



A Tourist's Guide to:

The Elemental Plane of Fire

Introduction

The planes are a vast and wondrous expanse full of incredible sights and sounds that make the material plane seem banal and dull by extension. Though few are lucky enough to be able to leave their world behind and explore the incredible and fantastic locations offered by other planes of existence, the handful that are are forever changed by the experience.

We want to bring some of that magic to your gaming table, and bring the planes alive, one plane at a time. For now, we've decided to begin with the elemental plane of fire. There are a variety of reasons, including the fact that it is the home of the iconic City of Brass, the fact that it hasn't been explored with as much depth as many other planes, and the fact that it is home to numerable human-like (if not exactly humanoid) races. But mostly, we chose the elemental plane of fire because we felt that it had great potential not only as a beautiful backdrop for games, but also for a setting unto itself, with its own movers and shakers, and its own concerns and problems, separate from the material plane.

This short piece provides an overview of some of the major locations and themes that will be covered in *A Traveler's Guide to the Elemental Plane of Fire*. It is not, by any stretch of the imagination the entirety of what can be found within, but rather consists primarily of excerpts taken from the introductory section of each region. The goal is to provide a hint of what the finished product will look like, by giving you some insight into the ways in which we are interpreting the elemental plane of fire, and some of the locations that will be stressed in the book.

We hope that you will enjoy reading about our vision of this fiery place as much as we enjoyed writing about it, and even if you choose not to pick up a copy of the full book, we invite you to take the ideas you find here and use them in your own forays to the elemental plane of fire, or adapt them for use in your game in other ways and places.



Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator, or is the property of Can Stock Photo, Inc. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.



Overview

While the Elemental Plane of Fire is home to a number of diverse races and cultures, many planar travelers would never get that impression from their visits to the plane. Most such visitors take their tour no further than the fabled City of Brass, a magnificent and sprawling metropolis that serves as the hub of the entire plane's trade and commerce, and is also the capitol of a powerful efreeti empire whose borders stretch to nearly every corner of the infinite plane. In fact, while efreeti make up only about 25% of the plane's population, efreeti law—as handed down and interpreted by the Great Sultan, who rules with an iron fist from within his massive palace at the heart of the City of Brass. Efreet navy rule the waves of the massive sea of lava that occupies over 50% of the plane, and massive slave-armies, commanded by powerful efreeti nobles, ensure the rule of law elsewhere on the plane.

Not all of the plane's inhabitants are enthusiastic supporters of this plane-spanning regime, however. The most violent opponents of efreeti rule are typically salamanders: a proud race of warriors with an independent streak, who once had a mighty empire of their own, many salamanders speak of a day when their kind will rise up and overthrow the efreeti usurpers to take their rightful place as rulers of the plane, but despite their combat prowess and unshakable resolve, the many bloody and violent salamander rebellions all seem to end in failure, as the rebels are driven back into hiding and the efreeti armies restore the rule of law.

While much of the conflict on the plane is between the salamanders and efreet, they are not the only major players on the plane. Ethnically, the largest group on the Elemental Plane of Fire are the fire elementals, who constitute nearly 40% of the plane's inhabitants. Contrary to the beliefs of many material-plane scholars and mages, fire elementals are quite sentient, and go about daily lives that, in many ways, are quite similar to those of humanoids. Despite their large numbers, however, most fire elementals are firmly under the grip of their local efreeti lord, and live like serfs or peasants. While they, too, speak quietly amongst themselves about a time when they shall be free of efreeti dominance, they do not have the bloody-minded drive for rebellion of the salamanders, and most are content to persevere for now.

Finally, the Elemental Plane of Fire is dotted with small, fortified enclaves of azer, which serve as the last living remnants of an ancient empire from long before the time of the Grand Sultan and the empire of efreeti. These azer see themselves as the last bastions of civilization in an increasingly darkening plane, and though they have been forced to accept the rule of the City of Brass, cleverly-negotiated treaties, combined with the relative cost of assaulting an azer stronghold, allow them to operate with a greater level of independence than salamanders or fire elementals can typically enjoy. The azer, for the most part, know that their time has passed, and are more concerned with preserving as much as they can for as long as they can, than with talk of reconquering the plane.

Of course, nothing on the Elemental Plane of Fire is simple enough to be divided down racial lines. Not all efreeti are vocal supporters of the Grand Sultan's policies, and while many choose to live in ignorance in order to continue with their opulent lives, others actively work against the empire's oppressive ways. Similarly, many fire elementals and even salamanders find that their lives are easier and more comfortable in the employ of the empire, support the efreeti, either openly, or by serving as informants and spies. Even the secretive and clannish azer have a few black sheep, and it is not uncommon for an outcast or misfit azer to offer his expertise as an adviser or craftsman for anyone willing to pay a high enough price.

As for the land itself, the Elemental Plane of Fire can largely be divided into four major regions, plus the fabled City of Brass, whose massive population and various unique features make it important enough to be considered an entire region unto itself. The largest region is the Sea of Lava, a massive expanse of roiling, liquid fire that is dotted with tiny islands. These molten waves are sailed by innumerable efreeti trading vessels, and patrolled by the powerful warships of the efreeti navy. The next-largest region is the Plain of Burning Coals, a massive expanse of flatland which is relatively stable, and which serves as the proverbial bread basket for the entire plane. It is here that most of the plane's "common folk" live, and where farmers, serfs, and slaves toil to produce the crops and livestock that support the massive City of Brass. By contrast, the Teeth of Soraak are the source of much of the City of Brass's wealth, and is the source of the various precious metals and gems that the city routinely exports to planar travelers. This region is the ancestral home of the salamanders, and to this day remains riddled with caverns from which the salamanders plot their uprisings and rebellions. Finally, the last region, the Ash Desert, is home to no one, and is a blasted expanse of endless dunes of grey ash and soot. Believed by most of the plane's residents to be cursed, few are willing to brave the expanse, even for a chance at looting the ruins of the lost azer empire.

More information about each of the four regions can be found below.

The Ash Desert

While this desolate region is far cooler than the rest of the Plane of Fire, it is surprisingly the most lifeless part of the plane, and is truly barren. The region is a massive island (perhaps better described as a continent) which is completely surrounded by the Sea of Magma and totally covered with a thick blanket of grey ash. Absolutely nothing grows here, and, with very few exceptions, nothing lives here – though it has numerous non-living residents.

In many ways, this is the least hospitable part of the Plane of Fire. 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 all there is to see in any direction. Walking through the Ash Desert 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 leads to death by suffocation 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, increasing the difficulty of any extended trips. Compounding the issue, there are few, if any, shelters or outposts within the Ash Desert, 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 Ash Desert's cold temperature (by the Plane of Fire's standards, at least) and lack of life are the result of a lingering magic 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 Ash Desert, 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 Ash Desert is home primarily to those without the breath of life within them. The region is home to large quantities of undead, especially ghosts and specters, and any creature that dies in the region is very likely to rise as a ghost and join their number. 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 these ashen dunes. Some of these beings lie inactive in forgotten ruins, waiting for some trigger to wake them. Others are quite active, whether standing guard in the long-abandoned halls of their masters, or walking the dunes aimlessly, attempting to carry out tasks issued eons ago.

Despite the severe conditions and the many dangers, there are a few who find reason to brave the Ash Desert. Some of these are fugitives from the empire, doomed to certain death, who decide that their best chance at survival is to try hiding out in the deserted desert. 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 Ash Desert 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. And 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 Ash Desert, 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 Ash Desert may be able to find a way to use it for his own benefit. The region also has a few places of note, for those daring enough to reach them, which are also shrouded in mystery: the Pile of Skulls, the Bowl of Smoke, and the ruins of Harshkand's Vault.

The City of Brass

This massive metropolis dwarfs almost every city in the multiverse: very few can compare with it in terms of population size or square mileage alone. But more than simply being large, the City of Brass is famous throughout the multiverse as a hub of trade and culture, and indeed it is one of the few cities in the cosmos that actively caters to extraplanar trade, meaning that the markets of the City of Brass hold a massive collection of rare and exotic wonders that only a small number of other cities can even hope to match. The Grand Bazaar (which is only one of several different bazaars that operate continually within the city) covers several square miles, all of which are full of crowded merchants' stalls and pushing, elbowing buyers who come from across the multiverse to find treasures of every sort. Of course, merchants in the City of Brass are used to such things, and are clever and shrewd, so even simply finding a desired item at a fair price can be an adventure in and of itself.

Of course, not everyone comes to the City of Brass just to trade. The fabled city is home to a number of incredible and beautiful monuments of religious and cultural significance to a number of different races and factions on the plane, and many visitors are entranced by the many beautiful domed spires, fabulous palaces, incredible art and sculptures, and other cosmopolitan wonders that the city has to offer, not least of which is the Great Sultan's palace, a sprawling structure over a mile to a side, with numerous spires and minarets reaching over 2,000 feet in height, with extensive statuary, sprawling gardens, and numerous other wonders for those who are privileged enough to be able to gain entrance.

Of course, the City of Brass is not without its perils, as well. As the seat of power of the efreeti empire, the city is a particularly dangerous place for enemies of the Great Sultan and his regime, and while the city is far from being under martial law, the presence of armed efreeti soldiers in the streets is common enough that it cannot be missed. Those who break the city's laws or speak ill of the efreet can expect to find themselves quickly imprisoned and tried, after which they will likely face a lifetime of slavery or a swift, public execution. Despite this looming threat, however, the city's criminal element thrives, and even those who avoid conflict with the law may find themselves the victims of one of the city's innumerable thieves, pickpockets, con-artists, or worse. In rare cases, one might even be unlucky enough to be caught in the crossfire between the city's armies and lurking revolutionaries.

The Plain of Burning Coals

The Plain of Burning Coals is a vast, stony plain that serves as the agricultural center 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 from other planes. 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 numerous natives 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 this vast plain.

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 the material plane, as it is populated primarily by farmers, traders, and the small towns and communities that support them.

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 problems 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 efreet nobles (who are typically anything but humble). Despite the copious amounts of land, these far-flung fiefdoms are not at all desirable among the efreet, 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 discover 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 Efreeti lords eager to exercise their authority.

The Sea of Lava

Without question, the most dominating feature of the Elemental Plane of Fire is the Sea of Lava, which covers nearly the entire plane. While it is an environment of nearly incomprehensible danger to non-natives, it serves as the main thoroughfare for those who call the fiery world home. Still, much like its watery counterparts, the Sea of Lava presents a number of dangers even to those who can stand its heat and traverse it frequently. There is the risk of getting lost at sea, and stormy weather can prove disastrous. 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 Sea of Lava has 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 water, however.

Natives to the plane will tell you that, in fact, it is not just one massive ocean, but that there are several distinct seas with distinguishing features; to visitors, however, one region of endless, molten lava seems just like another, and often travelers are too busy trying to survive to appreciate much else about the boiling sea. Once beyond the view of the few islands of civilization that dot the Plane of Fire, 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. 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; few who attempt to swim any 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 must 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 used almost universally for traveling about the plane. Occasionally there are those who think that it would be safer to fly above the sea to get to their destination, rather than floating through it, but the dangers of the skies are not to be underestimated: those who attempt flight will have to be prepared for the terrible firestorms which often rage across the plane, and if a creature can't endure the heat of the lava sea, such storms spell a similar doom for him. Even if able to withstand the fires, however, travelers who adventure through the sky will find a number of other deadly threats await them: the air is often filled with choking fumes and gasses, and clouds of smoke can make even the most experienced navigator lose his way. And of course, one cannot rule out the chance that a passing dragon or other malicious flying predator might attack. When it comes down to it, most decide to trust the efreet's ships, which have been (relatively) reliably transporting passengers for countless generations, rather than take on the uncharted dangers of the skies.

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 Sea of Lava can do so only with the permission of an efreet 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 in the Sea of Lava, and maritime marauders constantly threaten trade and stability. Most who travel on the Sea of Lava, 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 efreet navy, which constantly patrols the region with large warships manned with elite efreeti warrior-mages, bent on ensuring the rule of efreeti law.

While the fabled City of Brass is the most prominent location on the Sea of Lava (and, perhaps, the entire plane), there are many other notable areas that travelers often wish to visit. The Pillar of Issum and the Everburning Reef are both major sites of interest in the Sea of Lava, and besides these places there are numerous islands throughout the region where one can find unique and varied creatures and cultures. Chief among these are the five great island cities, which provide a sense of civilization away from the large mainland regions of the rest of plane.

The Teeth of Soraak

This hellish landscape seems to be drawn from the stuff of nightmares, and many travelers to the plane doubt whether it would really be worse to spend an eternity being punished on the planes of Hell or the Abyss than it would to be forced to live in this region until the end of time. Blackened volcanic rock spires straight out of the vast Sea of Lava, like a twisted dark spine on a burning red body. Towering and broken peaks littered with caves dominate this continent-sized mountain range, and very little survives long here. Often, the peaks of the volcanoes stretch up and out of sight, shrouded in smoky clouds that hang low in the sky. Still, when a volcano erupts, one can make out the burning red glow that marks the height of the peak, even through the dense, ashy clouds. The ground is continuously split by geysers of fire or lava, and rivulets of molten rock crisscross the shattered obsidian landscape. Unsurprisingly, nothing grows in this blasted land. An oppressive air hangs over the whole region, and it is not solely due to the formidable scenery.

Named for the salamander deity Soraak, this volcanic range was once the mighty center of a salamander empire; however, the land was conquered by the efreet centuries ago, and has been under their tyrannical rule ever since. Still, centuries of dominance by the efreet have done little to quiet things down, and the salamanders are constantly rebelling and quarrelling with their masters. So far, the efreet have managed to retain control, but it is not easy, and the next great salamander rebellion always seems to be brewing. This region is far from the center of efreet power,

in the City of Brass, 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. It does not help matters much that the salamanders are a fierce and warlike race, and who chafe at the yoke of efreeti rule, and are unlikely to accept their rulership any time soon. Luckily for the efreet, the salamanders are unorganized and hampered by infighting, which has continually proven the weakness in each of their previous rebellions. Now the heart of the salamander resistance lives deep in mountain caves, where the salamander way of life is still strong, and the outlaw salamanders plot how they will free their people from efreeti rule.

Although this region is almost entirely devoid of plant life, it is still one of the most important sources of natural resources for two reasons: precious metals, and precious gems. A wide variety of metals and gems can be mined here in the volcanoes, and the salamanders and efreet fight for control of the largest mines. Another important commodity found in abundance in this region is salamander slaves. 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. In addition to the salamander slaves, there are also more exotic slaves found here, often of a monstrous nature, which are bought and sold for high prices.

Even amid constant war and harshness, some life still flourishes in this region. Many cities of a grand and military nature exist and even thrive here. That said, few visitors are welcomed, and travelers coming to this region should be prepared to fight the elements, the salamanders, the efreet, and possibly all three at once. Those that are able to protect themselves from the region's warring factions will find that some of the more notable sites in the region include the Cave of Embers, the Frozen Flows, and Ivarshot, the last free salamander city.

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 craftlord 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 craftlord, 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

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.

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.

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.

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 anti-magic field.

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 60 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 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 0).

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.

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.

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.

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).

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.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

A Tourist's Guide to: The Elemental Plane of Fire, Copyright 2013-2016; Authors: Alex Riggs, Joshua Zaback, Rosa Gibbons

END OF LICENSE