2	+6	+6	Wish granter	5	4	2	-	-	-
9th	+6/+1	+3	+6	+6	Bonus feat	5	4	3	-	-	-
ıoth	+7/+2	+3	+7	+7	Arcane eyes	5	4	3	1	-	-
uth	+8/+3	+3	+7	+7	Spontaneous metamagic 2/day	5	4	4	2	-	-
12th	+9/+4	+4	+8	+8	Bonus feat, domineering personality +2	5	5	4	3	-	-
13th	+9/+4	+4	+8	+8	Elemental planeshift	5	5	4	3	1	-
14th	+10/+5	+4	+9	+9	Improved wish granter	5	5	4	4	2	-
15th	+11/+6/+1	+5	+9	+9	Bonus feat	5	5	5	4	3	-
16th	+12/+7/+2	+5	+10	+10	Archmage's eyes	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Spontaneous metamagic 3/day	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Bonus feat	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Domineering personality +3	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Master of wishes	5	5	5	5	5	5

Efreeti Master

While an efreeti player character can advance in any class, the efreeti master class represents efreeti who choose to delve into their racial heritage, unlocking ancient efreeti magic and powers rather than pursuing another course in life. While efreeti masters develop a strong magical talent, they also do not forsake their combat ability, and can be fearsome opponents in melee, as well.

Hit Dice: d8

Class Skills

The efreeti master's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Knowledge (arcana) (Int), Knowledge (planes) (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the efreeti master.

Weapon and Armor Proficiency (Ex): An efreeti master is proficient with all simple and martial weapons. An efreeti master is also proficient with light armor. He can cast efreeti master spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an efreeti master wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass efreeti master still incurs the normal arcane spell failure chance for arcane spells received from other classes. **Spells:** An efreeti master casts arcane spells drawn primarily from the magus spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, an efreeti master must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against an efreeti master's spell is 10 + the spell level + the efreeti master's Charisma modifier.

Like other spellcasters, an efreeti master can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-3: The Efreeti Master. In addition, he receives bonus spells per day if he has a high Charisma score.

The efreeti master's selection of spells is extremely limited. An efreeti master begins play knowing four o-level spells and two 1st-level spells of the efreeti master's choice. At each new efreeti master level, he gains one or more new spells, as indicated on Table 1-4: Efreeti Master Spells Known (unlike spells per day, the number of spells an efreeti master knows is not affected by his Charisma score).

Upon reaching 5th level, and at every third efreeti master level after that (8th, 11th, and so on), an efreeti master can choose to learn a new spell in place of one he already knows. In effect, the efreeti master "loses" the old spell in exchange for a new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level spell the efreeti master can cast. An efreeti master may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Table 1-4: Efreeti Master Spells Known

Level	oth	1St	2nd	3rd	4th	5th	6th
ıst	4	2			_	_	—
2nd	5	3	_	_	_	_	
3rd	6	4	—	_			—
4th	6	4	2			-	—
5th	6	4	3	_		_	
6th	6	4	4	_	—	_	_
7th	6	5	4	2			
8th	6	5	4	3			
9th	6	5	4	4	_	—	
10th	6	5	5	4	2		_
11th	6	6	5	4	3		_
12th	6	6	5	4	4	_	—
13th	6	6	5	5	4	2	
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

An efreeti master need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Cantrips: Efreeti masters learn a number of cantrips, or o-level spells, as noted on Table 3-4: Efreeti Master Spells Known. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Expanded Magic: At 1st level, and each efreeti master level thereafter, the efreeti master may choose a single spell from the sorcerer/wizard spell list and add it to his list of spells known. The chosen spell must be of a spell level that the efreeti master can cast, and the efreeti master treats that spell as though it were on the magus spell list at the same spell level that it appears on the sorcerer/wizard spell list. Even if the chosen spell already appears on the magus spell list at a different spell level, the efreeti master still uses the sorcerer/wizard spell level for that spell. These spells do not count against the number of spells known indicated on Table 3-4: Efreeti Master Spells Known.

Improved Fire Resistance (Ex): An efreeti master's racial fire resistance increases by 1 for each efreeti master level he possesses.

Fire Specialist (Su): As inhabitants of the elemental plane of fire, efreeti masters have a special affinity with that element. Beginning at 2nd level, whenever an efreeti master casts a spell that deals fire damage, it deals 1 additional point of fire damage for each damage dice of fire damage rolled (for example, a fireball spell cast by a 10th-level efreeti master would deal 10d6+10 points of fire damage). **Weapon Focus:** At 2nd level, an efreeti master gains the Weapon Focus feat as a bonus feat. The efreeti master must select one of the following weapons as the weapon associated with the feat, and must be proficient with the weapon that he chooses: dagger, falchion, falcata, glaive, khopesh, kukri, longspear, scimitar, shortspear, spear, or whip.

Bonus Feat: At 3rd level, and every three levels thereafter, the efreeti gains a single bonus feat. The chosen feat must be either an efreeti feat or a fire feat. The efreeti master must still meet all prerequisites for the chosen feat.

Eyes of the Mage (Sp): Beginning at 4th level, an efreeti master is constantly affected as though by the spell *detect magic*. He does not need to concentrate in order to detect the presence or absence of magic auras, but he does need to concentrate in order to gain the information normally gained on the second and third rounds of concentrating on the spell (this information is instead gained on the first and second round of concentration). If this effect is dispelled, it is merely suppressed for 1 minute, after which it resumes automatically.

Domineering Personality (Su): By 5th level, an efreeti master's natural magnetism and force of personality takes on a new dimension, empowering spells that enslave or beguile. The saving throw DCs of any enchantment or illusion spells the efreeti master casts are increased by 1. At 12th level, and again at 19th level, this bonus increases by an additional 1 (to a maximum increase of +3 at 19th level).

Spontaneous Metamagic (Su): Beginning at 5th level, at the beginning of each day, the efrecti master may choose a single metamagic feat that increases the effective spell level of the modified spell by no more than +1. The efrecti master does not need to possess the metamagic feat in question. Once per day, when he casts a spell, he can spontaneously apply the chosen metamagic effect to that spell, without increasing the spell's casting time or causing it to take up a higher-level spell slot than normal. At 11th level, and again at 17th level, he can spontaneously apply the chosen metamagic feat one additional time per day.

Additionally, beginning at 11th level, the efreeti master can select metamagic feats that would normally increase the spell's level by up to +2, and beginning at 17th level, he can select metamagic effects that would normally increase the spell's level by up to +3.

Weapon Specialization: At 7th level, the efreeti master's martial skill increases. He gains Weapon Specialization as a bonus feat, even if he does not meet the prerequisites. Typically, the weapon chosen for this feat is the same weapon chosen for the efreeti master's weapon focus class feature, but he may select any of the following weapons for which he has the weapon focus feat: dagger, falchion, falcata, glaive, khopesh, kukri, longspear, scimitar, shortspear, spear, or whip.

Wish Granter (Sp): Beginning at 8th level, an efreeti master gains a limited ability to grant wishes. Once per week, he can cast *limited wish* as a spell-like ability, but only to fulfill the stated wish of a non-efreeti creature. The person requesting the wish can be persuaded or coerced into asking for it, if the efreeti is able to do so, and can even be persuaded to do so via magic such as charm person, but magically compelling a creature to make a wish (such as with suggestion or dominate monster) causes this ability to be wasted, with no effect. Similarly, the efreeti master has some amount of leeway in how he attempts to fulfill the stated wish (including results that meet the letter of the wish, but go completely against its spirit), but attempting to fulfill the wish in a way that does not meet the letter of the wish also results in wasting the ability. Finally, the efreeti master cannot use this ability to grant more than one wish to the same creature, no matter how much time passes between wishes.

Arcane Eyes (Sp): At 10th level, an efreeti master's magical eyesight improves, and he is constantly affected as though by the spell *arcane sight*, instead of *detect magic*.

Elemental Planeshift: At 13th level, an efreeti master gains an inherent ability to travel to planes that are near to the Elemental Plane of Fire. He adds *plane shift* to his list of spells known as a 5th-level spell, although it has the following restrictions: only willing creatures can be affected, and the planes that the spell can be used to travel to are limited to the following: the Astral plane, the Elemental Plane of Air, the Elemental Plane of Earth, the Elemental Plane of Fire, the Elemental Plane of Water, and the Material Plane. Unlike other spellcasters, the efreeti master does not need a focus to cast this spell.

Improved Wish Granter (Sp): By 14th level, an efreeti master's skill at bending reality to grant mortal desires has expanded greatly. He can now grant a *limited wish* once per day, and the maximum number of times that he can grant wishes to a specific individual increases to 2. Further, once per week, he can use this ability to grant a *wish* spell, instead of a *limited wish* spell. This still counts as a daily use of this ability, preventing him from also using *limited wish* that day. All other restrictions from the wish granter class feature still apply to all wishes granted in this fashion.

Archmage's Eyes (Sp): At 16th level, an efreeti master's magical eyesight reaches its peak, and he is constantly affected as though by the spell *greater arcane sight*, instead of *arcane sight*.

Master of Wishes (Sp): At 20th level, an efreeti master can alter the fabric of the multiverse not only for the whims of others, but also for himself. He can now use his wish granter class feature to grant 1 *wish* spell per day, instead of one *limited wish* per day, with the normal restrictions. Additionally, the maximum number of times that he can grant wishes to a specific individual increases to 3. Finally, he can use *wish* as a spell-like ability once per week without the normal restrictions, allowing him to use the *wish* for whatever he chooses. This is in addition to any *wish*es granted to others that day.

Sidebar: The Grand Sultan

The ruler of the effecti is known as the Grand Sultan, who has supreme authority throughout the empire, which, in the eyes of the effecti, means the entirety of the plane. While much of the day-to-day management of imperial affairs is left to a host of viziers, advisors, sycophants, and family members, most Grand Sultans are careful to ensure that they do not allow themselves to become too uninformed about the goings-on in the empire, lest they find their power usurped, and their life brought to a swift end. The position can be held by effecti of either gender, and is generally passed down within one noble family until a martial coup or other circumstance causes it to pass to another family, instead.

"Grand Sultan" is only a small fraction of the official titles that each Grand Sultan inherits, each of which is listed at length during important ceremonies of state. A sample of the full title includes: Protector of the City of Brass, Lord of the Lava Seas and all their coasts, the Unyielding Flame, Sovereign of Magic and Wisdom, Beloved of Issum, May his Name be Forever Remembered.

The first Grand Sultan, Ephraim the Wise, is said to have forged the efreeti empire from disparate bands of efreeti nomads under a divine mandate from Issum. Some other notable Grand Sultans include Shafaar the Bereaved, who transitioned from Grand Vizier to Grand Sultan after a host of assassins—eventually determined to have been sent by the salamanders—slew the previous emperor's entire family, and who famously waged a brutal war of revenge against them, marking the first major expanse of the empire into salamander territory; Kaltheese the Magnificent, who founded the City of Brass and first opened steady trade routes between the empire and other planes, and whose face is still regularly minted on coins to this day; and Mahmassa the Guardian, who famously guelled a particularly vicious salamander uprising, eventually abdicated the throne to her son, Mahmal the Philosopher, but was forced to take up rule again only 27 years later, to help quell another rebellion. The current Grand Sultan, Abzar-mecid the Sanguine, is the 657th Grand Sultan to rule over the empire, although he is only the 25th Grand Sultan in his family's line.

Fire Elemental

Fire elementals make up the largest racial population on the elemental plane of fire. In a way, fire elementals are a part of the plane, and the plane is a part of them. Fire elementals make up the everyday farmers and workers in much of the plane of fire's society, but that doesn't mean that individual fire elementals can't break away from the rest and make a name for themselves as adventurers, heroes, or villains.

Fire Elemental Racial Traits

Ability Scores: Fire elementals are a varied people, and fulfill many roles on the elemental plane of fire. They receive a +2 bonus to a single ability score of their choice.

Size: Fire elementals are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Fire elementals are outsiders with the elemental and fire subtypes, and are not subject to spells or abilities that only apply to humanoid creatures (such as *charm person*). However, while fire elementals are technically outsiders, they do not necessarily gain all benefits normally associated with the outsider creature type, nor with the elemental subtype. They gain only the benefits listed here.

Base Speed: Fire elementals have a base speed of 30 ft.

Languages: Fire elementals begin play speaking Common and Ignan. Fire elementals with a high Intelligence score can choose from the following languages: Aquan, Auran, Draconic, or Terran.

Elemental Traits: Fire elementals are immune to bleed and paralysis. They are also immune to most poisons and diseases, though poisons and diseases that specifically state that they affect fire elementals do so normally. Fire elementals are not immune to sleep effects or stunning. Fire elementals have a 50% chance of negating any critical hit or precision-based damage that would be dealt to them. Fire elementals can be flanked normally.

Fiery Grace: Fire elementals gain a bonus feat at 1st level. This bonus feat must be a fire feat for which the fire elemental meets the prerequisites.

Fire Immunity: Fire elementals are immune to fire damage, but are vulnerable to cold damage (they take 150% as much cold damage as they otherwise would). While on the Elemental Plane of Fire, this fire immunity is associated with the fire elemental's choice of either any of the five types of fire. This choice is made at character creation and cannot later be changed (see page 43 for more information on different types of fire).

Light: Fire elementals' flaming bodies shed light, increasing the light level by one step (to a maximum of normal light) in a 10-foot-radius area centered on them.

Mortal Body: Unlike most outsiders, fire elementals can be returned to life in the same fashion as humanoid creatures. Additionally, fire elementals eat, sleep, and breathe. Fire elementals are acclimated to the Elemental Plane of Fire, and

do not have trouble breathing in the normal conditions for the plane, but can be affected by ash-, fire-, or smoke-related environmental hazards that affect breathing.

Water Weakness: A fire elemental's body is hot enough to instantly vaporize small amounts of water that near its body, but if it is exposed to large amounts of water, it suffers damage. A fire elemental exposed to 1-5 gallons of water (such as if a bucket of water was thrown at it) suffers 1d6 points of damage. A fire elemental exposed to more water than that, but not enough for it to be submerged in the water, suffers 2d6 points of damage. A fire elemental that is submerged in water (including swimming in water) suffers 4d6 points of damage per round until it gets out of the water, and must succeed on a Fortitude save (DC 15) each round that it remains in the water or else be nauseated for 1 round.

Fire Elemental Ecology

Physical Description: More than any other race on the Plane of Fire, fire elementals reflect the nature of their home plane. Made entirely of fire, molded into a vaguely humanoid shape, fire elementals are inherently supernatural, manifestations of elemental flames. Their coloration includes the entire range of normal fires, and they tend to be whiteor blue-tinged when they are first created, fading to yellow, then orange, and finally a deep red as they age. Unusual colorations, like purples and greens, are not unheard of, but are extremely rare, and believed to indicate a fire elemental with great magical potential.

Although fire elementals do not have gender in the typical sense of the word, each one generally identifies as either male or female, and their body is shaped and proportioned in largely the same way, although they do not have humanoid reproductive organs. In general, the size, shape, and proportions of fire elementals vary more or less in the same ways as those of humans, although fire elementals tend to fluctuate a bit more, gaining and losing bulk somewhat more easily. When angry or otherwise excited, the flames that comprise their body become more agitated, with tongues of fire extending further from the core of their body, making them appear larger and more indistinct in shape. They also tend to burn brighter when agitated. As they age, a fire elemental's flame shifts towards the red end of the spectrum, and dims in intensity.

As a general rule, fire elementals do not wear clothing. Even fire elementals serving as soldiers are rarely found in armor, and any fire elemental wearing clothing or armor of any sort is fairly easily identified as an adventurer.

Society: Fire elementals make up the majority of the population of the Plane of Fire, and serve as the labor force of the Efreeti Empire. For the most part, fire elementals do not have their own society, and have labored under the yokes of one empire or another for as long as anyone can remember: the efreeti for several millennia, and the azer before them. Although most fire elementals are technically free, they are subject to local efreeti overlords, who are expected to ensure that the fire elementals under their rule meet certain amounts of productivity. On the Plain of Burning Coals, fire elementals farm firewheat and other crops to feed the rest of the Efreeti Empire. In the Teeth of Soraak, they export gems

from the heart of the mountains (because fire elementals are extremely uncomfortable in the mining tunnels, only enslaved fire elementals serve in the mines themselves, with the rest sorting gems from other debris, and cutting and polishing them).

Fire elementals form families similar to those of humanoids on the Material Plane, with the primary difference being that such commitments are not expected to be for life. Fire elementals who fall deeply in love become bonded in a ritual known as *shav'lat*, much like marriage, but easily ended by either party. Fire elementals do not reproduce in the traditional sense, instead merging almost their entire bodies with one another. When doing so, they must consciously choose to separate a small part of themselves, and these two parts merge to form the offspring, which is "born" instantaneously, leaving both parents weakened. Most shav'lats last until the child has become a functioning adult, and some last for a while longer, but it is rare for one to last for more than 30 years or so. Fire elementals see no shame in the ending of a *shav'lat*, and feel that it is unreasonable to expect two individuals to remain passionately in love for their entire lives, and typically fire elementals who were once bonded in this way remain close (and sometimes even intimate) after the shav'lat has ended.

Alignment and Religion: The vast majority of fire elementals are devotees of *Issum*, a religion shared by the fire elementals and the efreeti. *Issum* is the name of both the faith itself and the mythical, primordial fire being that its followers worship. In addition to a number of legends about the deeds and teachings of *Issum* before he ascended to godhood, and regular communal prayer in local mosques, the faith of *Issum* involves following a set of commandments, known as the Six Tongues of the Flame of *Issum*. For more information on *Issum*, see Religion on page 47.

Many fire elementals are deeply religious, and most fire elementals make at least two pilgrimages during the course of their lives: one to the Pillar of *Issum*, and another to the City of Brass, where the Glittering Mosque, the center of the faith of *Issum*, is located. Nearly all fire elemental communities have at least one mosque, which serves as the hub of the community. Fire elementals naturally assume that other races are as devout and spiritual as they are, and though they do not hold any particular enmity to followers of other faiths, as a general rule, they do have difficulty understanding or trusting those who are apathetic or even opposed to religion.

Fire elementals can be of any alignment, but they have strong tendencies towards neutrality. Although passionate, creative, and artistic, they are also dutiful and respectful. They have a slight inclination towards good alignments, but this can more be attributed to the influence of the worship of *Issum* than anything innate to their race, as the religion strongly encourages compassion and aiding others.

Adventurers: While the vast majority of fire elementals focus on making due in their everyday lives, not all of them are satisfied with such a life. Most fire elementals go through a period shortly after reaching adulthood known as the yearning, during which they experience a particularly strong desire to go out into the world, explore, and adventure. The majority of fire elementals ultimately suppress this urge, but



a significant portion give in to the yearning. Even amongst these, most settle down after a few years, but those that continue to follow their passions often become adventurers.

Relations With Other Races: Fire elementals comprise the majority of the population on the plane of fire, but they have never enjoyed a powerful empire or dominion over the other races in the way that the azers have, and the efreeti currently do. Most fire elementals do their best to get through their daily lives, with members of other races usually presenting unwelcome complications. That said, fire elementals are a curious and sociable people, making them friendlier to other races than others in their situation might be.

Azer: Because the azer tend to remain secluded in their tower-fortresses, few fire elementals ever meet an azer in person, and know of them only through stories and legends, many of which are colored by efreeti propaganda that dates back to the fall of the azer's ancient empire. Many fire elementals believe that azer are untrustworthy tricksters motivated primarily by greed. Any fire elemental who gets to know an azer eventually learns that these perceptions are untrue, but it can often take some time to realize that the azer's dedicated work ethic and personal honor aren't merely part of a long con.

Efreeti: Generally, fire elementals view efreeti with a mix of respect and deference on the one hand, and bitter resentment on the other. More than any other race on the Plane of Fire (with the possible exception of the efreeti themselves), fire elementals are impressed by the efreeti's pomp and posturing, from their shows of wealth to their elite social status, and many fire elementals feel at least some level of envy over the ease with which the efreeti master arcane magic. On the other hand, many fire elementals feel at least some resentment at being second-class citizens in the Efreeti Empire. Although many fire elementals are not well-schooled in history, those that are also feel some resentment against the efreeti for the role they played in the fire elementals' revolt against the azer, millennia ago, and for subjugating the fire elementals as second class citizens, rather than fulfilling the promises they made at the time.

Salamanders: For the most part, fire elementals are wary of salamanders, considering them to be a savage and barbarous race that is best avoided. They view the salamanders' love of blood and conflict as unsettling, at best, although they admit that some salamanders seem to be able to rise above these inclinations. Most fire elementals are bewildered by the salamanders' preference for making their home in tight, cramped tunnels, and view this as a symptom of whatever madness or savagery causes their bloodlust. On the other hand, they admire and respect salamander craftsmanship, and fire elementals who have need of weapons or armor generally prefer those of salamander make.

Humanoids: Like other races on the Plane of Fire, fire elementals tend to group all the humanoid races together, fixating on the fact that they live in the relatively cold climates of the Material Plane. Unlike the azer, salamanders, and efreeti, however, fire elementals are not dismissive and disdainful towards humanoids, as a general rule, but rather find them to be odd and fascinating curiosities. The first time that a fire elemental encounters a humanoid (something that a fair number of them never do in their lives), they often ask numerous questions along the lines of "what does it feel like when your flesh burns," "what does water feel like," and "how do you keep all that meat in your body from rotting?" After meeting a few humanoids, most fire elementals eventually get over the novelty, of course, at which point their relations are largely defined by how the humanoids interacted with them.

Male Names: Afon, Daffyd, Emrys, Judikae, Luff, Maksen, Neirin, Pwyll, Sieffre, Siorus

Female Names: Aderyn, Ceridwen, Gaenor, Glenice, Llewella, Mordan, Myfanir, Nessa, Nia, Seren

Surnames: Blodeuyn, Diarmaid, Eirlys, Feidelm, Iolyn, Iseult, Lewella, Muirenn, Pryderi, Yannick

Fire Elemental Paragon

While a fire elemental player character can advance in any class, the fire elemental paragon class represents fire elementals who choose to delve into their racial heritage, tapping into their innate connection with the raw power of elemental fire rather than pursuing another course in life. Fire elemental paragons are fearsome opponents who quickly burn their opponents to cinders.

Hit Dice: d10

Class Skills

The fire elemental paragon's class skills are Acrobatics (Str), Bluff (Cha), Craft (Int), Intimidate (Cha), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the fire elemental paragon.

Weapon and Armor Proficiencies: A fire elemental paragon is proficient with all simple weapons and with all armor (heavy, light, and medium) as well as with all shields (except tower shields).

Lesser Burning Body: At 1st level, a fire elemental paragon gains Lesser Burning Body as a bonus feat, even if she doesn't meet the prerequisites.

Slam (Ex): A fire elemental paragon begins play with a single slam attack, which deals 1d6 points of bludgeoning damage on a successful hit, and has a critical multiplier of x2. Unlike most creatures with natural attacks, a fire elemental paragon is able to make more than one attack with his slam in a round, based on her base attack bonus (for example, a 6th-level fire elemental paragon may make two slam attacks as part of a full-attack action: one using a base attack bonus of +6, and the other using a base attack bonus of +1, just as though she were attacking with a held weapon).

Bonus Feat: At 2nd level, and every even-numbered fire elemental paragon level thereafter, the fire elemental paragon gains a single bonus feat of her choice. The bonus feat must be a fire feat, and the fire elemental paragon must still meet all of the feat's prerequisites.

Attune Flame (Su): Beginning at 3rd level, while on the Elemental Plane of Fire, a fire elemental paragon gains the ability to attune her body's flames to a particular type of fire. She must choose one of the following: hearthfire, forgeflame, lightflame, or witchfire. As a move action, she can attune herself to that type of fire damage, causing any fire damage she inflicts to be treated as though it were fire damage of this type. She can end the effect at any time as a move action. This has no effect in situations where different types of fire do not exist (such as the Material Plane). See page 43 for more information on different types of fire.

Table 1-5: The Fire Elemental Paragon

Fort				
Base Attack Bonus	Save	Ref Save	Save	Special
+1	+2	+2	+0	Lesser burning body, slam
+2	+3	+3	+0	Bonus feat
+3	+3	+3	+1	Attune flame 1, burning body
+4	+4	+4	+1	Bonus feat
+5	+4	+4	+1	Elemental body +2, potent flames 5
+6/+1	+5	+5	+2	Bonus feat
+7/+2	+5	+5	+2	Expanded immunity, improved burning body
+8/+3	+6	+6	+2	Bonus feat
+9/+4	+6	+6	+3	Elemental body +4, potent flames 10
+10/+5	+7	+7	+3	Bonus feat
+11/+6/ <mark>+</mark> 1	+7	+7	+3	Attune flame 2, greater burning body
+12/+7/+2	+8	+8	+4	Bonus feat
+13/+8/+3	+8	+8	+4	Elemental body +6, potent flames 15
+14/+9/+4	+9	+9	+4	Bonus feat
+15/+10/+5	+9	+9	+5	Master burning body, true immunity
+16/+11/+6/+5	+10	+10	+5	Bonus feat
+17/+12/+7/+2	+10	+10	+5	Greater potent flames, true elemental body
+18/+13/+8/+3	+11	+11	+6	Bonus feat
+19/+14/+9/+4	+11	+11	+6	Attune flame 3, supreme burning body
+20/+15/+10/+5	+12	+12	+6	Bonus feat, rise from the ashes
	$\begin{array}{r} +1 \\ +2 \\ +3 \\ +4 \\ +5 \\ +6/+1 \\ +7/+2 \\ +8/+3 \\ +9/+4 \\ +10/+5 \\ +11/+6/+1 \\ +12/+7/+2 \\ +13/+8/+3 \\ +14/+9/+4 \\ +15/+10/+5 \\ +16/+11/+6/+5 \\ +17/+12/+7/+2 \\ +18/+13/+8/+3 \\ +19/+14/+9/+4 \end{array}$	+1 $+2$ $+2$ $+3$ $+3$ $+3$ $+3$ $+3$ $+4$ $+4$ $+5$ $+4$ $+6/+1$ $+5$ $+7/+2$ $+5$ $+7/+2$ $+5$ $+8/+3$ $+6$ $+9/+4$ $+6$ $+10/+5$ $+7$ $+11/+6/+1$ $+7$ $+12/+7/+2$ $+8$ $+13/+8/+3$ $+8$ $+14/+9/+4$ $+9$ $+15/+10/+5$ $+9$ $+16/+11/+6/+5$ $+10$ $+17/+12/+7/+2$ $+10$ $+18/+13/+8/+3$ $+11$ $+19/+14/+9/+4$ $+11$	Base Attack BonusSaveRef Save $+1$ $+2$ $+2$ $+2$ $+3$ $+3$ $+3$ $+3$ $+3$ $+4$ $+4$ $+4$ $+5$ $+4$ $+4$ $+6/+1$ $+5$ $+5$ $+7/+2$ $+5$ $+5$ $+8/+3$ $+6$ $+6$ $+9/+4$ $+6$ $+6$ $+10/+5$ $+7$ $+7$ $+11/+6/+1$ $+7$ $+7$ $+11/+6/+1$ $+7$ $+7$ $+11/+6/+1$ $+7$ $+7$ $+11/+6/+1$ $+7$ $+7$ $+11/+6/+1$ $+7$ $+7$ $+11/+6/+1$ $+7$ $+7$ $+11/+6/+5$ $+8$ $+8$ $+13/+8/+3$ $+8$ $+8$ $+14/+9/+4$ $+9$ $+9$ $+16/+11/+6/+5$ $+10$ $+10$ $+17/+12/+7/+2$ $+10$ $+10$ $+18/+13/+8/+3$ $+11$ $+11$ $+19/+14/+9/+4$ $+11$ $+11$	Base Attack BonusSaveRef SaveSave $+1$ $+2$ $+2$ $+0$ $+2$ $+3$ $+3$ $+0$ $+3$ $+3$ $+3$ $+1$ $+4$ $+4$ $+4$ $+1$ $+5$ $+4$ $+4$ $+1$ $+6/+1$ $+5$ $+5$ $+2$ $+7/+2$ $+5$ $+5$ $+2$ $+8/+3$ $+6$ $+6$ $+2$ $+9/+4$ $+6$ $+6$ $+3$ $+10/+5$ $+7$ $+7$ $+3$ $+10/+5$ $+7$ $+7$ $+3$ $+11/+6/+1$ $+7$ $+7$ $+3$ $+11/+6/+1$ $+7$ $+7$ $+3$ $+11/+6/+1$ $+7$ $+7$ $+3$ $+11/+6/+1$ $+7$ $+7$ $+3$ $+11/+6/+1$ $+7$ $+7$ $+3$ $+11/+6/+1$ $+7$ $+7$ $+3$ $+11/+6/+5$ $+10$ $+10$ $+5$ $+16/+11/+6/+5$ $+10$ $+10$ $+5$ $+16/+11/+6/+5$ $+10$ $+10$ $+5$ $+16/+11/+6/+5$ $+10$ $+10$ $+5$ $+18/+13/+8/+3$ $+11$ $+11$ $+19/+14/+9/+4$ $+11$ $+11$ $+19/+14/+9/+4$ $+11$ $+11$

At 11th level, and again at 19th level, the fire elemental paragon may choose an additional type of fire from the list above, and she gains the ability to attune herself to that type of fire in the same fashion.

Burning Body: At 3rd level, a fire elemental paragon gains Burning Body as a bonus feat, even if she doesn't meet the prerequisites.

Elemental Body (Ex): At 5th level, a fire elemental paragon's body becomes less susceptible to a variety of things that threaten other living creatures. She gains a +2 racial bonus on saving throws made to resist bleed, paralysis, poison, sleep effects, and stunning. Additionally, she has a 25% chance of ignoring any extra damage inflicted as a result of a critical hit, or any source of precision-based damage.

At 9th level, and against at 13th level, the bonus on saving throws increases by +2, and the chance of ignoring critical hits and precision-based damage increases by 25%.

Potent Flames (Su): Beginning at 5th level, a fire elemental paragon's flames burn with an extra intensity that can overcome defenses that would otherwise protect from normal fire. Whenever the fire elemental paragon would deal fire damage to a creature (whether with her Burning Body feat, another ability, or even from a spell she casts or a magic item she uses), if that creature has fire resistance, it is treated as though its fire resistance were 5 less than it actually is. Further, if she would deal fire damage to a creature that is completely immune to fire, she deals 1/5 as much damage as she normally would (rounded down, minimum o), instead of dealing no damage at all.

At 9th level, this ability improves. Instead of treating fire resistance as 5 less than it actually is, she treats it as being

10 less than it actually is, and when dealing fire damage to creatures immune to fire, she deals 2/5 as much damage as she normally would.

At 13th level, this ability improves further. Instead of treating fire resistance as 10 less than it actually is, she treats it as being 15 less than it actually is, and when dealing fire damage to creatures immune to fire, she deals 3/5 as much damage as she normally would.

Expanded Immunity (Ex): Beginning at 7th level, a fire elemental paragon's fire immunity becomes more widely effective against different types of flame. The fire elemental paragon must choose two of the types of fire described under Types of Fire, on page 43. When determining how her fire immunity interacts with sources that deal fire damage of that type, she is treated as one step more resistant than she actually is (for example, if she picked a type of fire she was weak to, she would be treated as neutral towards it, instead, and if she picked a type of fire she was neutral to, she would be treated as strong against it). This ability has no effect in situations where different types of fire do not exist (such as the Material Plane).

Improved Burning Body: At 7th level, a fire elemental paragon gains Improved Burning Body as a bonus feat, even if she doesn't meet the prerequisites.

Greater Burning Body: At 11th level, a fire elemental paragon gains Greater Burning Body as a bonus feat, even if she doesn't meet the prerequisites.

Master Burning Body: At 15th level, a fire elemental paragon gains Master Burning Body as a bonus feat, even if she doesn't meet the prerequisites. **True Immunity (Ex):** Beginning at 15th level, a fire elemental paragon is treated as being strong against all five types of fire, rendering her truly immune to all kind of fire damage. This ability has no effect in situations where different types of fire do not exist (such as the Material Plane).

Greater Potent Flames (Su): At 17th level, a fire elemental paragon's ability to generate supernatural heat increases greatly. Whenever she would deal fire damage to a creature, if that creature has fire resistance, it is either halved (rounded down), or treated as though it were 20 less than it actually is, whichever would result in less fire resistance. If she would deal fire damage to a creature that is immune to fire, she deals 4/5 as much damage as she normally would (rounded down, minimum 0), instead of dealing no damage at all.

True Elemental Body (**Ex**): At 17th level, a fire elemental paragon becomes immune to bleed, paralysis, poison, sleep effects, stunning, critical hits, flanking, and all precision-based damage. Additionally, she does not need to breathe, eat, or sleep.

Supreme Burning Body: At 19th level, a fire elemental paragon gains Supreme Burning Body as a bonus feat, even if she doesn't meet the prerequisites.

Rise From the Ashes (Su): At 20th level, the first time each day that a fire elemental paragon dies, her body continues to burn for 1d4 rounds, before exploding in a 20-foot-radius burst of flame that deals 10d6 points of damage to each creature in the area. A successful Reflex save (DC 10 + 1/2 the fire elemental paragon's class level + the fire elemental paragon's Constitution modifier) halves this damage. The fire elemental paragon emerges from the explosion in the form of a phoenix.

While in this form, she gains a +6 size bonus to Strength, a -4 penalty to her Dexterity, and a +6 natural armor bonus. Her size increases to Huge (with the appropriate adjustments to her space and reach, attack rolls, CMB, CMD, and AC, as well as Fly and Stealth checks), and she gains constant *detect magic, detect poison,* and *see invisibility,* as well as the ability to cast *continual flames, dispel magic,* and *wall of fire* at will. She gains two primary talon natural attacks, each of which deals 2d6 points of damage on a successful hit, and a primary bite natural attack that deals 2d8 points of damage on a successful hit, and her Burning Body feats function normally while in this form. She also gains a fly speed of 90 feet with good maneuverability, DR 15/evil, and regeneration 10 (overcome by cold or evil). This is a polymorph effect.

If she survives 24 hours in this form, she reverts back to her normal form. If she dies while in phoenix form, she dies normally.

<u>Salamander</u>

Fiercely independent, salamanders come from a warrior culture where might makes right and the strong prey upon the weak. While such an environment quickly proves lethal for those who are too weak to handle it, those that survive are tough and resilient, and ready to face the perils of the world around them.

Salamander Racial Traits

Ability Scores: Salamanders are tough and seasoned warriors, but their serpentine bodies are not particularly graceful. They gain +2 Strength, +2 Constitution, and -2 Dexterity.

Size: Salamanders are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Salamanders are outsiders with the fire subtype, and are not subject to spells or abilities that only apply to humanoid creatures (such as *charm person*). However, while salamanders are technically outsiders, they do not necessarily gain all benefits normally associated with the outsider creature type. They gain only the benefits listed here. Salamanders eat, breathe, and sleep.

Base Speed: Salamanders have a base speed of 20 ft.

Languages: Salamanders begin play speaking Common and Ignan. Salamanders with a high Intelligence score can choose from the following languages: Abyssal, Aquan, Auran, or Terran.

Darkvision: Salamanders can see perfectly in the dark up to 60 ft.

Fire Resistance: Salamanders gain resist fire 10, but are vulnerable to cold damage (they take 150% as much cold damage as they otherwise would). While on the Elemental Plane of Fire, this fire resistance is associated with the efreeti's choice of either the forgeflame or inferno type of fire. This choice is made at character creation and cannot later be changed (see page 43 for more information on different types of fire).

Master Craftsman: Salamanders gain a +4 racial bonus on all Craft (armorsmithing), Craft (blacksmithing), and Craft (weaponsmithing) checks.

Mortal Body: Unlike most outsiders, salamanders can be returned to life in the same fashion as humanoid creatures. Additionally, salamanders eat, sleep, and breathe. Salamanders are acclimated to the Elemental Plane of Fire, and do not have trouble breathing in the normal conditions for the plane, but can be affected by ash-, fire-, or smokerelated environmental hazards that affect breathing.

Serpentine Body: Salamanders can't be tripped.

Salamander Ecology

Physical Description: Unmistakably serpentine in appearance, salamanders have long, snake-like tails in lieu of legs, although their upper bodies are more or less humanoid in appearance. Completely hairless, salamanders have metallic skin, which ranges from brass and bronze tones to gold, metallic reds, and, occasionally, even glossy obsidian. They tend to have lighter complexions on their face and chest, with darker tones on their back and tail, but numerous variations of coloration exist.

In general, salamanders do not bother with clothes, and tend to go naked except for jewelry or armor. For jewelry, salamanders strongly favor jewelry that requires piercings, and often sport rings, studs, and chains attached to their nose, lips, ears, and other places. These piercings are performed without any attempt to dull or reduce the pain, and a heavily-pierced salamander is assumed to be particularly tough and formidable. Salamanders take great pains to keep their armor and weapons in good shape, and are rarely found with poor quality weapons or armor.

Society: As a society, salamanders highly value both independence and martial prowess, forced constantly to defend themselves not only from the many dangerous inhabitants of the Plane of Fire, including their most hated enemies, the efreeti, but also from one another, as different clans of salamanders gladly raid upon and fight with one another, sometimes even when both clans are threatened by a greater outside force. They glorify the deeds of individual warriors on the battlefield (the gorier the better), fawning over the most successful warriors as heroes, with little thought to any of the others who might have fought in the warrens alongside them. Because most salamander clans are in an almost constant state of war, there are always new heroes rising and falling.

Centuries of enslavement and persecution have embittered salamanders as a society, and solidified independence and freedom as among their most dearly held values, but at the same time, it has also reinforced the importance of clan structures, as the salamanders band together into small groups for survival. A salamander is expected to put the needs of his clan above his own personal needs, and those who fail to do so are punished severely, and often outcast or even killed, but other than this, salamander society glorifies those who refuse to bend or answer to anyone. Salamanders born in captivity as slaves of the efreeti are less likely to have this independent streak, especially if they are separated from others of their kind.

Alignment and Religion: A fierce and independent warrior culture, salamanders have strong tendencies towards chaos and evil, although this is more a function of their society and circumstances than anything inherent to their race, and salamanders of all alignments can be found.

Salamander religion is a complex and fractured topic, and while there are certain common practices that can be widely said to apply to most salamanders, there is little that is constant among them. Religious practices vary from one clan to another, but most salamanders worship, or at least pay lip service to, powerful demons. Different clans align themselves with different demonic patrons, generally favoring those that are more warlike or closely associated with fire or steel. Many clans also worship their ancestors, and many clans believe that salamanders who attain certain heights of glory become demons after they die.

For most salamanders, religion is largely an afterthought, something to be shaped by the rest of their lives, rather than the force doing the shaping. They make prayers and offerings for aid, especially before battles or other events of great importance, but their devotion is only as fervent as the rewards they receive, especially in the case of demon worshippers, who may switch to worshipping more powerful or effective demonic patrons, if the superiority of these new fiendish overlords is made apparent (in this way, it is not uncommon when one clan becomes particularly dominant over a region, for nearby clans to begin to adopt the same religious practices as the dominant one, in an attempt to emulate the source of their success).

Nearly all salamanders believe in a figure known as Soraak, a deity that they claim takes the form of a massive serpent made of lava, who they believe created their race, and was sometime thereafter imprisoned or slain. According to salamander legend, Soraak will one day return to lead the salamanders into an era of glory and dominance over their hated enemies, the efreeti, but it is generally accepted that until that day comes, there is little point in worshipping Soraak beyond an annual ceremony in which a sentient creature is sacrificed to the Slumbering Wurm. The victim is ritually disemboweled, with his intestines allowed to lay where they fall, and tradition states that when Soraak is about to return, it will be presaged in some way by the shape of these viscera. To date, Soraak's return has been predicted three times, each time resulting in a fervent crusade by the salamanders, with two ending disastrously for the crusaders, and one resulting in rather substantial gains.

Adventurers: Because salamanders form such tightlyknitted clans, most salamander adventurers are those who were separated forcibly from their clan for one reason or another. Most commonly, they are slaves that have either escaped or been freed in some fashion. These ex-slave salamanders may have grown accustomed to the way of life in the Efreeti Empire, and so be hesitant to return home, or they may not have a home to return to, if their clan was wiped out or enslaved en masse. Some salamanders are second- or third-generation slaves, and do not even know what clan they belong to. Salamanders in these situations often turn to adventure to support themselves, as the best alternative to the bleak future that life as a second-class citizen in the Efreeti Empire offers them.

Besides ex-slaves, most adventuring salamanders are those who have been cast out and exiled from their clans. The reasons for such exile can vary, and while some salamander exiles have committed heinous and terrible crimes, many were exiled for things that other races might consider minor, or even commendable, such as freeing a prisoner intended to be sacrificed. These salamanders have little choice but to adventure, as no other clan will accept them. Some particularly successful adventuring salamanders are able to earn their way back into their clan through their glorious deeds, or to attract enough salamander followers to form a new clan.



Relations With Other Races: Salamanders are intensely proud of their racial heritage, and view themselves as cleverer, fiercer, and more determined than the other races of the plane, pointing to the fact that they have continued to hold the grand armies of the Efreeti Empire for centuries, despite being fewer in number. To a salamander, most other races fall into two categories: enemies, and prey, with the only real distinction being whether or not they believe the other race is a threat.

Azer: Few azer come to the salamanders' ancestral lands, and so most of the salamanders that have ever seen or interacted with an azer are those who live among the efreeti. Most salamanders have no knowledge of the fact that the azer once held a mighty empire on the Plane of Fire, and few would care if they did. As far as the average salamander is concerned, azer are simply a race of servitors who craft things for the efreeti, and this perception causes them to view the azer with a mix of scorn (for submitting to the efreeti), and grudging respect (for the power and craftsmanship of their creations). Salamanders that meet azer are often surprised by how hale and hearty they are, as most salamanders expect them to be weak and anemic sycophants. *Efreeti:* Very little commands a salamander's hatred more than the efreeti, with whom they have waged war off and on for centuries, and who regularly enslave and abuse them. The efreeti are perhaps the only threat that can cause the salamander clans, who often war bitterly with one another, to band together against this common foe. Salamanders view efreeti as haughty and pompous, and unwilling to do their own dirty work. Though most salamanders will admit that the efreeti empire is very formidable, they are quick to proclaim that everything great the efreeti have was built on the backs of slaves slaves who the salamanders argue are greater than the efreeti themselves—and most salamanders view individual efreeti as weak and cowardly.

Fire Elementals: Salamanders are often frustrated and confused by fire elementals, whose numbers and mastery over fire would allow them to mount a serious resistance to the efreeti, but who choose not to do so. They view fire elementals as weak-willed and cowardly, at least by comparison to themselves, and disdain the fire elementals' desire for peaceful existence. That said, they hold a great respect for the more wild and warlike fire elementals that live in the Teeth of Soraak, whose views and temperament are much more similar to that of the salamanders themselves. Occasionally, salamanders will even ally themselves with such fire elementals in wars against the efreeti forces, or even against other salamander clans.

Humanoids: Salamanders view most humanoids as laughably weak, unable to survive at anything that a salamander would consider to be a reasonable temperature, with soft flesh that is easily pierced. Most salamanders are unaware that mortal spellcasters can summon and bind them into service, but those that are find the idea more comical than anything else, and remain confident that any attempt by a race as weak as a human or elf to enslave a salamander is doomed to fail after all, even the efreeti have great difficulty with such things, and they are far more formidable.

Male Names: Bahadir, Direnc, Erhan, Fikril, Isgern, Ozan, Mael, Semih, Serhat, Ufuk

Female Names: Athell, Cairisti, Fiora, Fleisda, Halime, Marsaili, Melike, Senga, Sina, Tulae

Surnames: Aodhan, Aysun, Dunbar, Ilkur, Katirci, Labhrainn, Mumine, Ruaidhri, Selmac, Somerled

Salamander Champion

While a salamander player character can advance in any class, the salamander champion class represents salamanders who choose to delve into their racial heritage as proud warriors able to withstand the rigors of the battlefield and outlast even the most hellish of terrains.

Hit Dice: d10

Class Skills

The salamander champion's class skills are Acrobatics (Str), Bluff (Cha), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the salamander champion.

Weapon and Armor Proficiencies: A salamander champion is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) as well as with all shields (except tower shields).

Improved Fire Resistance (Ex): A salamander champion's racial fire resistance increases by 1 for each salamander champion level he possesses.

Molten Hide (Ex): Beginning at 1st level, as a move action, a salamander champion can cause lava to run from his pores, quickly hardening and forming a temporary protective shell, and increasing his natural armor bonus to AC by +2 for a number of rounds equal to his Constitution modifier. The salamander champion can use this ability once per day.

At 5th level, and every five levels thereafter, the salamander champion's natural armor bonus to AC increases by an additional +1, and he can use this ability one additional time per day. Beginning at 10th level, he can expend two uses of this ability to activate it as a swift action.

Welding Touch (Ex): Salamander champions have an innate way with weapons and armor, and are able to use their natural cunning and incredible body heat to remarkable effect on such items. At 1st level, the salamander champion must choose whether his abilities will focus on creation or destruction. This choice will affect several class features, but initially grants him either the spot weld or liquefying touch abilities.

Liquefying Touch: If the salamander champion chooses to focus on destruction, then once per day, he can touch a metal item (requiring a successful melee touch attack, if used against a held, worn, or otherwise attended item), and use his body heat to weaken and soften the item. If he successfully touches the item, he inflicts 1d6 points of fire damage, plus 1d6 points of additional fire damage per 5 class levels beyond 1st. Hardness does not apply to this damage. Additionally, for one minute after being damaged, the item's hardness is reduced by an amount equal to 1, plus 1 for every 5 class levels beyond 1st.

Spot Weld: If the salamander champion chooses to focus on creation, then once per day, he can touch a damaged or broken metal item, and use his body heat to weld the item into working condition. Doing so is a full-round action that provokes attacks of opportunity, and restores a number of hit points to the item equal to 1d6, plus 1d6 per 2 class levels beyond 1st. If this restores the item to more than 50% of its current hit points, it loses the broken condition. Further, if the item has the broken condition from some effect not related to damage dealt to the item, it loses the broken condition. This ability has no effect on items that are not made primarily of metal.

Burning Hatred (Ex): Beginning at 2nd level, as a swift action, a salamander champion can allow feelings of rage and hatred to suffuse his body, increasing the intensity of his heat, and empowering him in combat. While in this state, the salamander champion's melee attacks (including both his natural attacks and any attacks made with metal weapons, but not attacks made with non-metal weapons) deal an additional 1d6 points of fire damage, but the salamander champion cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, or Intimidate), or any ability that requires patience or concentration.

The salamander champion can use this ability a number of times per day equal to his Constitution modifier (minimum 1), and it lasts for 1 minute each time he does so. He cannot end his burning hatred voluntarily. After his burning hatred ends, he is fatigued for one minute. A salamander champion cannot use this ability while fatigued. If a salamander champion falls unconscious, his burning hatred immediately ends.

At 8th level, and every six levels thereafter, the amount of fire damage this ability adds to the salamander champion's attacks increases, as indicated on Table 1-6: The Salamander Champion.

Lesser Tail Slap (Ex): Beginning at 2nd level, a salamander champion gains a tail slap primary natural attack which deals 1d4 points of bludgeoning damage on a successful hit, and has a critical multiplier of x2. As a natural attack, whenever the salamander champion uses the full attack action to attack with a held weapon, he may make an additional attack at his full base attack bonus minus 5 with his tail slap attack. If he does, he adds only 1/2 his Strength modifier to the damage dealt by the tail slap attack. If the salamander champion attacks with just his tail slap attack, he uses his full base attack bonus and adds his full Strength modifier to damage, but the salamander champion can make only a single tail slap attack per round.

Bonus Feat: At 3rd level, and every three levels thereafter, the salamander champion gains a single bonus feat. The chosen feat must be either a fire feat or a magic item creation feat. The salamander champion must still meet all prerequisites for the chosen feat

Table 1-6: The Salamander Champion

Base Attack			Will	
Bonus	Save	Ref Save	Save	Special
+1	+2	+0	+2	Improved fire resistance, molten hide 1/day, welding touch
+2	+3	+0	+3	Burning hatred (1d6), lesser tail slap
+3	+3	+1	+3	Bonus feat
+4	+4	+1	+4	Rage power
+5	+4	+1	+4	Tail slap, molten hide 2/day
+6/+1	+5	+2	+5	Bonus feat, smith's touch
+7/+2	+5	+2	+5	Rage power
+8/+3	+6	+2	+6	Burning hatred (1d8)
+9/+4	+6	+3	+6	Bonus feat, constrict
+10/+5	+7	+3	+7	Molten hide 3/day, rage power
+11/+6/+1	+7	+3	+7	Battlesmithing
+12/+7/+2	+8	+4	+8	Bonus feat
+13/+8/+3	+8	+4	+8	Improved tail slap, rage power
+14/+9/+4	+9	+4	+9	Burning hatred (2d6)
+15/+10/+5	+9	+5	+9	Bonus feat, molten hide 4/day
+16/+11/+6/+5	+10	+5	+10	Greater battlesmithing, rage power
+17/+12/+7/+2	+10	+5	+10	Stranglehold
+18/+13/+8/+3	+11	+6	+11	Bonus feat
+19/+14/+9/+4	+11	+6	+11	Rage power
+20/+15/+10/+5	+12	+6	+12	Burning hatred (3d6), molten hide 5/day, retributive hatred
	$+1 \\ +2 \\ +3 \\ +4 \\ +5 \\ +6/+1 \\ +7/+2 \\ +8/+3 \\ +9/+4 \\ +10/+5 \\ +11/+6/+1 \\ +12/+7/+2 \\ +13/+8/+3 \\ +14/+9/+4 \\ +15/+10/+5 \\ +16/+11/+6/+5 \\ +17/+12/+7/+2 \\ +18/+13/+8/+3 \\ +19/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+4 \\ +10/+14/+9/+14/+9/+4 \\ +10/+14/+14/+14/+14/+14/+14/+14/+14/+14/+14$	BonusSave $+1$ $+2$ $+2$ $+3$ $+3$ $+3$ $+4$ $+4$ $+5$ $+4$ $+6/+1$ $+5$ $+7/+2$ $+5$ $+8/+3$ $+6$ $+9/+4$ $+6$ $+10/+5$ $+7$ $+11/+6/+1$ $+7$ $+12/+7/+2$ $+8$ $+13/+8/+3$ $+8$ $+14/+9/+4$ $+9$ $+15/+10/+5$ $+9$ $+16/+11/+6/+5$ $+10$ $+17/+12/+7/+2$ $+10$ $+17/+12/+7/+2$ $+10$ $+18/+13/+8/+3$ $+11$ $+19/+14/+9/+4$ $+11$	BonusSaveRef Save $+1$ $+2$ $+0$ $+2$ $+3$ $+0$ $+3$ $+3$ $+1$ $+4$ $+4$ $+1$ $+5$ $+4$ $+1$ $+5/+12$ $+5/+22$ $+7/+2$ $+5/+22$ $+8/+3$ $+6/+22$ $+9/+4$ $+6/+32$ $+10/+5$ $+7/+22$ $+10/+5$ $+7/+23$ $+11/+6/+11$ $+7/+33$ $+11/+6/+12$ $+7/+33$ $+11/+6/+12$ $+8/+34$ $+13/+8/+33$ $+8/+44$ $+13/+8/+33$ $+8/+44$ $+15/+10/+55$ $+9/+54$ $+16/+11/+6/+55$ $+10/+55$ $+16/+11/+6/+55$ $+10/+55$ $+16/+11/+6/+55$ $+10/+55$ $+17/+12/+7/+22$ $+10/+55$ $+18/+13/+8/+33$ $+11/+66$ $+19/+14/+9/+44$ $+11/+66$	BonusSaveRef SaveSave $+1$ $+2$ $+0$ $+2$ $+2$ $+3$ $+0$ $+3$ $+3$ $+3$ $+1$ $+3$ $+4$ $+4$ $+1$ $+4$ $+5$ $+4$ $+1$ $+4$ $+5$ $+4$ $+1$ $+4$ $+6/+1$ $+5$ $+2$ $+5$ $+7/+2$ $+5$ $+2$ $+5$ $+8/+3$ $+6$ $+2$ $+6$ $+9/+4$ $+6$ $+3$ $+6$ $+9/+4$ $+6$ $+3$ $+7$ $+10/+5$ $+7$ $+3$ $+7$ $+11/+6/+1$ $+7$ $+3$ $+7$ $+11/+6/+1$ $+7$ $+3$ $+7$ $+11/+6/+5$ $+7$ $+3$ $+7$ $+11/+6/+1$ $+7$ $+3$ $+7$ $+11/+6/+5$ $+7$ $+3$ $+7$ $+11/+6/+5$ $+7$ $+3$ $+7$ $+11/+9/+4$ $+9$ $+4$ $+8$ $+13/+8/+3$ $+8$ $+4$ $+8$ $+16/+11/+6/+5$ $+10$ $+5$ $+10$ $+17/+12/+7/+2$ $+10$ $+5$ $+10$ $+18/+13/+8/+3$ $+11$ $+6$ $+11$ $+19/+14/+9/+4$ $+11$ $+6$ $+11$

Rage Power: At 4th level, and every three levels thereafter, the salamander champion may select a single rage power, from the list of barbarian rage powers. The salamander champion gains the benefits of the chosen rage powers whenever he uses his burning hatred class feature. The salamander champion counts as a barbarian of his salamander champion level for the purposes of meeting the prerequisites of rage powers.

Tail Slap (Ex): At 5th level, the salamander champion's tail becomes better suited as a weapon due to extensive training, and his tail slap natural attack now deals 1d6 points of bludgeoning damage on a successful hit. Additionally, beginning at 5th level, whenever the salamander champion successfully hits a creature with its tail slap attack, he can choose to start a grapple as a free action without provoking an attack of opportunity. The salamander champion can only use this ability on targets that are his own size or smaller.

If the salamander champion begins a grapple in this way, he can choose to grapple normally, or to grapple using only his tail. If he chooses to do the latter, he suffers a -20 penalty on his CMB checks to make and maintain the grapple, but he does not gain the grappled condition himself.

Finally, the salamander champion gains a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Smith's Touch (Ex): At 6th level, a salamander champion gains an additional ability tied to either creating or destroying arms and armor. The salamander champion gains one of the following abilities, depending on whether he chose to focus on creation or destruction at 1st level.

Fires of Creation: If the salamander champion chose to focus on creation, he is an exceptional crafter of

magical arms and armor, and does not rely on inherent spellcasting ability to forge incredible weapons, armor, and shields. He gains the Craft Magic Arms and Armor feat as a bonus feat, even if he doesn't meet the prerequisites. Further, when crafting a magic item with Craft Magic Arms and Armor, he uses his class level as his caster level for the purposes of meeting the item's crafting prerequisites. Finally, for each item he crafts with Craft Magic Arms and Armor, he can ignore a number of spell levels worth of spell requirements equal to 1/2 his class level (so a 10th level salamander champion could ignore one 5th-level spell, or one 2nd-level spell and one 3rd-level spell, or five 1st-level spells, etc.). If a spell appears on multiple spell lists at different spell levels, use the highest spell level at which it appears. This feat can only be used to create items which are primarily metal.

Hot Strike: If the salamander champion chose to focus on destruction, he is an expert at finding an item's weak spot, and uses that skill to ensure its destruction. He gains Improved Sunder as a bonus feat. Additionally, any fire damage that he deals to an object is not halved before applying hardness.

Constrict (Ex): Beginning at 9th level, a salamander champion becomes able to use his tail to squeeze victims that he is grappling, allowing him to deal bludgeoning damage with each successful grapple check (in addition to any other effects caused by a successful check, including additional damage). This damage is equal to the damage he normally inflicts with his tail slap natural attack.

Battlesmithing (Su): At 11th level, a salamander champion is able to use his mastery of the forges to empower or weaken armor and weapons in battle. The exact ability that he gains depends on whether he chose to focus on creation or destruction at 1st level. Enhance Weapon or Armor: If the salamander champion chose to focus on creation, he gains the ability to temporarily hone a weapon to incredible sharpness, or temporarily harden a suit of armor or shield to supernatural toughness. As a move action, the salamander champion can touch a weapon in order to grant it a +1 bonus on attack and damage rolls for 1 minute. Alternatively, the salamander champion can touch a shield or suit of armor in order to increase its bonus to AC by 1 for 1 minute. This ability can only affect objects made primarily of metal. The salamander champion can use this ability 3 times per day.

Weaken Weapon or Armor: If the salamander champion chose to focus on destruction, he gains the ability to temporarily render a weapon dull and ineffectual, or temporarily weaken a suit of armor or shield to practical uselessness. As an immediate action, whenever the salamander champion successfully hits a creature with one of its natural attacks, it can choose to weaken a metal weapon, armor, or shield that the target is wielding. If used on a weapon, this ability imposes a -1 penalty to attack and damage rolls for 1 minute. Alternatively, if used on a shield or suit of armor, this ability imposes a -1 penalty to the bonus it grants to AC for 1 minute. This ability can only affect objects made primarily of metal. The salamander champion can use this ability 3 times per day.

Improved Tail Slap (Ex): At 13th level, the salamander champion's tail becomes a truly deadly weapon. It inflicts 1d8 points of bludgeoning damage on a successful hit, and its critical multiplier increases to x3.

Greater Battlesmithing (Su): At 16th level, a salamander champion is able to use his battlesmithing ability at a greater range. The exact ability that he gains depends on whether he chose to focus on creation or destruction at 1st level.

Greater Enhance Weapon or Armor: If the salamander champion chose to focus on creation, he gains the ability to use his enhance weapon or armor ability to affect an entire group of allies. Once per day, as a standard action, he can choose weapons, armor, or shields. If he chooses weapons, each of his allies' weapons within 30 feet of him gain a +1 bonus to attack and damage rolls. If he chooses armor or shields, then each item of the chosen type worn or wielded by his allies within 30 feet of him has its enhancement bonus to AC increased by +1. These benefits last for 1 minute.

Greater Weaken Weapon or Armor: If the salamander champion chose to focus on destruction, he gains the ability to use his weaken weapon or armor ability to affect an entire group of enemies. Once per day, as a standard action, he can choose weapons, armor, or shields. If he chooses weapons, each of his enemies' weapons within 30 feet of him suffer a –1 penalty to attack and damage rolls. If he chooses armor or shields, then each item of the chosen type worn or wielded by his enemies within 30 feet of him has its bonus to AC reduced by 1. These penalties last for 1 minute.

Sidebar: Outsider Physiology

According to the standard rules for the outsider creature type, outsiders do not need to eat or sleep. This works fine when outsiders live nebulous lives on distant planes waiting to be summoned or encountered by adventurers from the Material Plane, but without basic drives for food and shelter, the existence of such creatures would be unrecognizably alien from the perspective of any human, including players and GMs. Creatures such as fire elementals, which serve a role in this interpretation of the Elemental Plane of Fire (as well as certain other interpretations of the plane that predate the *Pathfinder Roleplaying Game* entirely) similar to what many commoners fulfill on the Material Plane, are portrayed as having nearly animal intelligence elsewhere

For this reason, the outsider races in this book share the human need for food and sleep, and indeed, many aspects of life for these creatures is very similar to the lives led by humanoid creatures on the Material Plane. There are, of course, obvious differences that are necessitated by the nature of the plane, but as much as possible, an attempt has been made to ensure that the needs, desires, fears, and obstacles faced by the denizens of the Elemental Plane of Fire are at least familiar, if not necessarily identical, to those of humans.

Reconciling this with the realities of other campaign settings may or may not require some explanation. It is possible that the spells that conjure creatures from the Elemental Plane of Fire to the Material Plane also impose certain changes on them: limiting the intelligence of elementals, supplying needed sustenance for all summoned creatures, so that they do not need to eat. Perhaps it is the nature of outsiders that they are different on their home plane, than elsewhere (certain past cosmologies have stated that outsiders can only be killed on their home plane, for example). Alternatively, GMs who feel that they will be able to keep the game fun and exciting without these needs may choose to grant members of these races more standard outsider traits.

Stranglehold (Ex): At 17th level, a salamander champion is better able to use his tail to squeeze the life out of his victims. As long as the salamander champion is grappling an opponent, he can squeeze his opponent so hard that he is unable to breathe. The grappled creature must hold its breath for as long as the salamander champion maintains control of the grapple, and for every 5 points of damage that the salamander champion inflicts with his constrict ability, the victim is treated as having spent one additional round holding his breath, as the air is literally squeezed out of him.

Retributive Hatred (Su): At 20th level, as long as a salamander champion is benefitting from his burning hatred class feature, any creature that hits him with a melee attack with a natural weapon, or any manufactured weapon without reach, suffers an amount of fire damage equal to the amount of fire damage associated with the salamander champion's burning hatred class feature (typically 3d6). This is in addition to any other sources of damage the target may suffer from hitting the salamander champion, such as the Lesser Burning Body feat.

New Feats

While much of the elemental power of an azer, efreet, fire elemental, or salamander comes from their race and their class, many of their individual methods of mastering the power of flame come from feats. This section provides over 50 feats, allowing characters to be customized with a particular suite of fire-related powers that best suits the vision of the player (or GM, in the case of NPCs).

Types of Feats

Though many of the feats presented in this chapter are general and have no special rules governing them, some feats belong to a type or types of feats that share special rules. A feat's types appear in parentheses after the feat's name. This section features the following types of feats.

Azer Feats

Azer feats are thematically linked to azers in some way, shape, or form. Members of the azer craftslord class can select azer feats as bonus feats. Characters that are not members of that class, including non-azer characters, can still take azer feats, provided that they meet all of the relevant prerequisites.

Burn Feats

Burn feats are feats that apply an additional special effect to any creature damaged by the character's Lesser Burning Body feat (or similar effects, such as the burn universal monster ability). Only one burn feat can be applied to any given attack, although a character with multiple burn feats can choose which one to apply for each attack. In general, the effects of burn feats are long-lasting, and each burn feat provides details on what needs to be done to cure its effects.

Efreet Feats

Efreet feats are thematically linked to efreet in some way, shape, or form. Members of the efreeti master class can select efreet feats as bonus feats. Characters that are not members of that class, including non-efreeti characters, can still take efreet feats, provided that they meet all of the relevant prerequisites.

Fire Feats

Fire feats are thematically linked to the powers of elemental fire. Members of certain classes, including the azer craftslord, efreeti master, fire elemental paragon, and salamander champion, can select fire feats for the bonus feats granted by those classes. Most fire feats, but not necessarily all of them, have prerequisites including the fire subtype, or another fire feat with that prerequisite.

Feat Descriptions

The feats in this chapter are summarized on Table 2–1: Feats on pages 28–29. The prerequisites and benefits of the feats listed in this table are abbreviated for ease of reference. See the feats' descriptions for full details. All feat descriptions use the following format.

Feat Name: This line indicates the feat's name as well as the feat types, if any, that it belongs to, and is followed by a basic description of what the feat does.

Prerequisites: This entry lists the required minimum ability score, feats, minimum base attack bonus, minimum number of skill ranks, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisites. A feat can have more than one prerequisite.

Benefit: This entry describes what a feat enables the character ("you" in the feat description) to do. If a character takes the same feat more than once, its benefits don't stack unless indicated otherwise in its description.

Normal: This entry states what a character who doesn't have this feat is limited to or restricted from doing. It is typically included only when a feat interacts with rules systems in an unusual way.

Special: Additional unusual facts about the feat, if any, appear here.

Absorb Fire (Fire)

You can absorb a fire into yourself extinguishing flames in order to empower your own fiery form.

Prerequisite: Consume Ashes, character level 5th. Benefit: As a move action, you can draw another source of heat and flames into yourself in order to increase the power of your own flames. In order to use this ability, you must be within or adjacent to an open flame with a diameter of at least 5 feet. Using this ability reduces the flame's intensity by 3 steps (or a 5-ft.-square section of it, if it is larger than 5 feet in diameter), and the amount of damage inflicted by your Lesser Burning Body feat is increased by 1d6 points of fire damage. This effect lasts for a number of rounds equal to your Constitution modifier. Multiple uses of this ability do stack, but only if both uses absorb intensity from the same flame (ie., a flame with intensity 4 could be reduced to intensity 1, and then extinguished with a second use, for a total increase of 2d6 points of fire damage). Fires extinguished in this way remain extinguished.

Alter Flames (Fire)

You are able to manipulate the size and strength of existing fires.

Prerequisite: Fire subtype, ability to cast 1st-level spells or any mental ability score 13+.

Benefit: You can mentally increase or decrease the size or intensity of naturally-occurring flames. As a standard action, you can select a single non-magical fire source within 60 feet of you, and cause it to either increase or decrease its size or intensity by one step. The change lasts until the fire is extinguished, or until a full round passes without you concentrating in order to maintain the effect (a move action). For every three Hit Dice you possess, you can make one additional adjustment whenever you use this ability (for example, a character with seven Hit Dice could cause a fire to increase its size by two steps, or increase its intensity by two steps, or increase its size by one step and decrease its intensity by one step, etc.). You can only affect fire sources that fill a total number of 5-foot-cubes equal to or less than twice your Hit Dice. You can use this ability on multiple sources of fire at once, but must concentrate on each of them as separate actions.

Animate Flames (Fire)

You are able to cause flames to come alive, and dance according to your whims.

Prerequisite: Alter Flames, character level 5th. **Benefit:** You can cause a flame that you alter to move about as though it were a living creature, and act in accordance with your desires. As a standard action, you can animate any fire source that you are currently altering with your Alter Flames feat, causing the flames to move up to 30 feet. Any creatures or objects that were previously being burned by the flames remain in place, and are no longer on fire. An animated flame can enter any square, even squares occupied by creatures. When an animated flame enters a square occupied by a creature, that creature suffers damage based on the flame's intensity. A successful Reflex save (DC based on the intensity of the flame) halves this damage.

At the beginning of your turn each round, the animated flame deals damage (based on its intensity) to each creature whose space it occupies. A successful Reflex save halves this damage, as described above. If multiple animated flames occupy the same space, their effects do not stack. Only the flame with the higher intensity deals damage.

You must concentrate to maintain the animation effect. This is a move action that is separate from the one required to maintain the alteration effect (essentially requiring two move actions each turn to maintain the animation), and you can move the fire up to 30 feet each round that you continue to concentrate on it. If you choose not to concentrate on the animation effect, the fire remains in the space it is currently in, unless there is no source of fuel (such as wood, grass, or creatures) in that space for it to burn, in which case it is immediately extinguished.

Bonded Vessel (Efreet)

You form a mystical connection to a lamp, bottle, or similar vessel, which protects you in the event of danger. **Prerequisites:** Efreet.

Benefit: You form a bond with a single vessel, such as a bottle, a flask, a jewelry box, or something similar. The object in question must be able to be closed or sealed (such as with a stopper or cork, or in the case of a box or similar object, with a lid, etc.). The vessel can be a magic item, if you have one in your possession, or you can have magical properties added to it later, if you desire, and this feat does not interfere with any magical properties the vessel may possess. Even if the vessel is otherwise mundane, a *detect magic* spell registers a conjuration aura, whose strength is determined as though your Hit Dice were the vessel's caster level. A successful Knowledge (planes) check (DC 25) or Spellcraft check (DC 20) identifies the vessel as being bonded to an efreeti, and the nature of this bond's effects. Regardless of the form it takes, your vessel has hardness equal to 5 + 1/2 your Hit Dice, and 1/5 your maximum hit points.

Your vessel serves as a place where you are able to rest and recuperate. You gain no benefit from resting unless you rest inside your vessel. As long as you are within 10 feet of your vessel, you can magically enter it as a full-round action that provokes attacks of opportunity. While inside the vessel, you can see and hear normally (although if you are resting, you are still unconscious, and likely to be unaware of your surroundings). If the vessel is closed or sealed while you are within it, you cannot exit the vessel until it is re-opened. Otherwise, you can exit the vessel as a full-round action, appearing in the nearest unoccupied space.

If you are reduced to o hit points, and your vessel is within 100 feet per Hit Dice you possess, your spirit immediately returns to the vessel, which magically becomes sealed. While your spirit is inside the vessel, you can communicate telepathically with any creature that is within 5 feet of the vessel. If the vessel is opened while your spirit is inside of it, your spirit escapes, and you pass on into the afterlife. If desired, you can resist an attempt to open the vessel: make a Charisma check, opposed by the opener's Strength check. If you succeed, the vessel remains tightly shut. Destroying the vessel also releases your spirit, however.

As long as your spirit remains within the vessel, a *raise dead* or *resurrection* spell, or similar spells or effects, cast on the vessel, immediately causes the vessel to open, and returns you to life, as though you had been affected by that spell. A *reincarnate* spell can also be used in this way, but if you cease to be an effecti, the bond between you and the vessel is broken, and you lose all benefits of this feat. Alternatively, if you remain within the vessel for a number of years equal to your Hit Dice, then you are automatically affected as though by *raise dead* the next time that someone opens your vessel.

Any creature that is in possession of your vessel has a great deal of power over you. You cannot attack someone in possession of your vessel, nor can you cast spells that would inflict hit point damage, ability damage, ability drain, negative levels, or any negative status condition upon someone who possesses your vessel. Further, three times per day, the creature in possession of your vessel can issue

Table 2-1: Feats		
Feats	Prerequisites	Benefits
A14	Fire subtype, ability to cast 1st-level spells or Int,	You can mentally increase or decrease the size
Alter Flames	Wis, or Cha 13+.	or intensity of flames.
Animate Flames	Alter Flames, character level 5th.	You can mentally move flames.
Improved Alter Flames	Alter Flames, character level 6th.	You can alter more flames simultaneously.
Bonded Vessel	Efreet.	You form a special bond with an object.
Free Vessel	Bonded Vessel, character level 7th.	Your vessel is harder to use against you.
Vessel Mastery	Free Vessel, character level 12th.	Your vessel can't be used against you.
Restorative Vessel	Bonded Vessel, character level 9th.	You recover quickly inside your vessel.
Cold Tolerance	Fire subtype.	You lose your vulnerability to cold.
Diminutive Form	Efreet or fire elemental, Medium size, character level 5th.	You can shrink to Small size three times per day.
Greater Diminutive Form	Diminutive Form, character level 9th.	You can shrink to Tiny size, instead of Small.
Fiery Vortex	Efreet or fire elemental, any two fire feats, character level 5th.	You can transform the lower half of your body into a vortex of flame.
Flame Breath	Fire subtype.	You gain a fiery breath weapon.
Burning Breath	Flame Breath, character level 10th.	Creatures affected by your breath weapon may catch on fire.
Flame Breath Torrent	Flame Breath, character level 5th.	You can breathe fire in a larger area.
Superheated Breath	Flame Breath, character level 8th.	Your flame breath deals more damage.
Inferno Breath	Superheated Breath, character level 13th.	Your flame breath deals even more damage.
Flame Forger	Craft (armor, jewelry, or weapons) 1 rank.	Metal items you create are more durable.
Flame-Forged	Craft Construct, Flame Forger, Craft	Constructs you create gain fire resistance.
Golemsmith	(sculptures) 1 rank.	constructs you create gain me resistance.
Giant Form	Efreet or fire elemental, Medium size, character level 7th.	You can grow to Large size three times per day.
Greater Giant Form	Giant Form, character level 11th.	You can grow to Huge size, instead of Large.
Hidden Fire	Fire elemental, Stealth 1 rank.	You can suppress the light from your body.
Lesser Burning Body	Fire subtype.	Your touch deals 1d4 points of fire damage.
Brand	Lesser Burning Body, ability to cast <i>arcane mark</i> .	Creatures you touch are branded with your mark.
Bright Body	Lesser Burning Body, character level 5th.	You can shed bright light from your body for short periods of time.
Solar Fire	Lesser Burning Body, Bright Body, character level 11th.	You burn as brightly as true sunlight.
Burning Body	Lesser Burning Body, character level 3rd.	Your touch deals 1d6 points of fire damage.
Extraordinary Heat	Burning Body, character level 7th.	You damage creatures that hit you with
	burning bouy, character lever /th.	manufactured weapons.
Heat Aura	Extraordinary Heat, character level 10th.	Nearby creatures suffer fire damage.
Expanded Heat Aura	Heat Aura, character level 15th.	Your heat aura extends an additional 5 feet.
Nova	Burning Body, Heat Aura, character level 12th.	You can unleash a devastating wave of fire.
Fire-Starter	Burning Body, character level 7th.	You reduce objects' hardness to make them burn more effectively.
Flame Form	Burning Body, efreet or fire elemental, character level 11th.	You can transform into pure, living flame.
Improved Burning Body	Burning Body, character level 7th.	Your touch deals 1d8 points of fire damage.
Greater Burning Body	Improved Burning Body, character level 11th.	Your touch deals 2d6 points of fire damage.
Dark Flames	Greater Burning Body, evil alignment, character level 10th.	Half of the damage dealt by your Lesser Burning Body is profane damage.
Deep Flames	Greater Burning Body, neutral alignment, character level 10th.	Half of the damage dealt by your Lesser Burning Body is untyped damage.
Master Burning Body	Greater Burning Body, character level 15th.	Your touch deals 2d8 points of fire damage.
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Table 2-1: Feats (cont	inued)	
Feats	Prerequisites	Benefits
Supreme Burning Body	Master Burning Body, character level 19th.	Your touch deals 2d10 points of fire damage.
Sacred Flames	Greater Burning Body, good alignment, character level 10th.	Half of the damage dealt by your Lesser Burning Body is sacred damage.
Scorch Flesh	Improved Burning Body.	Your burning body delivers painful and debilitating wounds.
Deadly Burn	Lesser Burning Body, Scorch Flesh, character level 16th.	Your touch inflicts terrible burns that may prove deadly over time.
Lasting Burn	Scorch Flesh.	As Scorch Flesh, but the damage is difficult to heal.
Sensitive Burn	Scorch Flesh.	When you burn creatures, their flesh is exposed, reducing natural armor.
Exposing Burn	Lesser Burning Body, Sensitive Burn, character level 10th.	You can burn away a creature's damage reduction.
Smoking Body	Burning Body.	You can surround yourself with protective smoke.
Greater Smoking Body	Smoking Body, character level 11th.	You gain constant concealment from a wreathe of smoke that surrounds you.
Consume Ashes	Lesser Burning Body.	You subsist on what you burn.
Absorb Fire	Consume Ashes, character level 5th.	You draw fire within you to empower your burning body.
Ethereal Flames	Lesser Burning Body.	Your touch burns incorporeal creatures.
Fire Walker	Lesser Burning Body, character level 7th.	You walk through fire like it were solid, as though with the spell <i>air walk</i> .
Fire Teleport	Fire Walker, character level 9th.	You can use flames to teleport short distances.
Glowing Body	Lesser Burning Body.	Your body sheds light like a torch at all times.
Potent Fire	Lesser Burning Body, any burn feat, character level 5th.	Your burn feats are hard to resist and heal.
Touch of Ignition	Lesser Burning Body.	Creatures you touch catch on fire.
Persistent Flame	Touch of Ignition.	As Touch of Ignition, but it is harder to put the flames out.
Traumatizing Flames	Lesser Burning Body.	Creatures you touch are burned and shaken.
Warmth	Lesser Burning Body, Survival 1 rank.	You increase the temperature within 20 ft.
Repel the Cold	Lesser Burning Body, Warmth, base Fortitude save +6.	You reduce the effectiveness of cold-based attacks in a 10-foot radius.
Fight the Cold	Lesser Burning Body, Repel the Cold, character level 12th.	Cold-based attacks are even less effective around you.
Size Master	Diminutive Form or Giant Form, character level 11th.	You can use Giant Form or Diminutive Form at will.
Smoke Vision	Fire subtype.	You can see through smoke with ease.

a single command, as the spell *suggestion*, which you must obey to the best of your ability unless you succeed on a Will save (DC 10 + 1/2 your Hit Dice + the bearer's Charisma modifier).

Brand (Burn, Fire)

You can burn the target with an arcane brand, allowing them to more easily be affected by fire spells you cast. **Prerequisite:** Lesser Burning Body, ability to cast arcane mark.

Benefit: Whenever you deal damage to a creature with your Lesser Burning Body feat, you may choose to have the target be burned in such a way as to leave a brand in the shape of

a personalized *arcane mark*. If you do, then for as long as the target remains branded, he suffers a –1 penalty on saving throws made to resist the effects of any spell that you cast.

A creature branded in this way heals naturally after an amount of time equal to 8 hours per fire feat that you possess. The brand can also be removed prematurely with a successful Heal check (DC 15 + twice the number of fire feats you possess), or with a *lesser restoration* spell.

Bright Body (Fire)

You can increase the light given off by your body to magical levels dispelling darkness and potentially negating other magical light conditions.

Prerequisite: Lesser Burning Body, character level 5th. Benefit: As a swift action, you can increase the intensity of the light given off by your body dramatically. This causes you to shed bright light in a 60-ft.-radius area, and to increase the effective level of light by one step for an additional 60-ft.radius area beyond that. Additionally, the bright light created by this feat causes any magical darkness whose effective spell level is less than or equal to your Constitution modifier to become suppressed anywhere that it overlaps with any bright light created by this effect. Creatures who are adversely affected by bright light (such as orcs and kobolds) suffer these penalties while within the bright light created by this effect. The light created by this effect has no adverse affect on creatures specifically affected by daylight or by sunlight. You can maintain this aura of light for a number of rounds equal to your Constitution score each day. You need not use these rounds consecutively, and you can suppress or resume this effect as a swift action.

Burning Body (Fire)

Your body's heat is unnaturally strong, allowing you to burn with more intensity.

Prerequisite: Lesser Burning Body, character level 3rd. **Benefit:** The amount of fire damage dealt by your Lesser Burning Body feat increases to 1d6.

Special: Any creature with the burn universal monster ability counts as having Burning Body for the purposes of meeting prerequisites, provided that its burn ability inflicts at least 1d6 points of fire damage.

Burning Breath

Your flaming breath ignites objects and creatures with great ease.

Prerequisite: Flame Breath, character level 10th. **Benefit:** A character who fails her saving throw against the breath weapon granted by your Flame Breath feat by 5 or more catches on fire and continues to suffer an amount of fire damage equal to your Hit Dice each round for a number of rounds equal to your Constitution modifier, or until they quench the flames, whichever comes first. Quenching the flames requires a full round action which provokes attacks of opportunity, and a successful Reflex save (DC 10 + 1/2 your Hit Dice + your Constitution modifier).

Channel Flame (Fire)

You can transfer the intense heat of your burning body through a metal weapon.

Prerequisite: Lesser Burning Body, base attack bonus +1. **Benefit:** You can channel the heat of your body through a metal weapon you wield. You can apply the damage from Lesser Burning Body, as well as any other feats that modify it (such as Burning Body, Improved Burning Body, etc.), to attacks made with weapons that you wield, as long as those weapons are made primarily of metal. Channeling heat through a weapon in this way is damaging to the weapon, however, and each round that you use this ability, the weapon suffers 1d4 points of fire damage, which bypasses the weapon's hardness (but not any fire resistance or immunity that the weapon may possess). The damage inflicted to your weapon in this way never increases, even if the damage inflicted by your Lesser Burning Body feat does.

Cold Tolerance (Fire)

You are not as vulnerable to cold damage as others of your kind.

Prerequisite: Fire subtype.

Benefit: You are not vulnerable to cold damage, and suffer no additional damage from sources dealing cold damage. **Normal:** Normally, creatures with the fire subtype suffer half again as much cold damage (+50%) as normal.

Consume Ashes (Fire)

You can derive sustenance from things that are burned by your heat.

Prerequisite: Lesser Burning Body.

Benefit: You do not need to eat or drink, as long as you inflict at least 20 points of fire damage per day with your Lesser Burning Body feat. This fire damage must be dealt to flammable objects (such as wood, grass, paper, cloth, or living creatures), but can be divided up amongst as many flammable objects as necessary.

Dark Flames (Fire)

Your flames are supercharged with unholy energy, and are particularly wrathful to the servants of good. **Prerequisite:** Greater Burning Body, evil alignment,

Character level 10th.

Benefit: Half of the damage dealt by your Lesser Burning Body feat is fire damage, but the other half is profane damage, and is not subject to fire resistance or immunity. Additionally whenever you confirm a critical hit on a goodaligned creature with an attack with which your Lesser Burning Body feat applies, that creature must succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + the higher of your Constitution or Charisma modifiers) or become staggered for 1d3 rounds.

Deadly Burn (Burn, Fire)

You can cause incredibly deadly burns, which cause afflicted creatures to die in horrible agony in a matter of minutes. **Prerequisite:** Lesser Burning Body, Scorch Flesh, character level 16th.

Benefit: Whenever you deal damage to a creature with your Lesser Burning Body feat, you inflict a deadly burn which causes terrible suffering, and ultimately death, as the victim's organs are literally cooked inside them. The target must succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) or gain the burned condition. One minute after gaining the burned condition, and each minute thereafter until the burn is healed, the target must succeed on a secondary Fortitude save (same DC) or suffer 1d4 points of Constitution damage. If the target succeeds on two consecutive saving throws to resist this Constitution damage, he does not suffer any additional Constitution damage as a result of this ability, but retains the burned condition.

Healing a burn created by this feat is exceptionally difficult, requiring either a successful DC 25 Heal check or a *greater restoration* or *regeneration* spell.

Deep Flames (Fire)

Your flames are supercharged with the deep and true fires of the plane of fire.

Prerequisite: Greater Burning Body, neutral alignment, character level 10th.

Benefit: Half of the damage dealt by your Lesser Burning Body feat is fire damage, but the other half is untyped damage, and is not subject to fire resistance or immunity. Additionally whenever you confirm a ciritical hit with an attack to which your Lesser Burning Body feat applies, you deal an additional 1d10 points of fire damage.

Diminutive Form (Efreet)

You can shrink yourself down to a less conspicuous size. **Prerequisite:** Efreet or fire elemental, Medium-size, character level 5th.

Benefit: You can halve your height and divide your weight by 8. As a swift action, you can shrink to Small size. This has the effect of granting a +2 size bonus to Dexterity, and imposing a -2 penalty on Strength. You gain a +1 size bonus to AC and attack rolls, as well as a +2 size bonus on Fly checks and a +4 size bonus on Stealth checks, but suffer a -1 size penalty to CMB and CMD. Any equipment you are wearing or holding also increases in size, potentially decreasing the amount of damage dealt by weapons. This transformation lasts for a number of rounds equal to your Charisma modifier. You can use this ability three times per day.

Ethereal Flames (Fire)

Your flames burn even those without bodies. Prerequisite: Lesser Burning Body. Benefit: The damage inflicted by your Lesser Burning Body deals full damage to incorporeal creatures. Normal: As a non-magical source of damage, your Lesser Burning Body feat normally deals no damage to incorporeal creatures.

Expanded Heat Aura (Fire)

Your heat aura expands even further than most. **Prerequisite:** Heat Aura, character level 15th. **Benefit:** Your heat aura extends an additional 5 feet. **Special:** You may take this feat multiple times. Its effects stack. Each time that you do so, the character level prerequisite to take it again increases by 2 (allowing you to extend the range to 15 feet at 17th level, and to 20 feet at 19th level).

Exposing Burn (Burn, Fire)

You can burn away a target's mundane and magical defenses. **Prerequisite:** Lesser Burning Body, Sensitive Burn, character level 10th.

Benefit: When you deal damage to a creature with your Lesser Burning Body feat, you burn through their defenses, leaving them vulnerable. The target must succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) or have any damage reduction they possess reduced by 5 for 10 minutes, or until all damage dealt in this way is healed. A creature can be affected by this feat multiple times but cannot have their damage reduction reduced below o. If a creature possesses multiple sources of damage reduction (such as a bearded devil barbarian), the source of damage reduction with the highest amount is reduced first, and if two sources of damage reduction are tied for their amount, determine which is affected randomly.

Healing this burn requires either a successful DC 20 Heal check, or a *restoration, heal,* or *regeneration* spell.

Extraordinary Heat (Fire)

Your body's natural heat extends further than others', damaging even foes who don't touch you directly. **Prerequisite:** Burning Body, character level 7th. **Benefit:** You deal damage to creatures with your Lesser Burning Body feat even if they hit you with a manufactured weapon, instead of a natural attack or unarmed strike. Creatures that hit you with manufactured weapons that have reach are still unaffected by your Lesser Burning Body feat.

Fiery Vortex (Efreet, Fire)

You can transform the lower portion of your body into a fiery vortex which can propel you at extreme speeds and through the air.

Prerequisite: Efreet or fire elemental, any two fire feats, character level 5th.

Benefit: As a swift action, you can transform the lower half of your body into a vortex of swirling flame. While so transformed, you lose your land speed and gain a fly speed of 60 feet with perfect maneuverability. Any gear worn on your feet or legs melds into your body (they continue to provide any continuous effects, but cannot be activated, even if they have activated abilities). You can remain transformed in this way for a number of rounds equal to your Hit Dice + your Constitution modifier, after which you must succeed on a Constitution check (DC 10 + 2 per previous attempt) each round or revert to your normal form. Alternatively, you can end the effect at any time as a swift action. You must wait at least 10 minutes between uses of this ability. This is a supernatural effect and does not function inside of an antimagic field.

Fight the Cold (Fire)

Cold energy is significantly weakened within the area surrounding you.

Prerequisite: Lesser Burning Body, Repel the Cold, character level 12th.

Benefit: Cold-based attacks deal 15 fewer points of damage within the area of your Repel the Cold feat, instead of the normal amount.

Fire-Starter (Fire)

Your burning flesh is especially effective at setting objects and structures ablaze, and even the most resilient of materials cannot resist your touch forever.

Prerequisite: Burning Body, character level 7th. **Benefit:** You can make objects more flammable with a touch. As a move action, you can touch an object in order to make it more susceptible to flames. This causes the object to be treated as though its hardness were 1d4 less than it actually is for the purpose of fire damage. By maintaining physical contact and spending a move action each round, you can continue to decrease the object's hardness by 1d4 points each round, up to a maximum reduction equal to twice the number of fire feats you possess (this cannot reduce the object's hardness below 0). This reduction only applies to fire damage, and not any other type of damage. This effect lasts for as long as you maintain contact with the object, plus a number of additional rounds equal to your Hit Dice.

Fire Teleport (Fire)

You can magically transport yourself through flames. **Prerequisite:** Fire Walker, character level 9th. **Benefit:** Once per round, when you enter a flame whose space is equal to or greater than your own, you can choose to magically pass through the flames into another, nearby flame whose space is also equal to or greater than your own. This functions as dimension door, except that the maximum distance traveled cannot exceed 10 feet per Hit Dice you possess, and using this ability does not end your turn. Regardless of the distance moved in this way, the teleportation effect counts as five feet of movement (for example, a character with a speed of 20 feet could move 10 feet to reach a square with a suitable flame, then use this ability to travel to another flame 50 feet away, and then move 5 additional feet, all with a single move action).

Fire Walker (Fire)

You move through fire like a bird moves through air. **Prerequisite:** Lesser Burning Body, character level 7th. **Benefit:** You can move through fire effortlessly. This functions as the spell *air walk*, except that it is a supernatural ability that does not require any activation, and it only functions on areas of open flame (allowing you to walk up the flames on the side of a burning building, for example). This also allows you to walk over the surface of lava, and other burning liquids, as though with the spell *water walk*, or swim through them as though you had a swim speed of 6o feet. This has no effect in areas that are devoid of fire or lava or another sufficient source of heat. You can suppress or resume this ability as a free action, if desired.

Flame Breath (Fire)

Your very spirit is fire and you can exhale great bursts of flame to punish your foes.

Prerequisite: Fire Subtype.

Benefit: You gain a breath weapon special attack which deals 1d8 points of fire damage per two Hit Dice you possess to all creatures within a 15-foot cone. A successful Reflex save (DC 10 + 1/2 your hit dice + your Constitution modifier) halves this damage. This breath weapon is useable a number of times per day equal to your Constitution modifier (minimum 1/day), but you must wait at least 1d4 rounds between uses.

Flame Breath Torrent (Fire)

When you breathe fire, you breathe much larger amounts of it. **Prerequisite:** Flame Breath, character level 5th. **Benefit:** Whenever you use the breath weapon granted by the Flame Breath feat, you can choose to have it manifest as either a 30-foot cone or a 60-foot line, instead of its normal area. Additionally, you can use that breath weapon one additional time per day.

Flame Forger (Azer, Fire)

You are skilled in crafting items which do not burn in the intense heat of your homeland and which remain in tact even in the hands of a powerful fire elemental.

Prerequisite: Craft (armor) 1 rank, or Craft (jewelry) 1 rank, or Craft (weapons) 1 rank.

Benefit: Any metal item you create (including weapons and armor) gains fire resistance 10, and its hardness increases by 1 point for every 5 ranks you possess in the skill used during the item creation process. This feat has no effect on constructs you create.

Flame-Forged Golemsmith (Azer)

You are skilled in the ancient azer art of construct creation and can create powerful constructs well adapted to the terrible conflagration of the plane of fire.

Prerequisite: Craft Construct, Flame Forger, Craft (sculptures) 1 rank.

Benefit: Any construct you craft with the Craft Construct feat gains an amount of fire resistance equal to the number of ranks you possess in the skill used in the creation of the construct.

Flame Form (Fire)

You can take the form of pure flame, losing your physical nature and becoming partially insubstantial. **Prerequisite:** Burning Body, efreet or fire elemental, character level 11th.

Benefit: You can transform your body into truly living flame, becoming more like an incorporeal creature than a solid one. You can switch between this form and your normal one as a standard action. While in this form, you can only be harmed by things that can harm incorporeal creatures, as well as by any source of cold damage (regardless of whether it could

normally harm incorporeal creatures). In this form, you lose your natural armor bonus (if any), but gain a deflection bonus equal to your Charisma bonus (minimum o).

Though you retain your overall shape while in flame form (and remain perfectly visible), you cannot touch or manipulate solid objects. Any items you are wearing or holding fall, and you cannot pick up or handle objects while in this state (the exception to this is objects that can specifically be manipulated by incorporeal creatures, such as *ghost touch* armor). You have no Strength score, and use your Dexterity modifier for melee attack rolls and CMB. You also lose any natural attacks that you may possess. Unlike a truly incorporeal creature, you cannot enter solid objects (effectively, objects smaller than you pass through you, but you cannot move into objects larger than yourself, or gain cover or concealment by entering objects in any way).

Any creature or object that you touch (as a melee touch attack) suffers damage appropriate for your Lesser Burning Body feat. While you cannot be bull rushed, grappled, tripped, or similarly interacted with, and you cannot take fall damage, you do not gain the ability to fly, and can fall (although you retain any movement types and speeds that you already possessed). Despite this, your weight is negligible, and you do not set off traps that are triggered by weight. You also move silently and cannot be heard with Perception checks, unless you wish to be.

Free Vessel (Efreet)

Your bond with your vessel cannot be exploited as easily by others.

Prerequisite: Bonded Vessel, character level 7th. Benefit: A creature in possession of your vessel can no longer use it to cast suggestion on you. Further, once per day, you can attempt to harm a creature in possession of your vessel. Doing so requires a successful Will save (DC 10 + 1/2 your Hit Dice + the bearer's Charisma modifier). Failure on this check indicates that you are unable to harm the creature in possession of your vessel, but success means that the restriction preventing you from harming her is lifted for the next 24 hours, after which, if the creature remains in possession of your vessel, you need to succeed on a new saving throw to try again. Finally, you gain a limited ability to open your vessel if it is sealed, without outside assistance. Doing so requires a successful Strength or Charisma check (DC 25), and requires 10 minutes of dedicated effort. If you succeed, your vessel immediately opens, and you appear in the nearest unoccupied space.

Giant Form (Efreet)

You can adopt a truly terrifying stature dwarfing normal characters and assuming a monstrous aspect. **Prerequisite:** Efreet or fire elemental, Medium-size, character level 7th.

Benefit: You can double your height and increase your weight by a factor of 8. As a swift action, you can grow to Large size. This has the effect of granting a +2 size bonus to Strength and Constitution, and imposing a -2 penalty on Dexterity. You also gain a +2 bonus to natural armor as

a result of this transformation. You gain a +1 size bonus to CMB and CMD, but suffer a -1 size penalty to AC and attack rolls, as well as a -2 penalty on Fly checks and a -4 penalty on Stealth checks. Any equipment you are wearing or holding also increases in size, potentially increasing the amount of damage dealt by weapons. Your space and reach are also increased, giving you a space and reach of 10 feet. This transformation lasts for a number of rounds equal to your Charisma modifier. You can use this ability three times per day.

Glowing Body (Fire)

The heat from your body also creates light. Prerequisite: Lesser Burning Body.

Benefit: Your body sheds light like a torch. If you have at least 6 Hit Dice, your body sheds light like a sunrod, instead. You can suppress or resume this ability as a swift action.

Greater Burning Body (Fire)

Your body's heat is overwhelmingly strong, allowing you to burn with the intensity of an uncontrolled blaze. **Prerequisite:** Improved Burning Body, character level 11th. **Benefit:** The amount of fire damage dealt by your Lesser Burning Body feat increases to 2d6.

Special: Any creature with the burn universal monster ability counts as having Greater Burning Body for the purposes of meeting prerequisites, provided that its burn ability inflicts at least 2d6 points of fire damage.

Greater Diminutive Form (Efreeti)

You can shrink to incredibly small size.

Prerequisite: Diminutive Form, character level 9th. **Benefit:** Whenever you use the Diminutive Form feat, you can choose to shrink to Tiny size, instead. This has the effect of granting a +4 size bonus to Dexterity, and imposing a -4 penalty on Strength. You gain a +2 size bonus to AC and attack rolls, as well as a +4 size bonus on Fly checks and a +8 size bonus on Stealth checks, but suffer a -2 size penalty to CMB and CMD. Your space and reach are also reduced, giving you a space of 2-1/2 feet and a reach of o feet, requiring you to enter an opponent's square to make melee attacks against them (unless you have a reach weapon, or similar effect). These effects replace those of Diminutive Form, but the duration and number of daily uses remains the same.

Greater Giant Form (Efreeti)

You can grow to immense size.

Prerequisite: Giant Form, character level 11th. **Benefit:** Whenever you use the Giant Form feat, you can choose to grow to Huge size, instead. This has the effect of granting a +4 size bonus to Strength and Constitution, and imposing a -4 penalty on Dexterity. You also gain a +3 bonus to natural armor as a result of this transformation. You gain a +2 size bonus to CMB and CMD, but suffer a -2 size penalty to AC and attack rolls, as well as a -4 penalty on Fly checks and a -8 penalty on Stealth checks. Your space and reach are also increased, giving you a space and reach of 15 feet. These effects replace those of Giant Form, but the duration and number of daily uses remains the same.

Greater Smoking Body (Fire)

Your body constantly exudes a cloying smoke, which makes you harder to hit.

Prerequisite: Smoking Body, character level 11th. **Benefit:** You are constantly surrounded by smoke, granting you constant concealment (20% miss chance) against all attacks, except those made by characters that can see through the smoke clearly. Unless you are able to see through smoke, however, this smoke also obscures your vision, as well, causing all creatures to have concealment from you. Further, as long as this ability is active, the smoke rising off of you can be seen at up to 300 feet away with a DC o Perception check (assuming nothing obscures vision), and the lingering smoke makes your trail easier to follow, reducing the DC to follow your tracks by –5. You can suppress or resume this ability as a swift action.

Heat Aura (Fire)

Your body exudes waves of heat, burning creatures that simply come near you.

Prerequisite: Extraordinary Heat, character level 10th. **Benefit:** Any creature that begins its turn within 5 feet of you, or moves within 5 feet of you, must succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) or suffer damage from your Lesser Burning Body feat. Damage dealt this way is both nonlethal damage and fire damage. Creatures that suffer an amount of nonlethal damage in this way equal to 1/2 their maximum hit points become fatigued until the amount of nonlethal damage they are suffering from is less than 1/2 their maximum hit points. You can suppress or resume this ability as a move action.

Hidden Fire (Fire)

You can dim the light given off by your burning body, making it easier to go unnoticed in the dark.

Prerequisite: Fire elemental, Stealth 1 rank.

Benefit: As a swift action, you can choose to suppress the light given off by your fiery body, causing it to dim down to a smoldering cinder. While suppressed in this way, you no longer increase the light level around you. You may choose to resume shedding light as a swift action. If you have the Lesser Burning Body feat, or a similar ability, reducing the light given off by your burning body does not hamper your ability to deal fire damage in any way.

Improved Alter Flames (Fire)

You are better able to control multiple sources of fire simultaneously.

Prerequisite: Alter Flames, character level 6th.

Benefit: When concentrating on your Alter Flames feat, you can maintain the effect on a number of individual fire sources equal to 1/3 your Hit Dice, rounded down (minimum 1). You must still use a separate standard action to initiate the effect on each fire source you want to alter, this simply allows you to maintain a greater number of alterations at once. You can still concentrate twice in a round (using a move action each time) to maintain the effect for twice as many fire sources.

Improved Burning Body (Fire)

Your body's heat is supernaturally strong, allowing you to burn with the intensity of a great bonfire.

Prerequisite: Burning Body, character level 7th.

Benefit: The amount of fire damage dealt by your Lesser Burning Body feat increases to 1d8. This also renders your flames capable of damaging objects made of leather or hide. **Special:** Any creature with the burn universal monster ability counts as having Improved Burning Body for the purposes of meeting prerequisites, provided that its burn ability inflicts at least 1d8 points of fire damage.

Inferno Breath (Fire)

The flames that you spit are incredibly hot.

Prerequisite: Superheated Breath, character level 13th. **Benefit:** Whenever you use the breath weapon granted by the Flame Breath feat, it deals 1d8 points of fire damage per Hit Dice you possess, rather than the normal amount. A successful Reflex save still halves the damage. Additionally, you can use that breath weapon one additional time per day.

Lasting Burn (Burn, Fire)

The burns that you inflict are difficult to heal. **Prerequisite:** Scorch Flesh.

Benefit: As Scorch Flesh, but the damage that you deal as a result of your Lesser Burning Body feat is difficult to heal. The DC for any attempt to heal such damage (or to cure the target of the burned condition) is increased by an amount equal to 1/2 your Hit Dice. Further, even magical attempts to heal the wounds are less effective, and each point of fire damage caused by your Lesser Burning Body feat requires two hit points worth of healing to remove.

Special: A character can only apply a single burn feat to any given attack that he makes. Characters with more than one burn feat must declare which one they are applying to each attack before making the attack roll.

Lesser Burning Body (Fire)

Your body's natural heat burns those that you touch. **Prerequisite:** Fire subtype.

Benefit: Your natural attacks and unarmed strikes deal an additional 1d4 points of fire damage with each successful hit. This damage is multiplied in the event of a critical hit. Additionally, any creature that successfully hits you with a natural attack or unarmed strike suffers 1d4 points of fire damage, and if you end your turn in a grapple (whether you are in control of the grapple or not) each creature grappling you suffers this damage, as well. This damage also applies to any objects that you touch, potentially burning cloth, paper, rope, or wood objects you come into contact with. If you remain in contact with such an object for at least 1 minute, it automatically ignites, suffering 1d4 points of fire damage per round, which ignores hardness, until the flames are extinguished or the object is destroyed.

You can attempt to suppress the effects of this feat as a swift action with your choice of either a Charisma check or a Constitution check (DC 10). The DC for this check increases by 1 for each of the following feats you possess: Burning Body, Greater Burning Body, Improved Burning Body, Master Burning Body, or Supreme Burning Body. If you succeed on the check, you suppress this feat's effects for 10 minutes. You must continue making checks each round in order to continue suppressing the effect, and the DC increases by 1 for each consecutive 10-minute period that you do so. **Special:** Any creature with the burn universal monster ability counts as having Lesser Burning Body for the purposes of meeting prerequisites, provided that its burn ability inflicts at least 1d4 points of fire damage.

Master Burning Body (Fire)

Your body's heat is unbelievably strong, allowing it to burn with the power of a raging forest fire.

Prerequisite: Greater Burning Body, character level 15th.
Benefit: The amount of fire damage dealt by your Lesser
Burning Body feat increases to 2d8. This also renders your
flames capable of damaging objects made of stone.
Special: Any creature with the burn universal monster ability
counts as having Master Burning Body for the purposes of
meeting prerequisites, provided that its burn ability inflicts at
least 2d8 points of fire damage.

Nova (Fire)

You have the ability to unleash waves of heat and fire from your body in a massive fiery explosion damaging all nearby characters

Prerequisite: Burning Body, Heat Aura, character level 12th. **Benefit:** As a full round action, you can unleash a massive wave of fire from your body, which fills a 10-foot-radius area centered on you. Each creature in the affected area suffers an amount of fire damage equal to five times the amount that would normally be inflicted by your Lesser Burning Body feat (including any effects that increase that damage, such as the Burning Body feat). A successful Reflex save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) halves this damage. You can use this ability a number of times per day equal to your Constitution modifier, but must wait at least one minute between uses.

Persistent Flame (Burn, Fire)

When you cause something to catch on fire, it is very difficult to put that fire out.

Prerequisite: Touch of Ignition.

Benefit: As Touch of Ignition, but targets that catch on fire remain on fire for up to 1 minute, instead of 1d4 rounds. Additionally, the target must drop and roll on the ground in order to make any Reflex saves to end the effect, and does not gain the normal +4 bonus for doing so. Even being doused in water only grants a +4 circumstance bonus to the save.

Special: A character can only apply a single burn feat to any given attack that he makes. Characters with more than one burn feat must declare which one they are applying to each attack before making the attack roll.

Potent Fire (Fire)

Your fiery body burns exceptionally hot, making it difficult to resist burns and put out blazes caused by your flaming body. **Prerequisite:** Lesser Burning Body, any burn feat, character level 5th.

Benefit: The DC to resist the effects of your burn feats increases by +2. Additionally, the Heal DC to cure any burns created by a burn feat you possess increases by 5. Finally, the DC to extinguish any flames created as a result of damage from your Lesser Burning Body feat (as the result of a burn feat or otherwise) increases by +4. These bonuses overlap with and do not stack with that granted by Ability Focus.

Repel the Cold (Fire)

You project an aura of prevailing warmth which limits the effectiveness of cold-based attacks.

Prerequisite: Lesser Burning Body, Warmth, base Fortitude save +6.

Benefit: You radiate an aura of intense heat within a 10-foot radius, which partially negates some of the power of cold-based attacks. Within this aura, all cold damage is reduced by 5 points (to a minimum of o points of damage). Unless otherwise noted in the spell or effect's entry, any other effect of a cold-based attack occurs normally. This feat affects cold-based attacks which originate outside the affected area, but only for the purposes of how they affect creatures within the affected area.

Restorative Vessel (Efreet)

Your bond with your vessel grants you great healing capabilities while you are within it.

Prerequisite: Bonded Vessel, character level 9th. **Benefit:** It takes you only 2 hours to rest within your vessel. If you choose to rest for a full 8 hours, then your hit points are restored to maximum, instead of the normal amount of healing granted by rest, and you heal twice as much ability score damage as you otherwise would. Additionally, once per day, you may meditate in your vessel for 10 minutes, after which you regain 2 hit points per Hit Dice, and are cured of the exhausted, fatigued, nauseated, and sickened conditions.

Finally, once per week, if you are slain and your spirit is returned to your vessel, you gain the benefits of a *raise dead* spell automatically after 24 hours have passed. If your spirit is freed from the vessel before this time, this has no effect. You are still unable to escape from the vessel until someone else opens it.

Sacred Flames (Fire)

Your flames are supercharged with holy energy, and are particularly punishing to wicked characters. **Prerequisite:** Greater Burning Body, good alignment, character level 10th.

Benefit: Half of the damage dealt by your Lesser Burning Body feat is fire damage, but the other half is sacred damage, and is not subject to fire resistance or immunity. Additionally whenever you confirm a critical hit on an evil-aligned creature with an attack with which your Lesser Burning Body feat applies, that creature must succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + the higher of your Constitution or Charisma modifiers) or become staggered for 1d3 rounds.
Scorch Flesh (Burn, Fire)

When you burn living creatures, your heat does more than harm them: it leaves crippling burn wounds, as well. **Prerequisite:** Improved Burning Body.

Benefit: Whenever you deal fire damage to a creature with your Lesser Burning Body feat, you leave the target with a painful and debilitating burn wound. The target gains the burned condition for as long as the fire damage that you dealt to the target remains unhealed, or until a successful Heal check (DC 10 + your Hit Dice + your Constitution modifier) is made to cure the target of the burned condition.

Special: A character can only apply a single burn feat to any given attack that he makes. Characters with more than one burn feat must declare which one they are applying to each attack before making the attack roll.

Sensitive Burn (Burn, Fire)

Your flames ravage the target's skin and hide, rendering them vulnerable and exposed to danger.

Prerequisite: Scorch Flesh.

Benefit: When you deal damage to a creature with your Lesser Burning Body feat, you burn away some of the target's skin, leaving his flesh exposed. The target must succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) or gain the burned condition and have his natural armor bonus be reduced by 2 for 1 hour, or until all damage dealt in this way is healed. A creature can be affected multiple times by this feat, but each instance after the first only reduces the target's natural armor by 1 (for a total of 3 on the second hit, 4 on the third hit, and so on). A creature's natural armor cannot be reduced below o in this fashion. Healing this burn requires either a successful Heal check DC 20 or the use of a *lesser restoration* spell.

Size Master (Efreet)

You can remain a giant indefinitely.

Prerequisite: Diminutive Form or Giant Form, character level 11th.

Benefit: If you possess the Diminutive Form feat, you can use it at will, and its effects last indefinitely. Similarly, if you possess the Giant Form feat, you can use it at will, and its effects last indefinitely. If you have the Greater Diminutive Form or Greater Giant Form feats, any transformations you make using those feats have the normal duration and limited uses per day.

Smoke Vision (Fire)

You can see through smoke as though it weren't there. **Prerequisite:** Fire subtype.

Benefit: You can see perfectly in smoky conditions (such as those created by *pyrotechnics*, or by the Smoking Body feat).

Smoking Body (Fire)

You can cause your body to issue forth a cloud of thick, black smoke upon command.

Prerequisite: Burning Body.

Benefit: As a standard action, you can create a cloud of smoke. This smoke fills a 10-foot-radius area centered on your location at the time that this ability is used. This smoke obscures normal vision and darkvision, and all creatures within the smoke have concealment (20% miss chance). Additionally, any creature that breathes this smoke must succeed on a Fortitude save (DC 10 + your Constitution modifier + 1 per previous check) or be nauseated for 1 round, as it chokes and coughs. A creature that fails this saving throw for 2 consecutive rounds takes 1d6 points of nonlethal damage. Creatures that are resistant or immune to poison apply those resistances to this ability. The smoke lasts for 1 minute before dispersing, though it can be dispersed in 1 round by a moderate wind (11+ mph). Your breathing is not affected by your own smoke, but your vision is, unless you have a way to see through smoke (such as the Smoke Vision feat). You must wait at least 1 minute between uses of this ability.

Solar Fire (Fire)

You burn with the brightness and intensity of the sun, allowing you to shed light which is deadly to creatures who are affected adversely by sunlight.

Prerequisite: Lesser Burning Body, Bright Body, character level 11th.

Benefit: You can create a tightly focused area of light which has similar radiant properties to sunlight. As a standard action, you can project a 20-foot-radius aura of intense light, centered on you, which affects creatures exactly as though they were exposed to direct sunlight. You can maintain this aura as a free action on following rounds. Each round that you use this ability consumes two of your daily rounds of the Bright Body feat.

Superheated Breath (Fire)

The flames that you breathe are more intense. **Prerequisite:** Flame Breath, character level 8th. **Benefit:** Whenever you use the breath weapon granted by the Flame Breath feat, it deals 1d6 points of fire damage per Hit Dice you possess, rather than the normal amount. A successful Reflex save still halves the damage. Additionally, you can use that breath weapon one additional time per day.

Supreme Burning Body (Fire)

Your body's heat is unparalleled, and you burn with the strength of an unstoppable inferno.

Prerequisite: Master Burning Body, character level 19th. **Benefit:** The amount of fire damage dealt by your Lesser Burning Body feat increases to 2d10. This also renders your flames capable of damaging objects made of standard metals, such as iron or steel.

Special: Any creature with the burn universal monster ability counts as having Supreme Burning Body for the purposes of meeting prerequisites, provided that its burn ability inflicts at least 2d10 points of fire damage.

Touch of Ignition (Burn, Fire)

Your natural heat causes creatures you touch to catch on fire. Prerequisite: Lesser Burning Body.

Benefit: Whenever you deal fire damage to a creature with your Lesser Burning Body feat, that creature must succeed on a Reflex save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) or catch on fire. Creatures that catch on fire in this way suffer 1d4 points of fire damage at the beginning of their turn each round for the next 1d4 rounds. A creature burning in this way can attempt a new Reflex save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this saving throw. A successful saving throw ends the effect, and being doused or immersed in water automatically ends the effect, as well.

Special: If you have the Burning Body, Improved Burning Body, Greater Burning Body, Master Burning Body, or Supreme Burning Body feats, the amount of damage that the target suffers at the beginning of each of his turns is increased accordingly (*1d6 for Burning Body, 1d8 for Improved Burning Body, and so on*).

Special: A character can only apply a single burn feat to any given attack that he makes. Characters with more than one burn feat must declare which one they are applying to each attack before making the attack roll.

Traumatizing Flames (Burn, Fire)

Your flames cause those burned by them to be scorched in their minds and souls, as well as their bodies.

Prerequisite: Lesser Burning Body.

Benefits: Whenever you deal fire damage to a creature with your Lesser Burning Body feat, that creature must succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) or gain the burned condition and become shaken for 1 minute. Creatures that fail their saving throw by 5 or more are frightened for 1d3 rounds, then shaken for 1 minute, instead. Healing this burn requires either a successful DC 20 Heal check, or a *lesser restoration* spell.

Sidebar: Bonus Feats and Fire Races

While the default assumption is that players who want to unlock the full potential of their character's fiery race will take levels in the racial class specifically for that race, which grants a number of bonus fire feats, some players may be drawn to a different class, but still wish to take a large number of fire feats. While such characters can always take these feats with the feat slots gained at every odd-numbered level, GMs should consider allowing members of the races in this book to select fire feats with bonus feats gained from any class, even if the class restricts those bonus feats, and the character would not normally be able to select a fire feat in that way.

Vessel Mastery (Efreet)

You are the undisputed master of your vessel. **Prerequisites:** Free Vessel, character level 12th. **Benefits:** You are no longer restricted from harming characters in possession of your vessel. Additionally, if your vessel is within long range (400 feet + 40 feet per Hit Dice you possess), you can call it to your as a standard action, causing it to fly through the air to your outstretched hand at a rate of 200 feet per round. If the vessel is in the possession of another creature when you use this ability, you must succeed on a special Steal combat maneuver check, using your Hit Dice in place of your base attack bonus, and your Charisma modifier in place of your Strength modifier, in order to wrest the vessel from them. Failure on this check means that the vessel is unable to break free, and remains where it is.

Further, the range at which you can telepathically communicate while within your vessel are extended, and you can telepathically communicate in this way with any creature that you can perceive. You also automatically succeed on all opposed checks to keep a creature from opening your vessel while your spirit is inside it, and you can attempt to open your vessel from the inside as a full-round action, instead of requiring 10 minutes to do so.

Finally, the range at which your spirit can reach your spirit vessel if you are reduced to o or fewer hit points is increased to 1 mile per Hit Dice you possess.

Warmth (Fire)

You can project heat from your body, raising the temperature in the area around you.

Prerequisite: Lesser Burning Body, Survival 1 rank. **Benefit:** Your body sheds heats in a 20-foot-radius area, increasing the temperature in that area by one temperature category. You can suppress or resume this effect as a swift action.

Features of the Elemental Plane of Fire

At first glance, the Elemental Plane of Fire seems to have little in common with most other planes, except perhaps such terrible places as the Abyss and the Nine Hells. After all, unlike the other elements, fire simply isn't that commonly found in nature on the Material Plane. We don't walk upon it, we don't drink it, and we don't breathe it. It is a useful and powerful tool, but also one that can be dangerous if used incorrectly. While it is easy to imagine entire worlds made of nothing but air, earth, or water, a world made of fire is the sort of thing usually reserved for stories of eternal punishment.

In truth, the Elemental Plane of Fire is somewhat more accommodating to creatures from other planes than its reputation would lead one to believe, although it is still host to its fair share of dangers, and it has much more in common with the Material Plane than most of that plane's residents believe.

This section describes some of the common features of the Elemental Plane of Fire, beginning with an explanation of the plane's basic traits, which apply moreor-less everywhere on the plane. After this is a discussion of some common environmental hazards which, while not omnipresent, are still things that visitors to the plane should be prepared for. Following this is a discussion of some of the unusual properties of fires found on the Elemental Plane of Fire.

Base Planar Traits

The Elemental Plane of Fire is one of the most inhospitable planes to outsiders, as far as its environment is concerned. While the plane features numerous special environmental hazards, dangerous weather, and similar conditions (not to mention the threat posed by many of its natives), even in the relatively safe regions, simply existing on the plane is a difficult proposition for many planar travelers. The following section outlines the special traits of the plane which are more or less omnipresent across the entire plane.

Heat

On the Elemental Plane of Fire, even the most hospitable locations are still uncomfortably warm to creatures from other planes. The exact temperature varies from location to location, as well as rising and falling throughout the course of the day, but, outside of the continent of the Ashen Wastes, there is nowhere on the Elemental Plane of Fire that is ever cooler than 90° F, with the average temperature on the plane being about 120° F at night, and 150° F during the day. However, temperatures as high as 180° F are not uncommon, and in some places the temperatures even exceed 200° F. The following section breaks down the effects of extreme heat at varying temperature ranges. Note that any flames, magma, or other features of the Elemental Plane of Fire are separate from and in addition to the plane's constant heat.

Hot (86° F to 110° F): A character in hot conditions must make a Fortitude saving throw each hour (DC 15, +1

for each previous check) or take 1d4 points of nonlethal fire damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description in the *Pathfinder Roleplaying Game Core Rulebook*). Characters reduced to unconsciousness begin taking lethal fire damage, instead.

Severe Heat (111° F to 140° F): In severe heat, a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal fire damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters reduced to unconsciousness begin taking lethal fire damage (1d4 points per each 10-minute period). A character who takes any nonlethal damage from heat exposure suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat. Characters reduced to unconsciousness begin taking lethal fire damage solution to the character recovers from the nonlethal damage she took from the heat. Characters reduced to unconsciousness begin taking lethal fire damage, instead.

Extreme Heat (141° F to 170° F): Extreme heat deals lethal damage. Breathing air in these temperatures deals 1d6 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal fire damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. A character who takes any nonlethal damage from heat exposure suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat. Characters reduced to unconsciousness begin taking lethal fire damage, instead.

Supernatural Heat (161° F to 200° F): Supernatural heat deals lethal damage. Breathing air in these temperatures deals 1d8 points of fire damage per minute (no save). In addition, a character must make a Fortitude save 5 minutes (DC 15, +1 per previous check) or take 1d6 points of fire damage. Those wearing heavy clothing or any sort of armor automatically fail their saving throws. A character who takes any nonlethal damage from heat exposure suffers from heatstroke and is exhausted. These penalties end when the character recovers from the nonlethal damage she took from the heat. Characters reduced to unconsciousness begin taking lethal fire damage, instead.

Supreme Heat (201° F or higher): Supernatural heat deals lethal damage. Breathing air in these temperatures deals 1d10 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or spontaneously combust, catching fire and suffering 1d6 points of lethal fire damage per round until the flames are extinguished. Objects made of cloth, leather, wood, or similar materials must succeed on a DC 15 Fortitude save each hour or spontaneously combust, suffering 1d6 points of fire damage per round, which ignores hardness. A character who takes any amount of damage from heat exposure suffers from heatstroke and is exhausted. These penalties end when the character recovers from the nonlethal damage she took from the heat.

Sidebar: A Cooler Plane of Fire

The planar features presented in this book for the Elemental Plane of Fire differ from those presented in other sources. To some extent, this is unavoidable, as the Elemental Plane of Fire has appeared in numerous sourcebooks throughout the decades, for both the *Pathfinder Roleplaying Game* and several editions of the game that it is based upon, and not all of these interpretations have agreed with one another on the details of the plane's features. However, many of the differences result from a conscious decision to make the Elemental Plane of Fire a more suitable place for an adventure to take place, both for characters that are planar natives, and for characters visiting from other planes.

Perhaps the most striking difference is the ambient heat on the plane. According to some other sources, unprotected characters on the Elemental Plane of Fire suffer 3d10 points of damage per round while on the plane. While we can only speculate as to where this number came from, exactly, it appears to date back to an older edition of the game that the *Pathfinder Roleplaying Game* is based on, and simply to have been "grandfathered" in. In addition to being absolutely lethal to characters without at least fire resistance 15 (and, really, even then it's still quite dangerous), this number simply doesn't make much sense in a game where a creature or object that is literally on fire suffers only 1d6 points of damage per round, more or less regardless of the intensity of the flames.

Additionally, in order to diversify the plane and make it more interesting to adventure in and explore, this version

Smoke

Where there is fire, there is usually smoke, and the Elemental Plane of Fire is filled with the stuff. Nearly the entire plane is filled with smoke vapors, making breathing a labor for non-native creatures. Additionally, some areas on the plane feature thicker and more concentrated smoke.

Smoke Vapors: The air of the entire plane is filled with diluted smoky vapors. A non-native creature must succeed on a Fortitude saving throw each hour (DC 15, +1 per previous save) or become fatigued. A creature that is already fatigued becomes exhausted, instead. This is a poison effect. Certain unique locations on the Elemental Plane of Fire are magically warded against smoke vapors, negating this effect. On the continent of the Ashen Wastes, the smoke vapors are much thinner, and the DC to resist their effects is reduced by 5.

Heavy Smoke: A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. This is a poison effect. Creatures native to the plane can breathe heavy smoke with some difficulty, instead suffering the effects of the plane's standard smoke vapors, described above. Smoke obscures vision, giving concealment (20% miss chance) to characters within it. of the Elemental Plane of Fire is much more geographically diverse than many other interpretations of it, and much of it is not envisioned to be actively on fire or made of flames in quite the same way that many previous interpretations have posited.

Between these two facts, we felt it would be more appropriate for the Elemental Plane of Fire's ambient heat to be patterned more off of the environmental rules for extreme heat (including some new categories of truly extreme heat, beyond that described in the *Pathfinder Roleplaying Game Core Rulebook*), rather than simply assigning an arbitrarily large amount of fire damage each turn.

The magic traits of the plane are also different from those found elsewhere. Although they are closely patterned on the traits described in the *Pathfinder Roleplaying Game GameMastery Guide*, the themes presented there have been tweaked and expanded to better suit the Elemental Plane of Fire.

As always, GMs are encouraged to make any adjustments that they feel are appropriate, and those who wish to use the planar traits presented in other sources should feel free to do so, but should be sure to carefully consider the impact that these changes will have on the other rules presented in this book, including the amount of fire resistance received by members of native races.

Thick Smoke: Thick smoke is unbreathable, and any creature attempting to breathe heavy smoke is treated as though they were holding their breath, suffering the usual consequences for suffocation. Additionally, any creature that breathes thick smoke suffers 2d6 points of nonlethal damage, and is dazed for 1 round. A successful Fortitude save (DC 20, +1 per previous check) halves the damage and renders the creature staggered instead of dazed. This is a poison effect. Creatures native to the plane have difficulty breathing thick smoke, but are better off than non-natives, and instead suffer the effects of heavy smoke. Thick smoke obscures vision, giving concealment (20% miss chance) to creatures within 5 feet of each other, and total concealment (50% miss chance, and the attacker can't use sight to locate the target) to creatures separated by more than 5 feet of thick smoke.

The Sky

The sky on the Elemental Plane of Fire is a feature that takes visitors from other planes some time to get used to. All of the smoke and ash from the fires that suffuse the plane rise to form massive, oily black clouds which churn and froth, and much of the time, the sky seems to be a solid black mass of these ominous black clouds. Occasionally, however, breaks in these clouds will allow one to see past them to the next layer of clouds, beyond. These super-heated clouds are somewhat thinner, and glow with a faint but persistent red light, casting the entire plane in perpetual sunset-tones.

Sidebar: Averaging Heat Damage

Heat exposure results in rolling a lot of dice, especially if characters remain exposed to the heat for very long periods of time. While this can be exciting over short time periods, especially with particularly intense heat where the checks are made more frequently, it can become tiresome over extended periods of time, and can potentially bog down the game.

Additionally, rolling damage from ambient heat makes the heat much more dangerous to characters with fire resistance. A character with fire resistance 5 can withstand bursts of flame far more intense than most levels of heat listed here, without suffering much in the way of damage. However, if that character is suffering 1d6 points of fire damage per round, he will still suffer damage an average of once every six rounds, making him far more susceptible to the heat than one might expect.

For both of these reasons, we recommend allowing players to choose to take an average amount of fire damage any time they would suffer ongoing fire damage from things such as intense heat, being on fire, or similar effects. For characters without resistance to fire, they should take the average damage, rounded up. For characters with resistance to fire, they should take the average damage, rounded down. In either case, they must declare their desire to take average damage before learning the result of the die roll.

This layer above the heavier black clouds also plays host to great roiling balls of flame, which float about, carried on slow but inexorable paths by complex air currents and thermals caused by the fires and lava on the plane below. These massive fireballs are much like stars on the Material Plane, and although they are physically much smaller, they are also much closer to the plane's inhabitants, causing them to appear many times larger than stars to observers. These fiery celestial globes range from a few hundred feet to 5 miles in diameter, and the largest of them takes up about as much space in the sky as most moons do on the Material Plane. They follow largely predictable patterns through the air, which take anywhere from a month to a decade to complete each circuit. Rarely, two of these flaming globes meet in collision courses, events which form quite a spectacle to watch, but usually leave both flaming globes unharmed. On extremely rare occasions, these balls of fire have been known to lose their path in the sky for any of a variety of reasons, causing them to come crashing down to the world below in a cataclysmic firestorm.

Time

Time flows normally on the Elemental Plane of Fire, however, there are some aspects of tracking time that function a bit differently. The Elemental Plane of Fire does not have days and nights in the traditional sense. Unlike most planes, most of the Plane of Fire's light and heat come from below, rather than above, and it does not have a sun or moon whose passage can be used to track the time. That said, the heat and intensity of the plane's natural fires does undergo a regular ebb and flow, for reasons that scholars on the plane do not fully understand, although those of extraplanar origin point out that the time frame of these cycles is nearly identical to that of night and day on the Material Plane (although days here are slightly longer, with a full rotation constituting 27.5 hours), and speculate that perhaps the cycle is an attempt by the plane itself to mimic true night and day. Whatever the case, the difference is far more subtle than on other planes, and planar travelers that arrive at night rarely realize that fact (much to their disappointment after a few hours when things get even hotter).

Similarly, while residents of the Elemental Plane of Fire are aware of and make use of the standard measurements of time used across the planes (seconds, minutes, and hours), these are imported concepts here, adopted in order to do business with extraplanar creatures. Many of the plane's residents still make use of the traditional measurements of time: a *shuat* is the amount of time something flammable can be held to a flame before catching on fire, while a *sitalle* is the amount of time it takes a flame to blacken stone, and a *rikash* is the amount of time it takes for a red-hot coal to cool until it sheds no light.

Visibility and Lighting

The omnipresent flames on the Elemental Plane of Fire ensure that there is almost always plenty of light. For most locations on the plane, the light conditions are always bright. However, the flickering flames and roiling waves of invisible heat in the air occlude vision over any real distance, and similarly the choruses of hissing steam, crackling fire, and smoldering coals have a similar effect on hearing. As a result, the penalty on Perception checks due to distance is doubled (to -2 per 10 feet).

Certain locations on the plane, such as the interior of most cities and structures, underground tunnels and catacombs, and the entire continent of the Ashen Wastes, are not subject to these effects. Most underground tunnels, and similar structures, are suffused with a dim red glow from intense heat.

Magic Traits

As on many planes, certain spells function differently on the Elemental Plane of Fire. Naturally, magic that creates or enhances flames are even more effective here, while spells relating to other elements, most notably cold and water spells, are weaker. The nature of the plane also affects certain other spells. The following section outlines the changes the Elemental Plane of Fire has on various spells.

Cloud Spells: Spells which create clouds of vapor or mist, such as *cloudkill*, *fog cloud*, *mind fog*, *obscuring mist*, and *stinking cloud*, create clouds of black smoke, instead. These spells are never treated as being water or cold spells for the purposes of the plane's magic traits, even if they appear on spell lists that would cause them to do so, and creatures within the clouds must make a Fortitude save each round that they choose to breathe the smoke (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Creatures can hold their breath to avoid this effect. Additionally, because the plane provides ample smoke for the spell to draw on, the duration of such spells is increased to 1.5 times what it would otherwise be.

Cold Spells: Spells with the cold descriptor, or which appear on the spell list for the boreal bloodline^{APG}, or similar spell lists, are weaker on this plane. If the spell deals damage, it deals the minimum possible amount of damage, and if it has a duration other than instantaneous or permanent, its duration is reduced to 1/10 the normal duration (rounded down, minimum 1 round). If the duration would normally be permanent, it is reduced to 1 hour, instead.

Creation Spells: Spells with the creation descriptor are either enhanced or impeded depending on what they are creating. Spells that create objects made of metal are treated as though their caster level were 2 higher than it actually is, while spells that create objects made of any other type of material are treated as though their caster level were 2 lower than it actually is. Spells that would create water are treated as water spells (see Water Spells, below), even if they would not otherwise be.

Darkness Spells: Spells with the darkness descriptor, or which otherwise primarily create darkness, are difficult to cast on the plane. The caster must succeed on a concentration check (DC 10 + twice the spell's level) when attempting to cast such a spell, or the spell fails, and the slot is expended as though it had been cast. Even if the spell is successfully cast, it is treated as though it were 1 spell level lower than it actually is for the purposes of determining how it interacts with light spells.

Fire Spells: Spells with the fire descriptor, or which appear on the spell list for the Fire domain, the Flame oracle mystery, the elemental [fire] bloodline, or similar spell lists, are enhanced on this plane. The caster level of such spells is treated as 2 higher than it actually is. Additionally, when applying metamagic feats to such spells, the spell takes up a spell slot one level lower than it otherwise would, as a result of applying the metamagic feat (to a minimum increase of o levels higher). This effect applies only once per spell, even if two or more metamagic feats are applied. Note that spells

that deal fire damage will be affected by the Elemental Plane of Fire's rules for different types of fire (see Types of Fire, on page 43).

Light Spells: Spells with the light descriptor, or which otherwise primarily create light, are enhanced on this plane. The caster level of such spells is treated as 2 higher than it actually is. Additionally, they are treated as though they were 1 spell level higher than they actually are for the purposes of determining how they interact with darkness spells.

Water Spells: Spells with the water descriptor, or which appear on the spell list for the Water domain, the Waves oracle mystery, the elemental [water] bloodline, or similar spell lists, are difficult to cast on this plane. The caster must succeed on a concentration check (DC 15 + twice the spell's level) when attempting to cast such a spell, or the spell fails, and the slot is expended as though it had been cast. Even if the spell is successfully cast, it is treated as though its caster level were 4 lower than it actually is.

Summon Nature's Ally Spells: While *summon monster* spells function normally on the Elemental Plane of Fire (forcing a summoner to be careful to ensure that whatever she summons can survive the plane's heat), *summon nature's ally* spell draws creatures from elsewhere on the plane. As a result, any creature summoned with a *summon nature's ally* spell cast on the Elemental Plane of Fire gains the fire subtype. Additionally, when you cast a *summon nature's ally* spell on this plane, you can choose to select a creature from the list for the spell one spell-level below the spell you are casting. If you do, that creature gains the burn special quality. The amount of burn damage depends on the level of the spell cast: for *summon nature's ally II* or *III*, it's 1d6, for *summon nature's ally VII* or higher, it's 1d0.

Other Elemental Spells: Spells with the acid, air, earth, or electricity descriptor, or which appear on a spell list thematically tied to one of those energy types or elements (such as the Air or Earth domains), are treated as though their caster level were 2 lower than it actually is.

Environmental Hazards

Beyond the hazards presented by the very nature of the plane itself, the Elemental Plane of Fire features numerous environmental hazards not found on other planes, which can make surviving the plane even more difficult. The following section outlines some of the more common threats that travelers on the Elemental Plane of Fire might encounter.

Ash Rain

The soot and ash created by the fires that rage across the entire plane gather in the air to form whole clouds of the stuff, which, in a pattern very similar to the weather on many other planes, eventually become too heavy and fall back down to the earth. Unfortunately, while rain clouds on other planes are often refreshing and life-giving to plants and animals reliant on water, on the Elemental Plane of Fire, the ashen rains are a nuisance at best, and a deadly hazard at worst. Ash rain reduces visibility ranges by half, and imposes a –8 penalty on Perception checks. After roughly 10 minutes of ash rain in an area, that area becomes covered with a thin layer of ash (1d6 inches or so). It costs 2 squares of movement to enter a square covered in ash deposited in this way. Every 10 minutes of ash rainfall the depth of the ash increases by an additional 1d3 inches. When the depth exceeds 2 feet, it costs four squares to enter a square filled with ash, rather than 2. Additionally, creatures caught in an ash rainstorm suffer the effects of heavy smoke (see Smoke, on page 37). A typical ash rain storm lasts 2d10 x 10 minutes.

Fool's Fire

It's uncertain exactly what causes these patches of strange blue flames which can occasionally be found scattered throughout the plane. Some believe that they are the result of mischievous efreeti magic, while others believe they are omens from various deities that reside on the plane, and others still that they are somehow natural (or, at least, supernatural) phenomena. Whatever their cause, they are unsettling to natives, and potentially quite lethal to those from other planes.

A patch of fool's fire seemingly radiates cold, setting the temperature to a comparatively chill 60° F in a 120-foot radius, and 70° F for another 120 feet beyond that. Within the flames themselves, the temperature is even colder: 40° F. However, all of this is purely an illusion (Will save DC 18 disbelieves), and while creatures within the area no longer feel the effects of the heat, they continue to suffer them in secret. A new Will save to disbelieve is allowed each time the creature suffers damage that it does not feel as a result of the illusion. The flames themselves are actually quite intense, and anyone within them suffers 2d8 points of fire damage per round.

Flame Storms

Sometimes, the intense heat on the plane mixes with volatile gases and aerosolized oils in the atmosphere, creating roiling balls of flame which travel across the land much as a hurricane or tornado might ravage the Material Plane. They are often visible from a few thousand feet away, although larger ones can be visible for miles. They range in size from a few hundred feet across to several miles, and resemble nothing so much as giant balls of constantly shifting and squirming fire, burning with intense heat. They generally move at a rate of 120 feet per round, although, depending on wind conditions, can move faster or slower.

Creatures inside a flame storm suffer 3d10 points of fire damage per round. A flame storm increases the temperature by 50° F in an area around it equal to its radius, and by 20° F in a further area of the same distance. The flame storm completely blocks visibility, giving creatures in adjacent squares concealment (20% miss chance), and anything further away total concealment.

Lava Flows

It is not uncommon to find free-flowing lava in many places on the Elemental Plane of Fire—in fact, the plane's oceans are made of the stuff! As with lava found on other planes, it deals 2d6 points of fire damage per round of exposure, except in the case of total immersion, which deals 2od6 points of fire damage per round. Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 1od6 points of damage per round). A creature immune to fire might still drown if completely immersed in lava.

Sootholes

Soot often settles on the ground in cooler parts of the Elemental Plane of Fire, often to a depth of a few inches or more. Soot and ash with a depth of 6 inches cost 2 squares of movement to enter, while soot and ash with a depth of 2 feet or more cost 4 squares of movement to enter. Even more insidious, however, are places where soot has filled in a natural crevice or hole, creating a soothole, which functions very similarly to quicksand on many other planes.

Sootholes present a deceptively solid appearance. A character approaching a soothole at a normal pace is entitled to a DC 30 Perception check, or a DC 20 Survival check, to notice it before it is too late. Charging or running characters suffer a –10 penalty on this check. A typical soothole is 2d4 x 10 feet in diameter, and 1d8 x 10 feet deep. The momentum of a charging or running character carries him 1d4 x 5 feet into the soothole before he begins to suffer its effects.

Characters in a soothole must make a DC 15 Swim check every round to simply stay in place, or a DC 20 Swim check to move 5 feet in any direction. If a character fails this check by 5 or more, he sinks 5 feet for every 5 points by which he failed to meet the DC (stopping when he reaches the bottom). Characters below the surface of a soothole are unable to breathe, and must hold their breath or begin to suffocate. A character below the surface of the soothole suffers a –5 penalty on these Swim checks, plus an additional –1 penalty for each consecutive round spent under the surface.

Pulling out a character trapped in a soothole can be difficult. A rescuer needs to be able to reach the victim, either with his own natural reach or with a tool such as a spear haft, rope, or similar. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold on. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must immediately make a DC 20 Swim check or sink below the surface.

Steam Clouds

Clouds of superheated steam condense together and waft across the plane on air currents. These clouds are almost impossible to detect (Perception DC 40). Creatures that have lived on the plane for at least one year are better able to sense the shift in air currents that presages one of these steam clouds, and gain a +5 bonus on Perception checks to notice one once it is within 120 feet.

Steam clouds are roughly circular, with a radius equal to 3d6 x 10 feet, and move at a rate of 1d8 x 10 feet per round. The air within a steam cloud is completely free of smoke vapors, which is a rare treat for those having difficulty breathing on the plane, but each round a creature remains in a steam cloud, the scalding air inflicts 1d10 points of fire damage (Reflex DC 20 for half).

Strong winds (21+ mph) can disperse a steam cloud in 4 rounds. Severe winds (31+ mph) disperse a steam cloud in 1 round.

Types of Fire

Just as the Material Plane is not comprised of a single, uniform type of material, the Elemental Plane of Fire is not comprised wholly of one single type of fire. To creatures from most other planes, this is a difficult concept to grasp, because, on most planes, fire is simply fire, without any further differentiation. On the Plane of Fire itself, however, different types of fire can take on very different properties, which are rarely, if ever, encountered on other planes.

Some scholars believe that this occurs because all flames found on other planes are, in fact, linked to the Elemental Plane of Fire, and that when the fire is created a tiny portion of it is drawn out of the plane, existing briefly on whatever plane the fire is formed, and then returning whence it came when it is extinguished. The theory argues that when flames are repeatedly drawn from the Plane of Fire for similar tasks—such as providing light, or heating metal in order to forge it into useful tools—that over the eons these deliberate purposes can leave an imprint on the flame, which in turn affects its properties.

Other scholars (especially those native to the Plane of Fire), dismiss this theory vehemently, instead postulating that the Plane of Fire simply possesses properties that allow flames to manifest fully, and that on other planes, when a flame is brought forth, it is only a dim, shadowy reflection of the true flames found only on the Plane of Fire, and that these properties simply cannot be experienced on any other plane, in the same way that one who is colorblind can experience only so much of the beauty of a painting, without being able to see the colors it is comprised of.

Whatever the case, fire on the Elemental Plane of Fire is not simple "fire," but is further sub-divided into one of several different types of flames, each of which functions somewhat differently. There are five major types of fire on the plane: forgeflame, hearthfire, inferno, lightflame, and witchfire. While numerous rarer types are known to exist, they tend to be highly localized, only found in special locations, and can generally not be created by magic or the abilities of creatures.

Forgeflame: This type of fire is associated with fires used to craft, shape, and build. Friend of smiths, bakers, alchemists, and similar craftsmen who use flames to create new things and ply their craft, forgeflame is seen as a force equally creative and destructive. Forgeflame burns with an intense heat that can be felt, in a non-damaging way, from a great distance. Its fires burn steadily, with fewer tongues of flame than other sources of fire, and it can range from deep red to occasional blues and whites. Fire damage from forgeflame sources is doubled, rather than halved, before applying the hardness of objects. Forgeflame is strong against hearthfire, weak against witchfire, and neutral to inferno and lightflame.

Hearthfire: This type of fire is associated with home and hearth, providing warmth and comfort. It is also associated with cookfires used to make food for nourishment. Hearthfire tends to burn with a cheery reddish-orange hue, and makes particularly loud crackling and popping noises as it burns. Fire damage from hearthfire sources is also nonlethal damage when dealt to living creatures. Hearthfire is strong against lightflame, weak against forgefire, and neautral to inferno and witchflame.

Inferno: This type of fire is the kind that is used to destroy, whether it is intentional arson, or wild and natural fires that run free and cause devastation in their path. Inferno flames tend to be deep orange and red colors, and create a great deal of smoke as they burn. There are no special properties associated with inferno sources of fire damage. Inferno is neutral to all other types of fire.

Lightflame: This type of fire is the sort used in candles, lanterns, and other flames that serve to drive back the darkness and create an area of light. Lightflame burns much more brightly than other types of fire, and sticks to the white and yellow ends of the color spectrum, while giving off less heat. Sources of lightflame double the range of any light that they create, and are treated as magical light sources with a spell level two higher than they would otherwise have for the purposes of determining whether or not they can be affected by spells such as *darkness* (for mundane sources of lightflame, this is 2nd-level). Lightflame is strong against witchfire, weak to hearthfire, and neutral to forgeflame and inferno.

Witchfire: This type of fire is associated with fires used to shock and amaze, as well as those used as part of magical rituals. Burning braziers, fireworks, and pyrotechnics are all examples of witchfire found on other planes. Witchfire often burns in strange and unusual colors, such as purple, green, and black, although it does always do so. The DC of any saving throw associated with a source of witchfire increases by 1. Witchfire is strong against forgeflame, weak against lightflame, and neutral to inferno and hearthfire.

Resistances and Immunities

On most planes, a creature with fire resistance is equally resistant to any type of flame that they encounter. On the Plane of Fire, this is not the case. Each creature's fire resistance or immunity is attuned to one of the five major types of fire, and this is used to determine how their resistance or immunity functions with regard to each type of fire. Each type of fire is either "weak" or "strong" when compared to each other type of fire, and this determines how well the creature's resistance or immunity functions.

Strong: A creature's resistance or immunity functions normally against types of fire the creature is considered to be strong against.

Neutral: A creature with fire resistance has that fire resistance halved for the purposes of fire damage associated with one of the types of fire that it is considered to be neutral towards. Similarly, a creature with fire immunity still suffers half damage from any fire damage associated with one of the types of fire that it is considered to be neutral towards.

Weak: A creature's fire resistance or immunity does not apply to types of fire that the creature is considered weak against.

Determining Association

As long as they are on the Plane of Fire, each creature with fire resistance or immunity, as well as each source of fire damage, is associated with a particular type of fire, from among the five listed above. It is up to the GM to determine which type of fire is most appropriate for a given creature or source of fire damage. As a general rule, any creature originating from the Material Plane should use inferno as the type of fire it is associated with, as should most creatures with an Intelligence score less than 5. Most sources of fire damage should be inferno, as well, unless special circumstances apply (such as damage inflicted by reaching into a forge or furnace). Even creatures whose fire resistance or immunity is associated with a different type of fire should generally be considered to be associated with inferno for the purposes of fire damage that they inflict on others. Characters belonging to the races presented in this book must choose the type of fire their fire resistance or immunity is associated with, as outlined in their racial traits. Certain feats grant characters the ability to change this association, or to change the association of fire damage that they inflict on others.

Additional Rules

The following section contains some additional firerelated rules that may also be applicable to fires on other planes.

New Condition

This book makes use of a new condition, called burned.

Burned: The character takes a -2 penalty on attack rolls, combat maneuver checks, Fortitude saving throws, and weapon damage rolls, a -2 penalty to AC and CMD, and a -4 penalty on Reflex saves and Strength- and Dexterity-based skill checks. Creatures that are immune to pain effects are also immune to the burned condition.

Fire Intensity

Not all flames are created equal, and there is nowhere where that is more apparent than the Elemental Plane of Fire. Different materials burn at different temperatures, affecting the amount of damage that the fire can inflict on nearby objects and living creatures. Once the possibility of magical or supernatural fire is added into the mix, it's easy to see that different sources of flame may have wildly different intensities.

The rules presented here provide a suggested set of guidelines for standardizing the effects of fires of different intensities. Although examples are provided for each intensity to help determine when it is appropriate to use each intensity, the temperature of flames can vary depending on a number of factors that are often difficult to determine, and GMs should feel free to assign whichever intensity seems most appropriate to any flames that are encountered.

Intensity Level: There are seven levels of fire intensity, with 1 being the least intense, and 7 being the most intense. On the Material Plane, fires beyond intensity 4 are rare, especially without the aid of magic, but on the Elemental Plane of Fire, it is possible to encounter flames of any intensity.

Damage: This indicates the amount of fire damage that direct exposure to the fire (touching it or being inside of it) deals per round. A creature that catches on fire as a result of suffering fire damage from the source of fire suffers this amount of fire damage, as well.

DC: This indicates the typical DC for saving throws made to suffer half damage from fire sources of this intensity, or for a creature that has caught on fire with a fire of this intensity to put the fire out.

Ambient Damage: Flames of intensity 5 or higher deal nonlethal fire damage each round to nearby creatures and objects, even if they aren't actually touching them. The range at which ambient damage applies is equal to the space of the flame (for example, a fire occupying a single 5-foot square would deal ambient damage to everything in adjacent squares, while a fire with a space of 10 feet would

Table 3-1; File Intensity						
Intensity Level	Damage	DC	Ambient Damage	Light Radius	Light Increase	Examples
1	1d2	10	None	Dim, 5 ft.	None	Candle flame, hot coal
2	1d4	12	None	Normal, 20 ft.	One step, 40 ft.	Torch
3	1d6	15	None	Normal, 30 ft.	One step, 60 ft.	Alchemist's fire, campfire
4	1d10	18	None	Bright, 20 ft.	Two steps, 40 ft.	Oil- or greasefire
5	2d10	22	1d4	Bright*, 30 ft.	Two steps, 60 ft.	Hydrogen fire, magical fire
6	3d10	26	1d6	Bright*, 40 ft.	Two steps, 80 ft.	Dragonfire, phoenixfire
7	5d10	30	1 d10	Bright**, 40 ft.	Two steps, <mark>8</mark> 0 ft.	Hellfire

deal ambient damage to everything within 10 feet, and so on). Fires with unusual spaces should "round up" to the smallest standard space that they can completely fit inside of (so a fire 20 feet long and 10 feet wide would be treated as Gargantuan, with a space of 20 feet). Fires that take up more space than a Colossal creature still only deal ambient damage to creatures and objects within 30 feet.

Table 2-1: Fire Intensity

Light Radius: This indicates the light level that the fire creates, and the radius to which it extends. For example, an intensity 1 flame creates dim light to a range of 5 feet, while an intensity 5 flame creates bright light to a range of 30 feet. Intensity levels marked with an asterisk count as a 1st-level spell for the purposes of how they interact with darkness spells, and intensity levels marked with two asterisks count as a 2nd-level spell for the purposes of how they interact with darkness spells.

Light Increase: This indicates the range and number of steps by which the flame increases the light level beyond the radius at which it sets the light level to a certain point. This does not stack with the light radius, above. For example, an intensity 2 flame creates normal light to a radius of 20 feet, and increases the light level by one step for 20 feet beyond that, to a total range of 40 feet.

Examples: This lists some examples of what types of flames might qualify for this level of fire intensity.

Fire Size

In addition to determining a fire's intensity, determining the size of a fire is also important.

Determining a Fire's Size

There are two main ways one can go about determining the size of a fire source, and the rules presented here support both of them. You should determine which method works best for your group, and use it.

Equivalent Size Category: This method of determining the size of a source of fire determines what size category it would be if it were a creature. In essence, one simply looks at the space that the fire occupies, and determines what the smallest size category that can accommodate that space is. This method has the advantage of being relatively quick and easy at the table, but can sometimes be misleading, as a wall of fire 20 feet long would be considered Gargantuan, even though it takes up only four total squares.

Total Squares: This method of determining the size of a source of fire counts the total number of squares that it fills up, and uses that to determine what the closest size category equivalent would be. This has the advantage of being much more accurate, but can take a bit longer.

Minimum Intensity by Size

Even if they are not necessarily burning at a hotter temperature, the larger a fire is, the more intense the heat that it creates, simply by virtue of its size. As a result, the larger a fire is, the higher its intensity will be, regardless of any other factors. The following table summarizes the minimum intensity for fires of a variety of sizes.

Table 3-2: Minimum Fire Intensity

	Total	Minimum
Equivalent Size Category	Squares	Intensity
Small	Less than 1	2
Medium	1-3	3
Large	4 - 8	4
Huge	9 - 15	4
Gargantuan	16 - 24	5
Colossal	25 - 36	5
Larger than Colossal	37+	6

Spreading Fire

One of the most dangerous qualities of fire is that it spreads on its own. In medieval times, fighting fires was so difficult that if a fire spread to even a few buildings, it was all but impossible to prevent it from spreading through an entire city. Even in modern times, firefighters often struggle to contain forest- and brush-fires, which quickly get out of hand and can ravage entire states. The following section provides optional rules for GMs to use when determining when and how fires spread.

Natural Spread: An uncontrolled fire in contact with flammable materials spreads automatically each round, at initiative point o. The fire expands into one or more adjacent squares each round, depending on its intensity. Each round, roll 1d8 to determine the direction the fire spreads. Then, using the table below, roll a die and determine how many additional squares the fire enters that round.

Table 2-3: Natural Spreading

Intensity	Squares per Round
1	1d3-2
2	1d3-1
3	ıd3
4	1d4
5	1d4+1
6	2d4
7	2d4+1

If the result of a die roll is o, the fire doesn't spread that round. If the result is less than o, the fire is extinguished, instead. Otherwise, the fire spreads into the indicated number of squares. The GM determines which squares the fire expands into, bearing in mind that they must all be contiguous to the fire's current space, they should be the closest possible squares to the direction indicated by the d8 roll, and the fire never spreads into a square that lacks any flammable material (note that the definition of "flammable" may change depending on the fire's intensity).

GMs should bear in mind that as the fire grows, its intensity likely increases, causing it to spread faster.

Guiding Fire: It's possible to encourage a fire to spread in a certain direction, or discourage it from going a particular way. While this is easily accomplished by those with magical or supernatural abilities to influence fire, it can also be accomplished by those without, by placing or removing particularly flammable materials, dousing such materials with water or oil, and so on. Doing so is a standard action that provokes attacks of opportunity, and requires a successful Survival check (DC 10 + twice the intensity of the fire). Success on this check allows you to roll twice when determining the direction the fire spreads each round, as well as the number of squares it expands to, and choose the result in both cases.

Wind and Fire: Wind can cause a fire to quickly spread out of control. If a flame is exposed to wind that is between 5 and 9 miles per hour per point of intensity of the fire, it automatically spreads in the direction of the wind (rather than determining the direction with a d8), and the die roll to determine how many squares the fire spreads gains a bonus equal to the fire's intensity. Further, when the GM is determining the exact squares that the fire expands into, she does not need to choose squares that are adjacent to the fire's space, and can place them up to 5 feet away per 2 points of the fire's intensity. Note that higher wind speeds than this are actually detrimental to the fire, as outlined in the Wind and Fire section under Extinguishing Fire.

Extinguishing Fire

Just as fires grow and spread, they also eventually are reduced to ashes. The following section provides optional rules for governing how fires are extinguished.

Natural Extinguishment: While certain magical fires can burn on forever—and these are more common than elsewhere on the Elemental Plane of Fire—most fires eventually die out once they run out of fuel. Each round, fires deal a certain amount of damage to each creature and object in their space, based on the fire's intensity. If any given square within a fire's space doesn't contain any creatures or objects that it can successfully damage (after accounting for hardness) for three consecutive rounds, the fire in that 5-foot-square is extinguished. This has no effect on other squares within the fire's space, unless it results in certain portions of the fire's space.

In that case, treat each contiguous section of the fire as a separate fire source, determining its minimum intensity based on its new size. Unless some property of the fire or the materials that the fire is burning cause it to have a higher intensity, each of these fire sources reduces its intensity by 1 step each round, until it reaches its minimum intensity.

Dirt, Water, and Other Extinguishers: Dousing a fire requires a considerable amount of water, dirt, or some other non-flammable material, to be dumped on the burning area. A character must succeed on a ranged touch attack against an AC of 5 to deliver such materials, although they can do so automatically if they are adjacent to the fire's space. The following table outline the number of gallons worth of such materials are required to extinguish a single square of fire, based on the fire's intensity.

Table 3-4: Gallons per Square

Intensity	Gallons	
1	4	
2	8	
3	12	
4	18	
5	24	
6	30	
7	40	

Wind and Fire: If a flame is exposed to wind that is at least 10 miles per hour per point of intensity of the fire, there is a 50% chance each round for any given square in the fire's space, that the fire is extinguished in that square. If the wind speed is at least 20 miles per hour per point of intensity of the fire, it is automatically extinguished.

Religion

The primary religion on the Elemental Plane of Fire is *Issum*, a faith devoted to a legendary figure that is believed to have been a primordial hero and prophet who rose to the status of deity through his great deeds, his fiery compassion, and his great wisdom. Entire books could be written about the legends of *Issum*, the parables that have been attributed to him, and the many fantastic adventures he undertook, but a thorough exploration of these matters is beyond the scope of this tome.

The Six Tongues of the Flame of Issum

While many of the finer points of the teachings of *Issum* are open to interpretation, with the church allowing a certain amount of leeway in the more technical or esoteric aspects of the religion, there are six core teachings that are generally agreed upon as being essential to the faith. Referred to as the tongues of the flame of *Issum*, these six teachings are said to be closely connected, each manifestations of the same metaphysical purity that *Issum* represents. The six tongues are often depicted as branching off from a single symmetrical flame: typically, they form three pairs, with the first two tongues making up the base (to demonstrate their greater importance), tongues three and four in the middle, and tongues five and six at the top. Other times, however, the flame forms a great wheel, indicating that all of the tongues are equally important.

The First Tongue (Growth): The first tongue of the Flame of *Issum* is growth. Fire is a transformative element, with no two flames exactly alike, and no fire remaining in the same state for long. Similarly, followers of the Flame of *Issum* must not allow themselves to grow stagnant, and must always be prepared and willing to change and adapt to meet evolving circumstances. Ideally, adherents will improve as they change, growing stronger and more capable, in both their faith and in other facets of their life, although it is understood that just as every flame must ultimately die out and turn to embers, and then ashes (or, at least, nearly every flame; miraculous flames like the Pillar of *Issum* serving as an exception), so too will any given follower eventually fade and die, although those who succeed in upholding this tongue of the flame will burn brighter and longer than others.

The Second Tongue (Charity): The second tongue of the Flame of *Issum* is charity. All fires give, and all fires take away. Whether it is the light cast by a candle or torch, or the heat of a hearth or forge, or even the way a forest fire clears out old growth to make room for new, all flames provide a service or benefit, just as all flames consume. This tenet of Issum directs followers to strive to both give and take, just like flames, but go on to say that because it is the selfish nature of all sentient creatures to always take, adherents of Issum must strive to focus on giving, and should attempt to ensure that they give at least as much as they receive (whether physical goods, time spent on good deeds, or so on), if not more. That said, certain sects have more recently begun to interpret this particular tongue of the Flame of Issum more as a directive to deal fairly, and to ensure that deals struck provide give and take for both sides, shifting the focus away from charity and more towards self-interest.

The Third Tongue (Creativity): The third tongue of the Flame of *Issum* is creativity. From cookfires to mighty forges, flames are used in the creation of a wide variety of things, and without fire, much of the things that the civilized world takes for granted would be impossible. Followers of *Issum* are expected to emulate this property of fire, and must strive to create new things and express themselves in positive and healthy ways. Whether this takes the form of creating physical goods, composing music, writing poetry or stories, or any number of other means is irrelevant, as long as one follows one's heart and creates something beautiful and passionate. This teaching also directs followers of *Issum* to be in touch with their emotions and allow those emotions to show, and even to guide them (although never rule them).

The Fourth Tongue (Illumination): The fourth tongue of the Flame of *Issum* is illumination. Flames provide light, holding back the darkness and allowing the world to be seen. In the same way, followers of *Issum* are expected to do their best to illuminate the world around them. They should be curious, always looking to expand their horizons and learn more about the world and its workings. But it is not enough merely to gain this knowledge for oneself; instead, *Issum* teaches that its followers must share their knowledge freely, illuminating secrets not only for themselves, but also for those around them.

The Fifth Tongue (Destruction): The fifth tongue of the Flame of *Issum* is destruction. On many other planes, such as the Material Plane, fire is known first for its destructive properties. While the teachings of Issum make it clear that fire is more transformative than necessarily destructive, the religion acknowledges the fact that fire breaks down and destroys those things that cannot withstand its heat, and it instructs followers of Issum to emulate this trait. The teachings are quick to point out that this call to destruction is not wanton or random: followers of Issum should not destroy for destruction's sake. However, when a follower of Issum identifies something that, whether due to being old and outdated, actively cancerous, or simply in the way of progress, must be destroyed, they should not allow such a thing to continue, and it is their solemn religious duty to purge the world of all things that should no longer be.

The Sixth Tongue (Acceptance): The sixth tongue of the Flame of *Issum* is acceptance, although it has also been translated as many other things, including self-awareness, self-knowledge, and identity. A particularly difficult concept for those not from the Plane of Fire, and especially those that don't speak Ignan, this teaching states that each fire knows the type of flame that it is, and does not attempt to become another type of flame. Candle flames do not spread through the air to become bonfires, and raging infernos do not confine themselves to tiny spaces, just as the fires of a forge burn much hotter than those of a cookfire. Similarly, followers of *Issum* should identify their place in the world and their role in society, and, though they should strive to be the best that they can in that role, they should not set their ambitions outside of it. In recent decades, this teaching has increasingly become the rationale behind stricter and stricter governance of non-efreeti in the Efreeti empire, and is used heavily by those who seek to see all other races as secondclass citizens. This is generally considered to be the teaching that allows followers of *Issum* to own slaves and approve of slavery, although it does not mention the practice explicitly.

The City of Brass

There's nothing you can't find in the City of Brass: absolutely nothing. Of course, there's no guarantee that you can afford it. If you thought that things got expensive in the quaint little villages they call cities on the Material Plane, just wait until you try to make a living out here. They say there's no center to the multiverse, but when it comes to trade, it's just not true, because sooner or later, every coin on every world makes its way through the moneychangers here. The efreeti will tell you about their art and culture, millions flock here to see the architecture, but in truth, it's trade that's king in the City of Brass.

~Faruz El-Zaina, Efreet Merchant

The City of Brass

Of all the great planar metropolises, there are perhaps none more famous or iconic than the City of Brass. This ancient city has served as the primary hub of culture and civilization on the Elemental Plane of Fire for thousands of years, and, according to many efreeti, it is the center of the multiverse in spirit, if not necessarily in metaphysical fact. There can be no arguing that the city draws a great number of travelers, both from across the plane itself and from all sorts of distant planes. Brought here primarily by the city's thriving markets, where it is said that one can find anything one's heart desires—provided that price is not an obstacle-the throngs of extraplanar travelers not only add to the cosmopolitan nature of the city, but also ensure that tales of its majestic architecture and vibrant economy are spread throughout the planes. Indeed, there are few places in the cosmos where no one has heard of the infamous City of Brass.

As one might expect of the bureaucratic efreeti empire, the city is divided into numerous districts, often with actual dividing walls and checkpoints that one must pass through, controlling traffic through the city. Each district is subject to different laws, and many exist to fulfill specific needs, such as the city's numerous merchant districts. Travelers to the City of Brass are strongly advised to do their research before travelling, to ensure that they are fully aware of local laws and customs, for in the seat of the efreeti empire, no crime is too small to go unpunished (although that doesn't necessarily mean that the right bribes can't make such problems go away).

The Cinders

Among the poorest districts of the City of Brass, this area is primarily home to the city's poor and destitute, including the vast majority of the city's extraplanar inhabitants. Part slum, part ghetto, the Cinders may not be the most presentable part of the city, but, as the largest district, and easily the district with the highest population, there's an argument to be made that the sights to be seen here are the most authentic representations of what the city has to offer.

The Crucible: While most crimes in the City of Brass are punished with terms in slavery, rather than imprisonment, as is customary on many places on the Material Plane. That isn't to say that the city has no need for prisons, but it does mean that they only have the one. The Crucible is reserved for criminals that are too dangerous or important to be able to simply consign to slavery, whether that is because they have repeatedly escaped from slavery in the past, or are simply too powerful to be given even the very limited freedom that slaves enjoy over prisoners, or because they are too politically important to risk any mishaps.

Situated in the poorest part of the City of Brass, because no one else would take it, the Crucible is a massive pentagonal structure built of basalt bricks that have been magically fused together into a single, seamless structure. The building has only a single heavily-guarded entrance, and consists of a single long, spiraling corridor, flanked on either side by cells and occasionally studded with guarded checkpoints, where massive obsidian walls can automatically be lowered to block the passageway in the event of an escape. The individual cells are tiny and cramped by design, and the stone is magically shaped when a prisoner is first brought in, contouring itself to give only an inch or so of room in any direction. The cells lack proper doors, containing only small windows through which food can be applied. Most of the guards come from among the poor who live near the place, but the prison is always on the lookout for anyone with any talent for earth magic, as they are always in short supply of the spellcasters who actually shift and manipulate the stone.

Bars and Taverns: As in any city in the multiverse, where there are large masses of the downtrodden with sorrows to drown and worries to forget, there are bars and taverns to cater to that need, and the Cinders is no exception to the rule. While a variety of drinking establishments can be found throughout the city, there are more in the Cinders than anywhere else, both in total and per square foot, although most of the nicer establishments are found elsewhere, in the merchant districts. Some of the best known bars and taverns in the Cinders are The Golden Goblet, one of the most upper-scale drinking places in the district, which caters to down-on-their-luck efreeti with high ambitions, Chill Winds, a run-down pub that fails to live up to its name (it's even hotter inside than outside, but only just slightly), but which nonetheless caters to, and is popular among, extraplanar residents.

As with much of the rest of the Plane of Fire, the drinks that are served in these taverns betrays the physiological differences between the plane's natives and those of other planes. Most beverages are brewed from saiyuk, a sweet drink using the blood of fire drakes, rather than water, as its base. While there are many non-alcholic versions of saiyuk, the alcoholic kind include are fermented with pulp from a variety of fruits. The resulting drink is a bit thick for the tastes of most humanoids, and is very sweet, with a tart aftertaste. It is highly alcoholic. On the other hand, alcohol, especially hard liquors, are one of the few inventions of Material Plane races that the efreeti enthusiastically endorse, and so even establishments that don't go out of their way to cater to extraplanar visitors are likely to have at least a few relatively safe drinks. The efreeti frown upon "lesser drinks" such as beer and wine, however, and most salamanders have a taste only for the brews of their home plane.

Unsurprisingly, several permits are required in order to own and operate a bar or tavern in the City of Brass, and the process of acquiring one is convoluted and arbitrary. The city government keeps tight control over the total number of licenses made available at any one time, so with the exception of the rare times when expansion allows new licenses to be created, any prospective tavern owner must acquire an existing license, either by buying out an existing tavern, or arranging for that tavern to go out of business through illicit means, and then using bribes to secure the license once it becomes available again.

Salamander's Scales Arena: One of two major arenas in the City of Brass, the Salamander's Scales arena caters to the common folk of the city, offering the thrill of blood-sport on the cheap. The fighters are mostly free citizens, rather than slaves, who willingly participate in the fights in order to earn prizes. As a result, while lethalities are not unheard of (or even really all that uncommon), no fight is forced to be to the death, and combatants can concede at any time. Of course, some slave owners choose to enter their slaves to fight on their behalf (with the owner keep most, if not all, of the winnings), although only certain types of slaves can be used in this way. The majority of fights are simple oneon-one matchups, although occasionally fights with teams of two or three will take place, as a special event, and a free-forall is held once a year, with up to twenty combatants.

Tenements: The vast majority of the Cinders is comprised of cheap housing, to which the poor of the city return between their daily toils. These cramped apartments offer little in the way of luxury. Though the efreeti have numerous laws governing the rights of tenants and the responsibilities of landlords, numerous bribes and lobbies have made it so that few, if any, of these apply in the Cinders district. As a result, the prices of these tenements is generally set at whatever the residents can just barely afford. With the balmy temperatures that pervade the city, some might be tempted to simply sleep outdoors, but of course this is a serious criminal offense, and anyone found sleeping in the streets risks a term of slavery. All the same, the desperate can occasionally be found tucked away in back alleys in the darker corners of the Cinders, where patrols rarely bother to go, all though none would dare do so in other parts of the city.

Most tenements either cater to planar natives or to extraplanars, with only a handful being truly set up to accommodate both. Those that cater to natives often boast strong furnaces that heat the building's interiors to nearly the temperature of the rest of the plane, outside the city, and in a handful of cases, these appliances even function as advertised. Those designed for extraplanar immigrants are rarely any cooler than the rest of the city, but they do frequently include a water ration, delivered daily in large bottles to each doorstep. Unfortunately, the quality of the water is often lacking, containing metals or other contaminants that native landlords are either too oblivious to identify as dangerous, or simply too cheap to bother avoiding.

The Crucible

Home to the city's elite, the Crucible is a district of manors and high-scale establishments that cater to the rich and famous of the Efreeti Empire. There are many different theories behind how this district got its name, such as that the crucible is where flames are stoked and burn the brightest, protected from the outside world by walls of iron, or because those who live here had to work hard and suffer in order to earn their place in the upper rungs of society, or simply because the nobles who gravitated towards this portion of the city millennia ago simply liked the sound of the name. Whatever the reason behind the name, everyone in the rest of the City of Brass dreams of one day moving up high enough in the world to make their living here.

Brass Lamp Arena: This massive coliseum is made primarily of bronze, despite its name, and sits in the heart of the Crucible district. Catering to a higher level of clientele than many of the other arenas in the city, the Brass Lamp Arena prides itself on providing a spectacle, and this is apparent in every aspect of its construction and operation, from the sheer size of the open-air amphitheatre, to the fact that the floor of the arena is broken up into several moving pieces, allowing it to be adjusted for different styles of terrain, to the wide array of exotic combatants and creatures that can be found in every fight, nearly all of which are fought to the death.

Although the Brass Lamp Arena is by far the most expensive arena show in the city, its massive stadium is still packed full every night with screaming fans. The actual upper-scale clientele have private balconies from which to view the proceedings, while those in general admission generally save up in order to be able to go to the arena, catching maybe one or two fights per year.

Manors: The majority of the Crucible consists of the homes of the rich and powerful. Though they are all beautiful and stunning pieces of architecture, and quite large by the standards of the city, the limited space in the City of Brass makes size a premium, and many of the homes here are not that much larger than manor houses on most Material Plane worlds, and without the sprawling grounds. Despite their somewhat-modest size, these properties can cost more than massive castles or palaces on Material Plane worlds might. Homeowners compete with one another through the embellishment, rather than the size, of their houses, covering their exteriors with murals, mosaics, bas-reliefs, and frescoes, building their homes from exotic and expensive materials, and so on. Nearly all homes in the district are 40 feet tall, the maximum height allowed by the city for private residences. They also almost all have a separate servants' entrance, and have guards posted in the house at all hours.

Owning a home in the Crucible is not an easy matter. Besides the fact that they're all incredibly expensive, there are rather strict laws about who is even allowed to be able to purchase and own property in the region. Legally, in order to own property in the district, one must be an efreeti who "has performed services to the benefit of the greater Efreeti Empire." This has meant different things at different times in the empire's history, but in general, serving a term of military service is sufficient, as is having held a governmental office. For efreeti already in relatively good standing, a few wellplace donations is generally sufficient to buy their way into the district (or to stay in the district, if an ancestor qualified to own a home here but the inheritor does not).

The requirement that the owner be an efreeti is somewhat more difficult to get around, but it can be done, at least for some races. It is not unheard of for particularly prominent fire elementals, azer, and (at some periods in history, when the empire wasn't actively at war with them) salamanders, as well as certain other races, most notably powerful devils, to be proclaimed "honorary efreeti" by the Efreeti Sultan, thus getting around this particular requirement. To date, there have only been a handful of Material Plane natives to receive this honor, all of them ifrit. One powerful human wizard successfully posed as an efreeti for decades through the use of illusion and polymorph spells, but when the deception was eventually uncovered, he was publicly executed, which has discouraged others from attempting to repeat his tactic, or at least to be careful enough not to get caught.

Ruby Lane: Although the Crucible is primarily a residential district for the city's most wealthy, there are some sections of the area that have been set aside for highscale merchants, and none of these is more elite or trendy than Ruby Lane, famous for its classy boutiques and salons. While most efreeti can be said to be at least a little bit vain, by comparison to other races, the rich and noble efreeti who frequent these establishments turn vanity into an art form. It is the shops and buyers on Ruby Lane who determine the fashion trends that slowly work their way out through the City of Brass and beyond, dictating style throughout the entirety of the Efreeti Empire. Shops here might sell gold turbans studded with hundreds of tiny rubies, vests made from silk only found in one small corner of the Abyss, or slippers woven from strands of magically solidified smoke (with the shopkeep assuring you that they will feel as though you were walking on air). Of course, while the styles and trends that are set on Ruby Lane trickle out throughout the empire, they generally are replicated in cheaper and more practical ways the further out one gets from this heart of fashion and style, which has sometimes proven a bitter disappointment for distant nobles travelling in to the city thinking that they are wearing the finest and latest in fashion, only to discover that what they are wearing went out of style months ago, and is a cheap and tawdry replica by comparison, anyway.

Some notable shops and boutiques on Ruby Lane include the following: Blue Fire, a boutique whose only advertisement is a hanging brazier of magical blue flames that sits above its main entrance, the designers here are the best on the plane, and it has long been considered the final authority on efreeti fashion. So great is its reputation that the store is able to command a fee of no less than 100 gp simply for the privilege of being able to come in and look at their wares. Alissandra's is a clothier that specializes in blending traditional efreeti fashion values with exotic imports from other planes. Though the shop is technically owned by an efreeti for legal reasons, its mastermind is Alissandra Valenon, a human wizard and transplant from the Material Plane. The Sultan's Turban is not a clothing store, but rather a salon, where the wealthy can go to have their hair and nails done, makeup applied (for special occasions), and similar things, when they are in vogue. Run by a cunning efreeti businesswoman, Jaelar Sovarin, one slightly unusual and questionably legal service that the boutique offers is magically altering creatures "unfortunate enough to have not been born as an efreeti," allowing them to superficially pass as a member of that race. While Jaelar insists that such procedures are intended as a beauty enhancement only, many suspect that she is allowed to continue offering the service only because she pays regular bribes to officials to ignore it.

Sidebar: Canals in the City of Brass

Although most traffic in the City of Brass is on foot, the city does feature a network of canals which run through every district (except the Palace District), allowing travel by gondola, instead. The canals flow with lava, which slowly makes its way down to the harbor, where ancient magic pumps it back to the opposite end of the city to make the trip again. As a result, the gondolas are generally made of volcanic rock, or other non-flammable materials. Some of the gondolas are made of metals that are warm enough not to melt in the lava, but these have become less popular as gondola travel has increasingly been favored by planar travelers and others not native to the city, who respond poorly to riding in boats made of glowing-hot metal.

Most residents of the city dump their trash in the canals, which serve as a handy incinerator for such things, leaving little, if any, pollution in the canals. The small amount of refuse that can survive being immersed in lava has become something of a growing concern, however, and while it remains legal to dump one's waste in the canals, if one dumps something that doesn't burn up completely, and fails to retrieve it, it is now a criminal offense, punishable by up to 5 years of slavery. The canals have also become a favorite dumping place for the bodies of planar travelers, and sometimes even murdered locals, although in the latter case, the bodies generally survive in the lava and are eventually discovered.

Harbor

One of the largest and most important parts of the fabled City of Brass, and the first thing that most visitors see upon arrival, the city's harbor, and the surrounding docks district, are technically not part of the city at all. As the City of Brass is located on—and completely covers—an island in the Sea of Lava, it is surrounded on all sides by liquid fire. While there are other ways of accessing the city, such as flight or teleportation, the vast majority of creatures coming and going in the City of Brass do so through its single, massive harbor, which serves as the doorway for nearly all trade and commerce in the city.

The massive brass walls that ring the entire City of Brass open up to form a harbor mouth that takes up almost a quarter of the city's circumference, and the massive harbor of molten lava makes up nearly one tenth of the city's total area. A massive arch of shining brass overlooks the gap, forming a gateway that separates the harbor from the world outside. According to legend, a massive iron door lies submerged beneath the arch, and can be raised to protect the harbor in the event of an attack, but it has been so long since there have been any credible threats to the city that no one seems to know for sure.

While the inside of the harbor is ringed with docks, where workers toil night and day at a frantic pace, loading and unloading, only a very small percentage of the ships that visit the harbor ever dock at all. In fact, the docks are generally used only by massive freight ships with huge amounts of cargo to load and unload, military vessels of the efreeti navy (which have their own separate docking areas), and the pleasure ships of the incredibly wealthy and elite. The docking fees are enormous and exorbitant—for the dockmasters know that there are far more vessels interested in docking than there could ever be space to accommodate them—and it is not uncommon to see fees of 1,000 gp per day or higher (or, in the case of merchant vessels, up to 15% of the value of the goods onboard)! Even for those willing to pay, demand is so high that merchants must often schedule their moorings months in advance, if they hope to find an opening.

Because of all of these difficulties, many ships never go farther than the harbor, where a sort of shanty town of visiting ships—and floating businesses that cater to them has existed for as long as most can remember. Merchants who live within the city maintain small barges, which float within the harbor (or sometimes just outside it), and conduct business with passing merchants and visitors. Floating taverns, gambling dens, and whorehouses provide visiting sailors with a taste of the city's delights, without ever having to set foot on land.

Of course, getting around in the harbor can be a rather chaotic proposition. The harbor is always crowded, leaving little room to maneuver, and with traffic constantly coming and going, things get somewhat chaotic. Further, ships are forbidden from dropping anchor in the harbor, and must remain constantly on the move, or risk a visit from one of the nearby navy vessels, and punishments ranging from severe fines (which often never make it farther than the purses of the officers who collect it), slavery, or, in some extreme cases, having their ship capsized beneath them, and being left to drown in the molten lava. It is often possible to leap from one boat to the next, and this is a fairly common method of travel in the area, although one must pick which boats to land on carefully: while it is rare for even the crew of a private vessel to object to someone passing through, as long as they do so without being disruptive, and don't tarry, there is no law stopping the boat's owner from having you struck down, enslaved, or even thrown into the harbor's lava for the crime of trespassing. A safer, if somewhat more expensive, means of getting around is by skiff. A number of smaller vessels ply the harbor expressly to serve as taxis for individuals looking to get from one boat to the next, or to ferry individuals from their boats to the city docks.

With a few exceptions (such as the requirement that all vessels in the harbor remain moving at all times), anything that takes place on the molten lava of the harbor itself is not technically subject to the city's laws. In part, this is due to the difficulty that would be involved in policing this constantly shifting ramshackle district, but mostly, it's because the efreeti caliphate is well aware of the importance of trade to their city, and understand that if foreign merchants were actually subjected to many of the harsh laws imposed on the city, it could easily prove disastrous to the city's economy.

Should one make it past the harbor and onto dry land, the transition into the City of Brass proper begins. The first obstacle one generally faces is simply getting one's feet onto the ground: outsiders are not allowed to set foot on the city itself without first going through a nominal customs check. As a result, those hoping to move from the harbor to the docks must either dock their ship (in which case this will be handled as part of the normal inspection and payment for docking services), or pass through one of the "foot docks": small docks designed to allow the passenger skiffs to load and unload passengers. Each foot dock is typically manned by 2-4 efreeti soldiers, who oversee coming and going. Everyone entering or leaving the city by foot dock is stopped, though usually the guards only give a quick glance and a vague reminder to "abide by city laws, or face the punishments," before waving a person on. Only particularly suspicious-looking travelers (or those who seem like good marks to be pressed for "fees") are generally given any real trouble, although to the efreeti soldiers, anyone from the prime material plane is automatically suspicious, as is any salamander. Bypassing the foot docks by flight or teleportation is a common occurrence, but those who are caught will be punished nonetheless, making this a risk best undertaken under cover of darkness, if at all.

For the most part, the docks district, a relatively thin, crescent-shaped stretch of land adjoining the harbor, but separated from the rest of the city, is comprised of little more than warehouses and teamsters. There are taverns here, but they cater more to local workers than to visiting foreigners, and there are far more hostels and tenements than there are inns. This is where local merchants store their wares, and the cargo that is loaded to and from the visiting freighters is kept. While the real estate here is among the cheapest in the city, it is still fabulously expensive by almost any metric, and there are very few storehouses in the city that don't hold fabulous riches, but of course any merchant willing to pay for the warehouse is also more than willing to pay for adequate security, and the close proximity of the storehouses means that if an alarm is raised, thieves will likely need to worry about security from neighboring warehouses, as well.

A massive brass wall separates the docks district from the rest of the city, and despite its great size, there are only five gates that allow one to leave the docks district and head into the rest of the city proper. Once one reaches one of these gates, it becomes clear why so little resistance is given at the docks and foot docks, as each of these gates also serves as another checkpoint for those who would enter the city. Visitors will find this one much more rigorous. Anyone attempting to pass into the city proper must submit to having their possessions searched: weapons must be submitted for peacebonding, and any other contraband (including certain food and drink, numerous religious, philosophical, and political texts, and any goods obviously coming from free salamander enclaves or marid cities, to name a few) will be confiscated. Visitors must state their business in the city, and their appearance compared to those of any wanted criminals (although the list of wanted criminals is so incredibly long, that in practice the guards are only ever on the lookout for perhaps a dozen or so people at any given time. Of course, should they ever feel a need to delay someone they find suspicious, they might well decide to make them wait as they review the entire roster, kept in a book at each post and updated magically). Should they prove acceptable, the visitors are issued papers detailing which districts of the city they can visit, and for how long. To be caught inside the city without papers (either of residency or of this temporary variety) is an invitation to a world of legal troubles, and visitors are advised to hang onto them dearly. Finally, beyond these walls, the full extent of the city's laws is in effect, making it a much less forgiving place to outsiders than the Harbor District.

Merchant Districts

Though they share many similarities, and are all addressed in a single section of this guide, the City of Brass actually houses no less than 27 distinct merchant districts, scattered all throughout its limits. Nearly all of the merchant districts feature a bazaar, and each of the bazaars has, over the centuries, been given a grandiose name. For the most part, the different districts are fairly similar to one another, and are separated mainly by geography: by scattering the merchant districts throughout the massive city, goods and services can be readily available to residents in every corner, without having to make a miles-long trek to the other end of the city.

That said, there are a few merchant districts that have sprung up less to cater to a geographic area of the city, and more as a place for craftsmen, merchants, and suppliers for a given trade all gather for convenience, and to heighten their craft. This is the cause behind such districts as the leather merchants' district, the weaponmonger's district, and, of course, the flesh merchant's district. These are not the only places in the city you'll find leather goods, weapons, or slaves, of course, but they are the places where you will find the best of these things, not just in the city, but, often, in the entire plane, and sometimes beyond.

For the most part, the same sets of laws apply to all the different merchant districts, but there are some minor differences, and no two are quite the same. For the most part, the differences have to do with how goods are taxed, and to what amount, and so other than some slight adjustments in prices, most visitors should not notice much of a difference. That said, however, some merchant districts have a few laws that are somewhat more unique, such as the leather merchant's district, where it is illegal to buy, sell, or advertise any metal goods weighing more than 10 lbs., or the glassblower's district, one of the few places in the city where there are no minor crimes that are punished by having one's hand removed.

Despite being called "merchant's districts," these parts of the city are home to a wide variety of tradesmen: more than simply the place where goods and services can be purchased and sold, the merchant's districts are also where goods are made, and where guildhalls can be found. Residences can also be found interspersed throughout these districts: indeed, many of the permanent shops housed in buildings also double as home to the proprietor and his or her family. There are also tenements and stables to be found at the edges of most merchant districts, which provide living quarters for novice workers and slaves, respectively, whose masters are unable or unwilling to provide housing for them.

In general, most merchant districts can be divided into three distinct zones, arranged in order from the most valuable real-estate in the area to the least. Exactly which part of the district consists of valuable real estate varies from one merchant district to the next, but generally it is whatever part of the district borders on the most affluent parts of town, or where visitors to the city are most likely to go. It is in these sections that the bazaars are set up: massive plazas filled to bursting with stalls and tents of every size, shape, and color, where merchants of every sort compete loudly for the attention (and coinage) of passersby. Beyond the edges of the bazaar, one will find various shops and stores contained in actual buildings: somewhat more expensive than the goods in the bazaar, a bit farther apart, and certainly without the romance, these shops find their niche in providing higher quality products than what can generally be found in the bazaar. Finally, beyond these higher-end shops, one finds the artisans and craftsmen who create the products and provide the services that are required for the shops and bazaars to function. Scattered throughout a given merchant's district one can find a variety of guildhalls and other oddities, including museums and libraries devoted to whatever type of craft that particular merchant district is devoted to.

Flesh Merchant's District: One of the larger merchant districts in the city, the flesh merchant's district has the widest selection of slaves available for purchase on the entire plane (greater, in fact, than can be found on most planes, though there are other places that rival it, especially in the lower planes). Residents of the Elemental Plane of Fire make up about 40% of the slaves available, and of these, azer and salamanders are far more common than any others, with efreeti slaves being a particular rarity. The remaining 60% are races from all across the planes.

In addition to the typical auction blocks and stablelike shops where slaves can be weighed, measured, and inspected before purchase, there are a number of other slavery-related shops and services to be found here. Many merchants peddle magical shackles, collars, and similar trinkets designed to restrain slaves more effectively and easily: most work as advertised, though a few have critical flaws, or are complete fakes. There are also slave schools to be found, where slaves can be sent to be taught valuable skills, or simply to be brought in line. For more information on slavery and the slave trade in the City of Brass, see Slavery in the City of Brass (page 58).

In the flesh merchant's district, a disproportionately high number of crimes are punishable with enslavement, and in many cases, the offender is made the property of whoever he or she is considered to have wronged, rather than the state. For this reason, it's not uncommon for unscrupulous merchants to stage a criminal incident and frame a passing foreigner. This is also the only place in the City of Brass where killing someone else's slave carries the punishment of replacing that slave.

Glassblower's District: Although it is not one of the first things that most people consider when thinking of the City of Brass, it is actually home to some of—if not the—greatest glassblowers to be found anywhere, on any plane. This relatively small merchant's district contains five large, competing workshops which specialize in the art, and a hundred or so smaller artisans who ply the trade, as well, plus a great number of shops which simply sell the beautiful glassworks that these places produce.

Most of the artisans here are azer or efreeti, and their innate understanding of fire and all things molten—plus their ability to handle molten glass directly—allow them to do things with glass that artisans from most other planes can only dream of. The range of colors and designs that they create is astounding. Though the workshops here produce beautiful works of art en masse for sale to the public, their best pieces are those made by commission. The Guild of Glassblowers, found in this district, is housed in a massive building that is made of a single, massive piece of glass, which was created on the spot in an incredible mold made just for that purpose.

Grocer's District: Located near the harbor, this district is where fresh foods, brought into the city from merchant vessels, are sold to the public. Because the City of Brass takes up the entirety of the small island that it is located on, there is little in the way of room for growing crops or keeping livestock, and the city is almost entirely dependent on imported food. The majority of these imports come by ship, but a surprising amount arrives to the city magically, via teleportation or magical gates to other places.

In addition to the bazaar, which is filled with stalls of exotic fruits and vegetables, hanging slabs of meat, barrels and baskets of grains, and, in some cases, live animals, which the buyer can pick out and then watch butchered in front of him, this district also houses numerous storehouses in which foods are magically preserved for extended periods of time. Most of these are private storehouses, run by merchants who want to ensure that they always have ready food on hand, but also that their food does not spoil. Some of them, however, are part of the city's Imperial Storehouse, which is said to have enough food preserved, via magic, to keep the city fed for three years, in the event of a siege. Many residents of the city are skeptical of these claims, and while they may once have been true, growing corruption within the empire makes it likely that these storehouses have been mismanaged or their wares embezzled into the larder of some official. Luckily, no one in the City of Brass believes that it could ever truly come under attack, and even if a siege did occur, it would be all but impossible to cut off the city's magical supply lines, even if the food from the harbor couldn't be counted on.

Weaponmonger's District: True to its name, this district has the greatest number of weapon merchants and smithies gathered in one place in the entire plane. Armor and shields are also made and sold here en masse, though not on quite the same scale as weapons. In the bazaar, one can find entire racks filled with nothing but magical weapons, and some of the higher-end shops in the district even carry weapons with a +10 enhancement bonus equivalent, the best that money can buy. There are weapons made from all sorts of exotic and unusual materials, and weapons of all different shapes and sizes are made.

Weapons purchased in the weaponmonger's district, or anywhere else in the City of Brass, for that matter, come wrapped and bound, and sealed with magic, to prevent their use inside the city, as it is illegal for most creatures in the City of Brass to carry weaponry in the streets. There is a physical seal (typically wax, but at higher-end stores, sometimes it is gold, instead) which is applied to the covering to keep it from being opened without breaking the seal. Simple magic renders the seal as hard as stone, and ensures that if it is broken, a magical alarm will go off. The magic is deliberately designed to work only within the city limits, and the seal can easily be broken once outside. Any merchant who sells a weapon without one of these seals faces severe punishments, up to and including death, and only the most shady backalley weapon merchant would be willing to take such a risk. Until 100 years ago, it was illegal for a free salamander to so much as enter the weaponmonger's district of the City of Brass. The efreeti lawmakers feared that any salamander who did so would waste no time in stealing weapons, which it would use to further its causes of rebellion and anarchy. Enslaved salamanders were allowed in the district, but only if they were attended: this was all but unavoidable, as salamanders are naturally gifted at forgecraft, and many of the greatest weapons and armor to come from the weaponmonger's district is made by salamander slaves. While this law was changed, and salamanders are currently allowed into the district, recent increases in the activities of salamander rebels have some efreeti clamoring to remove this freedom.

Palace District

Home to the Imperial Palace, the Fortress of a Thousand Flames, and the sprawling Imperial Gardens, only those with the invitation of the Efreeti Sultan are allowed to set foot in this district, whose fence serves more as a reminder than a true barrier: the real deterrent against entry is the fact that trespassing in the palace district carries a minimum sentence of 50 years of slavery, and that penalty only increases if one steps on the wrong flower, dares to hunt game, or actually manages to make it to the Imperial Palace or the fortress.

Fortress of a Thousand Flames: Situated only a stone's throw away from the Imperial Palace, the Fortress of a Thousand Flames is the military headquarters of the entire Efreeti Empire. It is here that invasion plans are hatched, naval patrols are developed and amended, and the ongoing war against the salamander rebels is strategized. At any given time, 3,000 soldiers are stationed here, to provide defense to the city in the event of an emergency. There was a time when that number was much higher, but in the face of an increasing number of military campaigns and ever-expanding territory in need of patrol and protection have left the efreeti army stretched thin, even after they approved the inclusion of salamander and fire elemental troops (a change which took place over 1,000 years ago).

The fortress is off-limits to those who are not part of the efreeti military, and heavily guarded. In addition to the soldiers that are present, there are also several hundred chariots, twice that many nightmares, and about 120 fire drakes. That said, most of the troops held in reserve here tend to be amongst the least skilled and useful combatants available, and it's not unheard of for generals to "station" wounded soldiers who aren't properly capable of fighting here in order to pad out the numbers and allow more troops to be used elsewhere.

It is a popular rumor in the city that devils have been sighted going into and out of the fortress at odd hours of the night. This has been rigorously denied by officials within the empire, and arguments that devils, who can generally teleport, would not need to be seen entering or leaving, have generally fallen on deaf ears. A growing number in the city believe that the fortress contains a gate to Hell, and that if the city ever did fall under attack, it would be infernal legions, not the soldiers stationed there, who would serve as the main line of defense. **Imperial Gardens:** Occupying a surprisingly large tract of land in the middle of the city, and surrounding the Imperial Palace on three sides, are the Imperial Gardens, a sprawling an luxurious estate grounds reserved for the most rich and influential efreeti. The Imperial Gardens are public only to the Efreeti Sultan and those who gain his invitation. However, since the sultan's family is large and extensive, and the invitation is generally extended to all of them, as well as any noble families or military generals currently in favor with the crown, and occasionally even the odd hero or other celebrity, the number of individuals with access to the gardens at any given time can often number in the hundreds.

The gardens themselves are said to be among the finest and most beautiful on any plane, and while planar travelers will likely be able to identify that that isn't truly the case, it is without a doubt one of the most beautiful gardens on the Plane of Fire. The vast majority of the plants here are native to the plane itself, including a large number of the leafless, rubbery trees with long, tendril-like branches which move independently of one another (called *ghitare* to the natives, but coined as viperwillows by visitors from the Material Plane). Also present in large numbers are the ushir, or coal flower, which produces large black bulbs with an incredibly hard, brittle exterior, which open annually for a period of about three days, revealing a beautiful flameresistant flower whose petals are a wild pattern of reds and purples, and at the center of which burns a bright blue flame, and the karayas, a strange species of plant that floats in the air with a sac of volatile, lighter-than-air gasses that cause it to glow from the inside with a red-orange light.

Only a small portion of the gardens actually serve as such, with well-manicured plants lining pleasant walkways dotted by statues, gazebos, and other pleasantries. The majority of the area is left relatively wild, and stocked with game of various sorts, which the Efreeti Sultan, and those he invites, hunt for sport. Most of the time these are nonsentient animals, either native or imported from a wide variety of different planes, but, according to rumor, it is not unheard of for intelligent creatures that the efreeti consider "lesser races" to be hunted here, as well, such as fire elementals, salamanders, and of course creatures from other planes.

Imperial Palace: Home to each and every Efreeti Sultan for the past 8,000 years, the Imperial Palace is the seat of the Efreeti Empire's power, the shining jewel in the center of the crown that is the City of Brass. The sprawling estate covers over 70,000 square feet (not including the vast imperial gardens that surround it), and is recognized as one of the most beautiful and impressive architectural achievements on any plane. The majority of the palace is made of smooth, polished obsidian stone, and at one time in the palace's past it was made entirely of obsidian (including the massive domes and minarets), but as the palace has been expanded and updated time and time again over the millennia, this eventually ceased to be the case, in part due to scarcity of the material making it prohibitively expensive, even for the Efreeti Sultan, to get his hands on that much of it, and in part due to a period where the ruling sultans wanted to deliberately transition away from obsidian and towards other materials.

In fact, the Imperial Palace is almost always undergoing some sort of renovation or improvement, as it has become a tradition for each and every Efreeti Sultan to leave some mark or change upon the place, as part of his or her time on the throne. Whether it is adding a new tower or even wing to the massive palace, creating a massive hall by merging numerous smaller rooms, replacing obsidian minarets with golden ones, or any number of other changes or improvements, the Imperial Palace has been undergoing construction or renovation more years than not for the past 3,000 years, and is in a state of constant—if rather slow—flux.

Among other decadent and amazing features, the Imperial Palace includes a massive pool of molten lava, complete with several lava fountains, a massive tiled room that replicates a chess board, complete with life-sized obsidian and alabaster pieces that move in response to commands given from balconies overlooking the room, a massive hall featuring life-size gold statues of all 693 Efreeti Sultans (or at least, nearly all of them: a few were deliberately destroyed and stricken from the records by the following sultan, and one was stolen in an elaborate and as-yetunreplicated heist. With no other images of that particular sultan, Razmiron III, available, it was decided to simply leave his spot empty until the statue could be recovered), an entire opera house (suffering slightly from neglect at the moment, as both the current sultan and his predecessor shared a distaste for the opera), no fewer than six mosques, and five temples to a variety of different deities, and a massive harem featuring men and women of over 50 different races from over a dozen different planes. The palace's treasury holds the wealth of entire worlds on the Material Plane, or so it is whispered, but the palace employs over 1,000 of the most elite warriors the Efreeti Empire has to offer, and nearly 200 mages who maintain complex wards against all manner of magical intrusion.

Temple District

While there are a few scattered temples to be found throughout the City of Brass, and few districts are without at least one, the majority of the temples, and all of the finest and grandest temples, can be found in the temple district, the center of religious life in the city. The majority of the temples here (and, indeed, throughout the city) are mosques devoted to the worship of *Issum*, the ancient efreeti religion, but there are temples to a variety of other faiths and deities, especially those relating to light and fire, although the salamander religion, in specific, has been outlawed in the city, and there are no temples or mosques of that faith to be found. The district is characterized by sprawling, open plazas and massive, towering buildings with beautiful domes, minarets, bas-reliefs, and other incredible architectural flourishes. Some of the most important places in the district are outlined below.

Glittering Mosque: The crown jewel of the temple district (and, according to devout followers of *Issum*, perhaps even the entire city, or plane) is the glittering mosque, a magnificent and sprawling temple compound that is named for the incredible mosaic of precious gems which covers the entirety of its massive central dome. Commissioned over 4,000 years ago by a grand sultan of exceptional piety, the glittering mosque cost tens of millions of gold to construct

Sidebar: Holidays

Numerous secular and religious holidays occur on the plane of fire, and in the City of Brass, the festivities are heavily focused in the temple district. For the larger holidays, the entire district is often filled with colorful vendor tents, public performances of various kinds, throngs of celebrating people, and, in many cases, a large parade. Some of the most popular religious holidays and festivals are described below.

Flamewrought Ceremony (1 Ignus): One of the most important holidays in the religion of Issum is flamewrought, which is a celebration of the core principles of the religion, and a celebration of craftsmanship and artistic expression. Issum teaches that fire is a transformative element, turning one thing into another, and that while this can sometimes be destructive, followers of Issum should strive to transform the world for the better. One way that they can demonstrate their devotion to these ideals is on flamewrought, when one is expected to take something that has personal meaning and significance to them, and use it to craft something new. Most often this is done with metal objects, but those that are not talented smiths can apply the same principles to clothing, art, books, or even slaves, personally training a slave in a new vocation. It is encouraged to give the new creation as a gift to someone close to you, but those who choose to keep it for themselves are not looked down on.

Last Light (28 Embrus – 6 Smoak): This weeklong holiday comes from the faith of *Issum*, although it has been widely adopted throughout the plane, even among the salamanders and azer. Taking place at the end of Embrus, when the plane's weather begins to shift to colder temperatures (although still far warmer than any world on the Material Plane) and a greater likelihood of smoke and ash storms, these festivities are supposed to serve as a reminder to the faithful that the relative darkness and chill of the months ahead is only temporary, and that while the flames of the world may flicker, they will not go out entirely. Large decorations painted in particularly garish and bright colors are commonplace, as is loud, festive music.

The Sultan's Birthday (17 Infernus): For thousands of years, it has been tradition in the effecti empire to declare the birthday of the current sultan to be a national holiday, with grand feasts and festivities. These celebrations are always lavish affairs in the City of Brass itself, and certain effecti nobles with lands outside the city may hold particularly extravagant ceremonies in the hopes that word will reach the sultan, and that they will gain his favor, but for the most part, the holiday is acknowledged only in the city itself. A massive parade, which includes the sultan himself, travels through the entire city, and feast-tents are set up every few blocks to distribute rich cuisine free of charge. Traditionally, the sultan also pardons 100 slaves (almost always exotic pleasure slaves or specialized craftsmen), effectively buying them from their current owners and then granting them their freedom.

Waltz of Chains (25 Birun): The teachings of *Issum* do not ban slavery, but they do stipulate that members of the faith should treat slaves with honor and respect, and it glorifies those who go out of their way to be kind to slaves. This ancient tradition dictates that on this day, the faithful must not only refrain from working their slaves, giving them free rein to do as they please for the day, but must even provide them with silver (typically about 25 gp worth, though some may give more or less), so that they can entertain themselves. The streets are lined on this day with peddlers hawking wares—most often luxury items, delicious food and drink, and entertainment experiences all competing to be able to claim the wealth of these richfor-a-day slaves.

The Gnashing (3 Flickar): While this holiday has been outlawed by the effecti, and even speaking the name of the celebration has been made into a criminal offense, this salamander holiday is still performed each year. The holiday relates to the salamander belief that at some unknown future date, the god-serpent Soraak will rise up from the depths of the sea of lava and lay waste to all the salamanders' enemies. It is believed that the suffering of the salamander people can be felt by Soraak in its sleep, and that if the suffering becomes great enough, it can be awakened early. To this end, on this holiday, salamanders are expected to gather and share their woes and troubles, recounting the hardships that they have suffered over the past year. For the past few decades, however, as the salamanders air their grievances, they work themselves into a frenzy, and turn to looting and rioting in the streets. As the tradition has continued, members of other races have begun to join in the anarchy, making this a dangerous holiday indeed, as nearly the entire city devolves into chaos.

(the jeweled mosaic on the main dome is worth over a million gp on its own), and its construction took nearly a century. Every inch of the mosque is covered in splendor, with much of the floors being made of gold tile, beautiful mosaics and frescoes covering nearly ever surface, fountains of lava, and grand statues made of precious metals depicting all the various saints and holy figures of *Issum*.

In addition to its beautiful architecture, the glittering mosque's importance stems from the fact that it is the seat of power of the church of *Issum*, the plane's primary religion. The church is run by a council of eight elders, whose combined wisdom guides the church's actions and policies. Ancient custom dictates that there must always be at least one fire elemental on the council, and because the efreeti are so dominant (and discriminate against the other races), it has been millennia since more than one fire elemental has been on the council at any one time, though that one fire elemental is the deciding factor for any votes that come to a tie.

Numerous clerics fulfill a wide variety of duties in the mosque, from transcribing copies of holy text for sale and distribution, to lecturing on philosophy and church teachings, to giving guided tours to the public, to administering to the church's day-to-day finances and organization. Although it is not the holiest of pilgrimages for followers of *Issum*, the mosque is easily the most popular, due to its location in the city, and hundreds of visitors come to the temple every single day. Leaders of local mosques are also expected to travel to the Glittering Mosque at least once a year to meet with high-ranking clergy here and ensure that their teachings are in accordance with the will of the council of elders.

Imperial College: As its name implies, the imperial college is not a temple, but it is nonetheless a very important place in the district, and one of the few that has not seen a decline in recent decades, as it is not a religious institution. The imperial college offers a place for promising efreeti youths to gain a higher education, allowing them to take a place in the imperial bureaucracy. While the school is technically open to races besides the efreeti, in truth, it is all but impossible for a member of any other race to be admitted: in the 2,200 years that the school has been operating, the number of non-efreeti graduates is still less than 10.

Even efreeti find entrance to the college a daunting proposition. The prestigious college admits only 1,000 new students each year, turning away thousands of applicants. Nine hundred and ninety of these hundred slots are granted to the top scorers of the grueling week-long entrance exams that take place each year, and test applicants on a wide variety of topics, including (but not necessarily limited to) efreeti history, poetry and oratory skills, several different schools of philosophy, martial arts, and arcane abilities. The remaining ten slots are handed out at the discretion of the college's board of directors, who can award the slot to whoever they desire, for whatever reason. Although this practice was originally instituted to allow promising entrants who, for whatever reason, were unable to take the test to gain entry to the school, it is a poorly kept secret that these days, these ten seats are bought and sold, and have never been awarded for reasons other than bribery or nepotism for decades.

Of course, the tuition fees for the school are astronomical, as it boasts that it provides the best education in the multiverse (few outside the Elemental Plane of Fire accept this claim, but even its greatest detractors are forced to admit that it is one of the greatest). While these costs further narrow the field of who can attend the college, it does offer a program where prospective students can sell themselves into slavery to the school, working off part of their debt during their time as students, and then being sold by the school as valuable and talented clerical slaves once they graduate, with the duration of the slavery being based on the size of their debt. For students who are forced to pay for their entire tuition in this fashion, the period of servitude generally lasts between 70 and 140 years.

Mosque of Purifying Flames: One of many mosques devoted to the religion of *Issum* in the City of Brass, the Mosque of Purifying Flames is best known for its unique twist on the religion's teachings. While not quite different enough from the rest of the church to be considered heretical, those who preach at the Mosque of Purifying Flames have an undeniable tendency to feature messages of penance and redemption by trial in their sermons, focusing less on performing good works and improving the world around you, and more on atoning for one's misdeeds and failures through painful trials, often in the form of magicallyenhanced flames that prove quite painful even to the plane's natives.

Mosque of Smoke's Veil: The Mosque of Smoke's Veil is another mosque devoted to the worship of *Issum*, and like many of the other mosques in the city, it stands out from the others by offering a slightly different interpretation of the religion's teachings than many of the others. This mosque specializes in meditative techniques, and its main claim to fame are its oracle-priests, who are said to be able to divine the future of an individual based on the patterns of smoke that arise when his flesh is burnt or singed.

Steam Baths: Few denizens of the Plane of Fire have any interest in submersing themselves in water of any kind, and the plane's intense heat ensures that even if they did, the cost and difficulty of doing so would be far too great to be worthwhile. As a result, the races of the plane have found other ways to groom and socialize, and for the efreeti (and, to a lesser extent, the fire elementals), that method is public steam baths, which serve as a public meeting place for the efreeti, who go there to relax, socialize, and cleanse their skin of dirt and grime.

Despite their name, the steam baths rarely use true steam, instead using superheated air mixed with colored perfumes and similar substances. Only the richest and most lavish steam baths can afford to use real steam created from imported and evaporated water. The temperatures that the steam baths are kept at closely approaches the temperatures outside the city, in the wilderness of the Plane of Fire, making these steam baths largely inaccessible to extraplanar visitors—which generally suits the clientele of these establishments just fine. A few steam baths cater to tourists, and have separate steam bath rooms at lower temperatures for visitors from other planes.

Sidebar: Slavery in the City of Brass

Most slaves found in the City of Brass became slaves by breaking an imperial law, and were sentenced to slavery as a punishment. The state then auctions off these condemned criminals (many of whom did not even know they were breaking a law at the time) to private slavers in groups of 100 or so. The slaves are then sorted, based on their race, appearance, and natural talents, into various groups. Most slaves are trained for a specific task, making them easier (and more profitable) to sell. Fighting slaves are often made to fight in gladiatorial bouts, or are used as expendable shock-troops in armies. Slaves that are skilled in crafting or another desirable profession are sold as such, and generally treated fairly well, provided that they do a good job and earn a reasonable profit. Beautiful and exotic slaves may be sold specifically for pleasure. Slaves that possess none of these traits are generally doomed to terrible conditions of backbreaking labor, and often die of it.

Any slave that was sold by the state comes with papers which provide information on the crime that they committed, and the length of their sentence. At the end of this time, the slave's owner (whoever it may be at the time) is required to release them. Unfortunately, these papers have a way of disappearing, at which point it is the slave's word against his master's. Without any proof, the slave is assumed to have come from some other source (captured on a raid, brought here and sold by foreign merchants, and so on), and any claims to the contrary are ignored by officials. A slave that has his papers commands less and less of a price as his day of freedom nears, and unscrupulous slave owners who can find such a slave with only a few weeks left in his sentence will sometimes buy him for a pittance and then misplace the papers.

Efrecti law has quite a bit to say about the treatment of slaves, a fact which proves surprising to many, the first time they learn it, as these laws are difficult to enforce at the best of times, and often go unheeded altogether. Slave owners are allowed to physically punish their slaves, but only in cases of extreme insubordination are they allowed to cause any permanent damage. Slave owners are allowed to withhold food and drink for up to three days, but after that must provide "suitable nourishment" for at least one week before withholding again. Slaves are entitled to at least 4 hours of sleep in every 24. The children of slaves are considered to be free citizens, provided that they're born within the confines of the city. In practice, however, slave owners have had ways of skirting these laws for centuries, and the increasingly corrupt government rarely even bothers with the pretense, anymore.

Very few efreeti have their own private steam baths, as the social aspect of the experience is seen as one of the most important aspects. Only those whose station prevents them from mingling with common folk make use of private steam baths, although some establishments undeniably cater to wealthier or poorer clientele. As a result, steam baths can be found throughout the City of Brass, although they are far more densely concentrated in the Temple District. Some of the most popular steam bath establishments include Wyrmbreath, which prides itself on its particularly scalding baths, Imperial Steam, which features a large portrait of the Grand Sultan and proudly proclaims that they are his favored steam bath (when he is not using his private baths in his palace), and the Friendly Flame, run by Sandra Vitari (female human fighter 4/rogue 5), which has a variety of steam baths at different temperatures, and is frequented mostly by planar travelers and those who deal with them.

Temple of Asmodeus: It is no great secret that the forces of Hell have had a growing influence with the rich and influential efreeti for the last few centuries, and although a thin veneer of secrecy is maintained, for social politeness, and individual effecti may be able to successfully convince the public that they are not one of "the diabolists," everyone knows that amongst the social elite in the City of Brass, the faith of Issum is on its way out, and infernal values are on the rise. The Temple of Asmodeus is a tall and domineering edifice covered in spikes and gargoyles, and generally considered an eyesore. Though the temple itself makes no secret of its existence, its members take their secrecy quite seriously, and the only means to access the temple is through a series of secret passages and underground tunnels that criss-cross the area for several blocks around it, ensuring that only trusted members can gain access, and that they can do so without being seen. As a result, the interior of the temple, and what goes on there, is a mystery to most citizens, and the subject of a great deal of gossip.

Temple of Loki: The trickster god Loki is closely associated with fire and flames, and so it is not that surprising that he has a following on the Plane of Fire. While his treacherous and conniving nature is largely in line with growing trends amongst the efreeti elite, the spread of his worship has been somewhat hindered here by the perception that he is a deity for fire giants and humans—races most efreeti consider to be beneath them, and so there is only one temple to Loki in the entire City of Brass, and very few temples in the rest of the plane. Still, those efreeti who do choose to worship Loki do so loyally, if quietly.

The Temple of Loki is an architectural oddity, attempting to blend the building styles of the efreeti, with their grand brass domes and slender, graceful minarets, with the traditional style of Loki's mortal worshippers, who generally live in colder climes and favor long and low wooden halls with vaulted roofs and sturdy timbers. It is also filled with flickering green-gold flames, which are said to have been gifted to the temple by Loki himself.

Ashen Wastes

Dust and ash. An entire continent, the center of Azer culture and power, our history and our achievements, all that remains is dust and ash. Miles of soot, dune after dune, as far as the eye can see. Most will tell you that it's uninhabited, but just because there's nothing alive there doesn't mean that it's vacant. Something about that place, maybe a curse, or maybe longforgotten relic gone awry, it makes the place lousy with spectres and ghosts, mindlessly wandering crumbling ruins untouched for millennia, like maggots swarming over sun-bleached bones. They say there are prizes yet to be found, but I think all the meat was claimed long, long ago.

~Camilla Septima, Azer Mercenary

Ashen Wastes

While this desolate region is far cooler than the rest of the Plane of Fire, and therefore in many ways less hostile to planar travelers than anywhere else, it is, somewhat ironically, the most lifeless part of the plane, and certainly the most hostile to native life. Located opposite the plane from the Pillar of *Issum*, and forming the planar equivalent of the South Pole, the Ashen Wastes form a massive island the size of a continent, in the middle of the Pellenic Ocean, one of the lava seas. Completely covered in a thick blanket of grey ash, absolutely nothing grows here, and, with very few exceptions, nothing lives here, either, although that does not mean that the place is completely uninhabited.

In many ways, this is the least hospitable part of the entire plane. The landscape is bleak, consisting solely of endless dunes of grey ash. Except for the very occasional glimpse of a ruined azer stronghold, these ash dunes are often all there is to see in any direction. Walking through the Ashen Wastes can be extremely tiring over long distances, as the ash shifts softly underfoot, and feet sink further into the dusty mire with each step. The air is also filled with ash, which is gathered into great swirling clouds by the constant winds which sweep across the region. These ashy clouds are incredibly dangerous, filling the lungs of those caught in them with silky soot, which quickly proves fatal for those who are ill-prepared. The lack of life also means that travelers to the region must bring their own food and water with them, for they certainly can't count on finding any on their journey, or even a town or travelling merchant from which to purchase more. In fact, there are remarkably few shelters or outposts within the Ashen Wastes, and if something goes wrong during an expedition, stranded explorers will have no one to turn to for help or extra supplies.

It is a common belief amongst the residents of the Plane of Fire that the Ashen Wastes's cold temperature (at least by the standards of the plane; most planar visitors still find the temperature here, which tends to range from 75°F -95°F) and lack of life are the result of a lingering magic effect from an ancient cataclysm, but many scholars dismiss the notion, proclaiming that the region is naturally cooler than the rest of the plane, and that this coolness allows ash present in the air throughout the plane to settle here, eventually leading to the buildup of great dunes. Natives of the plane generally dislike spending any time in the Ashen Wastes, both because it is uncomfortably cold for them, and because of the various rumors about how the region is cursed.

For all of these reasons, the Ashen Wastes is home primarily to those without the breath of life within them. The region is home to surprisingly large quantities of undead, especially incorporeal undead such as ghosts and specters, and it seems that an unusually large amount of the creatures that die in the region return as such undead, bolstering the number of spirits roaming the bleak continent. While a traveler is more likely to encounter one of these recent ghosts, stories persists of those who claim to have encountered the ghosts of truly ancient creatures, whose dress and speech would indicate that they died thousands, or perhaps even tens of thousands of years ago. These primordial specters are often horribly warped and twisted by millennia of existence as spirits, but if one were able to get through to such a spirit, the possible knowledge such a being could grant is staggering.

The region is also home to another sort of lifeless inhabitant: golems and other wondrous constructs left behind by the ancient azer empire, whose capital once stood in the center of this ash desert. According to legend, the ancient azers were true masters of the craft of creating constructs, and it certainly seems true that the blasted remains of their empire are littered with the things, including a wide variety of clockwork creatures, traditional golems, and other, stranger constructs. Many of these lie inactive, buried in forgotten ruins and crumbling towers, awaiting some trigger which will wake them, or simply having been worn down by age or damage. Many, however, remain fully active and alert, and continue to stand guard or patrol the long-abandoned halls of their masters, or roam the wastes aimlessly, attempting to carry out orders issued eons ago.

Despite the severe conditions and the many dangers, there are a few who find reason to brave the Ashen Wastes. Some of these are fugitives from the efreeti empire, doomed to certain death, who decide that braving the supposedly cursed and haunted desert is preferable to being caught by the cruel efreet. Others are adventurers, seeking to make their fortune by plundering the remains of some undiscovered azer ruin. A handful have succeeded in this, but most who enter the Ashen Wastes never return. Still, the tales of the great treasures and secrets of the azer empire lying buried in the desert, just waiting to be picked up, entice many, bringing archaeologists, mages, and treasure-hunters from across the plane, and often from even further away. Rare though they are, the success stories seem to confirm that it is not merely rumor; the azer were a strong and wealthy people before their empire was destroyed, and their scorched and shattered halls remain in broken shambles, still lined with the treasure of kings and relics of an age long gone. A few intrepid travelers come to the Ashen Wastes tempted not by the chance to collect gold, but by the opportunity to unravel some of the mysteries of the region. No one quite understands the reason for the region's colder temperature or increased number of undead creatures, and a mage who could discover the secret of the Ashen Wastes may be able to find a way to use it for his own benefit.

Inhabitants

While there are some who live near the Ashen Wastes, there are very few living things in the desert itself. Those that do are rare exceptions in a land filled with creatures that have either ceased living, or never had the breath of life to begin with.

Azer and Efreeti Outposts

Due to the fact that no living creatures seem able to survive comfortably in the Ashen Wastes, the area has no real structure or government. The efreet claim that it is part of their empire and under their dominion, but their presence in the region is negligible, as they have little use for an uninhabitable wasteland, and tend to think that it is not worth the effort to try to develop the area. Still, the area is known to be filled with hidden wealth, as well as holding many engineering wonders from the golden age of the long-lost azer empire, and the efreet wish to keep an eye on the region, to ensure that no one else will try to lay claim to its treasures. For this reason, the efreet have several outposts set up around the region, massive towers built offshore, jutting up from the nearby lava sea. As no one has yet attempted to conquer the desert, these outposts are generally poorly staffed, as well as poorly stocked. There are generally just enough guards to keep the outposts functioning, and just enough supplies to last until the next shipment, but any travelers wishing to restock their own supplies before heading into the desert will likely be disappointed, as the effect posted here are prohibited from selling their government-issued supplies. This doesn't necessarily stop enterprising efreeti quartermasters, of course, but the prices that they charge, as a result of the illegal nature of the sale and the dire need of travelers, are exorbitant in the extreme.

For the most part, the effect do not care to venture into the Ashen Wastes, but from time to time, a party will be sent into the desert on a particular mission. Most commonly, this is to retrieve a particularly important or dangerous criminal who has taken refuge in the wastes, but occasionally members of the effect navy may be sent to follow a promising lead about a can be to recover a rare artifact or similar treasure. Such missions have relatively poor success rates, and only marginally better survival rates, with about half of the expeditions not returning at all. Instead, the efreet generally content themselves with stopping and questioning ships going to and from the region, thoroughly inspecting any departing vessels to ensure that no relics or lost treasures (all of which are "property of the empire") leave in nonefreeti hands (and, even then, only after being thoroughly taxed).

The efreet are not the only ones to have outposts around the desert island. The azer have not forgotten that this used to be the seat of their empire, and many azer enclaves have a strong interest in reclaiming some or all of their homeland and its ancient relics. Because each azer enclave is its own independent entity, and there is little cooperation between them, expeditions tend to be few and far between, despite the great importance that the azer place on them, for they are both expensive and have a high lethality rate, and many azer enclaves lack the spare azer to send. A few attempts have been made to form coalition expeditions with azer from a variety of different enclaves all working together to form an expedition, but these tend to fail due to infighting and political maneuvering regarding which enclave will reap the benefits of the expedition. That said, a few outposts and camps are maintained on the edges of the continent (unlike the efreet, the azer maintain their outposts here on the land itself).

The azer have also been known to sponsor parties of non-azer adventurers, giving them supplies and advice in exchange for reports of what they find in the desert, as well as any particularly important azer relics that may be uncovered. Many azer enclaves even keep a list of important artifacts that are they believe remain hidden in the ash, and each item on the list has a hefty reward, based on its relative value, which the azer offer to any who bring it to them. As a matter of racial pride, the azer wish to keep as many of their lost treasures in their possession as possible, and so these rewards are always above what the item is actually worth, to ensure that no one else buys the item.

Constructs

When this region was once the center of a mighty azer empire, its inhabitants built constructs of many sorts, which were unprecedented both in their numbers and their sophistication. These constructs were able to perform many duties, from simple tasks such as lifting and carrying, to much more complex duties, like cooking, cleaning, sewing, and even carrying on complex conversations. Of course, they also had constructs for military purposes, and many of these were just as intelligent, and also far more lethal. The azer created constructs in a wide variety of ways, including clockwork, golems, and other, more exoctic types. Many of these automatons still survive to this day, having, against the odds, managed to continue to function after millennia without repair or maintenance.

Those constructs that are still active are still attempting to carry out the last commands they received, oblivious to the fact that the world has changed dramatically in the intervening time. Some prepare endless dishes of dust and ash that they pile high on tables that have not played host to a living creature in centuries, while others endlessly lift and move crates from one end of a derelict storehouse to the other, over and over again, and still others stand vigilant guard at the edges of empty stretches of dunes, unable to comprehend that the buildings they were ordered to protect long ago crumbled to dust. There are even more constructs that lie dormant, buried beneath the ash, and it is the dream of many scavengers to find such a construct and activate it, taking on the role of its master. The azer, of course, wish to reclaim that which was once theirs, while others, like the efreet, merely wish to take advantage of the opportunity to take possession of powerful relics of a bygone era, or perhaps to learn the secrets of azer construction through reverseengineering. Because they have been sitting dormant through the ages, these machines tend to be in better repair than the others, and can often be given new orders by whoever activates them. Activating such a construct is not without risk, however, and more than one adventurer has met her end after accidentally awakening a sentinel golem who attacked on sight.

Fugitives

There is no place on the Plane of Fire where one can better escape the law—or anyone else, for that matter—and lie low than the Ashen Wastes. As a vast and uninhabited wasteland, few are willing to pursue a person into the wastes, especially since they are dangerous enough that most feel they can safely assume that anyone seeking refuge in these grey-black dunes will not survive the trip, regardless. Thus, a few of the most desperate outlaws and debtors choose to take refuge here, knowing that they are very unlikely to be caught by the efreet if they can successfully make it into the desert.

That said, very few survive for long in this region, and fugitives, who often lack the time and ability to carefully gather the needed supplies for the trip, tend to have lower survival rates than others. That said, it is difficult to determine the lethality rate for certain, and there have been some instances where bounty hunters have recovered fugitives from the wastes, and other times where someone believed dead in the wastes was discovered to be living in the City of Brass under a new identity. Rumors abound at both the efreet and the azer outposts in the region about a handful of fugitives that have somehow found a way to survive in the wastes, and have built for themselves some sort of community deep in the middle of the wasteland, although most dismiss this as little more than a rumor.

The very presence of these fugitives brings even more individuals to the region, in the form of adventurers and bounty hunters. The effecti officials will pay generously for criminals recovered from this dangerous region, and even if the criminal himself has died from the wastes' many hazards, they often have stolen treasures on them which can be sold or returned to the effect for a handsome profit. Azer expeditions into the region are also often told to pay attention for fugitives, although in their case, it is to look for any clues as to how the fugitives are surviving, to see if any of the techniques in building their shelters or other survival strategies could be used to help the azer reclaim the land for themselves.

Ghosts

The Ashen Wastes is terribly haunted, and the number of spectral undead in the region has been steadily increasing over the millennia. As far as anyone has been able to determine, from the time of the great cataclysm, nearly half of all the souls that have died in the region have been trapped here as a ghost. The ruins are filled with the maddened ghosts of the azer who once walked their halls and worked at their forges. Outside the ruins, the wastes and dunes are little better, as these are not only haunted by the ghosts of the occasional ancient azer, but also by the countless travelers who have since ventured into this land and subsequently lost their lives. And the vast majority of those who set foot in the Ashen Wastes do not survive. No one quite understands what is trapping these souls here, though most guess that it is some magical after-effect of whatever caused the great cataclysm that destroyed the place. Interestingly, while those that die here are very likely to return as ghosts, nothing seems to stop the ghosts from being put to rest in the normal fashions, although solving the unfinished business of millennia-old azer is no simple task.

Most of these ghosts have been driven to insanity, having been forced to wander the desolate region for decades, centuries, or, in some cases, millennia. The degree of insanity differs from ghost to ghost, and some manifest their instability in different ways than others. Many have been reduced to mindless killers, no longer remembering who they were in life or how they came to be what they are. Some few have retained a small amount of their sense of self, and live in a constant state of rage about their fate. These ghosts usually have an intense hatred of the living, and seek them out in order to torture and harass the few who venture into the desert. The ghosts gleefully attempt to drive any living creatures unfortunate enough to cross their paths to the same madness that they experience. Once one of these ghosts discovers a party of travelers, or a lone explorer, it will generally latch onto the group or person, haunting them mercilessly until they either die or leave the desert.

Even fire elementals aren't immune to the place's effects, and many of those that die here rise as horrific undead creatures referred to as ash walkers, or sometimes ash elementals, by visitors from other planes who don't know any better. Apparently made of ash and burnt coals, which form a shape vaguely reminiscent of a humanoid skeleton, with glowing red embers for eyes, these creatures rarely possess true intelligence, and are decidedly undead in nature. They are the only physical undead that are created by the region's odd effect, and are almost never found elsewhere on the plane.

Daily Life

There are not many living creatures who find themselves in the Ashen Wastes; however, those few will find that their lives are dominated by the quirks of the region.

Fleeing Justice

One main reason to come to the Ashen Wastes is to escape trouble with the efreet. Universally, these fugitives are facing certain death for their crimes. Hiding here, of course, is like running into the dragon's lair to get away from a rampaging giant, but there are several dozen fugitives each year that make their way into the desert, nonetheless. Most who come to the dead continent don't last more than a few days at most, but a few are skilled enough to survive here for longer.

That said, stories continue to circulate of fugitives who have managed to wait out on the edge of the wastes for weeks or even months, before using stealth, lies, or bribery to gain passage on the next ship they find, making their way back to civilization under new identities. While there have been only a handful of cases where this has been proven to have happened, proponents of the theory are quick to point out that there is no way of knowing how many more may have succeeded in this ploy, and have yet to be caught.

Other stories focus on fugitives who have set themselves up to survive in the desert indefinitely. Most of these tales focus on lone fugitives, who either use powerful magic or magic items to protect themselves from the harsh environment of the wastes, or who stumble across wellpreserved azer ruins that are not only able to keep out the choking dust, but also have vast stores of food and drink, magically preserved throughout the ages. These fugitives quickly become treasure-hunters and archaeologists, exploring the azer ruins if only because there is little else to do in this bleak land. While many of these lone fugitives find themselves starved for social contact with other intelligent beings, most prove too protective of their safe havens to be able to share them, often attacking or capturing travelers they encounter.

Perhaps the most intriguing tales of all, however, involve fugitives who band together to survive against the harsh wasteland. Rumors persist of a whole city of thieves (and worse) somewhere out in the dunes, in some well-hidden azer structure that still stands. Here, dozens, or perhaps even hundreds of fugitives, as well as their descendants, live together in makeshift conditions, scavenging communally in order to find the necessary supplies to keep themselves alive. A few particularly wild tales tell that this city of thieves is ruled by a particularly cunning efreeti who calls himself the King of Thieves, and who has unlocked powerful secrets of the azer, but few believe these claims, and even fewer believe the wild tales that this King of Thieves secretly has connections reaching all the way back to the City of Brass, where his agents manipulate various thieves' guilds from afar.

Hauntings

Most people who visit this region tend to die here, and nearly half of those who die in the region rise as ghosts, or some other form of spectral undead, their spirits forced to wander the endless grey dunes. No one seems quite certain what causes one person to become a ghost here and another not to, and the question is further muddied by the fact that there is simply no way to take a census of all the spectral undead that inhabit the region, so it's not always clear whether a given explorer or fugitive rose as a ghost.

Those that do become ghosts often go insane with time, as there is little to do here but wander endlessly, and many ghosts wind up being trapped in the wastes for centuries, or longer. While they remain lucid, most ghosts search for ways to escape the Ashen Wastes, and may desperately approach travelers in search of help in finishing whatever business keeps them tethered to the region. Often, a ghost's unfinished business is tied to whatever brought them to the region in the first place, whether it be finding and uncovering ancient azer secrets, returning stolen treasures that led them to become a fugitive, or something even more complex and hazardous. Adventurers must take care when dealing with such requests, though, for while declining to help a ghost may cause it to attack in a rage, agreeing may involve an equally dangerous task, and may attract other restless spirits, surrounding the helpful traveler in throngs of ghosts shouting their requests. Still, some ghosts know useful information about the region that they may be willing to trade for help in passing on to the afterlife.

Treasure Hunting

The main reason people choose to enter this desolate wasteland is to explore the lost ruins of the azer empire that once stood here. Such adventurers face numerous perils presented by the landscape itself, not to mention the undead, constructs, and various traps and other dangers awaiting in any ancient azer stronghold they might find. Worse, all of the ruins anywhere near the coasts have long since been picked clean, necessitating any expedition hoping to find anything worthwhile be prepared to travel days or even weeks inland. For these reasons, and because of the relative remoteness of the Ashen Wastes as a whole, these treasure hunting expeditions are, almost exclusively, well-planned, wellfunded affairs, and not something that simply happens on a whim.

Azer enclaves frequently sponsor such expeditions, often agreeing to pay for half of the expenses of preparing the expedition, as well as offering handsome bounties for any azer relics or lore brought back from the wastes and returned to their hands, and allowing the expedition to keep any lesser valuables they may find, of less cultural significance. Most azer enclaves work independently to hire and organize these expeditions, and the azer themselves rarely take part, preferring instead to simply finance the things, risking nothing more than gold. Occasionally, however, several azer enclaves will work together to arrange truly ambitious expeditions, and about once every decade, a coalition of nearly all the major enclaves will arrange a series of coordinated expeditions, even going so far as to form a functioning base camp on the short of the blasted continent. These major excursions are always made with the hope of the basecamp becoming a permanent settlement, but so far each attempt has ultimately failed, whether due to interference from the efreeti navy, particularly savage dust storms, the untimely loss of three supply ships in succession, or a horde of angry ghosts, leaving these camps as just more ruins on the shore. Efreeti expeditions are more rare, and tend not to pay as well, but often come with the added benefits of an escort of efreeti soldiers, and the potential to be able to keep recovered relics (albeit, after having to pay a hefty tax on them).

Perhaps the most common and easiest for adventurers to join up with are the expeditions that are privately funded and organized, whether by wealthy and eccentric efreeti nobles in the empire, powerful planeswalkers who came to the plane in search of something specific, or societies of archaeologists or scholars, whether from the colleges and temples in the City of Brass, or from other planes entirely. These expeditions must be chartered and approved through official legal channels within the efreeti empire (which, depending on how well one is capable of handling efreeti bureaucracy, may require the expenditure of considerable time and expense). A few organizations have even gone so far as to receive efreeti permission to set up permanent bases on the Ashen Wastes itself. Regardless of how exactly an expedition is put together, once the treasure-hunters arrive, their first priority must always be to ensure their survival. The wasteland is a harsh and place, full of dangerous creatures and hazards, and it is unwise to mount any expedition through the region without at least one guide who is familiar with the types of threats one will encounter there. Sadly, in addition to all of the other threats the wasteland provides, most treasure hunters must also be wary of one another: while some treasure hunters are happy to cooperate with other groups in order to ensure mutual survival, most would rather simply kill those they encounter and claim their supplies, plus any treasures that they may have found.

Weather

Perhaps the most dangerous aspect of the Ashen Wastes is its climate, if only because it is an omnipresent threat. First and foremost, almost nothing grows on the entire continent, meaning that food is all but impossible to come by, and those living here are wholly reliant on ships from elsewhere on the plane to sustain themselves, or on magical food sources of one kind or another. While this is much less of an immediate threat to most planar travelers than, for example, seas of lava or plains of burning coals, it nonetheless spells inevitable, slow death for those who aren't able to secure provisions.

More dangerous are the raging ash storms that sometimes sweep through the region, burying ancient structures under mountains of choking dust and ash, while simultaneously unburying ancient secrets that had been lost beneath the soft white dunes for centuries. These storms can leave those who are unprepared for them buried as well, or trapped inside whatever ruin they took shelter in. Even under the best circumstances, those trapped in such a storm must have some way of protecting their eyes and face from the stinging white ash, which can quickly suffocate the unprotected. These storms can wreak havoc on the local landscape, burying landmarks, moving dunes, and generally rendering any previous maps largely useless.

Places

Although most of the desert remains uncharted since the cataclysm, there are a few known landmarks of note, which may be of interest to travelers in the region.

Bowl of Smoke

This curious monument lies half buried in the ash, about 30 miles from the shore of the Ashen Wastes nearest the Yaric sea. It is shaped like an enormous bowl, 200 feet wide and 25 feet deep, and is made entirely out of obsidian. The Bowl can be seen from quite a distance, mostly due to the fact that a great plume of smoke, a dozen miles high or more, reaches up in a coil from its basin. In fact, the area within one mile of the Bowl of Smoke is completely surrounded by this thick black cloud. The smoke is foul-smelling, burning those vulnerable to fire, and causing skin irritation even to those who are immune, resulting in intense discomfort. It can also be quite deadly: the toxic smoke can kill creatures that breathe it in, often in a matter of seconds. For this reason, most explorers to the region are careful to keep a good distance from it, and are always careful to keep an eye out for shifting winds that might suddenly send it their way.

The bowl itself is of unknown origin, and does not seem to be of azer origin. The manner of its construction is likewise a mystery, as it seems to be made of a single piece of obsidian, which would have necessitated a truly massive rock to create. Perhaps most curious, though, is the effect that the monument has on fire elementals, as those who spend at least 24 hours within the bowl will find that they leave the monument changed—and empowered in some way. Sometimes the elemental simply grows in size and strength. Other times, an elemental may gain the ability to produce the same toxic smoke that fills the bowl, or may experience an even more profound transformation.

Colossus of Alazor

Of the handful of azer-held outposts that can be found on the continent, the Colossus of Alazor is by far the largest and most impressive. This massive bronze statue is 400 feet tall and 100 feet wide, and depicts Alazor, one of the ancient azer emperors. Situated only a mile or so inland, straddling what was once, eons ago, the entry to a harbor on the continents' shores, the statue is not only an impressive monument, but also serves as a highly defensible tower, accessible only after a long and arduous climb to reach the colossus's open mouth, which can be sealed shut from within by complex clockwork mechanisms.

Several distant azer enclaves once laid claim to the colossus, and several battles have been fought over it-desperate, bitter fights determined almost entirely by the size of the forces the enclaves were willing to sendbefore eventually an alliance of three different azer enclaves banded together to claim the outpost between the three of them, operated by members of all three enclaves, together. Although things were tense at first, several generations have passed now, and the azer living in the colossus now have more loyalty to each other than their home enclaves, much to the chagrin of the enclaves that sent them there in the first place. Life in this azer stronghold is much like in any other enclave, although acquiring supplies can be somewhat more of a challenge—the azer of Alazor's colossus have begun to supplement the slowly-diminishing rations they receive from their home enclaves by trading with efreeti vessels and any other ships that come nearby, signaling to ships by lighting fires in the colossus's mouth, visible for miles out to the ocean.

Harshkand's Vault

Harshkand's Vault is the most famous of all the azer ruins, and is believed to be the only structure in the region to be completely unscathed by whatever cataclysm rendered the wasteland into its current state. Taking the form of a massive cube, exactly 500 feet to each side, and made of the finest brass, the vault has served as a temptation and an enigma for millennia. The fortress is named after Thoric Harshkand, one of the greatest of the ancient azer smiths, according to legend, although no one knows for certain whether or not he had any direct hand in its construction, as the name didn't come into common usage until thousands of years after the desolation had occurred.

The walls and roof of the Vault are worked with miniscule, intricate runes. When a research expedition returned with rubbings of the runes, which were shown to various azer enclaves in an attempt to learn their meaning, all were baffled to find that whatever the runes are, they are completely unfamiliar to modern azer. A single door with a massive and complex locking mechanism presumably grants access to the vault, but so far all attempts to disable the lock, which is said to be a masterwork of engineering, have failed, as have attempts to teleport inside or phase through the walls of the structure. Even the incorporeal spirits that roam the region are unable to gain entrance, according to various reports,

The contents of the structure are, of course, the matter of much speculation and debate. Most theories involve mountains of treasure or rooms filled with powerful (and priceless) magical artifacts, and while this may be based more in wishful thinking than anything else, Harshkand's Vault nonetheless continues to attract treasure hunters in droves, each group trying their hand at the vault door before moving on, disappointed, in search of other treasure. Treasure hunters tell tales of a lost key that can open the door, and many disreputable taverns have at least one patron willing to sell such a key for a hefty sum, knowing the unlikelihood of anyone ever coming back to complain of its authenticity. Most believe that the key is either lost and buried in one of the other ruins on the continent, or, according to some conspiracy theorists, it is in the Grand Sultan's vaults, although this simply begs the question of why the Grand Sultan would not launch an expedition of his own to claim the contents of Harshkand's Vault.

Some have suggested that the vault protects not treasure, but the remnants of the ancient azer empire, who may have foreseen whatever event devastated the continent, and somehow prepared for it. The story goes that there are still azer living inside Harshkand's Vault in some kind of self-sufficient society, the direct descendants of the great azer empire, continuing on as they had for thousands of years. Most commonly ascribed to by azer themselves, those who believe in this story claim that perhaps those inside the vault have kept up the traditions and knowledge of the magnificent azer empire all this time, and that should they ever be released from the vault, could potentially be the spark needed to restore the azer to their previous glory.

Lake Greyflame

Not a lake in the traditional sense of the word, this unusual landmark earns its name at least as well as the various lava seas that make up much of the plane. Roughly halfway from the heart of the barren continent to the side nearest the Gudoza sea, Lake Greyflame is actually a valley, perhaps four hundred feet deep, three miles long, and two miles wide, which is filled not with water, as most lakes are, but with a strange, grey flame, which rises up from the uneven floor of the valley to a uniform height of about 30 feet below the valley's edge.

Besides their unusual color, the flames of the "lake" are noteworthy in that they do not give off any heat, although, curiously, they still burn anything flammable just as effectively as any other flame, but without raising the temperature or even creating any light. In fact, according to reports from those who have delved into the lake, it quickly becomes quite dark after travelling a few meters down from the surface, with the flames seemingly swallowing up any light sources explorers brought with them.

While the flames may be little comfort to visitors from other planes, and even natives find them unsettlingly cool, they do provide an excellent oasis to avoid some of the other dangers of the region. The ghosts that roam the Ashen Wastes seem to have no immunity to these flames, even if they were immune to fire in life, and will not venture into the lake. Similarly, the flames block much of the ash storms and other hazardous weather in the region, making it a relatively safe spot for explorers and fugitives, provided they can protect themselves from being burnt. Rumors persist of structures at the bottom of the valley—odd, pyramid-shaped things jutting up from the valley floor—but so far they remain just rumors.

Planar Archaeological Society Camp

The Planar Archaeological Society, true to its name, is an organization spanning several planes, which funds and organizes expeditions to strange and exotic planar locations, to recover lost artifacts, explore ancient sites, and record history and lore from such places. As one might expect, the organization was founded by individuals from the Material Plane, and most of its members are from there, as well, although they do make an effort to recruit natives of any plane they visit.

The society has developed a strong interest in the azer ruins found throughout the Ashen Wastes in recent years, and have made a considerable investment in attempting to explore them, going so far as to set up a permanent base camp on the continent, which is supplied entirely by extraplanar shipments. The camp is run by Garrold Yant, a wizard of moderate power and some influence in the greater society, who is personally spearheading and overseeing the society's efforts on the plane, and moved directly to the camp last year, after several years of operating out of the society office in the City of Brass.

Lava Seas

There's nothing quite like the feel of a sirocco wind in your hair, feeling the heat roll up through the stone hull of your ship, listening to the sizzling spray of the waves and watching the subtle , shifting pattern of cooling and melting rock. No, the open ocean is the only place for me. Yes, it's dangerous out on the open waves: there are magma elementals, pirates, lava serpents, and probably most dangerous of all, the Imperial Navy, who'd as soon impound you as look at you. But there's a certain freedom out there on the waves, taking your destiny in your hand, that you just can't find anywhere else.

~Ava Boulos, Efreeti Sailor

Lava Seas

Without question, the most dominating feature of the Elemental Plane of Fire are the lava seas, which together comprise the majority of the plane. While it is an environment of nearly incomprehensible danger to nonnatives, it serves as the main thoroughfare for those who call this fiery world home. Still, much like their watery counterparts, the lava seas present a number of dangers even to those who can stand their heat, and who traverse them frequently. Dangers as seemingly mundane as getting lost at sea or being capsized by a storm are no less a problem on the Plane of Fire, and even creatures that are resistant to the scorching heat of the waves of lava may not be able to swim long enough to reach land, should their boat capsize far from shore. Like any other ocean, the lava seas have a complex system of currents, and on the open ocean, waves can be tens of feet high. The fact that the waves are made of scorching hot molten rock and fire makes it vastly more dangerous than seas made of mere saltwater, however.

The lava seas are comprised of five different individual oceans, although visitors to the plane often have great difficulty telling one from another. The seas are Alhumm, Gudoza, Isthan, Pellenic, and Yaric. The Ishtan sea sits near the top of the plane, connecting with the flameward edge of the Teeth of Soraak, and contains the Pillar of *Issum* near its center. The Pellenic ocean, at the other end of the plane, surrounds the Ash Desert, while the Yaric and Gudoza seas fill most of the space between them. The Alhumm sea is more a political boundary than anything else, and is a 200-mile-radius area surrounding the City of Brass, in which special laws and regulations apply.

That said, the seas look largely the same to the uninitiated, and once beyond the view of land, it can be difficult to tell what sea one is on, or even to get one's bearings. There are many dangers that threaten those who would sail on the Sea of Lava, and many details about the sea and its inhabitants are still unknown, as the molten depths of liquid rock obscure the deeper parts of the ocean, just as water obscures the depths of the ocean on the Material Plane. Even the greatest of planar travelers have never seen the bottom of the sea's vast depths, and even those who are comfortable swimming in the molten waves fear the sea's lurking inhabitants. Fire serpents and worse roam the waves, eager to strike at unwary travelers, and entire cities of magma elementals can be found beneath the lava's surface, living out their lives under the lava in a fashion similar to merfolk living on the Material Plane under the ocean's waves. Few who attempt to swim any large distance through the Sea of Lava reach their destination alive.

Despite its many dangers, those who want to travel from one place to another on the Plane of Fire are more or less forced to brave the fiery waves. In order to do so, the efreet have developed ships that can withstand the heat of the lava. These ships are often made of brass or volcanic rock, and are by far the most common method of transport

Sidebar: Geography and Navigation on the Plane of Fire

The Plane of Fire takes the form of a rough sphere, similar to most worlds on the Material Plane, but it does not have a north or south, as creatures from the Material Plane understand them, nor does it have stars or even celestial bodies such as the sun and moon. Instead, inhabitants of the Plane of Fire reckon their location based on the position of the Pillar of Issum, a massive column of flame set in the middle of the Isthan ocean. Serving as a sort of stand-in for the North Pole on planets in the Material Plane, and rather than north and south, locations on the plane can be referred to as "flameward" if they are in the direction of the Pillar of Issum, or "ashward" if they are in the opposite direction, where the Ash Desert is located. Rather than east or west, most inhabitants refer to things as being either towards or away from the city, which always refers to the City of Brass, which, although it floats around somewhat, can generally be counted on to provide a more-or-less stable geographic landmark.

Navigating on the plane is naturally a complex matter, as the celestial bodies in the plane's sky are not static, like stars on the Material Plane, but instead move about the sky in patterns that are difficult to predict. While the movements of these giant balls of flame generally follow vaguely set patterns, and the thermal currents that carry them through the sky can largely be counted on to provide at least a rough frame of reference, they are no more predictable than other weather, and so sailors on the Elemental Plane of Fire learned millennia ago to navigate primarily by magic. A few attempts have been made over the millennia to create systems of floating navigation towers throughout the plane's oceans, but these ambitious projects are usually abandoned after a few attacks by massive lava serpents.

across the plane. Attempts at magical flight over the lava seas are discouraged by the terrible firestorms that rage across the plane's skies, the choking ash and smog clouds, and the threat of fire drakes or even proper dragons, who occasionally fly through the skies on the plane. Attempts to create a reliable craft that can fly through the skies and shield its passengers from these dangers have so far failed, and so those who wish to travel the plane generally determine, sooner or later, that the high prices of chartering an efreeti vessel are more or less the only choice.

Newcomers to the Elemental Plane of Fire will soon find it painfully clear that the efreet do, in fact, strictly control maritime travel and trade. Those who wish to buy or captain a ship across the lava seas can do so only with the permission of an efreeti lord (something that is typically very difficult for any non-efreeti to obtain), and with the purchase of an expensive license. Attempting to bypass these laws is punishable by death. Even so, piracy and freebooting are an everyday problem on the lava seas, and maritime marauders constantly threaten trade and stability. Most who travel on the lava seas, however, are merchant vessels transporting heavy cargos of gems or foodstuffs to or from the City of Brass or other civilized places on the plane, or else belong to the efreeti navy, which constantly patrols the region with large warships manned with elite efreeti warrior-mages, bent on ensuring the will of the Grand Sultan and the rule of their empire's law.

Inhabitants

Because the lava seas are the best method of travel across the plane, and the only means of reaching several important locations, such as the City of Brass, nearly everyone on the plane who needs to travel winds up on them at some point or another in their lives. While this makes for a rather diverse group of people to encounter in the region, most of the region's inhabitants can be categorized into a few distinct groups.

Efreet Navy

The efreet maintain a large and powerful navy that patrols all of the lava seas, devoted to maintaining safe and stable shipping lanes, and ensuring that the rule of efreeti law is followed throughout the plane. In addition to capturing pirates and putting down threats from rebels, the navy often serves as an escort to important dignitaries or traders traversing the ocean, and occasionally, in pursuit of maintaining shipping lanes, is forced to hunt the large, dangerous creatures that inhabit the depths of the lava seas and prey upon sailors, such as the great fire serpents, as well as other, stranger things.

Despite this, even the most honest and upstanding merchant fears meeting a naval vessel on the open ocean, as they make a habit of stopping ships and holding them up for hours or days while asking probing questions about the ship, its cargo, its crew, and its destination. Because of the complex and draconian nature of efreeti law, the navy can quite lawfully seize a ship's cargo indefinitely for an endless number of reasons, and many an honorable merchant has been financially crippled or even bankrupted due to a minor inconsistency in his paperwork.

To say that the efreet have no other military organizations would be inaccurate, but the navy so surpasses all other branches in size and scope as to be far more important to the everyday lives of those on the Plane of Fire. The efreet do all in their power to maintain their tight control over affairs on the plane, and since the lava seas are the dominating features of the molten world, they make it a priority to see that their rule is recognized by all who travel across it. That said, the lava seas are a vast, seemingly endless expanse, and even the large and mighty efreet navy doesn't have the numbers to effectively patrol it all. The efreet commit most of their fleets to protecting the major cities and islands (and regulating the merchant trade), and so the further from civilization one sails, the less likely one is to be stopped or harassed by naval vessels. Of course, the efreet consider the entire sea to be under their rule, and if a merchant (or pirate) does run into a naval ship in the open ocean, no matter how far he is from civilization, he would be foolish to think that those on board would offer any sort of leniency.

The efreet navy itself is an efficient, ruthless organization, with a complex hierarchy and strict chain of command. Officers often have their own agendas, in addition to the general agendas of the efreeti navy, and most are more concerned with pursuing promotions and personal glory than the morale and well-being of those beneath them. Those in the lower ranks must constantly struggle to complete their assigned tasks, and those who wish to advance themselves must also seek opportunities to impress their higher-ups (or to displace the person immediately above them so as to step into that position, as the case may be). As is the wont of the efreet, there are complex rules and regulations which all members of the navy are expected to know and adhere to. Punishments for failing to follow these rules are typically swift and merciless, and usually involve physical pain (such as floggings, branding, occasional dismemberment, and a large number of executions).

Those who enlist as regulars in the efreet navy often do so for a chance at adventure, excitement, and eventually the prestige of being a high-ranking office. But in addition to these enlistees, there are also a large number of sailors who are press-ganged into the navy in order to fill the ranks. Those who enlist freely generally consider themselves above their fellows who were pressed into service, and typically see preferential treatment, starting out a rank or two ahead of those who were press-ganged. However, assuming they manage to fall in line and aren't executed first, any sailor who proves his worth has the opportunity to advance through the ranks, whether he came to the navy by choice or not. The efreet value those who show valor, as well as a determined loyalty to the navy. That said, the navy is not made up entirely of efreet, although they are the most prominent race in it. Salamanders, fire elementals, azer, and even creatures from other planes can serve in the navy, though institutional racism in the organization ensures that they receive the least desirable positions, almost never receive promotions, and suffer far worse punishments than efreet with similar backgrounds.

Magma Elementals

The lava seas are home to the vast majority of the plane's magma elementals, close cousins of the fire elementals found elsewhere on the plane, living out their lives beneath the surface of the molten rock that comprises the lava seas. They live out lives similar to the lives of merfolk or other aquatic humanoids found on other planes, although at much higher temperatures.

Perhaps the only race to have any serious success in resisting the rule of the efreeti empire, the magma elementals claim vast swaths of territory beneath the waves on several of the lava seas, most notably the Isthan sea, and they are known to have great under-lava cities, constructed of magically-treated stone and metal, impervious to heat. For the most part, the magma elementals are content to restrict their activities to the area below the surface, and so much of what they do goes unnoticed by the world above. That said, sometimes certain pressures in their under-lava world do push magma elementals up to the surface: sometimes, it is poor and desperate magma elementals raiding merchant ships for the same reason that pirates do, and other times, the magma elementals as a nation may decide to interfere with trading routes or attack efreeti ships, in order to defend their sovereignty. While the attacks on merchant vessels are sometimes successful, magma elementals rarely are able to bring enough firepower to bear to have much of an impact on the efreeti navy.

Merchants

Most of the people of note on the Sea of Lava are merchants and transporters carrying goods to or from one region to another. Of course, not everyone can be a merchant or captain a transport vessel, as the efreet have put in place prohibitively strict licensing practices regarding who exactly is allowed to own and operate a sailing vessel. Aside from nobility or military personnel, those who wish to own or operate a ship within the efreeti empire (which, according to the efreet, comprises the entire plane) must obtain a merchant license. Doing so is a complicated and expensive process, and requires the approval of a highranking efreeti official. For an efreeti, acquiring such a license is typically a matter of flattery and bribery, but for members of other races, especially those not native to the Plane of Fire, even substantial sums of money may not be enough to win over the racist and insular efreeti nobility. Many attempt to avoid the hassle and incredible expense by simply operating without a license, hoping either that they simply don't get caught, or that they will be able to fight their way out of the clutches of the efreet if they are discovered. This is an incredibly risky endeavor, however, as those who underestimate the reach and power of the efreet navy often pay for their mistake with their lives, as it is a capital offense to buy or sail a ship without the proper license.

Merchant vessels can carry a variety of goods, but the most common cargos include foodstuffs, slaves, and gems. The merchants themselves can theoretically be of any rank or race, but the vast majority are either efreet or their agents. Of course, the crew of a ship can be comprised of members of any race, and as a result, it is not uncommon for nonefreeti merchants to partner with an efreeti who serves as a figurehead captain, to ease the bureaucratic process. This practice is risky, however, for if the efreeti chooses to assert himself as the true owner and captain of the ship, there is typically little the merchant can do about it.

Another common practice that merchants—both efreet and other races alike—have taken up is that of filling most of the spots on their crews with paying passengers. As the efreet do not allow dedicated passenger vessels, those who either cannot afford a merchant license or cannot gain the approval for one must typically barter passage on a merchant ship. Many captains are happy to let these people serve on the crew for the duration of the trip, knowing that he can easily replace those who disembark at each port, as there is no shortage of travelers wanting to get from one city to another. On the other hand, each merchant is acutely aware that he can be held responsible should any of his crew break the efreet's laws, and so those who do take on travelers as crew will often carefully screen potential candidates to ensure that they won't make trouble.

Other Threats

Just as the depths of the ocean holds strange and giant monstrosities on the Material Plane, so are the lava seas plagued with giant threats that can capsize ships and ruin a sailor's day. The most numerous and infamous of these are the dreaded fire serpents, giant sea-serpent-like creatures that are made entirely of lava. Believed by some to be some distant, primordial ancestor of magma elementals, because other than their shape, they actually have very similar physiology, these terrors lurk throughout the seas, and are all but impossible for most travelers to find until they reveal themselves, for they are made of much the same thing as the seas themselves. Although it is uncommon, they have been known to attack ships, and no sailing vessel can be considered seaworthy on the Plane of Fire unless it is wellequipped enough to fight off one of these beasts.

Rarely, ancient dragons have been known to make homes for themselves beneath the waves of the lava seas, as well, employing magic to allow them to breathe in the blinding-red depths. Rumors tell of a wide variety of other horrors lurking in the depths of the lava seas, such as bright red dragon turtles, three times the size of those found on the material plane, and that are immune to fire, or of strange tentacled things that seem to be made of glass filled with cloudy vapor. Because the lava seas are so difficult to explore, it's unclear what, exactly, may be hiding in its depths.

Pirates

There are those, of course, who flaunt the efreet's restrictive rule and attempt to make a living for themselves outside the law. There are a few different factors that can drive a person to piracy. A significant portion of the pirates on the lava seas are salamander rebels, seeking either to simply throw off the yoke of the efreet, or to actively undermine their steely grip on the plane. There are also a number of pirates of extraplanar origin, often either too ignorant or too arrogant to appreciate the danger of crossing the efreet navy (though many of these don't live long enough to regret the mistake). The rest of the pirates on the Plane of Fire are comprised of those who are driven to risk the wrath of the efreet through desperation or extreme poverty.

Pirates typically attack merchant vessels for the cargo onboard, whether goods or slaves. They also prize the licenses that these legitimate ships carry, and may choose either to keep these valuable items for themselves, or to sell them on the black market. Considering that the punishment for piracy is death, attacking pirates have little to lose, as they will certainly die if they fail to overtake the ship they have targeted and are picked up by the efreet navy. This pushes them to be exceptionally fierce and violent assailants, and even travelers who have dealt with pirates on other planes hold a special respect for the pirates on the lava seas.

Daily Life

While life on the lava seas is in some ways similar to life on any other ocean, there are a few key differences that travelers should be aware of.

Boats

The most obvious, and most necessary, difference between ships on the Plane of Fire as opposed to other planes is the material that the ships are made of. While wood is a popular building material on other planes, it is generally of little value on the Plane of Fire, where the intense heat can eventually evaporate even magical protection against fire that would otherwise render wood immune to flames, on other planes. Instead, most ships are made of stone or metal, with the ships of the efreeti navy almost exclusively being made of brass. Even then, the ships are still infused with magic to make them resistant to heat, but should the magic fail (as it eventually always does), the metal or stone lasts much longer than wood would, potentially allowing the ship to make it to a port in time to repair the magic. Strictly speaking, very few ships actually "sail" across the lava seas, as it is extremely difficult to create something as large and delicate as a sail that is also able to withstand the fiery winds that rage across the open ocean. Instead, most ships are propelled either through the use of magic, or through raw manpower, with galleys of slaves powering oars that drive the ships forward.

As previously mentioned, in order to legally own or operate a ship on the lava seas, one must obtain a merchant license—unless, of course, you are either a member of the efreeti nobility or are a captain in the efreeti navy. The typical base price for a merchant license is 5,000 gp, and further fees may be added depending on the size of the vessel to be purchased, the type of cargo it will be carrying, and, most importantly, how eager the license issuer is for a bribe. The ships themselves are also considerably more expensive than their counterparts from more watery regions, and typically cost between two and four times as much as the cost of a similar vessel on other planes, due to the difference in materials needed. Additionally, those who wish to have magical propulsion, rather than needing to rely on manpower, will have to pay extra for such an enhancement, which will quickly raise the price of the ship to incredible levels.

Maritime Trade

Maritime trade is an extremely important part of life on the Plane of Fire, and the lava seas are teeming with merchant and cargo ships going to and from the various pockets of civilization across the world. Typically, the goods being shipped fall into three categories: raw materials being shipped from the Plain of Burning Coals and the Teeth of Soraak to the various island cities (with the bulk of these going to the City of Brass); manufactured goods being shipped from the City of Brass and other island cities to the in the opposite direction; and slaves, which can be picked up anywhere and are in demand wherever there is a need for hard labor.

Foodstuffs from the Plain of Burning Coals are typically stored in crates or barrels made of volcanic stone to protect against the heat, and magic is sometimes used to artificially cool storage areas for particularly perishable items. Precious metals, gems, and, occasionally, weapons and other metalworks that are exported from the Teeth of Soraak do not generally require such protection, but tend to be stored in safes and lockboxes, to prevent any larcenous crew members from getting to them, and the same is true of the various clothing, jewelry, and other commodities shipped outwards from major cities to those regions. Of course, there is also trade between the various island cities on the lava seas, mostly of manufactured products, but as each city is home to artisans of all kinds, this is typically restricted to more specialty or novelty items (for instance, someone interested in top-quality art will commission a piece from an artist in the city of Erishdea, while Trevona is known as the place to go to find the finest shipbuilders).

Slaves can be of any race (although efreeti slaves are rare) and fill a number of roles in society, from unskilled laborers, to personal assistants, to soldiers, or even important government officials. Because of this, they are a hot commodity and are shipped to and from every port in the Sea of Lava. The majority of the slaves are natives to the plane, such as salamanders or fire elementals, but there are also a significant number of slaves who are from elsewhere, and not adapted to the harsh environment of the Plane of Fire. These slaves require special attention to ensure they are not lost to the heat, and ships carrying such slaves are usually equipped with special areas below decks with magically controlled environments to accommodate them. This is considered more cost-effective than magically protecting each individual slave, as it is up to the buyer to keep his slaves alive once a purchase is made.

Perhaps the greatest fear of a sailor on the Sea of Lava, however, is that he will come face-to-face with a fire serpent. These terrible beasts are rare, but nevertheless a very lethal threat. The younger, smaller fire serpents can be dealt with by a crew of capable fighters, but most ships that come across a full-grown fire serpent do not stand a chance of survival. When reports of such a monster are heard, the navy will dispatch a specialized fleet to deal with the beast.

Places

Dotted across the Sea of Lava are a number of places of interest, both to natives and extraplanars.

Abdisis Trench

The Abdisis Trench is considered by many to be one of the greatest mysteries of the Plane of Fire. It is thought to be the deepest part of the lava seas, and some have even suggested that it runs to the very core of the plane. No one knows for sure, however, for it is guarded by massive and vicious fire serpent, said to be nearly a mile in length. Many have tried to breach the trench, whether through stealth and trickery or brute strength, but so far the fire serpent has successfully rebuffed all such attempts.

There are many theories about what is to be found at the bottom of the Abdisis Trench. Some are nonchalant, saying that it is merely the home of an extremely territorial fire serpent. Others guess that there must be some priceless treasure hidden within, or why would the serpent guard the trench so fiercely? It's also been suggested that the fire serpent was placed at the mouth of the Abdisis Trench by some greater being, and that one should not wonder *what* is at the bottom, but rather *who*. Some rumors say that a mighty fire spirit or deity of flame resides within the trench. Others, who would like to see the fire elementals rise to power, whisper that a sort of messiah for the fire elementals resides in the trench, waiting for the day when his race is ready to accept him and take on the efreet overlords.

The Everburning Reef

In a remote and uninhabited corner of the Sea of Lava, a great reef of volcanic stone rises above the waves. The Everburning Reef, as it is called, is roughly circular in shape and nearly 80 miles across. Although tourists are rare on the Plane of Fire, and largely unknown outside the City of Brass, this is one location that visitors will often travel great distances to see. The reef is distinct, not only for its ability to withstand centuries of waves of lava, but for the fact that the reef itself burns brightly where it peeks out above the sea. No one has yet been able to understand quite how this process works. The flames dancing on the reef are multi-hued and of vibrant colors; in fact, some claim that the colors of the flames cannot be seen anywhere else in the planes. Travelers will sometimes go to great effort and expense to charter a ship to visit the Everburning Reef, and while it is certainly not a hub of civilization, at any given time there are usually several ships sailing around it or anchored nearby to enjoy the brilliant display.

Besides being something of a tourist attraction, the reef is also home to many different creatures. Those who have the ability and wish to explore the reef will find that there are innumerable caves scattered throughout the stone structure, and all kinds of life forms make their homes within. It is also a location of potential tactical import, as it is the site of an intermittent gateway to the Elemental Plane of Water. In ages past, at certain epochs of not quite regular time periods, the reefs have served as a gateway through which marids and their aquatic minions have poured forth into the plane and waged war on the efreeti. Exactly what causes the gateway to function is unclear, but it has been used by both sides in the millennia since, and for centuries, there have always been at least two of the efreeti navy's best ships stationed by the reefs at any time, to guard and warn against possible incursion.

Grand Sultan's Barge

Supreme ruler of the efreet and claiming the entire Plane of Fire as his kingdom, the Grand Sultan is considered by many the most powerful being on the Plane of Fire, and perhaps even all of the Inner Planes. It follows, then, that his boat would be the most impressive and opulent of any on the plane. Called simply "the Sultan's Barge," this ship is quite literally a mobile palace, its every detail designed for the pleasure and leisure of the sultan. It is by far the largest known ship to sail the lava seas, measuring over 20 stories high. The barge is propelled by a unique and mysterious engine, the workings of which are a close-kept secret and the topic of much speculation. Some of the sultan's most trusted guards are assigned to guard the engine room.
While the sultan's barge is not generally open to the public, at any given time there may be as many as several dozen invited guests aboard. Most of these are efreet nobility, but the sultan has been known to extend his hospitality to others of more common status if they catch his attention for some reason. The massive ship also holds the plane's most famous and luxurious gambling den, and the sultan will generally welcome any high roller who wishes to risk his fortune in the various games of chance. Naturally, all of the profits from this gambling den go directly into the sultan's coffers. Lest any of these guests should think to take advantage of the sultan's hospitality and try to do him harm or make off with some of his treasures, the barge is protected by the sultan's personal guard. Each member of this guard has been handpicked for proving to be unswervingly loyal as well as being the best and most ruthless warriors in the efreeti nation. Besides these guards, the sultan's barge is also staffed with the sultan's most trusted servants to see to his every need, as well as to those of his guests.

Island Cities

Besides the City of Brass, there are five main island cities, where trade and culture flourish, as well as dozens, or perhaps hundreds of smaller island cities, scattered across the plane. Each is unique, and visitors would do well to have an idea of the differences between them when traveling.

Erishdea: This vibrant city is home to many of the finest artists and craftsman the Plane of Fire has to offer. It is a center of art as well as commerce, and residents and visitors alike can find entertainment of any kind within the city's walls. Erishdea is most famous for its opulent gold towers, which can be found near the city's center. These towers stand as a testament to the wealth and beauty of the island, and, according to tradition, they are built another 10 feet higher with the passing of each year. Only the richest and most noble of efreet live within these glittering towers, and a mix of mundane and magical methods are used to guard against those who would try to get too close without permission.

Erishdea is also considered something of a culinary capital. Travelers come from across the planes to dine it the city's renowned restaurant district, and exotic ingredients are likewise imported to the island from every corner of the planes. The most prominent chef in the city is Corish Mekal, who has prepared dishes for the Grand Sultan himself. Reservations to his restaurant must be booked months in advance, and the prices are exorbitant.

Hadi: This wretched city is built on the side of an active and volatile volcano that rises from the Sea of Lava. It is inhabited almost entirely by slavers and criminals, and is known only for its slave markets, which are surpassed in size only by those in the City of Brass. Hadi is a place where the very air seems to be filled with despair and misery. It is a bit of a stretch to classify it as a city, really, as it is more of a sprawling slum filled with shoddy, soot-covered buildings. The frequent eruptions of the volcano make it impractical to attempt any kind of permanent construction, and so instead the various dwellings and other buildings are made out of cheap materials and hastily constructed. Those who find themselves unlucky enough to have a need to visit Hadi would do well to be prepared for these recurring eruptions, as well as to be on the lookout for pirates and other ne'er-dowells.

Ikhanmora: A repurposed azer fortress, Ikhanmora is massive and technological wonder, floating on its own in the Pellenic Ocean. The fortress was not actually built on an island or volcano, but rather sits directly on the sea, somehow floating on the waves while never moving from its place. The fortress is, in fact, powered by the lava of the sea, though even the efreet who currently rule the city have not come close to understanding how this process works. The city is filled with clockwork machines of every sort imaginable. Most impressive, perhaps, is the automated sewer and garbage system which keeps the city spotless, disposing of the waste in the endless sea, where it is quickly consumed by the flames. When the city was overtaken by the efreet, the buildings they claimed were filled with innumerable clockwork devices which perform a variety of tasks like making tea, answering the door, and polishing armor. The efreet who live here have become accustomed to most of these machines and use them to get through their daily activities as though they had always had them. Still, there remain some machines that the efreet were never able to determine a purpose for, and these are gathered in a few large warehouses, mostly abandoned. More importantly, though, the efreet have not been able to build any new clockwork devices, and are unable to make more than minor repairs to devices that become damaged. Several separate azer enclaves have registered complaints and protests with the efreeti empire about the site being occupied by non-azer, and have been petitioning for decades to have the place handed over to them.

Markash: Built upon a manmade island formed from the skulls of salamanders slaughtered during a particularly bloody phase of the efreeti conquest of the island, which sits not far from the Teeth of Soraak, this city stands as a macabre reminder of efreet power and ruthlessness. It is largely a military center, home to several of the efreet's military training camps, as well as a number of prisons. Adding to the oppressive ambience are the various war monuments that dominate the landscape, grim reminders of the consequences of going into battle against the efreet. The most famous of these is the Pillar of Varesh, a massive bronze obelisk which stands at the entrance to the Grand Barracks, the luxurious quarters reserved for the highestranking officers on the island. Atop this pillar is mounted the throne that had belonged to conquered salamander general, Varesh. According to legend, anyone who sits in the throne will experience Varesh's battle through the great general's own eyes. It is further rumored that a salamander who sits in the throne will gain some part of the general's strength and cunning. To date, however, no one has been able to find a way past the elite soldiers who guard the pillar day and night, and in general, salamanders on Markash who are not killed on sight are immediately transported to one of the dismal prisons on the island.

Trevona: This port city is built on an island far from the City of Brass, so far, in fact, that it is effectively beyond the reach of efreeti power (though they still claim it as a part of their kingdom). It is well known that Trevona is ruled by a human sorcerer named Cormet Shariden, who has some small amount of efreet blood within his veins. Cormet was granted a membership in the efreet noble court, and was given rulership of the island with the understanding that he would follow the law of the sultan and look out for the interests of the efreet in this remote corner of the plane (no efreet nobles had been interested in the position, since it would have banished them from the comforts of being at the center of efreeti civilization and power). However, since assuming his title, Cormet has shown little interest in furthering the efreeti way of life or adhering to their laws and practices.

Instead, the island has become something of a haven for extraplanars, and is known to be a relatively friendly port of call for those not native to the Plane of Fire. Trevona's taverns are filled with adventurers dreaming up various schemes to make it big, as well as those who have come limping back after some hopeful voyage ended in disaster. To help them get these travelers to and fro across the ocean of lava, the island has some of the finest shipbuilders on the plane, rivaled only by those found in the City of Brass. Because of Cormet's lax attitude, it is somewhat easier to get permission to purchase or pilot a ship here than elsewhere on the plane; however, it is important to note that the efreet navy will not show any understanding to captains with irregularities in their paperwork, and most captains choose to purchase a legitimate merchant license even in Trevona, rather than run the risk of a run-in with the navy.

Pillar of Issum

The Pillar of *Issum* is the most revered of holy sites in the faith of Issum, comprised of a colossal pillar of impossibly hot fire, and also serves as the plane's effective "north pole." It is visible for miles, nearly a mile wide at its base and stretching from the depths of the ocean high into the sky, where it disappears into a massive firestorm that never stops raging. Even natives have reason to fear the heat from this pillar, as no amount of natural or magical fire protection can withstand the unthinkable heat of this inferno. No ship has been able to come anywhere close to reaching the Pillar of Issum, as all manner of metal, rock, or any other solid material is burnt up or melts into the sea long before coming into contact with the pillar. In fact, only those whose hearts are devoted to the way of Issarah, or the righteous path of Issum, are able to come near or touch the pillar. Those who are found lacking are consumed by the fire instantly, as all other things are, and it is common practice to send heretics into the Pillar of Issum as punishment for their blasphemy. Most visitors to the pillar, however, are pilgrims on a holy journey. Pilgrims typically travel by ship as close to the pillar as they are able, and then must swim the rest of the way through the burning waves. Those who are devoted followers of *Issum* find that they are able to approach the pillar, and when they stretch their fingers to touch it, it feels solid. It has been speculated that the Pillar of Issum is actually a tower which one could enter, if he could only find the door leading in. Other rumors suggest that this pillar is the true source of the heat on the Plane of Fire, and that without it, the fires would burn off and the lava would cool, leaving the plane covered in ash and stone.

Plain of Burning Coals

It always surprises me when planar travelers think that our plane is barren and desolate, thinking that their frigid planes are somehow better suited to life than a land suffused with life-giving heat and energy, rich soil filled with nutrient-rich ash and soot. It may be true that on other planes they allow their crops to grow outdoors, like some sort of wild and savage weed, and their strange wet storms do not threaten their crops, but being hearty is hardly the mark of a good crop. A skilled farmer can protect any crop, no matter how delicate. What we grow is all the more precious for its frailty.

~Judikae Lewella, Fire Elemental Philosopher

Plain of Burning Coals

The Plain of Burning Coals is a vast, stony expanse that serves as the proverbial breadbasket of the Plane of Fire. As the name implies, the ground is constantly smoldering, yet even so, many travelers to the plane find that this area presents somewhat fewer dangers and inconveniences than are found elsewhere on the plane, and the region is generally accepted as one of the least hostile to visitors. Though this region is still blisteringly hot, by human standards, it is much more stable than the roiling Sea of Lava or the erratic volcanoes found elsewhere on the plane, and this stability allows for a much more tranquil lifestyle, where the native fire elementals work and toil to feed the Efreeti Empire in the Elemental Plane of Fire's closest facsimile to idyllic, pastoral farmland. The dangerous environmental effects of the Plane of Fire are less severe here than elsewhere, and while it is still impossible for humans to live here comfortably without the aid of magic, a number of other races have flourished in this relatively comfortable region. Fire giants, dragons, demons and even some plant life find a home on these vast plains.

The Plain of Burning Coals is the major agrarian center of the Plane of Fire, and contains numerous farming communities, which are responsible for growing nearly all crops produced on the plane. Much of life here revolves around farming and the production and sale of food, from dietary staples such as firewheat to the more exotic magmelons, as well as various forms of livestock. In many ways, this region is the most similar to what travelers from the Material Plane are used to, as it is populated primarily by farmers, traders, and the small towns and communities that support them and transport them to their final destinations, such as the always-hungry City of Brass.

In general, life on the Plain of Burning Coals is more peaceful than elsewhere on the plane. The locals here are by and large concerned with their labors, religious devotions, and the other concerns of their day-to-day lives. The landscape is dominated by sprawling farms, connected by overused and poorly-maintained roads. Interspersed throughout the area are humble towns, ruled over by effecti nobles (who are typically anything but humble) that do what they must to ensure that their quotas are met. Despite the copious amounts of land, these far-flung fiefdoms are not at all desirable among the effect, who consider a position on the plains to be effective banishment from the social elite in the City of Brass.

Although the vast majority of the region is farmland, there are a few places of note to be found here. There are quite a few old azer fortresses scattered across the land, and though most are abandoned, rumors abound that the ruins hold great secrets for those intrepid enough to explore them. Besides these fortresses, and the various towns and villages, there are several landmarks that every traveler to the plane should be sure to visit: the Gilded Mosque, the Great Pyre, the Gate of Eternity, and the Everburning Forest. Of course, on the Plane of Fire, even humble farmsteads and simple trading villages can still hold great potential for adventure, especially under the watchful eye of efreet lords eager to exercise their authority.

Inhabitants

While most of the inhabitants of the Plain of Burning Coals are lowly farmers, there are also a few distinct cultures that call the region home.

Azer Enclaves

With the decimation of what is now the Ash Desert, and the conquest of Ikanmora, the last of the independent azer strongholds are found mostly on the Plain of Burning Coals, though a handful can be found scattered in other regions. Many of the azer strongholds here have managed to remain largely autonomous, and the communities are very insular. Although technically free and independent from the Efreeti Empire, these azer enclaves are allowed their independence only because they regularly pay tithes and tributes to the empire, both in gold and in coveted azerforged goods. The azer live by their own laws and ancient traditions, and the people are fierce and territorial. They tend to keep to themselves and don't care to get mixed up in the problems of outsiders. Many azer enclaves are targeted by bands of fire giants, who have been enemies of the azer since ancient days, meaning that the azer still have plenty to defend themselves from.

The azer's cities are resplendent fortresses, featuring wondrous engineering that no other race has been able to replicate. The azer here have no fear of poverty, as they are by far the largest group of miners in the region, as their advanced mining techniques allow them to access mineral deposits that are beyond the skill of efreeti or even salamander miners to reach. The azer get along quite well with their near-monopoly on metal mining, refining, and production, and export both raw materials and finished products across the Plain of Burning Coal, and even to other areas of the Plane of Fire.

Efreeti Overlords

As the Plain of Burning Coals is essentially the sole producer of food for the Plane of Fire, the efreet know how important it is to maintain control of the area, and keep a close eye on the production, sale, and export of all foodstuffs. Because of this, their presence is perhaps felt more in the Plain of Burning Coals than anywhere else on the plane, save for the City of Brass. The effect do not make up the majority of the population, accounting for only a small percent of the citizens of this region, but each farming community is ruled by an efreet lord. These lords make it their business to ensure that every last peasant under their rule acknowledges their power, and, more importantly, meets their quotas. They generally enact a number of strict laws and regulations that impact the daily lives of their townspeople to ensure the plantations continue to produce at maximum efficiency, and also demand that the citizens pay hefty taxes. The efreet lords do not enjoy their positions, however - most consider it a slight against them that they have been appointed to posts far from the capital City of Brass, overseeing farmers and their plantations. Some of these lords take their frustrations out on their citizens, feeling no regard for them and imposing unreasonable taxes and laws in an attempt to exert what power they have – which they feel is little, compared to what they would have in the empire's capitol.

Farmers

The vast majority of the people who live in this region are toiling agricultural laborers. These come from various races, but are primarily fire elementals, with a handful of salamanders (the latter of which are generally either slaves or the descendants of slaves). These farmers grow the crops and spend their lives largely looking after their work. There are a mix of free and slave workers on the farms: although the efreet claim ownership of all the farmland, there are some farmers who freely choose to work there and are paid a wage to live on and work the land. There is more work than there are workers, however, and there are many slaves shipped here from the various regions of the plane to toil in the fields. Some of these are indentured servants, either serving a set amount time for some crime or working to pay off a debt; most, however, are slaves for life, with no hope of future freedom.

Regardless of status, all farmers here must answer to their efreeti lords, who demand that quotas be met, and these lords have little patience or understanding when circumstances make it difficult or impossible to do so. Like farmers everywhere, those on the Plain of Burning Coals must worry about weather conditions which affect their crops, as well as keeping guard against various pests that may demolish their fields, or diseases that may infect their plants or livestock. Of course, on the plane of fire, these weather conditions are things like rain of molten lava, and these pests are thogquas and fire mephits. There are also several threats that, while more infrequent, are far more devastating. This includes raiders, who typically show up at critical times during the harvesting season and carry off the products that have been carefully stored for pick-up and export, often making off with the majority of a farm's produce for the year. There is also the danger of ember storms which sometimes sweep across the plain. While the crops do have some ability to withstand the constant smoldering of the soil and the heat of the air, they often cannot resist the greater heat and sparks of these storms, and unprotected crops may burst into flame when the embers rain down, while others simply wilt under the intense heat.

Fire Giants

While there has always been a smattering of fire giants on the plane, and they have long been more common here than elsewhere, around 1,000 years ago—fairly recently,

by planar standards—a singularly massive tribe of fire giants, which call themselves the Bloodburn clan, took to inhabiting this region. The giants have great numbers of very powerful warriors and raiders amongst their group, and are a force to be reckoned with on the Plain of Burning Coals. Most of the other fire giants in the region have allied themselves with the Bloodburn clan, to the point where nearly three in four of the fire giants in the region are part of this massive alliance. Though subservient to the efreet in a technical sense, the giants openly flaunt their religious differences and make little effort to follow their laws. The giants also openly wage an unsanctioned war against the azer, with whom they have a bitter enmity. Unlike the azer, the giants often refuse to pay taxes to the local efreet lords, a topic of constant aggravation to those lords, who have so far resolved the problem by taking the difference from other residents of the region, from whom it is easier to collect.

The fire giants largely leave the efreet undisturbed, though, and their leader, Chieftain Hrothmund the Smoldering, is careful to ensure that his people's rebellions remain small enough to make action on the part of the efreet seem more trouble than it would be worth. So far, his strategy has worked, although the giants sometimes support rebels against a particular efreeti ruler, and also feel themselves entitled to take slaves on their own, instead of buying or selling slaves whose sales have been approved and taxed by the Efreeti Empire, no serious actions have been taken against the fire giants to date. The local efreeti lords complain of their rebellious nature to the officials back in the City of Brass, however, and if matters don't improve soon (especially the matter of taxes), it seems likely that the empire will be forced to act drastically.

Other Monsters

Because the environmental effects of this region are somewhat less severe than those found elsewhere on the plane, a wider variety of creatures have been able to adapt to the area. A surprising number of demons have set themselves up as traveling mercenaries or slavers, roaming across the Plain of Burning Coals, and despite the best efforts of the effect to put out the "anarchist poachers," there always seem to be more in hiding. In the region's further reaches, where the might of the Effrecti Empire is felt less strongly, a traveler should be prepared to fend off a variety of wild things, from thoqquas to ancient red dragons.

Daily Life

Life on the Plain of Burning Coals is largely defined by one thing: farming. And while farming may seem like a dull topic to the average adventurer, on the Plane of Fire, even something as simple as farming can be dangerous and deadly, and with tensions running high between the various groups in the region, this pastoral breadbasket is far more dangerous than it seems.

Crops and Farming

Life on a farm on the Plain of Burning Coals is a mix of backbreaking work and meticulous routine. As is the case across the planes, the physical labor of planting, maintaining, and harvesting crops is intense, but because of the unusual conditions on the Plane of Fire, special care must be taken to preserve the crops, and even slight deviations from the routine could mean the ruin of a year's worth of effort. Besides the ember storms that occasionally rain down, clouds of smoke fog can roll over a farm, obscuring light and making it difficult to see, complicating daily chores. From time to time, a much more deadly type of cloud forms, filled with roiling poisonous gasses which threaten the plants and livestock as well as the laborers across the land.

To protect against these environmental dangers, most fields on the Plain of Burning Coals are actually massive greenhouses, which are carefully constructed and maintained. These protect crops from the ember rains, and while usually ventilated during good weather, can typically be made air-tight to prevent choking smoke or toxic gasses from reaching the plants. Some of the more prosperous farms have smaller greenhouses that are environmentally controlled through specialized mechanical or magical means. These smaller shelters are able to nurture more fragile plants like tomatoes or grapes—mundane on the Material Plane, yes, but considered exotic on the Plane of Fire. These plants also require careful attention when being transported for export. Similarly, livestock are usually raised in enclosed barns, most of which have enough room for the animals to mill about somewhat. The wealthiest farms are protected entirely by magic, without the need to actually build physical greenhouses, and the livestock are merely kept in fenced enclosures, instead of needing fully-covered barns.

After all this meticulous attention to the care of his crops and livestock, a farmer can still be ruined by a devastating raid at the end of the harvesting season. These raids can come from a variety of sources: while fire giants are typically the most common, various dragons, wandering demons, magma oozes, and even thoquas are also frequent dangers to farmers and their crops, as are bandits or rebels desperate for food, or, sometimes, even fellow farmers desperate to make quota after their own crops were destroyed.

Some of the most common crops grown on the Plain of Burning Coals are described below.

Iralla: This large flower is almost the size of a man when it blooms, and its petals are a brilliant white and blue pattern. The rest of the plant is a squat tangle of black, rubbery roots that constantly ooze a black, tar-like sap which protects it from the fires of the plane. In the wild, the plant's petals would burn to ash almost immediately, and that ash would spread to seed new plants. On a farm, however, the flower is kept safe from flames, and the pollen harvested. When mixed with coal dust, the pollen creates a potent opiate known as *irallim*.

Magmelon: These large melons are a favorite treat for many on the Plane of Fire—especially for those who are not native to the plane. The rind of a magmelon is extremely hard, so much so that they somewhat resemble large, round rocks, with a green tint. This hard exterior allows the melon to withstand the heat of the plane, and so long as they are not broken into, they will generally keep for several months. The sweet, juicy insides are not so hardy, however, and will melt into a puddle if not consumed within an hour of cutting into the melon.

Que'shol Pepper: These small, black peppers grow on sprawling black vines, which are completely fire resistant. Inside the peppers, in addition to equally fire-resistant seeds, is a cocktail of chemicals that are quite poisonous to humanoids, but very nutritious to most inhabitants of the Plane of Fire. The chemicals do have a bit of a side effect, however, and cause flames to burn in a rainbow of colors when burnt. This is little concern for efreet or salamanders, but fire elementals that eat the peppers burn with these unnatural colors for a few hours after eating.

Saiyuk: This sweet drink is made primarily from the blood of fire drakes, mixed with sugar and various fruit juices, and is a staple across the plane of fire. The fire drakes are kept as livestock, and are bled regularly. Most have their wings clipped when they are young, but a few stables train the drakes to serve as mounts, as well.

Sha'rat: This reddish-grey crop grows in stalks, and closely resembles wheat (in fact, when sold at market in other planes, it often is called "fire wheat"). The majority of the plant—it's roots and stalk—is immune to heat and flames. The small buds that are what the crop is actually harvested for, however, burn when exposed to the plane's heat, and the ash it creates is highly nutritious and functions like seeds for the plant, spreading on the winds to create new plants. When farmed, however, the buds are carefully collected and then burned, and the ash mixed with flame drake blood to form a nutritious and smoky-tasting paste, which can be eaten as-is, or baked in a fashion similar to bread.

Thoqqua Silk: Some farms on the Plane of Fire keep thoqquas as livestock, although to many farmers, they are nothing more than destructive pests. By feeding the thoqqua a steady diet of glass, they can be made to produce fine silk-like strands of glass, which are used to produce a wide variety of luxury products.

Town Life

Those who live in the towns and cities across the Plain of Burning Coals have both a blessing and a curse. On the one hand, they do not have to endure the backbreaking work of the farmers. On the other hand, they live directly under the nose of their efreeti lord, who is more often than not an egotistic and despotic ruler. This, though, is largely dependent on which town one lives in, and the nature of the efreeti lord that rules there. Some are tolerant or even kind, but all rule with almost unchecked authority, answerable only for their quotas of food and taxes to the imperial hierarchy. Some lords have been known to impose harsh religious edicts, sign into a law a certain dress code, demand that the citizens address efreet officials or nobility using approved phrases showing respect, or ban the buying or selling of certain items. Just what sorts of laws a citizen has to abide by can differ dramatically from town to town, depending on the whims of each efreet ruler.

Still, for those who live in the towns, this is the normal routine, and they typically just try to get on with their daily lives. Most have the same sorts of jobs as are found in towns across the planes – smiths, innkeepers, and merchants of various types. There are a few specialty trades found in the Plain of Burning Coals, however, such as "water makers," who provide fresh water to serve those non-natives who require it (typically a job for low-level divine casters), or the fire elementals who find employment under a blacksmith, providing the heat from their own bodies to heat the metal as needed (in fact, the precision that an intelligent heat source adds to the smithing process is great, meaning that many metalworks from the Plane of Fire are significantly superior to those from other places).

Places

While much of the Plain of Burning Coals is taken up by farmland and towns, there are still a number of more exotic locations in the region, which routinely attract adventurers (and, in several cases, pilgrims) each year.

Chordhalis

Chordhalis is one of the fabled strongholds of the azer. Its stout walls rise high into the sky, and one would be hard-pressed to find any crack or flaw in them. A pair of strong gates can be found in the center of each of these four walls. Those who wish to visit Chordhalis will find that it is hard to gain entrance, as only those with legitimate business inside the fortress will be allowed through the gates, and the definition of "legitimate business" sets a very high bar, in this case.

Those who do make it inside, however, will find a stark difference from most other cities across the Plane of Fire. Here there is no trace of efreeti rule, except for an occasional shipment sent out to pay the required taxes. Instead, life here seems to have been frozen at some time millennia past, and the azer go about their lives according to their ancient cultural traditions. The city is full of forges which constantly bellow steam, as the azer work tirelessly at their preferred craft. The long centuries under the Efreeti Empire have done nothing to lessen the racial pride of the azer, who consider it the highest priority to restore the knowledge that was lost when their own empire was suddenly and violently wiped out. Indeed, today they are able to create many wondrous machines, the likes of which have not been made on the Plane of Fire for eons. Still, these pale in comparison to the legends of what the azer were once capable of crafting, and they have been tirelessly striving towards that same knowledge ever since they regrouped after the cataclysm.

Once a visitor has gained access to the fortress, he will generally find the azer to be straightforward and business-like. They are not exactly warm and welcoming to outsiders, but neither are they needlessly hostile, instead viewing visitors as an unfortunate necessity to getting along in the world. There are certain areas within Chordhalis that are restricted only to azer citizens, such as the forges. Visitors are expected to obey these rules, and those who don't will find that the azer officials' response will be swift and merciless. Most are immediately escorted out of the city and forbidden to ever return—and the azer typically strip such individuals of all valuables as payment for their crime. If the azer suspect that an outsider has learned too much and may leak vital secrets of their craft, however, they will not hesitate to execute such a person, often without trial.

The Gate of Eternity

There are many mysterious sites to be found on the Plane of Fire, and one of the most notable of these is found near the center of the Plain of Burning Coals. Floating 100 feet above the ground in this spot is a ring of gold, 10 feet in diameter. While there is clearly magic at work here, it is unknown exactly what has kept the ring hanging in the sky, and it is been there as long as records have been kept or legends have been passed on, but all attempts to magically determine its workings have failed to turn up any useful information. The ring hangs perfectly still, impervious to wind, fire, or any other element. Even more mysteriously, while the center of the ring is clearly open air, all those who have attempted to pass through the ring, using either physical or magical force, have failed, as have attempts to move the ring itself.

From the ground, the center of the Gate of Eternity emits a red-hot glow. For those who have some way of rising to the height of the ring, peering into it shows the looker a vast space of endless and eternally raging fire without end. Because the flames seen in the vision seem to exist without any ground or sky, it is thought by some to be the "true" Plane of Fire, a more pure version than the plane on which the ring resides. This belief is particularly common amongst fire elementals, and those who adhere to it generally believe it to be a more primal and unspoiled realm. Some planar scholars instead believe the ring shows the center of the Plane of Fire, or some other unexplored aspect of the plane. Whatever the case, no means has ever been proven to allow passage through the gate.

The Gilded Mosque

Outside those in the City of Brass, there can be little doubt that the most magnificent mosque on the Plane of Fire is the Gilded Mosque, on the Plain of Burning Coals. The Gilded Mosque is a grand and massive place of worship, capable of holding hundreds of thousands of parishioners at once, and serves as the main gathering place for religious ceremonies and festivals for many, and is in fact so popular, that an entire city has risen up around it, though both city and mosque are referred to simply as The Gilded Mosque. The reason for its name is immediately apparent, as it is constructed entirely of gold. A massive onion-shaped golden dome rises from the middle of the structure, and at its tip is an enormous diamond, which can be seen glittering in the sun from quite a distance. The mosque is basically rectangular in shape, and from each corner a minaret ascends to the sky, capped in an onion dome which mimics the larger dome in the center, except that these sport a ruby at their tip, instead of a diamond. Inside the Gilded Mosque, the walls are covered with intricate mosaics made from every kind of precious metal and gem imaginable. Besides being a marvel of architecture, and a testament to the wealth and power of the efreeti kingdom, the mosque is also said to be entirely indestructible. To date, this has not been proven untrue, and the Gilded Mosque has weathered attacks from such monsters as dragons and demons without showing damage, not to mention withstanding the dangers of the plane itself, and its infamous firestorms.

The Gilded Mosque is managed by its caretaker, the efreeti Ilan Sulimis. While the caretaker is not himself a religious official, he manages the day-to-day affairs of the mosque, and its upkeep. He is also responsible for managing the various religious services performed in the mosque, which has no true priests of its own. Instead, the Gilded Mosque relies upon itinerant holy men, who regularly make pilgrimages to the mosque for the coveted chance to perform a sermon there.

The Gleaming Forest

This steel replica of a forest is one of the greatest artistic achievements of an age long gone. It's no longer remembered what race or kingdom is responsible for creating the 10,000 acre art project, or if it ever had a purpose other than to be beautiful. It is speculated that it was created to resemble a forest on the material plane in the height of summer, and is filled with a large variety of steel sculptures of trees and other plants. The intricate detail is quite breathtaking, as the original artist or artists took special care in replicating everything from the rough, irregular bumps of the bark of a pine tree, to the most delicate veins on the leaves of a fern. Although clearly constructed by intelligent beings, the whole place feels strangely natural. A visitor from the Material Plane may almost feel as though transported home, as he walks past a stand of trees with ivy twining round their trunks and mushrooms sprouting near their roots, then suddenly comes into a small meadow filled with wildflowers, each petal painstakingly represented.

The Gleaming Forest is preserved by the efreet as a sort of park that is a popular leisure spot for the wealthy nobles. It is not restricted to the efreet only, however, and (for a hefty fee), anyone can gain access to the forest and feel free to explore its many winding paths. The forest has also become the adopted home of a variety of native creatures, most notably it has attracted an unusual number of fire elementals that bear the forms of various woodland creatures, from weasels and sparrows to foxes, wolves, or even bears, which sometimes attack visitors, if they feel threatened. There are also a few bands of bandits who hide out in the Gleaming Forest, preying on wealthy visitors to the park.

The forest's most notable feature, however, is a spiraling silver tower, which is located at its center. This tall, slender structure is clearly of neither efreeti nor azer design, and appears from a distance as though it should not be able to stand, narrow and delicate as it is. No one can truly say for sure, however, because although the tower looms well above the tree line, and is clearly visible from outside the forest, to date no one has been able to find the tower from within, and even attempts to reach the tower by flight fail through some odd circumstance or another. As a result, rumors abound about the nature of the tower, its creators, and its contents.

The Great Pyre

As its name suggests, the Great Pyre is a massive flame, which has burned for thousands of years. Unlike everywhere else on the plane, however, while the various materials that make up the pyre do burn with a bright and hot flame, they are not consumed by the heat of the plane. In fact, due to an unexplained quirk of the area surrounding the pyre, nothing within it burns to ash. This "no-burn zone" is ruled over by a vast tribe of magmin who have filled it with objects of all sorts which, as far as anyone has been able to determine, will burn and crackle merrily until the end of time. The main structure of the Great Pyre is constructed of large, sturdy pieces of wood, but items of all kinds can be found burning on the pyre, ranging from flowers, robes, toys and trinkets, books and scrolls, to jewelry and chests with unknown contents, and many other mysterious and glittering objects.

The magmin revel in the fires, as do many who choose to visit the conflagration. The magmin generally tolerate visitors to the Great Pyre, but remain territorial and wary of outsiders, and will attempt to chase away any who raise their suspicions. Those who wish to gain their favor sometimes offer the creatures something to add to the pyre, preferably something rare or unusual, at least on the Plane of Fire. A few brave souls have searched the massive flaming junkyard for treasure of magical and supernatural significance. Many meet their ends at the hands of angry magmin (who view removing anything from the pyre to be borderline sacriligeous), although there is no doubt that there are worthwhile treasures there to be claimed by the bold. In fact, some rumors state that items that are left to burn in the pyre long enough actually develop their own innate resistance to fire, and remain protected from flames even once they are removed. Those from other planes should be warned that while the flames of the Great Pyre may not be able to consume them outright, they are still painful to those not immune to heat, and dark rumors tell of treasure hunters occasionally finding the bound corpses of humanoids that died of thirst or starvation, still burning in the flames.

Heimr

This cyclopean city is the greatest stronghold of the fire giants, and the seat of the Bloodburn tribe. Its enormous size and scope is enough to make any visitor of smaller stature quiver in his boots., a feeling that will only be exacerbated, as the fire giants don't make a habit of going out of their way to welcome outsiders, and have shown remarkably little interest in making accommodations for "little folk." Unsurprisingly, everything in the city is sized for the fire giants, making even simple tasks like opening doors or seeing over the bar to ask for an ale unusually difficult for Medium-sized creatures. A visitor might find the rare inn or shop with a smaller side door, but at most places, he will only find ridicule. Still, if he can stand the mocking guffaws of the giants, and work around the oversized buildings and furnishings, a traveler can generally make it through his stay without finding himself in too much trouble. Of course, the citizens of Heimr can be quite hot-headed, and it doesn't take much to offend a fire giant, who will likely demand to settle the matter with blows.

While technically under efreeti rule, the fire giants make no secret of the fact that they run their society how they please, and in fact, they rather like to flaunt their disobedience. They take special pleasure in mocking the efreet and their religion, instead raising pagan temples to their own gods. In the numerous taverns found throughout the city, much of the boisterous talk that is heard is comprised of jests at the expense of the efreet. The might of the Efreeti Empire is light in the Plain of Burning Coals, as their legions are generally engaged elsewhere, and giants feel confident that the local efreet have no chance of besting them in battle. So far, neither side has quite seen fit to put those claims to the test.

The only people the fire giants hate more than the efreet are the azer. The giants regularly engage in raids against the azer, who are their bitter enemies. They hate everything about the azer due to a longstanding and ancient feud between their peoples, the exact cause of which has been lost to time. The fire giants plot each strike against the azer with relish, working each other up with loud and rowdy jokes about their enemy. They especially love to smash the pristine walls of the azer's fortresses, as well as the complex devices they have so painstakingly fashioned.

Sharemkamph

This city is ruled by an efreeti tyrant known as Sharmkesh. Sharmkesh is almost universally disliked by his people, as he demands heavy taxes from his citizens and imposes harsh and oppressive laws within his lands. Further, although the efreeti claims himself to be a follower of *Issum*—and is so devoted to this claim that he has mandated that all who reside within his lands must adopt the religion as well, on pain of death—his vision of the religion is much darker and crueler than that found elsewhere on the plane, and many of those who live under his rule suffer from brutal inquisitions and oppressive religious practices that would shock most followers of the faith.

Sharmkesh's laws extend to nearly every aspect of daily life, both for his citizens and for those passing through his lands. There are strict guides for proper conduct, mostly designed to keep the commoners in their place and imposing a sort of caste system based on a person's birth and status. Those of the lower classes are restricted from buying any but the plainest of cloth, so they are easily distinguished at a glance by their dress. They are further required to address their "betters" with approved terms of respect. It is also illegal for members of most castes to own weapons of any kind; the law associates the owning of weapons with the intent to rebel, and those found in possession of weapons are charged with treason—a capital offense.

Travel into and out of Sharemkamph is tightly restricted, and those wishing to enter or leave the town must have approved business to attend to. The city also has strict trade regulations which tend to discourage most types of merchants from attempting to sell their goods within Sharemkamph, and serves to further isolate the city. Sharmkesh seems perfectly happy with this state of affairs, however, and some wonder if he might be discouraging trade on purpose, in order to cut his people off from those who might influence them to reject his rule.

There are a few noble efreet who have profited from Sharmkesh's rule; however, the majority of his citizens suffer greatly. The town has a poor economy and is undersupplied, driving up the costs of even basic goods. Crime is rampant, as many are forced to thieving, or worse, in order to put food on the table. The handful of nobles, in stark contrast, live opulently, with permissions to freely travel and import whatever goods they please. They also keep quite large retinues of personal guards, as it is no secret that most commoners would like to see these nobles die a slow and painful death.

Teeth of Soraak

And so the great wurm Soraak, enraged by the weakness and decadence of his people, raged across the land for nine years, nine months, and nine days. And where is great bulk passed, he cleft the land beneath him. And where he burrowed down into the earth, or burst up from below in his fury, there did the ground rise or fall with him, leaving great broken peaks in his wake. Still, today, the world's blood weeps fromt hese wounds, coming forth in great bursts and raining down on the unworthy, reminding us all that though the great Soraak slumbers still, his wrath cannot be stalled forever.

~Fiora Katirci, Prophet of Soraak

The Teeth of Soraak

This hellish landscape seems to be drawn from the stuff of nightmares, and many travelers to the region often wonder if they might not have accidentally found their way to some lower plane by accident. Blackened volcanic rock spires soar out of the vast Sea of Magma, like a twisted dark spine erupting from a burning red back. Towering and broken peaks punctuated with caves dominate this continent-sized mountain range, and very little survives here for long. Often, the peaks of the volcanoes stretch up and out of sight, shrouded in smoky clouds that hang low in the sky. Still, one can make out the burning red glow that marks the height of the peak, even through the dense, ashy clouds. The ground is regularly split by geysers of fire or lava, and rivulets of molten rock crisscross the shattered obsidian landscape. Unsurprisingly, little grows in this blasted land, although occasional trees with long, rubbery, snake-like branches occasionally dot the landscape, as do patches of black, flameresistant lichens. An oppressive air hangs over the whole region, but it is not solely due to the formidable scenery.

This volcanic range is the ancestral home of the salamanders, however, much of the land was conquered by the efreet millennia ago, and the region, as well as its people, has been embroiled in conflict ever since, with the majority laboring under the tyrannical rule of the efreet, and the scattered free peoples waging guerilla warfare for their freedom. Although the efreet claim control over the entire region, the fact of the matter is that their rule rarely extends beyond the entryway of any of the twisting warrens burrowed into the mountains that serve as the salamanders' clan homes, and there are many portions of the mountainous region where they struggle to maintain control over even the surface. Much to the frustration of the efreeti military leaders, no matter how many salamander rebels they put down, there always seem to be more groups of plotting insurgents to replace them. This region is far from the center of efreet power, and it is only through strong shows of military might and martial law that they have managed to keep the area from slipping out of their hands completely.

It does not help matters much that the salamanders are a fierce and warlike race, who chafe at the yoke of efreeti rule, and it has become increasingly clear as the centuries have passed by that they seem unlikely to accept efreeti rulership, no matter how much time passes. Luckily for the efreet, the salamanders are unorganized and hampered by infighting, which has thus far prevented them from ever amassing a force capable of effectively ejecting the efreeti armies from the region. As a result, the whole region has settled into a pattern of violence and unrest that slowly builds over the course of years or decades before erupting in open rebellion and then beginning the cycle again, not unlike the volcanoes that make up the region themselves.

Although this region is almost entirely devoid of plant life, it is still one of the most important sources of natural resources on the plane of fire for two reasons: gems and precious metals. A wide variety of metals and gems can be mined here in the rich ground beneath the volcanoes, and the salamanders and efreet fight for control of the largest mines. Another important commodity found in abundance in this region is slaves, primarily in the form of salamanders, but also in the form of other, more monstrous races, including (but not limited to) magmin and fire giants. The efreet, of course, have no qualms about enslaving unruly rebels, but neither do the clannish salamanders hesitate to capture and enslave those of their brethren who hail from a different mountain or fight under a different flag, and they certainly don't see any reason not to enslave members of other, "lesser," races.

Even amid constant war and harshness, some life still flourishes in this region. The region is home to a large number of military encampments and fortresses, and even boasts a few major cities, although the dangers of the region's topography and its inhabitants mean that even the smallest settlements are built and maintained with defense in mind. Across the region, few visitors are welcomed, and travelers to the region should be prepared to fight the elements, the salamanders, the efreet, and possibly all three at once.

Inhabitants

This volatile region is inhabited only by the hardiest of creatures, many of which are constantly warring with one another for control of the land.

Efreet

The efreet claim to rule the entire Plane of Fire, but there are few places on the plane where this claim is more difficult to enforce than this one. The efreet that are given posts in this region are among the cruelest and most tyrannical overlords anywhere in the empire, in part because the Grand Sultans have historically sent the most brutal dictators to attempt to "straighten out" the region, and in part because those who are forced to deal with the region's numerous difficulties quickly become hard of heart. Despotic and territorial, the efreet who are appointed to oversee territory in the volcanic range make their kindred in the City of Brass appear kind and reasonable. Much like other parts of the efreeti empire, each efreet overlord in the volcanic range rules his territory as a largely independent fiefdom, with relatively little in the way of cooperation between them. It also means that the harsh laws and measures imposed by these dictators are not uniform throughout the region, though they are almost all uniformly harsh. This makes travel throughout the region particularly difficult and dangerous, as laws can change without warning as one passes borders, and licenses, permits, and travel papers honored in one fiefdom may well be worthless the next county over, although documents from the City of Brass are generally accepted throughout the region.

In addition to governing the towns and mines, these lords also oversee the various legions of efreeti troops that are constantly active in the region. Because of the dangers of relying on salamander soldiers to put down salamander insurgents, the effecti legions active in this region have much lower percentages of salamander soldiers than do the legions active in other regions, and the majority of the lower ranks are filled with fire elementals, although even these have still nearly all been enslaved or pressed into service. Efreeti soldiers are found at every rank, even the lowest, but these legions are even more institutionally racist than much of the efreeti empire, and even those efreeti who were forced to enter the legion as slaves have a fair chance of becoming officers in relatively short order, simply because their superiors would prefer a disgraced efreeti over a fire elemental or salamander, and there are often more vacancies than efreet to fill them. Many of the efreeti lords in the volcanic range also choose to hire azer mercenaries to supplement their ranks, and these soldiers are generally wellcompensated for their trouble.

Fire Elementals

Although they are fewer in number here than on the Plain of Burning Coals, the Teeth of Soraak is home to a number of fire elementals, as well as their close kin, magma elementals. Although the two live apart from one another, and rarely intermingle, both fire and magma elementals in the region live fairly similar lives. They live in small nomadic communities of hunter-gatherers, generally not more than twenty or so, which range across the mountains. They are much more rugged and independent than the fire elementals on the Plain of Burning Coals, and more aggressive than the magma elementals that live in the depths of the lava seas, these elemental tribes have never truly accepted efreeti rule any more than the region's salamanders have. However, because these elementals make no claims to individual territory, and have little in the way of wealth, the efreet and the elementals have been largely content to leave each other alone.

Of course, this doesn't mean that there are no hostilities at all. Despite being nomadic, these tribes tend to be very territorial, sometimes attacking travelers and caravans that pass through whatever territory they happen to have claimed for themselves at the moment. Though they are rarely brazen enough to attack any of the heavily-fortified cities or salamander clan-holds, they have, on occasion, been known to attack mines or other settlements that have been built on grounds that they considered sacred. Indeed, many of the elementals living in these clans do not worship *Issum*, as do most fire elementals on the plane, but rather an ancient religion comprised of a mix of ancestor and spirit worship. Occasionally, the elementals, who do not believe in slavery, will attempt to stage rescues of fire and magma elemental slaves, as well.

Salamanders

Salamanders make up the vast majority of the population of the Teeth of Soraak, and the majority of all salamanders on the plane are found in this region. Not all salamanders here are rebel fighters, however, and many salamanders toil as slaves under the yokes of the efreeti, while many others simply try to get by and live their lives without getting involved in the conflict.

The efreeti have been enslaving salamanders for millennia, even centuries before they began invading and conquering the Teeth of Soraak in earnest, they would raid the salamanders for slaves. The majority of salamander slaves in this region today were born in slavery, for unlike in many parts of the efreeti empire, it is common practice for the children born of slaves to become slaves themselves, a policy that was put in place centuries ago in an attempt to stabilize the region. Enslaved salamanders are subjected to daily torment that goes far beyond mere forced labor: they face malnourishment, poor living conditions, and brutal tortures assigned as punishment for even minor slights. Their efreeti masters live in constant fear of rebellion, and take every opportunity to teach the salamanders "their place," and are eager to make examples of these slaves in the hopes that it will dissuade other salamanders from rebellion.

In stark contrast to these subjugated and oppressed slaves, the salamander rebels defy the efreet and their authority, claiming that the efreet are usurpers, despite the fact that the efreet have had a strong military presence in the region for millennia. Though the flames of rebellion burn eternal, as many rebels like to say, the effectiveness of the movement tends to wax and wane. While there are always active rebels deep in the hearts of salamander-controlled tunnels, the salamanders' ability to fight the efreet in open combat has always been limited, and most of the resistance comes in the form of subterfuge and guerilla warfare, meaning that the conflict may simmer for decades with little more than minor raids and rabble-rousing, before the rebels' ranks swell in response to some new atrocity or overbearing efreeti law, allowing the fighting to explode into full warfare. Of course, there isn't so much a single rebellion as there are dozens, or perhaps hundreds of separate, local movements, which only come together when the violence and rebellious frenzy rises to its periodic climax. This is something that the efreeti governors have been slow to comprehend, however, and many of them still talk and act as though there were a single, centralized salamander rebellion.

Of course, not all salamanders in the region must choose between being enslaved and becoming rebel outlaws, and many are able to live relatively normal lives, even if they must live under efreeti rule in order to do so. The lives of these salamanders is not easy, and they work long, hard days of manual labor for very little pay, but it is by far preferable to life as a slave, and much less dangerous than life as a rebel. Many of these salamanders are secretly sympathetic to rebel aims, and a few may even be willing to aid rebel efforts in some low-risk fashion, such as by providing blacksmith services or even safe-houses to rebel warriors.

Other Monsters

The Teeth of Soraak is also home to a wide variety of other creatures that thrive in the hot, rocky, and tumultuous environment. The most common threat to travelers comes from the colonies of flame drakes and lava drakes that make their homes on the cliffs and caverns of the rocky range. The descendants of those drakes who proved too unruly or clever to be captured and domesticated (like the drakes found on farms on the Plain of Burning Coals), these drakes prey upon those who navigate the narrow mountain passes to travel between cities in the region, swooping down with superior numbers to quickly overwhelm foes. These drakes also make flying through the region a very risky proposition, as they are fiercely territorial and nearly omnipresent, especially in the higher reaches. Perhaps the only creatures that can fly in the Teeth of Soraak with impunity are the occasional dragons (brass, gold, and red, for the most part) that make their homes here. Of these, nearly all of them are particularly old, for dragons are not native to the plane, and generally the ones that come here must be both powerful enough to travel the planes, and old enough to seek a warm place to retire.

Not all of the region's threats are in the skies, however. Roving nomadic bands of magmin wander the region, leaving chaos and destruction in their wake. Thoqquas are thick beneath the surface of the mountains, and are a constant nuisance for any who make their homes within the mountains themselves, as the burrowing, magmatic worms regularly break their way into such places, often causing great deals of structural damage. The salamanders, with their large and expansive tunnel-warrens, are particularly susceptible to the damage and chaos that thoqquas cause, and many clan holds employ magic or other solutions to keep the thoqquas at bay. Sporadic clans of fire giants and fire yai can be found in the mountainous region, as well, though they are less common than on the Plain of Burning Coals.

Daily Life

For those who live in the volcanic range, life is largely defined by two major dangers—the fight for control of the region, and the struggle to simply survive the region's harsh terrain. The wars in this region have a great influence on its inhabitants, but the area's numerous mining operations are also significant.

Clan Wars

It is a wonder to many that the salamander rebellion has lasted so long, and by all accounts, it shows no sign of relenting. Those who spend much time around a tribe of salamanders may soon deduce the reason for this indefinite war, however, as they are a people that thrive on war and violence. In fact, quite apart from their rebellion against the efreet, the salamanders constantly battle among themselves. Different salamander clans struggle for control and territory against one another at least as much as they battle against the efreet, and often raid one another's strongholds for resources and slaves. While these clans will typically set aside such aggression temporarily to deal with a greater foe (such as when the efreet decide to perform a crackdown and stomp the resistance out altogether), the feuds between many of these clans are truly ancient, and it is always only a matter of time before such an alliance devolves into treachery and petty squabbling. While there are many prominent clans, and innumerable smaller ones, the following clans are among the most notable or influential in the region:

Kitarky: Clan Kitarky is well-known for being particularly honorable and trustworthy—not always the most common of traits, in salamanders. Though members of this clan are no less brutal or savage than others of their kind, they consider their word to be their bond, and are extremely loathe to break it, reportedly having done so only a total of four times in the entirety of their clan's long and storied history. Their banner is a gold sunburst on a brass background. They have a longstanding feud with clan Shigh.

Meka: Members of clan Meka claim that they can trace their ancestry back to the ancient salamander kings in days of old, and that they are the rightful rulers of the salamander people. While it seems that even they themselves understand that the other clans will never accept their rulership, they nonetheless insist on referring to their leader as *Salamanstrus*, a title reserved for the king of all salamanders. They have many enemies and few friends, but have held out tenaciously for centuries, despite slowly shrinking territory and influence. Their banner is a ruby phoenix with the head of a salamander on a field of gold.

Ravar: Clan Ravar is the largest of the salamander clans, both in the amount of territory that it holds, and in its overall numbers, but with this increased political and military power comes an increased number of enemies. Despite this, the leadership of clan Ravar have frequently pushed for the various salamander clans to work together, and when two salamander clans go to war, they will often ally against the aggressor, although their tendency to keep any territory they capture in such disputes has led to some bitterness from their allies. Their banner is a brass salamander, wielding a spear above its head, on a field of steel.

Shigh: Clan Shigh are a particularly bloody and violent clan of salamanders, who are well known for their worship of Amon, a powerful fiend whose form shares the salamanders' snakelike tail, and whose powers are said to include mastery of fire. They perform great and terrible blood orgies in Amon's name, and even amongst other salamanders, it is generally considered better to die than to allow oneself to be captured by the Shighs.

Mining

As hostile as the volcanic range is, it is also a source of numerous rare and precious gems, some of which are not found anywhere else in the multiverse, created by the region's incredible heat and supernatural properties. Massive mining operations dot the landscape, protected by great fortresses which are built to entirely surround the mine. The majority of these walled mining cities are ruled by efreet, but independent outfits belonging to members of other races do exist. These are generally heavily taxed, and watched over closely by the efreeti lords. Some of the mines are held by rebel salamander forces, though only the most remote, wellfortified, and heavily defended mine-fortresses are able to remain independent for very long.

Some mines are operated in secret, as well, depending entirely on the efreet (and any nearby independent salamander clans) not noticing its existence, although it can sometimes be hard to find workers willing to risk such peril, as the efreeti work ceaselessly to ensure that any such illicit mining is stamped out, and any such mines that are discovered are immediately seized by the efreeti empire, along with any gems or precious metals that have been recovered, and, in fact, the miners themselves, who are almost invariably made into slaves. Should the mine be discovered by a clan of free salamanders, instead, the result is largely the same, although the miners are as likely to be killed as enslaved.

Rebellion

The efreeti empire claims dominion over the entire Plane of Fire, but in this region, they have had a great deal of difficulty making good on that claim, as the salamanders that live here refuse to submit to the rule of another, or to abandon their ancestral lands. There has been a constant state of war between the efreet and the salamanders, continuing in one form or another, since the efreet first made their conquest of this region, toppling the old salamander regime that once ruled here, thousands of years ago. While the efreet have successfully held and occupied the region for some time, they have yet to put out the flames of rebellion amongst the salamanders, and some parts of the region remain in salamander control to this day, from which numerous raids and occasionally full-scale warfare break out from time to time.

Despite the persistence of the salamanders, the efrecti do maintain a fairly strong control over most of the region, and though they may not have completely eradicated the salamander resistance, there is little doubt in anyone's mind as to who has been "winning" the conflict for the last few millennia. Though the rebels do continue to make trouble and harass efrecti interests, they hold very little territory in the region, and typically are forced to remain in hiding or flee the wrath of the efrect. Only on the rare occasions when these guerilla tactics erupt into full-on warfare (something that tends to happen for a few years every two or three decades) does the conflict become anything more than a nuisance and an inconvenient drain on the empire's manpower and resources. Immediately after such conflicts the region enjoys a few years of relative stability as the defeated rebels are driven into hiding, after which hostilities generally begin to slowly increase again.

One result of the ongoing turmoil is that the entire region is always prepared for war to break out. Cities in the volcanic range are, almost without exception, heavily fortified and defensible, with the primary emphasis in design being to make them able to withstand an assault. Much of the economy revolves around the war as well, with a high demand for those who can supply weapons and armor, as well as more mundane necessities for armies, such as rations and sturdy boots.

Slaving

Considered by most to be the region's second greatest resource, the largest concentration of salamanders in the plane also means the largest concentration of potential salamander slaves. Members of nearly all races and cultures vie for control of this resource, and even salamanders, who certainly aren't above enslaving their own kind (provided that they come from other clans), are desperate for more slaves. Every major city or stronghold has a slave market, and there are even some places where the slave market came first, and a city grew up around it. Often the potential to acquire slaves brings adventurers to the region, eager to take captives which they can sell to the efreet for a healthy profit. Exotic slaving also abounds, with "monsters"—and the progeny of monsters—making a welcome addition to many slave stables.

The laws for slavery tend to be less restrictive here than in other portions of the efrecti empire, as well: most notably, the children of slaves are also considered to be slaves here, whereas in other regions they would be considered free. The various mines and armies of the region are heavily dependent upon slaves, and the slave industry is a major part of what keeps life in the Teeth of Soraak going from day to day.

Weather

While the weather throughout the Plane of Fire is generally not what one might consider to be hospitable, in the Teeth of Soraak, it is particularly deadly and dangerous. Frequent eruptions of the volcanoes that make up the range causes much of the range to be buried in thick clouds of smoke much of the time, and often the intense thermal updrafts can cause these smoke clouds to carry with them heavy deposits of ash, which they have a tendency to rain down on the lower portions of the mountainous region. Visitors from the Material Plane often mistake the clouds raining flaky white bits of ash for snow clouds, at first, although anyone unfortunate enough to be caught under one will quickly recognize that the burning, stinging flakes of ash are certainly not snow. Volcanic eruptions are so common in the Teeth of Soraak that they are largely considered to be normal weather by its inhabitants, and, indeed, a volcano erupts somewhere in the region an average of 1.4 times per day. Any given volcano may go weeks, months, or (in rare cases) even years without erupting, and a few of the mountains in the region are either not volcanoes at all, or have been dormant for so long that no one recalls them ever erupting, but for the most part, eruption is a constant fact of life, with the eruptions of nearby volcanoes still causing earthquakes, ash clouds, and occasionally even lava sprays that affect settlements on nearby volcanoes.

The inhabitants of the Teeth of Soraak have developed certain precautions to deal with these eruptions. First and foremost, because of the destructive potential of these eruptions, few if any settlements are built higher than 2/3 of the way up any given volcano—those that do live above this line have good reasons to do so, and many of those who don't want to be found will retreat up into the heights of a volcano to hide out. Nearly all settlements are completely encircled by walls—not just to keep out opposing armies, but also to prevent lava from flowing directly down the city streets. Most cities employ a crew of "flood fighters" to help divert lava flows away from the city's walls, but others just allow the lava to pile up and ring around the city's walls, strengthening them once the lava cools. It is also not uncommon for significant portions of a city to be covered by a dome or other cover that protects it from ashen rain and raining lava (as well as aerial assault).

Places

There are several places in this region that may draw an adventurer, provided he is intrepid enough to venture into this dangerous land.

Cavern of Soul's Fire

The exact location of this fabled cavern is unknown, and there are many who dismiss it as little more than an ancient legend, but those who do believe in its existence postulate that it is most likely to be found somewhere on either Mount Yralus or Mount Torvak, a pair of mountains that are far apart from one another, but which both match certain vague descriptions found in the *Iss'ravash*, the holy book of the faith of *Issum*. The cavern itself is believed to be the place to which the disciple Shordis retreated from the world with a portion of *Issum's* fiery body, prior to *Issum's* ascension, to safeguard it in case it was ever needed again.

According to those who seek out the cavern, the relic within—the last mortal remains of *Issum*, in the form of a single, lingering flame—possess potent spiritual power. Supposedly, the flame is sustained not by burning physical objects, but rather it burns spiritual impurities and evil itself, so that a creature bathed in the flames emerges unharmed physically, with her soul cleansed of evil and impurity. Some ascribe additional divine powers to the relic, which is, if the legends are true, a piece of the body of a being that is now a god.

Ebrivisis

Located in a massive, cavern near the peak of Mount Arasid, the third-largest mountain in the volcanic range, is the city of Ebrivisis, the home of the hash-qu'im, a race of fierce and savage kobolds that have adapted to become immune to the heat of the plane. The surrounding cavern is more of a sideways crater in the side of the mountain than a true cave system, with the city built into the side of the mountain, surrounded on three sides and covered by sheer rock above, but open from the remaining side. The rock walls on the inside of the large cavern are a glassy black, which reflects the golden light of the city in odd and ominous ways. The entire cavern has a strong metallic smell as well, masking, though not completely, the odors of city life. A low, rhythmic rumbling all but drowns out the harsh and excited muttering coming from within the cave.

The hash-qu'im are the (apparently self-appointed) servants, guardians, and worshipers of their sleeping master, a great and powerful three-headed dragon called Ra'asquefir, which once wreaked havoc across the Teeth of Soraak and beyond, but has been slumbering for the last four thousand years or so, half-submerged in a pool of molten gold. The hash-qu'im have built up a temple around the spot where the dragon sleeps, and they take it upon themselves to clean and even feed the dragon in its sleep, keeping it contented and ensuring it does not awake before its time. Each year messengers of the hash-qu'im demand tributes from nearby settlements, supposedly on behalf of the sleeping dragon. Many have expressed doubts as to whether these tributes really reach the dragon, or if it even wakes at all to know of them, but so far none have been willing to try their luck by refusing the kobolds.

The city itself is an ancient ruin dating back to a time before written history of the plane, and its builders are unknown, but based on the architecture, were clearly not any of the current major races on the plane. Although the hash-qu'im are less than hospitable, and strict laws barring the creation of any loud noises are in place throughout the city, certain parts of the city are open to travelers and traders, and most of those who come to the city do so either to trade with the kobolds or to explore the ancient ruins in search of secrets overlooked by those who came before.

Frozen Flows

Stretching in a vast river running down the slope of Mount Shiraq are the Frozen Flows. Colored a vibrant and shining blue, the Frozen Flows inspire awe on the Plane of Fire for one chief reason: the flows are cold to the touch, freezing like the breath of white dragons. The air around the flows is clean and quite cool, comfortable for most humans and other races that are not adapted to the heat. Curiously, despite the extreme cold, the Frozen Flows are still quite fluid, and where the flows reach the sea of lava, the magma immediately cools to become frozen and solid rock, which does not melt readily, even upon the molten surface of the plane's ocean.

The Frozen Flows are an oddity on the Plane of Fire and though many consider them to be breathtaking to behold, the deadly nature of such a place is enough to convince most natives to give the place a wide berth. The area within 1 mile of the Frozen Flows is quite cold, averaging around -10° F (and necessitating appropriate saving throws to avoid nonlethal cold damage), while the area within 100 feet or so of the floes is even colder (-30° F). The floes themselves function in all ways as lava, except that they deal cold damage, rather than fire damage. They stretch about six miles down the side of Mount Shiraq, and are nearly a mile across at their widest point, although at other places they are narrow enough that they can reasonably be jumped across.

Many fiercely-competing theories exist about what causes the unusual thermal activity that makes the floes so frigid. Many believe it is the result of some sort of planar rift or gateway to another plane, such as a frozen layer of Hell or the Abyss. Others suggest that the flows may be the result of a permanent magical effect, and it is not terribly uncommon for those wishing to stir up sentiment against planar outsiders to blame "meddling wizards" from the Material Plane for the existence of the floes. Whatever the case, the stones created by the Frozen Flows are ideal for building ships on the plane, as the stone created here is particularly resistant to heat, without retaining the supernatural chill of the floes themselves. A permanent salvage operation operates at the mouth of the floes, collecting the stone created there and shipping it back to major cities, including the City of Brass, where the stone makes up nearly 60% of the building materials used in constructing the ships of the efreeti navy.

Ivarshot, the Last Free Salamander City

Crafted of the natural black stone that fills the region, the mighty fortress-city of Ivarshot rises high into the ashy sky, a single defiant citadel. From outside city, nothing of the inside can be seen, as the massive walls which encircle the city are capped by an oppressive iron dome, blocking access to the city from the air as completely as from the roads. The city has six forboding gates of black iron, and the walls themselves are carved with thousands upon thousands of arrow slits, from which the city's defenders can gleefully rain death on any and all who would threaten Ivarshot's sovereignty. Would-be attackers must also traverse a moat filled with razor-sharp pikes, which from a distance appears as a miniscule forest of bronze surrounding the city.

Once a visitor has made it through one of the iron gates, he will find himself facing a second wall, this one featureless and made of bronze, only slightly smaller than the outer wall of black rock. There is a gap of about 100 feet between the outer wall and the inner wall, which continues all the way around the city. This area is filled with ladders leading to various platforms, allowing the salamander guards to fight dynamically and use the full space to their advantage when fighting off intruders. Past the bronze inner wall and inside the city proper, the air is filled with ash and smoke from fires lit far below the earth. It is impossible to get away from the stench of the forges, no matter where you go in the city, and even indoors the pervasive odor seeps in. It is a grim place, and with few attempts at art or decoration besides the great metal statues of famous salamander kings and warriors, which can be found here and there throughout the city. The mazelike streets are nearly impossible to navigate, twisting and turning with no sense of purpose.

With the city constantly expecting attacks from their efreet enemies, the city is very well-patrolled, with squadrons of salamander soldiers being a common sight in the city's winding maze of surface streets, as well as the numerous warrens below. Efreet are completely barred from entering the city, regardless of whether or not they are affiliated with the empire. In truth, these guards are little more trusting of non-efreet, and take a dim view to most outsiders. Those who prove particularly inquisitive, or are found too near to trouble, may be accused of being spies or saboteurs for the efreeti military, charges that the salamanders take quite seriously. For these reasons, among others, it is recommended that travelers to Ivarshot hire guides to help them navigate the city. Of course, as elsewhere, it is unwise to trust one's guide too far, and there have been cases in the past of salamander guides arranging for their charges to be captured and sold into slavery, with the guide collecting a generous finder's fee.

Salamanders take great pride in Ivarshot's history, and usually insist on referring to it by its full name: Ivarshot, the Last Free Salamander City. This city has never been taken by the efreet in all the long years of their reign, a fact that salamanders, especially of a partisan nature, are quick to point out defiantly to those who tell them that efreeti rule is inevitable. Further, the city is considered neutral ground by all of the major salamander clans, and each of these clans maintains an enclave within the city, allowing the members of the various clans to safely communicate with one another. In truth, though, the city rarely lives up to its gleaming reputation as a bastion of freedom, and many travelers are struck most by the grimy soot that covers nearly every inch of the city, and the rampant crime, poverty, and overcrowding that afflicts it.

In addition to its cultural importance to the salamanders, Ivarshot is an important site for all who oppose the Efreeti Empire, or even just want to captain a ship without having deal with the hassle of getting a license. Ivarshot contains a well-defended, subterranean harbor, and is one of a very small number of places where a vessel capable of sailing on the plane's seas of magma can be purchased without the approval of the efreet. Most of these ships are ones that have been captured and refurbished, but the masons of Ivarshot do make a few themselves. This attracts a number of pirates, raiders, smugglers, and similar individuals to Ivarshot, making it a hotbed of illicit activity against the Efreeti Empire. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Can you take the heat?

The Eurnace. The Crematorium. Inferno. These are among the names that have been ascribed to the Elemental Plane of Fire, one of the most exotic, dangerous, and misunderstood of all the planes of existence. Home to the fabled City of Brass, the trading hub of the planes and the seat of power of the mighty effect, the Elemental Plane of Fire also houses the ashen wastes, a massive continent of soot and ash inhabited with the ancient ghosts of the lost azer empire, the lava seas, vast oceans of liquid rock traversed by huge galleons made of volcanic rock, and much more.

This book presents the Elemental Plane of Fire as a campaign setting for the Pathfinder Roleplaying Game. The first section of the book provides rules for creating player characters and NPCs of the four main races that inhabit the plane: azer, efreet, fire elementals, and salamanders. As in the critically-acclaimed Liber Vampyr: Secrets of the Blood by Necromancers of the Northwest, each of these races is presented as a race suitable for a player character, rather than what is found in their bestiary entry, as well as a 20-level base class that allows characters of that race to unlock their full potential. The book also includes over 50 feats that allow characters to unlock additional fire-based or racial powers.

Following this is a detailed look at the Elemental Plane of Fire itself, from the magical and supernatural effects that pervade the plane, to special environmental hazards only found here, and expanded rules for managing the size, spread, and intensity of fire on any plane, as well as a 40-page gazetteer of the Elemental Plane of Fire's five main regions: the City of Brass, the ashen wastes, the lava seas, the plain of burning coals, and the treacherous volcanic range known as the teeth of Boraak.

Whether you want to set a whole campaign in the Plane of Fire, or just a single adventure, or even if you just want to play an azer, efreet, fire elemental, or salamander in a game set in a less exotic locale, this book brings the Elemental Plane of Fire to life in a way that you haven't seen before. The only question remaining is: can you take the heat?



