### Blistering Flourish
**Desert Wind**
**Desert Wind (Strike)**
**Level:** Swordsage 1
**Initiation Action:** 1 standard action
**Range:** 30 ft.
**Effect:** Your weapon bursts into flames as you twirl it over your head. With a flourish, you cause the fire to explode with a blinding flash.
**Saving Throw:** Fortitude negates
**Duration:** 1 minute
**Prerequisite:** Two Desert Wind maneuvers

*This maneuver is a supernatural ability.*

#### Description
When you initiate this maneuver, fire trails from your melee weapon. For the rest of your turn, your melee attacks deal an extra 1d6 points of fire damage + 1 point per initiator level.
This maneuver is a supernatural ability.

### Burning Blade
**Desert Wind**
**Desert Wind (Boost) [Fire]**
**Level:** Swordsage 1
**Initiation Action:** 1 swift action
**Range:** Personal
**Target:** You

*This maneuver is a supernatural ability.*

#### Description
When you initiate this maneuver, your weapon bursts into flames as you twirl it over your head. With a flourish, you cause the fire to explode with a blinding flash.
When you use this strike, you generate a burst of brilliant light. Any creature other than you caught in this maneuver’s area must make a Fortitude save (DC 11 + your Wis modifier) or be dazzled for 1 minute.
This maneuver is a supernatural ability.

### Burning Brand
**Desert Wind**
**Desert Wind (Boost) [Fire]**
**Level:** Swordsage 2
**Initiation Action:** 1 swift action
**Range:** Personal
**Target:** You

*This maneuver is a supernatural ability.*

#### Description
Your weapon transforms into a roaring gout of flame. As you swing your burning blade, it stretches out beyond your normal reach to scorch your foes. When you initiate this maneuver, you can sweep your blade through the air. When you exit a square adjacent to an enemy, you can first make a single melee attack with your weapon as normal. Each time you exit a square adjacent to an enemy, you can make a single melee attack against that foe. You cannot attack a single enemy more than once with this maneuver. Your movement provokes attacks of opportunity, as normal.

### Desert Tempest
**Desert Wind**
**Desert Wind (Strike)**
**Level:** Swordsage 6
**Prerequisite:** Two Desert Wind maneuvers

#### Description
With a defiant roar, you summon your ki and unleash it, igniting it with a combination of your meditative focus and seething fury.
As a master of the Desert Wind advances in his studies, he learns to stoke raging fires with his ki. This maneuver allows you to generate a gout of fire similar to a dragon’s burning breath. With this maneuver, you blast forth a cone of fire that deals 6d6 points of fire damage to everything in the area. Creatures in the area can attempt Reflex saves (DC 15 + your Wis modifier) for half damage.
This maneuver is a supernatural ability.

### Distracting Ember
**Desert Wind**
**Desert Wind (Boost) [Fire]**
**Level:** Swordsage 1
**Initiation Action:** 1 swift action
**Range:** 30 ft.
**Effect:** One summoned fire elemental

*This maneuver is a supernatural ability.*

#### Description
A wave of heat sweeps over the area, forms a small dust funnel, and ignites in a flame next to your foe. This boost allows you to conjure a Small fire elemental (MM 99) to threaten your enemy, providing you or an ally with the benefit of a flanking position. You can use this ability to place the elemental in any space within range. The elemental remains until the end of your current turn. It threatens all creatures within its reach. It takes no actions or attacks of opportunity during your turn.
This maneuver is a supernatural ability.

### Dragon’s Flame
**Desert Wind**
**Desert Wind (Strike) [Fire]**
**Level:** Swordsage 5
**Prerequisite:** Two Desert Wind maneuvers

#### Description
As part of this maneuver, you move up to your speed. Each time you exit a square adjacent to an enemy, you can first make a single melee attack against that foe. You cannot attack a single enemy more than once with this maneuver. Your movement provokes attacks of opportunity, as normal.

### Fiery Assault
**Desert Wind**
**Desert Wind (Stance) [Fire]**
**Level:** Swordsage 6
**Prerequisite:** Two Desert Wind maneuvers

#### Description
Fire dances along your arms and across your weapon, lending burning energy to every attack you make.
While you are in this stance, every melee attack you make deals an extra 1d6 points of fire damage.
This stance is a supernatural ability.

### Fan the Flames
**Desert Wind**
**Desert Wind (Strike) [Fire]**
**Level:** Swordsage 3
**Prerequisite:** One Desert Wind maneuver

#### Description
A skilled Desert Wind adept can gather flame within his weapon and hurl it through the air. When you initiate this maneuver, you launch a fist-sized ball of white-hot fire at a single opponent. If you make a successful ranged touch attack, your target takes 6d6 points of fire damage.
This maneuver is a supernatural ability.

### Fortifying Ember
**Desert Wind**
**Desert Wind (Boost) [Fire]**
**Level:** Swordsage 1

#### Description
A wave of heat sweeps over the area, forms a small dust funnel, and ignites in a flame next to your foe. This boost allows you to conjure a Small fire elemental (MM 99) to threaten your enemy, providing you or an ally with the benefit of a flanking position. You can use this ability to place the elemental in any space within range. The elemental remains until the end of your current turn. It threatens all creatures within its reach. It takes no actions or attacks of opportunity during your turn.
This maneuver is a supernatural ability.

### Blinding Ember
**Desert Wind**
**Desert Wind (Boost) [Fire]**
**Level:** Swordsage 1

#### Description
A subtle yet precise twisting of your blade unlocks the power of flame. When you initiate this maneuver, fire trails from your melee weapon. For the rest of your turn, your melee attacks deal an extra 1d6 points of fire damage + 1 point per initiator level.
This maneuver is a supernatural ability.
Desert Wind

Fire Riposte
Desert Wind (Counter) [Fire]
Level: Swordsage 2
Prerequisite: One Desert Wind maneuver
Initiation Action: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous
You focus the pain from a wound you have just suffered into a fiery manifestation of revenge.
When a creature successfully strikes you with a melee or natural weapon, you can use this maneuver to give yourself the ability to make an immediate melee touch attack. If your attack hits, your target takes 4d6 points of fire damage.
This maneuver is a supernatural ability.

Flame's Blessing
Desert Wind (Stance) [Fire]
Level: Swordsage 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance
Fire is not your enemy, and it does not harm you.
You gain some resistance to fire as long as you remain in this stance. The amount of resistance is determined by your ranks in Tumble. If you have 19 or more ranks in Tumble, you gain immunity to fire while you are in this stance.
This stance is a supernatural ability.

Holocaust Cloak
Desert Wind (Stance) [Fire]
Level: Swordsage 3
Prerequisite: One Desert Wind maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance
Fire trails from your blade as you spin it about, cloaking you in flames that leap out to burn those who attack you.
The flame from your weapon hangs in midair, providing you with a fiery defense against your attackers. An adjacent opponent that hits you with a melee attack while you are in this stance takes 5 points of fire damage. Your holocaust cloak does not harm a creature using a reach weapon to attack you.
This stance is a supernatural ability.

Inferno Blade
Desert Wind (Strike) [Fire]
Level: Swordsage 9
Prerequisite: Five Desert Wind maneuvers
Initiation Action: 1 full-round action
Range: 60 ft.
Area: 60-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: Reflex half
Hot winds swirl about you, and a faint aroma of brimstone sweeps over the area. A flickering yellow aura surrounds you and grows in intensity, shedding tremendous heat and light. Creatures around you stumble back from the heat. With a howling roar, you unleash a hellish blast of fire that melts steel and warps stone.
Only true masters of the Desert Wind school are capable of unleashing an inferno blast. You focus your internal ki into a blinding hot burst of fire that deals 100 points of fire damage to all creatures in the area. You are not harmed by your own inferno blast.
This maneuver is a supernatural ability.

Inferno Blast
Desert Wind (Strike) [Fire]
Level: Swordsage 2
Prerequisite: One Desert Wind maneuver
Initiation Action: 1 full-round action
Range: Personal
Target: You
Duration: End of turn
A blinding light flashes from your weapon, and for a split second, it transforms into burning magma.
You convert your ki into fiery energy, allowing it to flow down your arms and across your weapon. Until the end of your turn, your melee attacks deal an extra 3d6 points of fire damage + 1 point per initiator level.
This maneuver is a supernatural ability.

Hatchling's Flame
Desert Wind (Strike) [Fire]
Level: Swordsage 2
Prerequisite: One Desert Wind maneuver
Initiation Action: 1 Desert Wind maneuver
Range: 30 ft.
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
You focus a burning aura of energy at the end of your blade. It forms a seething sphere that, after a moment, bursts into a torrent of energy.
The Desert Wind discipline teaches its students how to unleash their ki as burning energy. This maneuver allows you to create a wave of fire that sweeps over your enemies. When you initiate this maneuver, you blast forth a cone of flame that deals 2d6 points of fire damage.
This maneuver is a supernatural ability.

Inferno Blast
Desert Wind (Counter) [Teleport]
Level: Swordsage 5
Prerequisite: Two Desert Wind maneuvers
Initiation Action: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous
As your foe attacks you, you disappear in a burst of flame and smoke, only to reappear as if out of thin air next to him.
You instantly appear in a square adjacent to a creature that attacks you with a melee or ranged attack, after resolving the enemy's attack.
You cannot move into a space that is occupied by a creature or object. You can move up to 100 feet in this manner. If you cannot move adjacent to the target, this maneuver fails to function but is still considered used.
This maneuver is a supernatural ability.
**Desert Wind**

**Lingering Inferno**
- **Desert Wind (Strike) [Fire]**
- **Level:** Swordsage 5
- **Prerequisite:** Two Desert Wind maneuvers
- **Initiation Action:** 1 standard action
- **Range:** Melee attack
- **Target:** One creature
- **Duration:** 3 rounds; see text

A blue, dancing flame appears on your weapon. As you strike your foe, this flame slides off your weapon and covers your enemy in raging fire. You make a single melee attack that deals an extra 2d6 points of fire damage. In addition, if your strike hits, the flames upon your weapon bind to the target, which takes an extra 2d6 points of fire damage each round at the start of its turn for 3 rounds. This maneuver is a supernatural ability.

**Searing Blade**
- **Desert Wind (Boost) [Fire]**
- **Level:** Swordsage 4
- **Prerequisite:** Two Desert Wind maneuvers
- **Initiation Action:** 1 standard action
- **Range:** Personal
- **Target:** You
- **Duration:** End of turn

Your weapon transforms into a raging torrent of flame, causing those around you to recoil slightly from the tremendous heat. You convert your ki into fiery energy, allowing it to flow down your arms and across your weapon. Until the end of your turn, your melee attacks deal an extra 2d6 points of fire damage + 1 point per initiator level. This maneuver is a supernatural ability.

**Searing Charge**
- **Desert Wind (Strike) [Fire]**
- **Level:** Swordsage 4
- **Prerequisite:** One Desert Wind maneuver
- **Initiation Action:** 1 full round
- **Range:** Personal
- **Target:** You
- **Duration:** Instantaneous

You rush through the air toward your foe, fire streaming in your wake. As part of this maneuver, you must charge an opponent. You gain the ability to fly at your base land speed with perfect maneuverability while charging. Resolve your charge attack normally. On a successful hit, you deal an extra 5d6 points of fire damage to the target of your charge. This maneuver is a supernatural ability.

**Wind Stride**
- **Desert Wind (Boost)**
- **Level:** Swordsage 1
- **Prerequisite:** One Desert Wind maneuver
- **Initiation Action:** 1 swift action
- **Range:** Personal
- **Target:** You
- **Duration:** End of turn

A warm breeze swirls about you as you move speedily away. The desert wind envelops you and carries you across the battlefield, giving you a burst of speed to move around and through your enemies. Until the end of your turn, you gain a +10-foot enhancement bonus to your land speed.

**Wyrm’s Flame**
- **Desert Wind (Strike) [Fire]**
- **Level:** Swordsage 8
- **Prerequisite:** Three Desert Wind maneuvers
- **Initiation Action:** 1 standard action
- **Range:** 30 ft.
- **Area:** Cone
- **Duration:** Instantaneous

**Saves:**
- **Saving Throw:** Reflex half

You spin your blade in a whirling arc. With each revolution, seething flames build upon its length. With a flourish, you bring your blade to a halt, point it at your foe, and unleash a roaring wall of flame. Masters of the Desert Wind can twist and spin their blades with such power that they can evoke a great burst of fire. When you execute this maneuver, you blast forth a cone of fire that deals 10d6 points of fire damage to all in its area. Creatures in the area can attempt a Reflex save (DC 18 + your Wis modifier) for half damage. This maneuver is a supernatural ability.

**Zephyr Dance**
- **Desert Wind (Counter)**
- **Level:** Swordsage 3
- **Prerequisite:** One Desert Wind maneuver
- **Initiation Action:** 1 immediate action
- **Range:** Personal
- **Target:** You
- **Duration:** Instantaneous; see text

You spin gracefully away from a foe’s attack, whirling like the desert zephyr racing across the sands. Your enemy’s blade barely touches your cloak as you nimbly dodge aside. You gain a +4 dodge bonus to AC against a single attack. You can choose to use this maneuver after an opponent resolves his attack but before he determines damage.

**Ring of Fire**
- **Desert Wind (Strike) [Fire]**
- **Level:** Swordsage 6
- **Prerequisite:** Two Desert Wind maneuvers
- **Initiation Action:** 1 full-round action
- **Range:** Special; see text
- **Area:** Special; see text

**Saving Throw:** Reflex half

You move in a blur, your feet wreathed in flaming energy. As you run, you leave a trail of fire behind you. You encircle a foe, and the ring of fire you leave behind bursts into an inferno that engulfs your enemy and everything else in the area.

As part of this maneuver, you can move up to two times your speed along the ground. All of your movement must be along continuous, solid ground. You leave a trail of flames in your wake. These flames have no effect unless they form a closed area. In this case, a raging inferno erupts within that area. All creatures within the area take 12d6 points of fire damage, with a Reflex save (DC 16 + your Wis modifier) for half damage.

The inferno erupts the first time you form a closed area. You cannot create multiple areas in one move. This maneuver is a supernatural ability.
Firesnake
Desert Wind (Strike) [Fire]
Level: Swordsage 3
Prerequisite: Desert Wind maneuver
Duration: 1 standard action
Area: Variable spread
Saving Throw: Reflex half
Duration: Instantaneous
You drive your weapon into the ground, causing a gout of fire to jet into the air. The fire flows back to the ground and creeps ahead like a serpent, sweeping over your enemies and roasting them where they stand.

Death Mark
Desert Wind (Strike) [Fire]
Level: Swordsage 3
Duration: Instantaneous
Area: Personal
Saving Throw: None
Duration: 1 round
You drive your weapon into the ground, causing a gout of fire to jet into the air. The fire flows back to the ground and creeps ahead like a serpent, sweeping over your enemies and roasting them where they stand.

Rising Phoenix
Desert Wind
Level: Swordsage 8
Prerequisite: Three Desert Wind maneuvers
Duration: Stance
Area: 5 feet
Target: You
You gain a fly speed equal to your land speed, with perfect maneuverability, but you must remain within 10 feet of the ground when you fly.

Salamander Charge
Desert Wind (Strike) [Fire]
Level: Swordsage 7
Prerequisite: Three Desert Wind maneuvers
Duration: 1 full-round action
Area: One 5-foot square per 5 feet of movement
You spin and tumble about the battlefield, a wall of raging flame marking your steps. You initiate this maneuver as part of a charge attack. As with a charge, you can move up to double your speed and make a single attack, gaining a +2 bonus on the attack roll and a –2 penalty to your Armor Class while you move and until your next turn. Unlike a normal charge, however, your salamander charge does not need to be in a straight line and is not impeded by difficult terrain, or even other creatures.

Desert Wind
When you initiate this maneuver, you cause a line of fire to twist across an area to burn your enemies. This line is 60 feet long. Unlike a standard line, a firesnake can bend and twist to hit your foes. A firesnake starts in an adjacent square. It can move up to 60 feet each round. It can move out of your line of sight or line of effect, but you gain no special knowledge of the areas it moves into.

Death Mark
When you use the strike, you channel overwhelming fiery energy into the body of your foe. In addition to dealing normal melee damage with your attack, you cause fire to erupt from your enemy’s body in a spread. The radius of the spread is determined by the size of the target creature, as indicated on the table below. All creatures in the area, including your enemy, take 6d6 points of fire damage, with a Reflex save (DC 13 + your Wis modifier) for half damage. A creature can only take damage from the firesnake once in a single round. It makes the saving throw and takes damage the first time that the firesnake touches it. After that, a firesnake has no effect on that creature.

Rising Phoenix
If you hover in place and make a full attack, the column of air becomes superheated, dealing 3d6 points of fire damage to creatures adjacent to or within the column, including creatures adjacent to your square. You are not harmed by this effect.

Salamander Charge
You can change direction as much as you want during your movement, and you can also use your Tumble skill to avoid attacks of opportunity or to move through opponents’ squares during the charge. When you initiate a salamander charge, a wall of shimmering, spectral fire appears in each of the squares along the path you take. A creature standing in the wall takes 6d6 points of fire damage at the beginning of that creature’s turn. A creature occupying a square adjacent to the wall takes 3d6 points of fire damage at the start of its turn. Creatures that move into or through the wall also take 6d6 points of fire damage. The wall lasts up to 5 rounds. You can automatically dispel the wall with a wave of your hand (a swift action), and the wall is automatically dispelled if you initiate another salamander charge. The wall does not block line of sight or line of effect.

Desert Wind (Strike) [Fire]
Level: Swordsage 8
Duration: 1 swift action
Area: One creature
Target: One creature
Saving Throw: Reflex half
You initiate this maneuver as part of a charge attack. As with a charge, you can move up to double your speed and make a single attack, gaining a +2 bonus on the attack roll and a –2 penalty to your Armor Class while you move and until your next turn. Unlike a normal charge, however, your salamander charge does not need to be in a straight line and is not impeded by difficult terrain, or even other creatures.

Desert Wind (Strike) [Fire]
Level: Swordsage 3
Duration: Instantaneous
Area: Personal
Target: One creature
Saving Throw: None
If a firesnake moves into a creature’s space, that creature takes 6d6 points of fire damage, with a Reflex save (DC 14 + your Wis modifier) for half damage. A creature can only take damage from the firesnake once in a single round. It makes the saving throw and takes damage the first time that the firesnake touches it. After that, a firesnake has no effect on that creature.

Desert Wind (Strike) [Fire]
Level: Swordsage 4
Duration: 1 standard action
Area: Variable spread
Saving Throw: Reflex half
You initiate this maneuver as part of a charge attack. As with a charge, you can move up to double your speed and make a single attack, gaining a +2 bonus on the attack roll and a –2 penalty to your Armor Class while you move and until your next turn. Unlike a normal charge, however, your salamander charge does not need to be in a straight line and is not impeded by difficult terrain, or even other creatures.

Desert Wind (Strike) [Fire]
Level: Swordsage 4
Duration: Instantaneous
Area: Personal
Saving Throw: None
You initiate this maneuver as part of a charge attack. As with a charge, you can move up to double your speed and make a single attack, gaining a +2 bonus on the attack roll and a –2 penalty to your Armor Class while you move and until your next turn. Unlike a normal charge, however, your salamander charge does not need to be in a straight line and is not impeded by difficult terrain, or even other creatures.

Desert Wind (Strike) [Fire]
Level: Swordsage 3
Duration: 1 standard action
Area: Variable spread
Saving Throw: None
You initiate this maneuver as part of a charge attack. As with a charge, you can move up to double your speed and make a single attack, gaining a +2 bonus on the attack roll and a –2 penalty to your Armor Class while you move and until your next turn. Unlike a normal charge, however, your salamander charge does not need to be in a straight line and is not impeded by difficult terrain, or even other creatures.

Desert Wind (Strike) [Fire]
Level: Swordsage 4
Duration: 1 standard action
Area: Variable spread
Saving Throw: None
You initiate this maneuver as part of a charge attack. As with a charge, you can move up to double your speed and make a single attack, gaining a +2 bonus on the attack roll and a –2 penalty to your Armor Class while you move and until your next turn. Unlike a normal charge, however, your salamander charge does not need to be in a straight line and is not impeded by difficult terrain, or even other creatures.

Desert Wind (Strike) [Fire]
Level: Swordsage 3
Duration: 1 standard action
Area: Variable spread
Saving Throw: None
You initiate this maneuver as part of a charge attack. As with a charge, you can move up to double your speed and make a single attack, gaining a +2 bonus on the attack roll and a –2 penalty to your Armor Class while you move and until your next turn. Unlike a normal charge, however, your salamander charge does not need to be in a straight line and is not impeded by difficult terrain, or even other creatures.

Desert Wind (Strike) [Fire]
Level: Swordsage 4
Duration: 1 standard action
Area: Variable spread
Saving Throw: None
You initiate this maneuver as part of a charge attack. As with a charge, you can move up to double your speed and make a single attack, gaining a +2 bonus on the attack roll and a –2 penalty to your Armor Class while you move and until your next turn. Unlike a normal charge, however, your salamander charge does not need to be in a straight line and is not impeded by difficult terrain, or even other creatures.