



The Roaming Genasi

A Tavern for those Touched by the Inner Planes

Rastus Darkglass, Shadow of the Vapors
Proprietor

Note: The Para- and Quasi-Genasi have been updated to their 3e versions.

Note: These Para- and Quasi-Genasi were created in 1998, on the PLANESCAPE-L mailing list, and predate the recent Para- and Quasi-Genasi featured in Dragon magazine.

Greetings, cutter!

Ye've found yerself at th' Roamin' Genasi tavern. Although we'll take jink from any sod willin' t'spend it, we *do* tend t'draw a lot o' bashers what have been tetched by th' Inner Planes. O' course, part o' that might be because I'm plane-tetched m'self. Rastus Darkglass, formerly o' th' Para-Elemental Plane o' Smoke, at yer service.

Eh? What's that ye say? Ye've never heard o' Genasi a'fore? Ye Gods, cutter, ye must be new t' th' planes. No offense, friend, but if'n I was ye, I'd be keepin' quiet about th' things I knew an' th' things I didn't. Sigil ain't always nice to clueless sods steppin' outta their first portal, an' if'n th' wrong folks hear ye rattlin' yer bone-box about not knowin' what a Genasi is, why, they might take it inta their heads that yer a clueless ripe fer th' peelin'.

Not ol' Rastus, though. Friend o' th' Clueless, that's me. So let me learn ye about Genasi. Which would ye like t' hear about first?

- [General Information About Genasi](#)
- [Crucibles of Life](#)
- [Disciples of the Incandescent Colors](#)
- [Vassals of the Storm](#)
- [Lanterns of the Mists](#)
- [Inheritors of the Glittering Stones](#)
- [Shadows of the Vapors \(Like m'self\)](#)

- [Children of the Glacier](#)
- [Dwellers of the Mud](#)
- [Explorers of the Lava](#)
- [Scions of the Dying Embers](#)
- [Offspring of the Void](#)
- [Wanderers of the Brine](#)
- [Loreseekers of the Eroding Sands](#)
- [Sceptres of Unlife](#)

Now that ye've learned yerself a bit about who an' what we are, here are some o' th' reg'lars what patronize th' tavern:

- Braus Horfand, Lower Planar naturalist
- Hobart Frimax, submersible Spelljammer
- Mitel Cannate, swamp rat extraordinaire
- The Coruscate, sculptor of light
- Afterburner, explorer of the odd and unusual
- Thierin Valder and Farnham Roth, Unveilers of Hidden Darks
- Strom, Bubble Mapper
- Kaul Wildmarten, Desert Wanderer

An' here are a few notorious berks what *don't* patronize th' tavern (thank th' Powers), but are well-known t' us none-th'-less:

- [Slash](#), the assassin's assassin
- The Formless, twisted molder of flesh
- Malvor Preen, guttersnipe and thief

Comments? Questions? Mindless, banal insults? Feel free to email them to me at:
aburner@erols.com

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Para-Genasi and Quasi-Genasi

Origins of the Planetouched: If you ask someone how the Planetouched got that way, most folk will tell you that it's due to their ancestry. If you go back far enough in a Tiefling's family tree, they say, you'll find that one of their ancestors was a Baatezu or a Yugoloth or some other kind of lower planar creature. Likewise, if you go back far enough in an Air Genasi's family tree, you'll find that one of their ancestors was a native of the Elemental Plane of Air, such as a Djinn. And sure enough, that's the most common way to become Planetouched.

But that ain't the only way...

Each one of the Inner and Outer Planes has permanent settlements in it. No matter how deadly a plane might be, you can count on there being at least a few permanent residences there. It might be a huge metropolis like the City of Brass, or it might be a town like Madhouse on Pandemonium, or it might be a small citadel like the Dustmen's floating retreat on the Negative Energy Plane. Even the Plane of Vacuum has a few small settlements of barmy sods who live there.

Each one of the Inner and Outer Planes also has a fundamental nature that pervades and suffuses every particle of every location within the plane. The Plane of Smoke, for example, isn't simply an infinitely big space filled with smoke. It's an infinitely big space filled with the *idea* of smoke. And while a basher living on the Plane of Smoke may be able to keep the smoke out of his kip with magic, there's no magic around that can keep out the *idea* of smoke. Because the *idea* of smoke is what the Plane is all about.

For those who have already been born, being constantly suffused with the fundamental nature of a plane doesn't have much effect. The process of being born tends to give a person a sense of self that's hard to change. Even babies

fresh from the womb are already starting to define themselves on a very basic level. And once you start defining your sense of self like this, the fundamental nature of the plane you're living on won't have much affect on you.

On the other hand, children who are still developing in the womb don't have this sense of self. As a consequence, it's possible for a child to literally be *touched* by the plane while developing in the womb. Humans are more likely than any other race to have this happen, but it can happen to any race. And even for humans, it's a rare occurrence -- the overwhelming majority of the folks born on the planes are of the same race as their parents, and show no signs of being Planetouched. But every so often, two otherwise normal parents will produce a Planetouched child. That's just the way of the Planes.

[Note: The origins of the Planetouched as explained on this page presumes the existence of the Para- and Quasi-Elemental planes as described in various 1st Edition and 2nd Edition D&D products. If you are using a cosmology which lacks the Para- and Quasi-Elemental planes (such as, for example, the default 3rd Edition D&D cosmology), then click [here](#).]

Frequency of Genasi Types: The most common Genasi are those who have their origins in the four Elemental Planes: Fire, Earth, Water, and Air. This is because the most common way to become a Genasi is by having an elemental ancestor. And since the four Elemental Planes each have a well-represented race (specifically, Genie-kind) that can interbreed with humans and demihumans, Genasi related to these planes make up the bulk of the Genasi found in the Multiverse.

The Para- and Quasi-Elemental Planes and the Positive and Negative Material Planes, on the other hand, tend to be limited with respect to the number of native races capable of interbreeding with humans and demihumans. Some of these planes have no races whatsoever which are capable of interbreeding with humans and demihumans (or, at least, no *known* races), and so Genasi from these planes occur only when a child of two otherwise normal parents is literally touched by the Plane while in the womb. In these cases, planes with a large number of non-planar settlements will produce more Genasi over time than Planes with few non-Planar settlements.

As a consequence of these differing origins, the various Genasi can be

ranked according to how common or rare they are. Inner Planes with races capable of interbreeding with humans and demihumans *and* which possess many large human and demihuman settlements will produce the most Genasi. Inner Planes with no races capable of interbreeding with humans and demihumans, and which have few permanent human or demihuman settlements will rarely produce Genasi.

Common: Fire, Air, Water, Earth

Uncommon: Smoke, Ice, Mineral, Lightning, Steam

Rare: Ooze, Magma, Negative Energy

Very Rare: Radiance, Ash, Dust, Salt, Vacuum, Positive Energy

Genasi Immunities: Genasi are immune to any baneful effects which spring from the basic nature of their native Plane. Fire Genasi aren't hurt by normal fire, Ooze Genasi can swim and breathe in the mud and muck of the Plane of Ooze, Negative Energy Genasi aren't affected by the life-draining energy of the Negative Energy Plane, and so on. Furthermore, these immunities extend themselves to similar manifestations outside of their native plane. Magma Genasi, for example, are not harmed by Magma, regardless of whether they're on the Plane of Magma or if they're in a volcano on some Prime world.

However, some spots within a particular plane are dangerous even to those native to the plane. The Plane of Fire has hot spots that are too hot even for Fire Genasi, the Plane of Ooze has large patches of acidic slime which can affect Ooze Genasi, the Plane of Smoke has clouds of poisonous vapors which can affect Smoke Genasi, and so forth. In general, each Inner Plane has one or more areas that are dangerous even to natives. Genasi are not immune to these areas, despite being unaffected by the more common aspects of their native plane.

Finally, note that these immunities only extend to mundane manifestations of the particular element. Ice Genasi are immune to the effects of normal cold, but can still be hurt by magical cold.

Common Racial Traits of the Para- and Quasi-Genasi: A common theme that seems to be universally true for all Para- and Quasi-Genasi is their curiosity about the Multiverse. Most folks think that this inquisitiveness is just a racial trait common to all Para- and Quasi-Genasi, but it turns out that

this is something of a misconception.

The life of a native on the Para- and Quasi-Elemental Planes is profoundly and fundamentally different from the life of just about anyone else on the Planes. To illustrate this point, consider the life of the average resident of Bytopia. Aside from the fact that the other layer of the plane is hanging directly overhead, living on Bytopia isn't much different from living on any of the Upper Planes, nor is it substantially different from living on many Prime worlds. There is grass beneath your feet, sky above your head, homes, rivers, lakes, oceans, animals and plants that would be familiar just about anywhere, and so on.

Now consider the life of a Para- or Quasi-Genasi. On the Inner Planes, there's no ground, nor sky, nor rivers, lakes, or oceans. In fact, there's nothing but an infinite expanse of the plane's particular element (or para- or quasi-element), broken up by the occasional pocket of matter from one of the other Inner Planes. This alone would explain the reaction that most Para- and Quasi-Genasi have when they make their first trip outside of their native plane, but there's another factor which contributes to their reaction: Aside from the four Elemental planes, most Inner Planes don't get a lot of traffic. So not only does your average Para- or Quasi-Elemental Plane not have much variety in the landscape, it also doesn't get much in the way of visitors from other places.

You can imagine, then, what it must be like for a Para- or Quasi-Genasi when they step foot out of their first portal. Suddenly they're confronted with sights and sounds (and smells) they've never encountered before. And not only are they having to cope with the sudden presence of all these new sensations, but they're also having to cope with the *absence* of whatever element it was that made up their home plane. If you've spent your entire life surrounded by an infinite expanse of salt, you're going to find it very strange to live in a place where salt is something you'll only find in little shakers on the tables of various restaurants and inns.

As you might guess, the first trip a Genasi makes off of their home plane is usually very disorienting. Most Para- and Quasi-Genasi can't adjust, and so they end up taking the first portal back home. But some Para- and Quasi-Genasi find themselves drawn to the planes, and find that their curiosity about the Multiverse exceeds their desire to go back to their native plane. So when a Planar meets a Para- or Quasi-Genasi off of the Genasi's native plane, the

Genasi is almost always one of the curious ones.

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Positive Energy Genasi

There's a notion, started on the Prime and gaining popularity among some of the more rustic Planars, which says that the more attuned you become to "life," the more serene and contemplative you become. Whoever came up with this screed obviously never met a Positai.

Crucibles of Life, as the Positai call themselves, are Genasi hailing from the Positive Energy Plane. And they're filled with the essence of Life energy. But instead of making them serene and contemplative, all that energy makes them vibrantly active -- sometimes even hyperactive. Some berks think that this means all Positai are chaotic, but many Positai go about their ceaseless activity in ordered, lawful ways. Regardless of their alignment, most Positai find it difficult to sit idle for long, and many Positai become (very) active planewalkers simply to give themselves something to do.

Those Positai who leave their native plane are, not surprisingly, fascinated with Life itself in all its abundant variety, particularly with regard to the nurturing, growing, or healing of life. Some Primes think this means that the Positai are all nature-loving flower-eaters. (The Primes who came up with this idea are probably the same clueless berks who came up with the "serene and contemplative" bit.) Sure, some Positai like exploring the Wilderness. But any Positai will tell you that a city is just as much a nexus of life as is a forest. As such, Positai can be found as rural farmers, urban healers, and the entire gamut in between. Those Positai who take the path of the Planewalker tend to content themselves with wandering from place to place, simply experiencing the richness and fullness of life on the planes in all its dazzling variety.

All Positai have vibrant yellow-white skin, and the skin itself is also warm to the touch. Additionally, Positai have a faint glow about them. This glow is from the Positai's natural aura, and as such it cannot be covered up by clothing. While this glow only puts out the same light as a candle, it makes it impossible for the Positai to hide in shadows. (It's also a surefire way to draw missile fire in

dimly lit combat areas. The life of a Positai ain't always mead and skittles.)

Racial Traits:

- +2 Constitution, -2 Wisdom: Positai are filled with the essence of Life Energy, improving their constitution. However, their hyperactivity is accompanied by a notoriously short attention span.
- Medium-size.
- Positai base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Necromantic spells and effects. This bonus increases by +1 for every five character levels the Positai attains.
- Outsider: Positai are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as *Banishment* or a *Sword of the Planes*). However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.
- Undead Vulnerability (Ex): Undead are powered by energy from the Negative Energy Plane. Negative Energy is inimical to the Positive Energy which suffuses Positai, and so Positai suffer a -4 penalty on their Fortitude saves when trying to recover from the effects of an energy drain attack. Undead that don't normally have an energy draining attack still have the potential to inflict negative levels on a Positai. If an undead creature without an energy draining attack scores a critical barehanded hit against a Positai, the Positai must succeed on a Fortitude check (with the -4 penalty) against a DC of 10 + Hit Dice of undead creature. Failing this check means they gain a negative level.

Finally, all undead creatures receive a 1d4 damage bonus when attacking a Positai barehanded. On a critical hit, this bonus is added in after the base damage is multiplied.

- **Undead Turning (Ex):** Non-cleric Positai can turn undead as though they were a cleric four levels lower than their character level. A 6th level Positai fighter can turn undead as if he was a 2nd level cleric, for example. Non-cleric Positai cannot automatically destroy undead, however. Any undead that would normally be destroyed in the turning attempt will simply be turned as normal.
- **Improved Undead Turning (Ex):** Positai clerics and paladins can turn undead as though they were two levels higher. A 2nd level Positai cleric turns undead as though he were 4th level, for instance. Multiclass Positai clerics can turn undead using either their cleric level or their character level, whichever gives them the best results. A 6 Ftr/1 Clr character can turn undead as though she were a 3rd level cleric. A 5 Ftr/2 Clr character can turn undead as though she were a 4th level cleric. Positai clerics cannot rebuke or control undead, even if the Positai is of neutral or evil alignment.
- **Accelerated Healing (Ex):** Due to the Life Energy suffusing their being, Positai heal at an accelerated rate. Wounded Positai who are not under the care of someone with the Healing skill will heal 2 hit points per level per day of rest, and 3 hit points per level per day of complete bed rest. Positai under the care of someone with the Healing skill will gain an extra hit point per day in addition to their usual accelerated healing (assuming the Healer succeeds on a skill check). Magical healing cast on a Positai is also more effective. When determining how many points are healed by a

healing spell cast on a Positai, use the next highest die type than that specified by the spell. For example, casting *Cure Moderate Wounds* on a Positai would heal back 2d10 points of damage +1 point per caster level, instead of the 2d8 points of damage +1 point per caster level specified by the spell description.

- *Cure Light Wounds* (Sp): Positai have the ability to cast *Cure Light Wounds* once per day as though they were a 5th level Cleric.
- Clerical Focus: A Positai cleric must choose a deity who grants access to the Healing domain, and must select Healing as one of his or her two domains.
- Automatic Languages: Common. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Cleric
- Level Adjustment +1: Positai are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

Starting Age: 20+1d10

Middle Age*: 60

Old Age**: 80

Venerable***: 120

Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha

** -2 Str/Con/Dex; +1 Int/Wis/Cha

*** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

Height/Male: 60+1d12

/Female: 59+1d12
Weight/Male: 150+6d10
/Female: 100+6d10

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Radiance Genasi

Most of the time, when Para- or Quasi-Genasi take their first trip off of their native Plane, they find the transition to be a touch overwhelming. Radiance Genasi (known among themselves as Disciples of the Incandescent Colors) have the opposite problem: They find the Multiverse to be extremely *underwhelming*. Radiance Genasi hail from a plane where every moment of their existence is surrounded by, and suffused with, a scintillating, never-ending display of the most beautiful colors and lights in the Multiverse. So when they go off-plane for the first time, they're confronted with a Multiverse that is, to them, exceptionally dull, drab, and dreary. Most of 'em just go back home in disgust.

But, all else being equal, there are a few who decide to stick it out. And as mentioned elsewhere, Genasi who live away from their native plane have an overpowering curiosity about the Multiverse. For Radiance Genasi, this almost always manifests itself as an attempt to either seek out, or to create, things and locations which, to their minds, introduces "beauty" into the otherwise dull, bland tableau of the Multiverse.

To their credit, the Radiance Genasi who choose to remain on the Planes tend to be an open-minded lot, and as such they're willing to try and understand "beauty" from the perspective of the "less-gifted" non-Radiance Genasi. What this means in actual practice is that most Radiance Genasi on the Planes turn their attentions towards artistic endeavors, either creating art themselves, or seeking out art made by others.

Historically, Radiance Genasi who are still new to the Planes tend to focus their artistic efforts on things which somewhat remind 'em of their native plane (i.e. works of art (or locations) which feature lots of light and color). As Radiance Genasi become more adjusted to the Planes, however, their horizons often broaden to allow them to appreciate other forms of art, such as music or poetry or literature. In some cases, their horizons broaden sufficiently that they

learn to appreciate art which most bashers wouldn't consider "beautiful" at all. (Kobold "dung-and-maggot" sculpture, for example.) Radiance Genasi who become thieves usually become art thieves.

Radiance Genasi who create art tend to be quite good at it. Probably the most famous of these is the woman known simply as The Coruscate, who has the ability to make achingly beautiful sculptures out of "solid light." How she shapes the lights and keeps them mobile, suspended, and permanent is unknown to everyone but her.

Additionally, despite the general truth that Para- and Quasi-Genasi do not suffer from the racial arrogance which afflicts normal Genasi, it is also true that Radiance Genasi tend to be more prone to this arrogance than the rest of the Para- and Quasi-Genasi. This is because, in their eyes, the Multiverse *is* incredibly drab and bland, and this, combined with the inability of non-Radiance types to appreciate (or even to survive) the beauty of their native plane, often makes them feel superior.

Radiance Genasi are visually striking. Their skin is always a vibrant, distinctive color (green, blue, purple, and so on), and their hair is usually a violently contrasting color from their skin. Their skin also glows faintly and is warm to the touch.

Racial Traits:

- +2 Charisma, +2 Intelligence, -2 Strength, -2 Constitution: Radiance Genasi are extremely attractive, and all have the intellect necessary to appreciate art in all its varied forms. However, Radiance Genasi are also notoriously frail.
- Medium-size.
- Radiance Genasi base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Fire-based spells and effects. Radiance Genasi also receive a +1 racial bonus to their saving throws

vs. spells which affect their target via lights or colors (for example, *Color Spray* or *Rainbow Pattern*). Both of these bonuses increase by +1 for every five character levels the Genasi attains.

- **Outsider:** Radiance Genasi are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as *Banishment* or a *Sword of the Planes*). However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.
- **Glowing Skin (Ex):** Radiance Genasi suffer a -4 racial penalty on any attempt to hide in shadows. This penalty can be reduced to -1 with a successful *Disguise* check prior to hiding. If the Radiance Genasi has more skin exposed than normal, this penalty can increase to -6 or higher, depending on the circumstances.
- **Fire Immunity (Ex):** The Plane of Radiance is just as hot as the Plane of Fire, and so Radiance Genasi are immune to the effects of non-magical fire. Magical fire damages them as normal.
- **Blindness Resistance (Ex):** Radiance Genasi are immune to being blinded from spells or effects which rely on light, such as the *fireworks* version of *Pyrotechnics*. This isn't to say that they can't be blinded; the Wizard spell *Power Word, Blind* (for instance) doesn't rely on light to achieve the blinding effect, and Radiance Genasi are therefore just as susceptible to that spell as anyone else.
- **Daylight (Sp):** Radiance Genasi have the ability to cast *Daylight* once per day as though they were a 5th level Wizard.
- **Clerical Focus:** A Radiance Genasi cleric must follow a deity of fire, light, sun, art, or beauty.

- Automatic Languages: Common, Ignan. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Bard
- Level Adjustment +1: Radiance Genasi are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

Starting Age: 20+1d10

Middle Age*: 60

Old Age**: 80

Venerable***: 120

Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha

** -2 Str/Con/Dex; +1 Int/Wis/Cha

*** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

Height/Male: 60+1d10 inches

/Female: 59+1d10 inches

Weight/Male: 150+4d10 pounds

/Female: 100+4d10 pounds

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Lightning Genasi

More than any other Inner Plane, the Plane of Lightning gets lots of visits from Powers. Oh sure, the four major Inner Planes see their share of visiting Powers, and the Plane of Ice gets a few now and again. As for the other Inner Planes, they occasionally get a divine visitor from time-to-time, but it's soddin' rare (and they visit the Plane of Ooze least of all -- a fact that really torques the Ooze Genasi). But the Plane of Lightning gets 'em on a fairly regular, fairly frequent basis. Sometimes it seems like you can't swing a dead wererat without it passing through some god's divine aura.

The reason the Plane of Lightning is so thick with deities is because almost every pantheon has a deity with Thunder, Lightning, Weather, or Storms in His or Her (or Its) divine portfolio. And these deities usually like to take occasional side trips to the Plane of Lightning, since the entire Plane is basically the Multiverse's biggest non-stop thunderstorm. The followers of these deities have, therefore, established quite a few shrines and temples in the Plane of Lightning.

Most Lightning Genasi were raised in or near these shrines and temples, usually by a conclave of extremely devout worshippers dedicated to the shrine's patron deity. It is also very likely that the Lightning Genasi has remained unaware of the existence of any other deities during her stay on her native Plane. As such, it usually comes as quite a shock to Lightning Genasi to discover that not only are there other Powers in the Multiverse, there are a great *many* other Powers in the Multiverse.

Lightning Genasi who are rigid and closed-minded in their beliefs almost always head back to the Plane of Lightning so as not to be exposed to any uncomfortable challenges to those beliefs. But for the more open-minded Lightning Genasi, the revelation that the Multiverse is filled with a vast array of pantheons, deities, and differing belief systems usually leads to a great deal of soul-searching and introspection. The end result of this introspection and soul-searching is that Lightning Genasi found off of their native Plane tend to be

driven to investigate differing belief systems and differing deities.

Their fascination with the divine stems from one of two goals: They either seek to reaffirm that their own beliefs are the correct beliefs, or they seek to find the belief which *is* correct. At first, their fascination tends to revolve around storm-related Powers which are different from the specific Power they were raised to revere; the similarity to their own belief system provides them with the comfort of familiarity. And for some Lightning Genasi, this is as far as they go in their explorations of the soul. But many more inevitably find themselves compelled to investigate other deities and belief systems which are completely unrelated to "storms," and so begins a process of temple-visiting and question-asking and generally making theological nuisances of themselves. Planewalking Lightning Genasi often take this investigating to its logical conclusion by actually visiting the realms of the Powers and asking their questions directly of the Proxies themselves. As such (and depending on how respectful the Lightning Genasi is), the life of a Planewalking Lightning Genasi can be either very rewarding, or very short.

Lightning Genasi look a lot like Air Genasi, but their skin tends to be darker. They also possess some physical characteristic that identifies them as a native of the Plane of Lightning. This could be anything from hair that's constantly standing on end (as from static electricity), to tiny, harmless sparks that dance around their body and hair as they move.

Racial Traits:

- +2 Dexterity, -2 Strength: Lightning Genasi tend to take on the nature of lightning itself, which makes them quick rather than strong.
- Medium-size.
- Lightning Genasi base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Air-based and Electricity-based spells and effects. This bonus increases by +1 for every five character levels the Genasi attains.
- Outsider: Lightning Genasi are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such

as *Banishment* or a *Sword of the Planes*).

However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.

- **Soul Searching (Ex):** Lightning Genasi get the Knowledge (Religion) skill as a class-based skill.
- **Electricity Immunity (Ex):** Lightning Genasi are completely immune to non-magical electricity (including lightning). Magical electricity damages them as normal.
- **Sonic Resistance (Ex):** Since Lightning Genasi come from a plane which is deluged by loud, continual thunder, they receive a +4 racial bonus on all saving throws vs. magical effects which stem from loud booming noises. This only applies to loud, booming noises similar to thunder (such as from *Drums of Panic* or a *Thunder Weapon*); Lightning Genasi suffer the full effects of the wail of a Howler, the wail of a Banshee, the winds of Pandemonium, etc.
- **Shocking Grasp (Sp):** Lightning Genasi have the ability to cast *Shocking Grasp* once per day as though they were a 5th level Wizard.
- **Clerical Focus:** Due to their fascination with Deities, Lightning Genasi are not restricted to any particular deity. However, Lightning Genasi clerics *must* follow a specific deity and cannot be a generic, non-deity-specific cleric.
- **Clerical Flexibility:** Since Lightning Genasi make a point of examining different belief systems, they have the option of changing their patron deity whenever they gain a new Cleric level. The Lightning Genasi simply picks a new patron deity, and picks two domains from that deity as his new clerical domains. There is no penalty for this, although the Lightning Genasi's former religion may frown upon heretical turncoats.

- Automatic Languages: Common, Auran. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Cleric
- Level Adjustment +1: Lightning Genasi are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

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Middle Age*: 60
Old Age**: 80
Venerable***: 120
Maximum Age: 120+6d10

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Weight/Male: 150+4d10 pounds
/Female: 100+4d10 pounds

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Steam Genasi

Each of the Inner Planes has collected a variety of nicknames over the millenia. The Plane of Air is known as *The Boundless Blue*, the Plane of Earth is known as *The Anvil*, and so on. For some reason, the misty expanses of the Plane of Steam tend to make folks think of mystery and secrecy and long-lost darks. As such, the most common nickname for the Plane of Steam is simply *The Hidden*.

Steam Genasi, or Lanterns of the Mists as they call themselves, seem to embody this "hidden" quality. Like their Magma, Salt, and Dust Genasi cousins, Steam Genasi are ardent, enthusiastic explorers of the Multiverse. But Steam Genasi specialize in (and excel at) investigating the unknown.

For some Steam Genasi, this means unearthing lost darks and forbidden knowledge. This could be anything from uncovering the reasons why Nemausus has gone missing from Arcadia, to discovering the pattern of a shifting portal in the Hive, to capturing the murderer of the late Colonel Halvart. But for most Steam Genasi -- the overwhelming majority, in fact -- it means taking the first portal out of Sigil and striking off for parts unknown. Steam Genasi have a burning curiosity about those areas of the Planes about which there is little (if any) information. Find a spot on the Planes that no one knows anything about and you can bet that a Steam Genasi will find some way to get there *and* return alive to tell the tale.

Given all this exploration of the unknown, it's no wonder why experienced planars tend to be respectful of Steam Genasi. For one thing, a lot of the knowledge collected about the lesser-traveled regions on the Planes comes directly as a consequence of the Lanterns of the Mists. For another, anybody who wanders into unknown areas of the Planes and lives to tell about it is not someone you'd want to cross. After all, it's one thing to visit Jangling Hiter after consulting with sages and planewalkers to find out the preparations you need to come back from the visit with all of your skin still attached. It's another thing

entirely to just gad about the lesser-traveled portions of the layer of Minauros without any prior knowledge of the dangers that lurk there. Most would call such exploring barmy, but experienced Steam Genasi can do it and return six weeks later to toss the chant about it over a cup of mead and a game of dice.

Appearance-wise, Steam Genasi are the most human-looking of all the plane-touched. The only hints that give away their true nature are things like perpetually wet hair or an odor of fog about them. Occasionally one will have perpetually wet skin, but this is rare.

Interestingly enough (and with only a very few exceptions), Steam Genasi avoid some of the more popular fashion trends favored by many Planars (especially Sigillians). In particular, Steam Genasi do not pierce their bodies (female Steam Genasi may be occasionally seen with one piercing per earlobe, but even this is rare), nor do they affect the tattoos or body painting prevalent among other Planar races. The reason why the Steam Genasi, as a whole, seem to avoid these things is a mystery itself. (Along these lines, I pointed out this mystery to a Steam Genasi of my acquaintance. The Steam Genasi in question is now assembling a team to investigate. A trip to the Quasi-Elemental Plane of Steam is anticipated, and interested individuals are invited to inquire at the Rotting Treant tavern, off of Bloodmarsh Way, in the Lower Ward.)

Racial Traits:

- +2 Constitution, +2 Dexterity, -2 Wisdom: Steam Genasi have a well-deserved reputation for being tough to kill, but you have to be slightly barmy in the first place to do the kind of exploring they do.
- Medium-size.
- Steam Genasi base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Water-based spells and effects. This bonus increases by +1 for every five character levels the Genasi attains.
- Outsider: Steam Genasi are outsiders. This means

that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as *Banishment* or a *Sword of the Planes*). However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.

- Planewalkers: Due to their propensity for planewalking, Steam Genasi get the Knowledge (Planes) skill as a class-based skill.
- Fog Sight: Steam Genasi can "see" through any cloud made of water vapor up to 120 feet. This includes fog, normal clouds, and steam, but does not include smoke or other vapors.
- *Obscuring Mist* (Sp): Steam Genasi have the ability to cast *Obscuring Mist* once per day as though they were a 5th level Wizard.
- Clerical Focus: A Steam Genasi cleric must follow a deity of water, protection, exploration, knowledge, or secrets.
- Automatic Languages: Common, Aquan. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Diviner or Abjurer
- Level Adjustment +1: Steam Genasi are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

 Starting Age: 20+1d10
 Middle Age*: 60
 Old Age**: 80
 Venerable***: 120
 Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha

** -2 Str/Con/Dex; +1 Int/Wis/Cha

*** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

Height/Male: 60+1d10 inches

/Female: 59+1d10 inches

Weight/Male: 150+4d10 pounds

/Female: 100+4d10 pounds

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Mineral Genasi

Most sods would think a being from the Quasi-Elemental Plane of Mineral would be a little on the hard, unfeeling side. After all, not only is the Plane comprised of stones harder than rock in most cases, but those stones are also usually razor sharp. A cutter has to be extremely thick-skinned -- in the literal sense -- to survive even a day on the Plane.

But canny bloods know that things don't always turn out in the obvious, logical way, especially on the planes. And so it is with Mineral Genasi. Inheritors of the Glittering Stones are singularly large and imposing -- larger than even their Earth Genasi cousins -- and they've got a heart to match.

Mineral Genasi grow up on a plane where the entire collected treasury of the Merkhant sect pales in comparison to the riches littering the ground within a mile's radius from their childhood kip. As such they really don't understand the notion of hoarding wealth, especially just for the sake of hoarding it (which is why you'll never see a Mineral Genasi in the Merkhants). This doesn't mean that they don't have any use for it. But to them, jink is part of the journey. It ain't the destination. So while they'll keep themselves in good repair and maybe even save some for a rainy day (being prepared ain't the same as "hoarding," after all), you'll never see an Inheritor of the Glittering Stones living in anything more opulent than a modest case.

So what do they do with the rest of their jink? 99 times out of 100, Mineral Genasi use it to help the less fortunate of the Multiverse. Again, this goes back to their early environment; Mineral Genasi are raised around vast amounts of material wealth, and they find it a little disturbing to discover that some berks don't have two coppers to rub together.

Different Mineral Genasi have different approaches to helping out the poor and downtrodden. Some will open up farms or smithies (or something similar) on one of the Upper Planes (or the portion of the Outlands near the Upper

Planar gatetowns). Then they'll give down-on-their-luck sods a chance to come work for 'em and learn a trade. For those less fortunate cutters who, due to their pride, don't like accepting charity, this works out fairly well. Other Inheritors will open up soup kitchens or resthouses to give luckless bashers three squares a day and a roof over their head at night. Some simply make small charitable donations to existing charities, assuming that the existing charities are more familiar with the needs of the impoverished locals. Still others decide that education is the key, and open up small public schools. The list goes on and on, frankly, but one thing remains true: All Mineral Genasi, in their own way, do what they can to improve the lives of the downtrodden. Like the Lightning Genasi, the Mineral Genasi's exploration of the Multiverse is an exploration of the heart, and of the soul.

(It should be noted that, despite what one might think, Mineral Genasi rarely join the Ring-Givers. This is because the Ring-Givers give things away in hopes that of receiving *more* things in return. Inheritors of the Glittering Stones, on the other hand, are genuinely altruistic. When they help someone, they honestly don't expect anything in return.)

Planewalking Mineral Genasi tend to think a little bigger with regard to helping out the downtrodden, and will usually seek out villages, towns, or occasionally entire regions that are down-on-their-luck for whatever reason (usually due to marauding bands of raiders, drought, famine, or something along those lines). When this happens, they'll attempt to take whatever corrective action they feel necessary to get the village, town, or region back on its feet. And the rare Mineral Genasi thief will usually find some oppressive rich berk to steal from, and will then give this stolen loot back to the oppressed folk in question.

In appearance, Mineral Genasi are large, thick and imposing. Their features are sharp and angular, like the gemstones from their native plane. They may also have rough, dark brown skin; smooth, dark grey skin; small (half-inch diameter) crystalline stones of various colors embedded in their flesh (these crumble to worthless dust if somehow removed from the Mineral Genasi); or eyes that seem faceted (like a cut diamond).

Racial Traits:

- +2 Strength, -2 Dexterity: Mineral Genasi are big and brawny, but aren't particularly agile.
- Medium-size.
- Mineral Genasi base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Earth-based spells and effects. This bonus increases by +1 for every five character levels the Genasi attains.
- +4 racial bonus on any Appraise checks related to minerals, gemstones, or jewelry.
- Mineral Genasi have harder skin than most other races, and receive a +2 racial bonus to their natural Armor Class.
- Outsider: Mineral Genasi are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as *Banishment* or a *Sword of the Planes*). However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.
- Petrification Immunity (Ex): Mineral Genasi are completely immune to being turned to stone.
- *Stone Shape* (Sp): Mineral Genasi have the ability to cast *Stone Shape* once per day as though they were a 5th level Cleric.
- Clerical Focus: A Mineral Genasi cleric must follow a deity of earth, wealth, or altruism.
- Automatic Languages: Common, Terran. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Fighter
- Level Adjustment +1: Mineral Genasi are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

Starting Age: 20+1d10

Middle Age*: 60

Old Age**: 80

Venerable***: 120

Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha

** -2 Str/Con/Dex; +1 Int/Wis/Cha

*** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

Height/Male: 67+2d8 inches

/Female: 66+2d8 inches

Weight/Male: 190+6d10 pounds

/Female: 140+6d10 pounds

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Smoke Genasi

Unlike the rest of their Para- and Quasi-Genasi cousins, the Shadows of the Vapors have a pretty easy transition when they leave their native plane and hit the Multiverse-at-large. The biggest reason for this is simple: Sigil. Sigil is, thanks to its status as the City of Doors and the Crossroads of the Multiverse, the first location most travellers (of any race) visit on their first trip outside of their native plane. And the air of Sigil is almost always filled with some form of smog, smoke, or haze. So, while Smoke Genasi have to go through the usual adjustments that all Para- and Quasi-Genasi have to go through the first time they leave their native planes, all the smoke and smog in the Sigillian air provides Smoke Genasi with some of the comforts of home. This probably explains why Smoke Genasi are the most numerous of the Para- and Quasi-Genasi on the Planes. It also probably explains why Sigil has the largest concentration of Smoke Genasi outside of the Plane of Smoke.

However, since they acclimate themselves so easily to life in the city of Sigil, cities in general (especially those with lots of smoke and/or smog) come to provide Smoke Genasi with a measure of psychological security. Consequently, Smoke Genasi are dedicated and enthusiastic city dwellers. Naturally, this doesn't mean that they're always happy and cheerful about their lot in life. They have the same problems as the average berk, after all. But Smoke Genasi are fascinated by city life like no other race in the Multiverse. They can gaze for hours at the endless ebb and flow of traffic on a city street, watching the intricate patterns of life play themselves out on the cobblestones. And the rare Smoke Genasi planewalkers will travel from city to city on the planes, exploring them, learning their customs, and so on. Indeed, some of the best travelogues on the Planes have been written by Planewalking Smoke Genasi.

Smoke Genasi always have a faint odor of smoke about them, and this odor usually indicates their mood. The pleasant odor of smoked cedar, for instance, may indicate that the Smoke Genasi is in a generous mood, while a

sharp and acrimoniously smoky odor might indicate anger or jealousy. Smoke Genasi usually also have dark gray hair that moves of its own accord like smoke coming off a fire, or mottled gray skin which seems to change coloring and pattern from moment to moment.

Racial Traits:

- +2 Dexterity, -2 Strength: Smoke Genasi are as slippery as a puff of smoke. Unfortunately, they're about as strong.
- Medium-size.
- Smoke Genasi base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Air- and Fire-based spells and effects. Smoke Genasi also receive a +1 racial bonus to their saving throws vs. spells which affect their target via inhaled vapors (for example, *Stinking Cloud*). Both of these bonuses increase by +1 for every five character levels the Genasi attains. Note that some spells which produce vaporous clouds actually work by contact rather than inhalation (e.g. *Cloudkill*). Smoke Genasai are no more resistant to these spells than anyone else.
- +2 racial bonus to Hide skill checks when trying to hide in shadows.
- +2 racial bonus to Move Silently checks.
- Outsider: Smoke Genasi are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as *Banishment* or a *Sword of the Planes*). However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.
- Smoke Immunity (Ex): Smoke Genasi can breathe non-magical smoke without difficulty or discomfort.

- Smoke Sight (Ex): Smoke Genasi can "see" through smoke up to 120 feet. This applies only to smoke, and not to fog or any other vapor.
- *Feather Fall* (Sp): Smoke Genasi have the ability to cast *Feather Fall* once per day as though they were a 5th level Wizard.
- Clerical Focus: A Smoke Genasi cleric must follow a deity of fire, air, cities, civilization, rogues, or thieves.
- Automatic Languages: Common, Ignan, Auran. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Rogue
- Level Adjustment +1: Smoke Genasi are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

Starting Age: 20+1d10

Middle Age*: 60

Old Age**: 80

Venerable***: 120

Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha

** -2 Str/Con/Dex; +1 Int/Wis/Cha

*** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

Height/Male: 60+1d10 inches

/Female: 59+1d10 inches

Weight/Male: 150+4d10 pounds

/Female: 100+4d10 pounds

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Ice Genasi

Unlike most of the Para- and Quasi-Elemental Planes, The Plane of Ice actually has a fair number of humanoid settlements on it. It doesn't have as many settlements as the Plane of Mineral or the Plane of Lightning, but a lot of folks call the Plane of Ice home.

The Plane of Ice tends to draw a certain type of basher as well. You won't find many meek, timid, sickly types living permanently on the Plane of Ice. What you *will* find, in the main, is a group of hard-drinking, hard-living rowdies with the constitution of oxen (and, some say, the smarts to match). These traits are usually passed on to their planetouched offspring.

The common joke is that Ice Genasi must be emotionless since they're so cold-hearted, but the truth is that Ice Genasi are among the most passionate of all Genasi (Para-, Quasi-, or otherwise). They like to live life to the fullest and slurp the marrow from the bone of life. They're boisterous, fun-loving, and always on the lookout for the next party. Like all Para- and Quasi-Genasi found off their native plane, the Children of the Glacier are intensely curious about the rest of the Multiverse. This curiosity follows the same zest for life that the Ice Genasi themselves follow. So when the Ice Genasi venture out into the big, wide Multiverse, they usually become Planewalkers, and they usually adventure for the sheer excitement and experience. And although you can find Ice Genasi in just about any faction, the fact of the matter is that they're natural-born Sensates.

In appearance, all Ice Genasi tend towards sharp, angular features. Their skin and hair are either pure white or bluish-white. Additionally, they usually have extremely cold flesh and sometimes have a thin layer of frost in their hair (even during the summer).

Racial Traits:

- +2 Constitution, -2 Intelligence: The humans and demihumans who choose to live on the Plane of Ice tend to be from particularly hardy stock. This hardiness is passed on to their Planetouched offspring. The humans and demihumans who choose to live on the Plane of Ice also aren't the brightest lights in the night sky, and this is passed on to their Planetouched offspring as well.
- Medium-size.
- Ice Genasi base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Cold-based spells and effects. This bonus increases by +1 for every five character levels the Genasi attains.
- Outsider: Ice Genasi are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as *Banishment* or a *Sword of the Planes*). However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.
- Surefooted (Ex): Ice Genasi can move across any icy surface at their normal movement rate, without any danger of slipping or falling.
- Cold Immunity (Ex): Ice Genasi are completely immune to the effects of non-magical cold. Magical cold does damage as normal.
- *Frost* (Sp): Ice Genasi have the ability to cast *Frost* once per day. *Frost* covers various surfaces with a thin layer of ice, but is otherwise identical to the 1st-level Wizard spell *Grease*. Ice Genasi can cast this spell as though they were a 5th level Wizard.
- Clerical Focus: An Ice Genasi cleric must follow a deity of air, water, cold, ice, or winter.

- Automatic Languages: Common, Auran, Aquan. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Barbarian
- Level Adjustment +1: Ice Genasi are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

Starting Age: 20+1d10
Middle Age*: 60
Old Age**: 80
Venerable***: 120
Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha
** -2 Str/Con/Dex; +1 Int/Wis/Cha
*** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

Height/Male: 60+1d10 inches
/Female: 59+1d10 inches
Weight/Male: 150+4d10 pounds
/Female: 100+4d10 pounds

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Ooze Genasi

"The...er...noble beauty of a...uh...a pig wallow. The melodious <smirk> sound of a...a boot *splorching* <snicker> through the mud after...after...BWAHAHAHA"

--Excerpt from the last performance of Gerald the Straight-faced Bard, held at the Great Silt Palace, on the Para-Elemental Plane of Ooze.

As one might guess, bashers from the Para-Elemental Plane of Ooze have a hard time getting respect from the rest of the Multiverse. After all, the other Inner Planes have something going for 'em, from the burning majesty of the Plane of Fire to the immeasurable wealth of the Quasi-Elemental Plane of Mineral to the bitter cold of the Para-Elemental Plane of Ice. Whether it's due to the beauty, the power, the riches or the deadliness of the particular plane, the other Inner Planes inspire respect.

On the other hand, there's nothing particularly inspiring about Ooze. And Dwellers of the Mud (as they call themselves) get this repeatedly drummed into their heads from the moment they step off the Para-Elemental Plane of Ooze. While some Ooze Genasi develop a crushing inferiority complex from all this lack of respect, most Ooze Genasi react in the following ways:

First, they become over-confident overachievers. They push themselves to the limit, and more, just to prove their worth. For Ooze Genasi with the skill to back it up, this can often be a boon. Many Ooze Genasi have skyrocketed to fame and fortune due to their "I can do it if I just *try* hard enough" attitude. For Ooze Genasi less able to put their jink where their bone-box is, this over-confidence can have sometimes humorous, sometimes deadly, results. While an Ooze Genasi would (almost) never be over-confident enough to do something obviously stupid like trying to best a Titan in a wrestling contest, it's not unheard of for an Ooze Genasi to imagine themselves the equal of a Pit Fiend or an Arcanoloath when it comes to understanding binding contracts and the loopholes therein. The results of such folly are predictable.

Secondly, they try to hold up mud, ooze, muck, and so forth as equally worthy of respect and admiration as the other elements (and para- and quasi-elements). They're constantly trying to find new ways to inspire folks with mud. From artistic creations made of mud to cosmetic mud-baths to weapons that sling mud, almost all Ooze Genasi strive to increase the respect accorded their native element. So far, the results have been less than impressive. But the Ooze

Genasi keep trying.

Ooze Genasi paladins (called Silt Knights) occur when an Ooze Genasi (in typical Ooze Genasi fashion) decides that he or she will be the sworn protector of a particular town (prime or planar), region (prime or planar) or realm. (Ooze Genasi are nothing if not big thinkers.) In adopting this town, region, or realm, the Ooze Genasi swears to defend it from evil at all costs. A Silt Knight might adopt the gate town of Tradegate, for instance, or the Great Glacier of Toril. They're free to leave their designated area at any time (to visit relatives, for instance), and can even adventure away from their designated area. But if the area under protection should somehow get destroyed during the paladin's absence, the paladin immediately (and irrevocably) loses all paladin status, and becomes a fighter of the same level.

The skin of an Ooze Genasi always has the color of mud, and sometimes even seems to drip (although this is just an optical illusion). They also usually have the faint aroma of moist earth about them.

Racial Traits:

- +2 Constitution, -2 Wisdom: Ooze Genasi are as resilient as the muck that makes up their native plane. However, their over-confidence often gets them into situations a wiser person would have avoided.
- Medium-size.
- Ooze Genasi base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Earth- and Water-based spells and effects. This bonus increases by +1 for every five character levels the Genasi attains.
- Outsider: Ooze Genasi are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as *Banishment* or a *Sword of the Planes*). However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.
- Mud Breathing (Ex): Ooze Genasi can breathe without difficulty while submerged in mud.
- Mud Sight (Ex): Ooze Genasi can "see" through mud up to 60 feet.
- *Soften Earth and Stone* (Sp): Ooze Genasi have the ability to cast *Soften Earth and Stone* once per day as though they were a 5th level Druid.
- Clerical Focus: An Ooze Genasi cleric must follow a deity of water, earth, or valor.
- Automatic Languages: Common, Aquan, Terran. Bonus

Languages: Any (except secret languages such as Druidic).

- Favored Class: Fighter
- Level Adjustment +1: Ooze Genasi are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

Starting Age: 20+1d10
Middle Age*: 60
Old Age**: 80
Venerable***: 120
Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha
** -2 Str/Con/Dex; +1 Int/Wis/Cha
*** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

Height/Male: 60+1d10 inches
/Female: 59+1d10 inches
Weight/Male: 150+4d10 pounds
/Female: 100+4d10 pounds

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Magma Genasi

"Slow, but burning with intense energy" is the description often used to describe the Explorers of the Lava.

Like their close cousins the Earth Genasi, Magma Genasi tend to be ponderous and deliberate in their outward motions. However, this slow, monolithic movement disguises a fiercely active and intelligent mind. As a consequence, the curiosity typical of all Para- and Quasi-Genasi manifests in Magma Genasi as a desire to explore, investigate, and truly understand the Multiverse in a scientific way. Lawfully inclined Magma Genasi are usually drawn towards the Guvners, but no matter which Faction they belong to, Magma Genasi are usually one of their Faction's most profound philosophers due to their constant inquiry into the nature of the Multiverse.

On a less political note, Magma Genasi almost always become active planewalkers. Hopping from plane to plane and exploring the vast variety of the Multiverse is certainly one way to learn more about it, after all. Other Magma Genasi have gone on to become noted naturalists and researchers, such as Braus Horfand, who wrote the seminal work on the ecology of the Lower Planes.

Appearance-wise, Magma Genasi tend to be thick and bulky, but more rounded than their Earth Genasi counterparts. Their skin is warm (even hot) to the touch, and is usually black or dark brown, and laced with streaks of red or bright orange.

Racial Traits:

- +2 Intelligence, +2 Strength, -2 Charisma, -2 Dexterity: Like most genasi related to the element of Earth, Magma Genasi are big, strong,

and slow. Additionally, they are extremely inquisitive about the Multiverse, reflected in their higher intelligence. Unfortunately, they also tend to be single-minded about their scientific inquiries and often have trouble relating to people who don't share their passion for their particular subject.

- Medium-size.
- Magma Genasi base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Earth- and Fire-based spells and effects. This bonus increases by +1 for every five character levels the Genasi attains.
- Outsider: Magma Genasi are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as *Banishment* or a *Sword of the Planes*). However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.
- Natural Science (Ex): Magma Genasi get the Knowledge (Geography) and Knowledge (Nature) skills as class skills.
- Lava Immunity (Ex): Magma Genasi are completely immune to the effects of non-magical lava, and can also "breathe" while completely immersed in lava.
- Lava Sight (Ex): Magma Genasi can "see" through lava up to a distance of 60 feet.
- Fire Immunity (Ex): Magma Genasi are completely immune to the effects of non-magical fire. Magical fire damages them as normal.
- *Heat Rock* (Sp): Magma Genasi have the ability to cast *Heat Rock* once per day as though they were a 5th level Cleric. Aside from the fact that it affects rock instead of metal, *Heat Rock* is identical to the 2nd-Level Druid spell *Heat Metal*.

- Clerical Focus: A Magma Genasi cleric must follow a deity of earth, fire, science, or knowledge.
- Automatic Languages: Common, Terran, Ignan. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Wizard
- Level Adjustment +1: Magma Genasi are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

Starting Age: 20+1d10

Middle Age*: 60

Old Age**: 80

Venerable***: 120

Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha

** -2 Str/Con/Dex; +1 Int/Wis/Cha

*** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

Height/Male: 61+2d8 inches

/Female: 60+2d8 inches

Weight/Male: 160+6d10 pounds

/Female: 110+6d10 pounds

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Ash Genasi

In many respects, Scions of the Dying Embers are the opposite of their Smoke Genasi counterparts. Whereas Smoke Genasi prefer the closed-in hustle and bustle of a well-populated city, Ash Genasi have little use for large cities and even less use for crowds. Residents of the Plane of Ash have a very solitary outlook on life, even more so than the residents of the other Inner Planes, and this outlook manifests itself in the Ash Genasi's natural dislike of cities and crowds. This isn't to say that Ash Genasi are anti-social or that they don't like the trappings of civilization; they just prefer a less hectic existence free of large *concentrations* of civilization.

When an Ash Genasi first leaves the Plane of Ash, they normally find themselves square in the middle of Sigil. Given their solitary natures, and given that Sigil is one of the largest, most crowded cities in the Multiverse, most Ash Genasi quickly decide that they've seen enough of the planes for one lifetime and head back to the Plane of Ash. Consequently, Scions of the Dying Embers are rarely found outside their native plane.

But occasionally an Ash Genasi will be sufficiently curious about the Multiverse to stick around. And even more rarely, an Ash Genasi will find a portal or vortex that leads to someplace *besides* Sigil. Regardless of how it happens, these rare Ash Genasi avoid turning tail and heading back to the Plane of Ash, and they head out into the vast Multiverse looking for the secluded areas they enjoy.

In some cases, Ash Genasi who leave their plane take a liking to a particular area and settle down to live out a simple, comfortable existence. In other cases, they become Planewalkers, going from plane-to-plane experiencing a variety of rustic towns, isolated villages, and remote wilderness regions. Note that a sweltering, unpopulated tropical jungle on a prime world, a relatively clear and difficult-to-reach plateau in Gehenna, and the gatetown of Faunel would all be equally attractive to the average Ash Genasi.

Ash Genasi who become rangers or druids have no way to study the necessary wilderness skills while on the Plane of Ash. So all Ash Genasi rangers and druids must learn these skills after leaving the Plane of Ash. This means that Ash Genasi rangers and druids will be, on average, several years older than non-ranger, non-druid Ash Genasi of similar experience level. To reflect this, determine their starting age normally and then add 5d4 years.

Ash Genasi usually have dark grey skin, and their hair will be dark grey with flecks of white. Most Ash Genasi leave an ashy residue on anything they touch, and they usually smell like burnt wood.

Racial Traits:

- +2 Wisdom, -2 Charisma: Ash Genasi are generally introspective. They're also not particularly social.
- Medium-size.
- Ash Genasi base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Fire- and Cold-based spells and effects. This bonus increases by +1 for every five character levels the Genasi attains.
- Outsider: Ash Genasi are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as *Banishment* or a *Sword of the Planes*). However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.
- Cold Immunity (Ex): Despite being related to the Plane of Fire, the Plane of Ash is bone-numbingly cold. As a consequence, Ash Genasi are completely immune to non-magical cold. Magical cold damages them as normal.
- *Extinguish Flames* (Sp): Ash Genasi have the ability to *Extinguish Flames* once per day. Upon

use of the ability, the Ash Genasi can, for the next two minutes, extinguish any non-magical flames within a 5' x 5' square as a standard action. Burning materials that are extinguished in this manner instantly become cool to the touch, as though they'd stopped burning days before.

- Clerical Focus: An Ash Genasi cleric must follow a deity of fire, nature, or solitude.
- Automatic Languages: Common, Ignan. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Ranger or Druid. In the event that the Ash Genasi follows the path of a Ranger/Druid multiclass character, only the highest of the two classes counts as his or her favored class.
- Level Adjustment +1: Ash Genasi are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

 Starting Age: 20+1d10
 Middle Age*: 60
 Old Age**: 80
 Venerable***: 120
 Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha
 ** -2 Str/Con/Dex; +1 Int/Wis/Cha
 *** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

 Height/Male: 60+1d10 inches

/Female: 59+1d10 inches
Weight/Male: 150+4d10 pounds
/Female: 100+4d10 pounds

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Vacuum Genasi

As races go, the various Para- and Quasi-Genasi are among the more uncommon. Smoke, Ice, and Lightning Genasi are the most common Para- and Quasi-Genasi, and it just goes downhill from there. But of all the Para- and Quasi-Genasi, none is as rare as the near-mythical Vacuum Genasi.

The reason they're so rare should be obvious. First, there are no known native critters of the Plane of Vacuum that are capable of mating with a humanoid. Which means that the only way a Vacuum Genasi could come about is by being literally "touched by the Plane" while he or she was still developing in the womb. And that only happens if the mother spends her entire pregnancy on the Plane. Except that, since there's nothing whatsoever in the Plane of Vacuum, there ain't a whole lot of permanent humanoid settlements there either.

Still and all, the Plane of Vacuum is infinitely large. And somewhere in all that infinity is bound to be a permanent settlement or two (although we can only guess at why they're there). And it's from these extremely rare settlements that we get the few Vacuum Genasi known to be roaming the Planes. Of course, as things in the Multiverse tend to go, lots of berks wish that we didn't even have the few running around that we do. Y'see, as mentioned above, the Quasi-Elemental Plane of Vacuum isn't a popular plane. There's no air, no sound, damned few pockets of other Elemental matter, even fewer residents, and almost no visitors. Oh sure, it has the occasional bit of excitement -- after all, in an infinitely large plane, something's bound to happen from time-to-time to break up the monotony. But outside of the Positive and Negative Energy Planes, the Plane of Vacuum is the most difficult Inner Plane on which to survive (since *Airy Element* and *Breathe Element* spells don't work on vacuum, among other reasons). So excitement happens here a bit less on average than on the other Inner Planes. As a consequence, the Offspring of the Void are probably the least sophisticated race in the planes. And that's putting it mildly.

Think of the most clueless, wide-eyed Prime berk you can think of, and

they'll look like Tarsheva Longreach herself next to the average Vacuum Genasi. But whereas Primes are clueless due to their arrogant assumption that their Crystal Sphere is the Center of the Multiverse, Vacuum Genasi are clueless because they have absolutely no experience with things most everyone else takes for granted. Like razorvine. Or tanar'ri. Or smog.

And when you couple the curiosity about the Multiverse that exists in all Para- and Quasi-Genasi with the cluelessness that exists in all Vacuum Genasi, you'll find that they often act even *more* clueless than Prime berks. Since they come from a plane that has almost nothing in it, *everything* is new and exciting to them. So Vacuum Genasi spend a lot of time wandering the planes with an excited, awe-filled expression pasted on their faces, and this is true whether they're looking at Mount Olympus or a pile of Bebilith droppings.

Most Vacuum Genasi get over it. Eventually. If they live. But it usually takes longer for them to shed their "cluelessness" than it does for even the most backward Prime. And even experienced, powerful Vacuum Genasi still have a touch of the "wide-eyed tourist" about them. Growing up in a nearly empty plane isn't something one loses easily, after all.

Offspring of the Void all look very gaunt, sometimes to the point of seeming emaciated (although they're perfectly healthy). Their skin is dry and cool to the touch, and never perspires. And usually, when you get close to a Vacuum Genasi, there seems to be an area of "dead air" around them, extending about 1 foot from their bodies. Inside this area of "dead air," sounds seem muted, the air seems a little thin, and odors are muted or non-existent.

Racial Traits:

- +2 Constitution, -2 Strength: Since Vacuum Genasi don't need to breathe, they've never had to suffer from an air-borne illness. Consequently, their constitution is exceptionally hardy. However, they tend to be gaunt and weak.
- Medium-size.
- Vacuum Genasi base speed is 30 feet.

- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Air-based spells and effects. This bonus increases by +1 for every five character levels the Genasi attains.
- Outsider: Vacuum Genasi are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as *Banishment* or a *Sword of the Planes*). However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.
- Vapor Immunity (Ex): Vacuum Genasi do not need to breathe. As such, they are immune to all effects and damage from inhaled vapors.
- *Silence* (Sp): Vacuum Genasi have the ability to cast *Silence* once per day as though they were a 5th level Cleric.
- Clerical Focus: A Vacuum Genasi cleric must follow a deity of air or travelers.
- Automatic Languages: Common, Auran. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Rogue
- Level Adjustment +1: Vacuum Genasi are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

Starting Age: 20+1d10
Middle Age*: 60
Old Age**: 80
Venerable***: 120
Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha

** -2 Str/Con/Dex; +1 Int/Wis/Cha
*** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

Height/Male: 60+1d10 inches

/Female: 59+1d10 inches

Weight/Male: 150+4d10 pounds

/Female: 100+4d10 pounds

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Salt Genasi

Any Para- and Quasi-Genasi that prefers living outside of their native plane has a natural curiosity about the rest of the Multiverse. In Salt Genasi this curiosity has flowered into a passion for exploring matched only by their Magma, Dust, and Steam Genasi cousins. And like their cousins, Salt Genasi have focused on the single-minded exploration of one particular facet of the Multiverse.

Just as Magma Genasi often focus on exploring the naturalistic side of the Multiverse (writing treatises on the life cycle of the Ethyk, for instance, or studying the ecology of Jangling Hiter), Salt Genasi tend to concentrate on exploring the waterways of the planes. Oceans, lakes, rivers, seas, and even swamps and marshes; any reasonably sized body of water is enough to make the average Salt Genasi feel an urge to map its boundaries, explore its expanse, and experience life to the fullest while sailing its surface.

Interestingly enough, of all the planar races, none are as enamored of the Prime Material Plane as are the Wanderers of the Brine. This stems from the fact that oceans on the planes usually cover entire layers (Ossa, Thaliasia), they're usually fairly homogeneous ("One stretch of Ossa is pretty much the same as any other," is a common saying among Salt Genasi), and smaller bodies of water are infrequent in comparison to the amount of land.

Prime worlds, on the other hand, often have more water than land. Moreover, the oceans of one prime world are usually vastly different from those of other prime worlds, and in many cases there are vast differences within the same ocean. And for those more interested in rivers, lakes, and other somewhat smaller bodies of water, you really just can't beat the Prime for variety.

As if that weren't enough (and you'd certainly think it would be), many Salt Genasi have discovered Spelljamming and have taken to it with the same enthusiasm that they have for exploring oceans on the Prime. In their minds, it's

just another type of ocean to explore. And since Spelljamming allows them to go from Prime world to Prime world without needing portals or gates, many Salt Genasi end up on the Prime and never return to the Planes. Because of all this hopping about on the Prime, Salt Genasi who spend most of their time on the Prime call themselves **Primewalkers**, an obvious reference to the more common **Planewalker**, and a not-so-subtle hint to their fellow Planars that the Prime is also a plane worthy of respect, just like the Abyss or Bytopia.

This isn't to say that you won't find Salt Genasi exploring planar waterways. In one particularly interesting case, a Wanderer of the Brine named Hobart Frimax has modified a Spelljamming ship to make it submersible, and is exploring Thalsasia beneath the waves. In another instance, a Salt Genasi named Mitel Cannate is busy exploring the layer of Belerin (and staying one step ahead of both the Asuras and the Hydra), on the Plane of Elysium. And Salt Genasi who are more interested in profit than in exploration routinely set up shop as ferrymen on the River Oceanus.

Salt Genasi usually have a slight crusting of salt on their skin and in their hair, and there's usually an odor of brine about them.

Racial Traits:

- +2 Wisdom, -2 Dexterity: Salt Genasi are extremely open-minded, as reflected by the fact that, unlike most Planars, they don't view the Prime as a waste of time. Unfortunately, they also tend to be prone to clumsiness.
- Medium-size.
- Salt Genasi base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Water-based spells and effects. This bonus increases by +1 for every five character levels the Genasi attains.
- Outsider: Salt Genasi are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as

Banishment or a *Sword of the Planes*). However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.

- *Sea legs* (Ex): Salt Genasi get the Profession (Seafaring) skill as a class skill.
- *Dehydration Immunity* (Ex): Salt Genasi are immune to any effect that would drain their body of moisture.
- *Destroy Water* (Sp): Salt Genasi have the ability to cast *Destroy Water* once per day as though they were a 5th level Druid. This is the reverse of the Druid spell *Create Water*.
- *Clerical Focus*: A Salt Genasi cleric must follow a deity of water or the sea.
- *Automatic Languages*: Common, Aquan. *Bonus Languages*: Any (except secret languages such as Druidic).
- *Favored Class*: Fighter
- *Level Adjustment +1*: Salt Genasi are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

 Starting Age: 20+1d10
 Middle Age*: 60
 Old Age**: 80
 Venerable***: 120
 Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha
 ** -2 Str/Con/Dex; +1 Int/Wis/Cha
 *** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

Height/Male: 60+1d10 inches
/Female: 59+1d10 inches
Weight/Male: 150+4d10 pounds
/Female: 100+4d10 pounds

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Dust Genasi

In the minds of most cutters, the Quasi-Elemental Plane of Dust conjures up images of decay, decomposition, and disintegration. The Plane is inimical to both life and to created items, and both will quickly turn to dust without the proper magical protection. Amid all this waste and desolation are the Loreseekers of the Eroding Sands -- the Dust Genasi.

Dust Genasi are fascinated by the history of things: Buildings, magical weapons, famous (or infamous) bloods, regions, towns, you name it. Most sages and scholars claim this is due to the fact that Dust Genasi are raised on a plane where they routinely see the ultimate embrace which awaits all things, and have therefore developed a curiosity about the life *before* the decay. On the other hand, some claim that it's the symbolism of accumulated dust (or sands through an hourglass) representing the passage of time. And a few berks say it's because researching the history of dead people and ruined towns is the only thing that matches the dry, somber personality possessed by most Dust Genasi.

Whatever the reason, most Dust Genasi explore the planes in much the same manner as their Magma Genasi cousins. Some Loreseekers of the Eroding Sands focus their research on one particular location, person, or item, and spend the rest of their lives unearthing its history. Other Dust Genasi prefer to dabble, rather than delve. These are the Planewalking Loreseekers, and they accumulate a broad base of knowledge by travelling around the Multiverse. And finally, some Dust Genasi exist somewhere between the two, wandering the planes for the most part, but occasionally settling down for a year or more to more thoroughly investigate a particular item, region or person.

All Dust Genasi feature a colored pattern to their skin reminiscent of sand. Most usually also have a faint dusting of sand on their bodies.

Racial Traits:

- +2 Intelligence, -2 Dexterity: Dust Genasi are bright, but they tend to move deliberately.
- Medium-size.
- Dust Genasi base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Earth-based spells and effects. This bonus increases by +1 for every five character levels the Genasi attains.
- Outsider: Dust Genasi are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as *Banishment* or a *Sword of the Planes*). However, it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.
- History Buffs (Ex): Dust Genasi get the Knowledge (History) skill as a class skill. Furthermore, due to their knowledge of history, non-bard Dust Genasi have the Bardic Knowledge ability as though they were a bard four levels lower than their character level.
- Expert Historians (Ex): Dust Genasi bards can use their Bardic Knowledge ability as though they were two levels higher. Multiclass bards can use either their bard level or their character level, whichever gives them the best results.
- Disintegration Immunity (Ex): Dust Genasi are completely immune to any spell or effect that would disintegrate them or turn them to dust.
- *Shatter Rock* (Sp): Dust Genasi have the ability to cast *Shatter Rock* once per day. This spell is identical to the 2nd-level Wizard spell *Shatter*, except that it works only by touch, and it only affects rock or stone. Dust Genasi can use this ability on up to 20 cubic feet of rock or stone.
- Clerical Focus: A Dust Genasi cleric must follow

a deity of earth, lore, or knowledge.

- Automatic Languages: Common, Terran. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Diviner
- Level Adjustment +1: Dust Genasi are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

Starting Age: 20+1d10

Middle Age*: 60

Old Age**: 80

Venerable***: 120

Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha

** -2 Str/Con/Dex; +1 Int/Wis/Cha

*** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

Height/Male: 60+1d10 inches

/Female: 59+1d10 inches

Weight/Male: 150+4d10 pounds

/Female: 100+4d10 pounds

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Negative Energy Genasi

Of all the Genasi (Para-, Quasi-, or otherwise), none are regarded with more suspicion and fear than the Negative Energy Genasi -- known among Planars as Negatai, and among themselves as Sceptres of Unlife. They're not a particularly common type of Genasi, but the few that have made it to Sigil, Waterdeep, and other large cities have left quite an impression.

When they leave their native plane, Negatai discover life -- and death -- in abundance. Life is a foreign concept to them, in much the same way that Chaos is a foreign concept to Modrons. But Negatai understand death perfectly. And this is part of the reason why they're so feared on the Planes.

Every so often, a Negatai will hit the Planes and will be unable to cope with being surrounded by vibrant, incessant life. So, in order to recreate some of the "comforts of home," the Negatai will begin killing folks. Some don't even bother to be subtle about it, and will publically mow down innocent civilians until put in the dead-book by the the local constables. Others are a bit craftier, and can carry on a campaign of grisly killings for years before being caught (or finding a way back to the Negative Energy Plane).

Now, the actual fact of the matter is that most Negatai are just like any other basher. It's very rare that one of 'em flips out like this, and there ain't a whole lot of 'em in the first place. So these killing sprees don't happen too often. But when they do, it tends to stick in a sod's mind, and all Negatai have suffered by being associated with their infamous, bloodthirsty brethren.

Like all Para- and Quasi-Genasi found off their native plane, Negatai are quite curious about the Multiverse. However, Negatai grow up on a plane formed from the very stuff of anti-life and populated by hordes of free-willed undead. This has an effect on the Negatai outlook as one might expect, and their curiosity is shaped appropriately. Most of 'em are fascinated (some berks say "comforted") by death and the dead. Again, this is because they have an innate

and natural understanding of death, but not of life. Regardless, this fascination manifests itself in various ways. A lot of Negatai -- especially the fighters -- roam the Planes learning the various death rituals of different cultures. They do this so that they may give the appropriate "last rites" to foes they've slain in combat. Others become Necromancers, learning the hidden magical Darks of life (and death). Still others become priests of Death-related Powers.

Interestingly enough, and contrary to what a lot of berks would assume, Negatai aren't any more (or less) likely to join the Dustmen than any other sod. Sure, the Negatai understand death, but that doesn't automatically mean they think everyone is already dead (which is the central belief of the Dustmen). Still, when a Negatai does join the Dustmen, he usually rises pretty quickly through the ranks.

All Negatai have jet-black skin. Their skin is so dark, in fact, that it seems to absorb light. It's also very cold to the touch. No other distinguishing features have been recorded.

Racial Traits:

- +2 Strength, -2 Constitution: The nature of Negative Energy imbues Negatai with a certain amount of power, but it also makes them more susceptible to death.
- Medium-size.
- Negatai base speed is 30 feet.
- Darkvision up to 60 feet.
- +1 racial bonus to their saving throws vs. Necromantic spells and effects. This bonus increases by +1 for every five character levels the Negatai attains.
- +4 racial bonus to Hide skill checks when attempting to hide in dark areas or deep shadows.
- Outsider: Negatai are outsiders. This means that they are vulnerable to any spell or weapon that affects extraplanar creatures (such as *Banishment* or a *Sword of the Planes*). However,

it also makes them immune to spells which specifically target humanoids, such as *Charm Person*, *Hold Person*, etc.

- **One Foot in the Grave (Ex):** A Negatai's life force remains attached to the Negatai by a tenuous thread. As a consequence, Negatai suffer a -2 racial penalty to all Fortitude saving throws.
- **Negative Level Immunity (Ex):** Negatai are completely immune to negative levels and level drain.
- **Undead Indifference (Ex):** The nature of a Negatai is closely tied Negative Energy -- the same energy that gives undead creatures their power. Undead creatures can sense this connection, and tend to regard Negatai as kindred spirits. Mindless undead, such as zombies and skeletons, will not attack a Negatai unless the Negatai attacks first. Free-willed undead, such as vampires and ghouls, will not attack a Negatai unless the Negatai poses a clear and obvious threat. (Note that, for undead creatures like a vampire, sneaking into their lair is generally considered to be a clear and obvious threat. Any Negatai who thinks they'll be able to waltz into a vampire's basement and safely wait there by the coffin with a hammer and stake until daylight is in for a nasty surprise.)
- **Undead Rebuking (Ex):** Non-cleric Negatai can rebuke undead as though they were a cleric four levels lower than their highest character level. A 6th level Negatai fighter can rebuke undead as if he was a 2nd level cleric, for example. Non-cleric Negatai cannot automatically control undead, however. Any undead that would normally be controlled by the rebuking attempt will simply be rebuked as normal.
- **Improved Undead Rebuking (Ex):** Negatai clerics

can rebuke undead as though they were two levels higher. A 2nd level Negatai cleric rebukes undead as though he were 4th level, for instance. Multiclass Negatai clerics can rebuke undead using either their cleric level or their character level, whichever gives them the best results. A 6 Ftr/1 Clr character can rebuke undead as though she were a 3rd level cleric. A 5 Ftr/2 Clr character can rebuke undead as though she were a 4th level cleric. Negatai clerics cannot turn or destroy undead, even if the Negatai is of neutral or good alignment.

- **Inhibited Healing (Ex):** Due to the Unlife Energy which permeates their body, Negatai heal at a slower rate than other races. Wounded Negatai who are not under the care of someone with the Healing skill will heal 0.5 hit points per level per day of rest, and 1 hit point per level per day of complete bed rest. Negatai under the care of someone with the Healing skill will heal 1 hit point per day per character level per day of rest, and 1.5 hit points per character level per day of complete bed rest (assuming the Healer succeeds on a skill check). Magical healing cast on a Negatai is also less effective. When determining how many points are healed by a healing spell cast on a Negatai, use the next lowest die type than that specified by the spell. For example, casting *Cure Moderate Wounds* on a Negatai would heal back 2d6 points of damage +1 point per caster level, instead of the 2d8 points of damage +1 point per caster level specified by the spell description.
- **Chill Touch (Sp):** Negatai have the ability to cast *Chill Touch* once per day as though they were a 5th level Wizard.
- **Clerical Focus:** A Negatai cleric must choose a deity who grants access to the Death, Undeath, and/or Repose domains, and must select one of

these as one of his two clerical domains. (The Undeath domain is detailed in the *Forgotten Realms Campaign Setting* book, and the Repose domain is detailed in the *Deities and Demigods* sourcebook.)

- Automatic Languages: Common. Bonus Languages: Any (except secret languages such as Druidic).
- Favored Class: Necromancer
- Level Adjustment +1: Negatai are slightly more powerful and gain levels more slowly than most of the other common races.

Age and Aging Effects

Starting Age: 20+1d10

Middle Age*: 60

Old Age**: 80

Venerable***: 120

Maximum Age: 120+6d10

* -1 Str/Con/Dex; +1 Int/Wis/Cha

** -2 Str/Con/Dex; +1 Int/Wis/Cha

*** -3 Str/Con/Dex; +1 Int/Wis/Cha

Average Height and Weight

Height/Male: 60+1d12

/Female: 59+1d12

Weight/Male: 150+6d10

/Female: 100+6d10

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Slash

Darker than the deepest night, and as deadly as the Negative Energy Plane itself, Slash is a Negatai who's really capitalized on his fascination with (and understanding of) death.

As far as Sigil is concerned, Slash is the assassin's assassin. Chant has it that nobody is safe if Slash is the one hired to put 'em in the dead-book. And so far, nobody's proved the chant wrong.

His origins are mysterious -- even more so than other Negatai. Slash stepped out of a known portal to the Negative Energy Plane approximately 15-20 years ago. Unlike most Negatai, Slash seemed to have a definite purpose when he emerged. Whereas most Genasi spend their first few weeks in Sigil adjusting to the Multiverse, Slash immediately begin searching for a portal to Toril, specifically the Kara-Tur region. When he found one, he stepped through and was not heard from again for a few years.

When he finally re-emerged, he again started seeking a portal -- this time for Zakhara, south of Faerun. Again, he stayed gone for a few years before re-emerging again to seek yet another portal.

This repeated itself every few years until one day Slash stepped back into Sigil and simply melted into the night. Seems he was through portal hopping. No one knows the true dark of his different trips around the Multiverse, but the chant is that Slash was studying under master assassins around the Multiverse, from the ninja of Kara-Tur to the hashashin of Zakhara to the former priests of Bhaal, and a variety of places in between. When he felt he'd learned enough in a particular area, he assassinated his instructor and left to find a new one.

Whatever the truth may be about his planewalking, there's no denying the fact that Slash is an unparalleled master of dealing death. He's responsible for over a hundred assassinations, and he's rumored to be responsible for over a

hundred more.

Despite his notoriety, he always gives the law the laugh. The Harmonium routinely scraggs him after a high-up gets greased (even if he didn't do it), and the Guvners routinely turn him loose due to lack of evidence. It's not that Slash kills witnesses; it's that he never lets himself be seen to begin with.

The most famous assassination rumored to be committed by Slash involved a tanar'ri high-up who was in a locked room. The room itself was in an extradimensional space, so the only access to the room was through the locked door (and past several dozen armed and extremely alert tanar'ri guards). The guards opened the door to report to the high-up and found him slumped dead over his books. No cause of death was ever found, and nobody ever discovered how the assassin entered the room.

Interestingly enough, Slash has a rigid (and somewhat surprising) code of honor. He will never accept a job to kill a child, nor will he kill someone who devotes large portions of their time and/or money to helping the poor. (And in fact, he's rumored to be responsible for a number of very large, very anonymous charitable contributions to organizations which help the poor and indigent.) He won't kill anyone unless he's paid, or unless he feels there's no other way to avoid being killed himself. This code of honor, combined with his high fees (it costs 1500gp, non-refundable, just to get an appointment with him to *discuss* an assassination job -- and that's in addition to whatever fee he charges for the assassination itself), is enough to thankfully keep the body count from dramatically rising in Sigil.

Slash is a bald Negatai of average build. Like all Negatai, his skin is so dark as to slightly absorb light. His only distinguishing feature is a scar he received from an unknown source. The scar starts above his left eye and travels diagonally down his face, across his nose, and ends just above his jaw on the right side of his face. For some as-yet-unkown reason, the scar itself is white.

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Origins of the Planetouched for 3rd Edition D&D

The official cosmology of 3rd Edition D&D is outlined in the 3rd Edition Manual of the Planes. One of the problems introduced by the Manual of the Planes is the fact that the Para- and Quasi-Elemental Planes have been removed from the official cosmology. Fortunately, it's very easy to either keep them around (if you've been using them all along) or to put them back in (if this is your first time to run a planar campaign).

However, if you prefer to keep things consistent with the new cosmology, here are a few suggestions on how you can introduce the Para- and Quasi-Genasi into your campaign.

Para- and Quasi-Elemental regions: Even though each Inner Plane is separate from the other Inner Planes, they still have occasional permanent two-way portals leading to the other planes. These portals allow some of the essence of the destination Plane to leak in, which makes the region around the portal a combination of the two planes. So, for example, a permanent portal from the Plane of Earth to the Plane of Fire would produce a region of Para-Elemental Magma around the portal in both Planes. Likewise, a permanent portal from the Plane of Water to the Negative Energy Plane would produce a region of Quasi-Elemental Salt around the portal. Para- and Quasi-Genasi can then either come from having an ancestor native to one of these Para- or Quasi-Elemental regions, or they could be spontaneously produced from two otherwise normal parents who live in one of these regions.

Mixed Genasi Heritage: When two Genasi of the same type get married and have children, the offspring is also a Genasi of the same type. If two Genasi of different elements get married and have children, the offspring will be a Para- or Quasi-Genasi. A male Air Genasi and a female Water Genasi will produce Ice Genasi offspring. (Note that if the two Genasi are of opposing elements, e.g. a male Fire Genasi and a female Water Genasi, the offspring will

be either a Fire Genasi or a Water Genasi. (50% chance of either))

"The Planes Are Full Of Wonders": This is the "non-answer" answer. Nobody knows how or why Para- and Quasi-Genasi exist. They just do.

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