

💡 The Genius Guide to:

FIRE MAGIC



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Fire is arguably the most dangerous and most useful of the elements. Fire represents the power of civilization, through cooking, forging, ceramics, and the production of light. It also represents the power of destruction in that it is a threat to farm, forest, and city alike. Fire is the first magic, and the power to rub sticks together to create a living heat that breathes and moves is the first shaman's trick.

Sometimes fire is the preferred tool of evil, with dragons breathing it, demons living in it, and evil warlocks using it to burn out their enemies. In other stories it is the primary tool of good, used to burn out the dens of wickedness and sin where only evil lives, and illuminate the darkest corners of the world. These approaches speak to the dual nature of fire: It produces both light and smoke, it can forge or melt, and it cooks or chars. Fire is an invaluable tool, but it is also a dangerous weapon that can turn on its master.

Of course, fire magic certainly isn't under-represented in the core rules of the game. Indeed one of the most iconic spells in the game's entire history is *fireball*, and the acquisition of that spell is a milestone in most wizards' careers. But the very fact that fire is so ubiquitous among spellcasters often means GMs and players alike are looking for new ways to burn, char, and ignite foes. In addition to providing more typical burning-globe fire spells, we also took the opportunity to look at fire-related magic dealing in molten glass, smoke, steam, and the potential self-imposed dangers of playing with fire.

NEW SPELLS

BARD SPELLS

1ST-LEVEL BARD SPELLS

Flareburst. Create a colored light that blinds foes and can be seen for miles.

2ND-LEVEL BARD SPELLS

Blister. Targets take 1d4 + one-half level points of fire damage and take a –2 penalty to attack rolls, skill checks, and saving throws.

Char Lash. A whip of cinders deals 1d6 fire damage +1 fire damage/2 levels.

CLERIC/ORACLE SPELLS

2ND-LEVEL CLERIC/ORACLE SPELLS

Corpse Candle. Ignite a corpse or undead, dealing 2d6 fire damage/round and shedding light.

Flareburst. Create a colored light that blinds foes and can be seen for miles.

Power Word, Burn. Burns creature with 50 hp of less.

3RD-LEVEL CLERIC/ORACLE SPELLS

Brand of Shame. Deal 1d4 damage per level and mark the target as untrustworthy.

9TH-LEVEL CLERIC SPELLS

Wall of Glass. Summon a wall of rapidly cooling molten glass, which might burn or cut those that attack it.

DRUID SPELLS

2ND-LEVEL DRUID SPELLS

Blister. Targets take 1d4 + one-half level points of fire damage and take a –2 penalty to attack rolls, skill checks, and saving throws.

Cinder Field. Cover an area in cinders that slow progress and deal 1d6 points of fire damage +1/level.

4TH-LEVEL DRUID SPELLS

Pyroclastic Burst. Call down 1 lava burst/level, dealing 4d6 points of fire damage in a 5-foot-radius.

5TH-LEVEL DRUID SPELLS

Wall of Smoke. You create an opaque sheet of smoke that deals Constitution damage to those that enter it.

6TH-LEVEL DRUID SPELLS

Wall of Steam. A steam cloud damages and disorients those who try to pass through it.

8TH-LEVEL DRUID SPELLS

Wall of Glass. Summon a wall of rapidly cooling molten glass, which might burn or cut those that attack it.

INQUISITOR SPELLS

2ND-LEVEL INQUISITOR SPELLS

Blister. Targets take 1d4 + one-half level points of fire damage and take a –2 penalty to attack rolls, skill checks, and saving throws.

Char Lash. A whip of cinders deals 1d6 fire damage +1 fire damage/2 levels.

Corpse Candle. Ignite a corpse or undead, dealing 2d6 fire damage/round and shedding light.

3RD-LEVEL INQUISITOR SPELLS

Brand of Shame. Deal 1d4 damage per level and mark the target as untrustworthy.

PALADIN SPELLS

4TH-LEVEL PALADIN SPELLS

Brand of Shame. Deal 1d4 damage per level and mark the target as untrustworthy.

SORCERER/WIZARD SPELLS

1ST-LEVEL SORCERER/WIZARD SPELLS

Blister. Targets take 1d4 + one-half level points of fire damage and take a –2 penalty to attack rolls, skill checks, and saving throws.

Char Lash. A whip of cinders deals 1d6 fire damage +1 fire damage/2 levels.

Flareburst. Create a colored light that blinds foes and can be seen for miles.

2ND-LEVEL SORCERER/WIZARD SPELLS

Power Word, Burn. Burns creature with 50 hp of less.

3RD-LEVEL SORCERER/WIZARD SPELLS

Cinder Field. Cover an area in cinders that slow progress and deal 1d6 points of fire damage +1/level.

Corpse Candle. Ignite a corpse or undead, dealing 2d6 fire damage/round and shedding light.

Explosive Disarm. Target takes 5d6 points of fire damage +1 damage per level, and it might drop one item.

4TH-LEVEL SORCERER/WIZARD SPELLS

Steam Bolt. Create a 90-foot-line of steam that deals 1d6/level and harms fire creatures.

Pyroclastic Burst. Call down 1 lava burst/level, dealing 4d6 points of fire damage in a 5-foot-radius.

Wall of Smoke. You create an opaque sheet of smoke that deals Constitution damage to those that enter it.

FIRE MAGIC AND SUPER GENIUS SPELLCASTERS

If you happen to use the spellcasters from the *Genius Guide to the Archon* or *Genius Guide to the Death Mage*, some of the spells in *Fire Magic* are good additions to their spell lists. For the archon, you might wish to add *aleya*, *blister*, and *flareburst*. For the death mage, only *corpse candle* is a good addition to their spell list.

5TH-LEVEL SORCERER/WIZARD SPELLS

Aleya. You create a fiery magic sensor that sheds light and seeks hidden objects.

Wall of Steam. A steam cloud damages and disorients those who try to pass through it.

7TH-LEVEL SORCERER/WIZARD SPELLS

Wall of Glass. Summon a wall of rapidly cooling molten glass, which might burn or cut those that attack it.

WITCH SPELLS

1ST-LEVEL WITCH SPELLS

Blister. Targets take 1d4 + one-half level points of fire damage and take a -2 penalty to attack rolls, skill checks, and saving throws.

2ND-LEVEL WITCH SPELLS

Corpse Candle. Ignite a corpse or undead, dealing 2d6 fire damage/round and shedding light.

Flareburst. Create a colored light that blinds foes and can be seen for miles.

3RD-LEVEL WITCH SPELLS

Char Lash. A whip of cinders deals 1d6 fire damage +1 fire damage/2 levels.

6TH-LEVEL WITCH SPELLS

Aleya. You create a fiery magic sensor that sheds light and seeks hidden objects.

ALEYA

School divination (scrying)[fire]; **Level** sorcerer/wizard 5, witch 6

Casting Time 1 minute

Components V, S, M (tindertwig worth 1 gp)

Range unlimited

Effect fiery magical sensor

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You create a fist-sized ball of floating fire that sheds light and seeks hidden objects as a magical sensor. You can create the *aleya* at any point you can see, but if it travels out of your line of sight, it ceases to move or seek hidden objects until it is once again within your line of sight. An *aleya* travels at 30 feet per round (300 feet per minute) if casting light or 10 feet per round (100 feet per minute) if seeking out hidden objects.

An *aleya* sheds light as both a hooded lantern and a bullseye lantern (normal light in a 30-foot-radius combined with a 60-foot-

cone, and an equal distance of increasing light by one level to a maximum of normal light). Each round, you can direct it as a free action to seek out hidden objects, causing it to make a Perception check with a bonus equal to your caster level to spot any hidden or concealed creatures or objects within 60 feet. If it finds such hidden items, it spotlights them brightly, making them obvious to anyone with line of sight to them. Only the first such item discovered each round is spotlighted, and as a free action you can choose to have the *aleya* continue its spotlight on a found item or creature, or to look for new hidden items.

The *aleya* can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The *aleya* can't enter another plane of existence, even through a gate or similar magical portal.



BLISTER

School evocation [fire]; **Level** bard 2, druid 2, inquisitor 2, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range short (25 ft. +5 ft. 2/levels)

Target one creature/2 levels, no two of which can be more than 15 feet apart

Duration 1 round/level

Saving Throw Will partial; **Spell Resistance** yes

Each creature targeted takes 1d4 points of fire damage +1 point/2 levels (max 1d4+10) as painful blistered boil up on the target's skin. Creatures that fail a Will saving throw also take a -2 penalty to attack rolls, saving throws, and skill checks for the duration of the spell as the painful blisters distract the targets.

BRAND OF SHAME

School evocation [fire]; **Level** cleric 3, inquisitor 3, paladin 4

Casting Time 1 standard action

Components V, S

Range short (25 ft. +5 ft. 2/levels)

Target one creature

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

Your palm glows as if it is red-hot, and a rune of shame is seared into the flesh of the target. The rune deals 1d4 points of damage per level (maximum 10d4). Half this damage is fire, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. The target can make a Will saving throw for half damage.

A target creature that is engaged in an activity that violates the ethos of your deity suffers a secondary effect. The brand becomes a permanent mark (although it can be removed by *remove curse*, *restoration*, *heal*, or similar magic), marking the target as a criminal in the eyes of your god. The target takes a penalty to all Diplomacy checks with worshipers of your deity equal to half your level until the brand is removed. Even if a worshiper can't see the brand, a sense of distrust remains and the Diplomacy penalty applies. A target that makes its Will saving throw is not subject to this secondary effect.

A target that is not engaged in an activity that violates the ethos of your deity when you cast this spell gains a +2 bonus to its Will saving throw. If its saving throw is successful, you must also make a Will saving throw or suffer the effects of your own *brand of shame*.

CHAR LASH

School evocation [fire]; **Level** bard 2, inquisitor 2, sorcerer/wizard 1, witch 3

Casting Time 1 standard action

Components S

Range 15 ft.

Effect whip-like coil of fire

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

A 15-foot-long, blazing coil of red-hot charcoal and cinders springs forth from your hand. You wield this snakelike coil as if it were a whip. Attacks with the *char lash* are melee touch attacks with a reach of 15 feet, but you cannot use it to make attacks of opportunity. The lash deals 1d6 points of

fire damage + 1 point per two caster levels (maximum +5). Though the charcoal and cinders can flow into any nook or crevice (and thus bypass armor and natural armor), they strike with enough force to allow you to add your Strength modifier to damage dealt. A *char lash* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

Controlling a *char lash* is difficult, even for those trained to do so. If any attack roll made with the *char lash* is a natural 1 (a 1 shows on the die roll), you strike yourself with the *char lash*, dealing damage normally.

CINDER FIELD

School transmutation [fire]; **Level** druid 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area one 20-ft. square/level

Duration 1 minute/level (D)

Saving Throw Reflex partial; **Spell Resistance** yes

You cause a large section of the ground to be covered in brightly glowing motes of fire. These cinders impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d6 points of fire damage +1 point of fire damage per caster level when it enters the area (max 1d6+15), and each time it begins its move in the area. A successful Reflex saving throw reduces this damage by half.

CORPSE CANDLE

School evocation [fire, light]; **Level** cleric 2, inquisitor 2, sorcerer/wizard 3, witch 2

Casting Time 1 standard action

Components V, S

Range short (25 ft. +5 ft. 2/levels)

Target one undead or corpse

Duration 1 round/2 levels or 10 minutes/2 levels (see text)

Saving Throw Reflex negates (object); **Spell**

Resistance yes (object)

You cause one undead creature or inanimate corpse to burst into flames. If the target is an undead, it takes 2d6 points of damage each round and sheds light like a torch. Any undead that comes within 5 feet of the affected undead must make a Reflex saving throw as well (at the spell's saving throw DC), or catch on fire (see Chapter 13: Environment in the *Pathfinder Roleplaying Game Core Rulebook* for more information about catching on fire). An undead killed with this spell is completely burned up, leaving only ash.

If cast on a mundane corpse, the spell still casts light as a torch but lasts for 10 minutes/2 levels. At the end of that time, the corpse is completely burned, leaving only ash.

EXPLOSIVE DISARM

School evocation [fire]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range short (25 ft. +5 ft. 2/levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude partial; **Spell**

Resistance yes

You cause one object held by the target to violently burst into flame. Although the object is protected from the effects of the spell, the creature holding it takes 5d6 points of fire damage, +1 point of fire damage per level (max 5d6 + 20). A successful Fortitude saving throw reduces this damage by half. If the damage dealt to the target exceeds its CMD, it drops the item you chose to engulf in flames.

FLAREBURST

School evocation [fire, light]; **Level** bard 1, cleric 2, sorcerer/wizard 1, witch 2

Casting Time 1 standard action

Components V, S

Range long (400 ft. +10 ft./level)

Effect burst of light

Duration varies (see text)

Saving Throw Fortitude negates;

Spell Resistance yes

You cause a brightly burning mote of light, similar to that created by a *flare* cantrip, but of greater size and with significantly greater range. A *flareburst* can be

of any color you choose. Any creature within 10 feet of the *flareburst* must make a successful Fortitude saving throw or be blinded for 2d4 rounds. A *flareburst* cast above the ground drifts downward at a rate of 100 feet per round, and it is extinguished when it hits any surface (or after 1 round/level if it never strikes a surface). Although not bright enough to improve dim lighting to normal light, a *flareburst* does turn darkness into dim light within 400 feet of it.

A *flareburst* is visible from a considerable range, especially if launched high into the air. Barring obstructions, it is visible in bright or normal light at a range of 1 mile + 1 mile per 100 feet of altitude it gains, and in dim light or darkness can be seen for twice that distance. As a result, the spell is often used to send signals,



with different colors used to indicate specific messages. (A GM should restrict the use of different colors to a reasonable number—it's easy to tell the difference between a red and yellow *flareburst* at considerable range, but the fine distinction between red, crimson, orange, golden, and yellow is lost at a distance.)

POWER WORD: BURN

School enchantment (compulsion) [fire, mind-affecting]; **Level** cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature with 50 hp or less

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You utter a single word of power that instantly causes one creature of your choice to become so convinced it is on fire, it suffers burns over the surface of its skin. The creature takes 2d6 points of fire damage, +1 point of fire damage per caster level (maximum +15). Any creature that currently has 51 or more hit points is unaffected by *power word burn*.

PYROCLASTIC BURST

School evocation [fire]; **Level** druid 4, sorcerer/wizard 4

Casting Time 1 round

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect one or more 5-ft.-radius burst of molten rock

Duration 1 min./level

Saving Throw Reflex half; **Spell Resistance** yes

Immediately upon completion of the spell, and once per round thereafter, you can call down a meteorlike ball of semicooled lava, which strikes the ground and explodes to deal 4d6 points of fire damage in a 5-foot radius. The *pyroclastic burst* flashes down in a vertical arc at whatever target point you choose within the spell's range (measured from your position at the time).

You need not call a *pyroclastic burst* immediately; other actions, even spellcasting, can be performed first. Each round after the first, you can use a standard action (concentrating on the spell) to call a burst. You can call a total number of bursts equal to your caster level (maximum 15 bursts).

If you are outdoors and in a mountainous area—a cliffside, rocky hills, volcano, or even a stone crater—each bolt deals 4d8 points of fire damage instead of 4d6. This spell functions indoors or underground but not underwater.

STEAM BOLT

School evocation [fire, water]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a brass dial)

Range 90 ft.

Area: 90-ft. line

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You create a powerful jet of superheated steam that deals 1d6 points of damage per caster level (maximum 15d6) to each creature within its area. The jet begins at your fingertips. Against most creatures, the damage dealt is fire damage, but against creatures with the fire subtype, it acts as cold damage.

The bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt can continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

WHY IS STEAM SOMETIMES FIRE AND SOMETIMES COLD?!

The idea behind *steam bolt* and *wall of steam* is to create a new virtual damage type: steam damage. We call this a “virtual” damage type, because the two steam spells don’t require a new form of energy resistance against which to defend. In most cases fire resistance applies normally, since it represents resistance to the extreme heat of the steam. However, because steam spells are elemental water spells, they extinguish fires and reduce the vitality of creatures strongly linked to elemental fire (those of the fire type), and thus count as cold damage against such creatures.

Essentially, the assumption is that creatures of the fire subtype are vulnerable to water attacks, even if those attacks are superheated, and other creatures with fire resistance don’t have that vulnerability. Thus *steam bolt* deals extra damage against fire elementals and red dragons, but normal damage against a wizard with a *resist energy* spell that grants him 20 points of fire resistance.

The metamagic feat Steam Spell, presented later in this product, allows fire spells to be turned into steam spells to grant fire-based spellcasters more versatility against fiery foes.

WALL OF GLASS

School conjuration (creation) [earth, fire];

Level cleric 9, druid 8, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M/DF (a pinch of ground glass)

Range medium (100 ft. + 10 ft./level)

Effect opaque glass wall whose area is up to one 5-ft. square/level (S)

Duration 1 round/level (D)

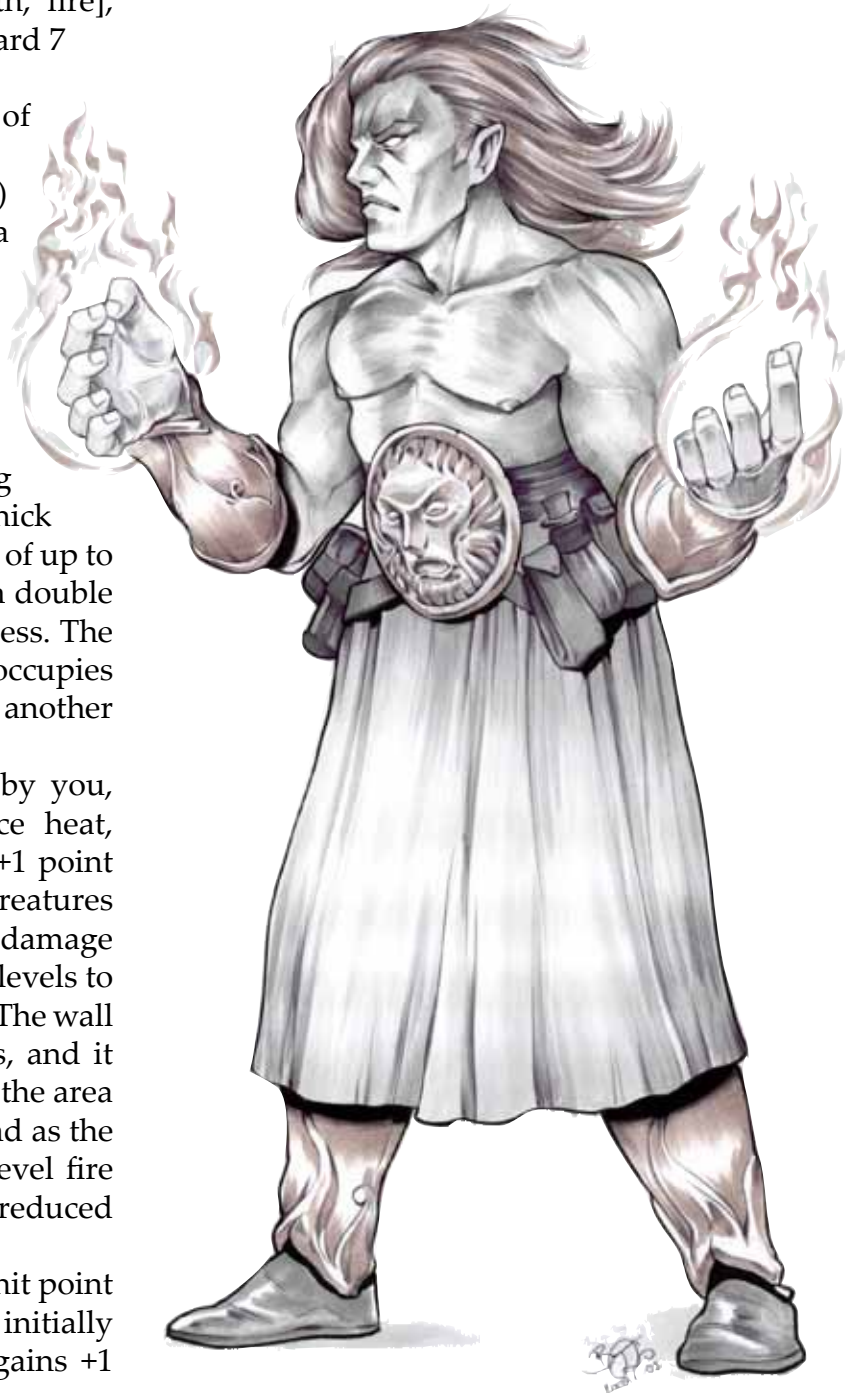
Saving Throw see text; **Spell**

Resistance yes

This spell creates a wall of molten glass that merges into adjoining surfaces. A *wall of glass* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall’s area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

One side of the wall, selected by you, sends forth waves of blast-furnace heat, dealing 2d4 points of fire damage +1 point of fire damage per caster level to creatures within 10 feet and 1d4 points of fire damage +1 point of fire damage per 2 caster levels to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and it deals the damage to all creatures in the area on your turn each round. Each round as the molten glass cools, the per-caster-level fire damage dealt by the *wall of glass* is reduced by 1 point.

Each 5-foot square of wall has 1 hit point per inch of thickness. The wall initially has hardness 5, but as it cools it gains +1



hardness each round. Creatures can hit the wall automatically, though striking it causes them to take the same fire damage it deals once a round. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + the number of rounds the wall has existed.

Breaking a 5-foot section of the *wall of glass* causes it to shatter, with the shattering being more spectacular the longer the wall has cooled and hardened. Every creature within 10 feet of the broken section of wall is dealt 1d4 points of damage for every 2 rounds the wall has been in existence. A successful Reflex saving throw reduces this damage by half.

You can create a *wall of glass* in almost any shape you desire. The wall created need not be vertical; however, it must be solidly supported by a firm foundation. Like any other glass wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping.

It is possible, but difficult, to trap mobile opponents within or under a *wall of glass*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saving throws. At the end of the spell's duration, the glass crumbles harmlessly into sand.

WALL OF SMOKE

School conjuration (creation)[fire]; **Level** druid 5, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (a piece of burning paper)

Range medium (100 ft. + 10 ft./level)

Effect opaque sheet of smoke up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration concentration + 1 round/level

Saving Throw Fortitude partial; **Spell Resistance** yes

An immobile, billowing curtain of oily black smoke springs into existence. One side of the wall, selected by you, sends forth toxic vapor, dealing 1d4 points of Constitution damage to creatures within 10 feet of it. The wall deals this damage when it appears, and it deals damage to all creatures in the area on your turn each round. In addition, the wall deals 2d4 points of Constitution damage to any creature passing through it. Creatures that succeed at a Fortitude saving throw do not take this Constitution damage, but must make a saving throw every round they are exposed to the smoke.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Any spell able to great large volumes of air (such as *control weather* or *gust of wind*) can negate one 5-foot-length of *wall of smoke* per level of the wind-related spell.

WALL OF STEAM

School conjuration (creation)[fire, water];

Level druid 6, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect opaque sheet of steam, up to one 10-ft. cube/level (S)

Duration 10 min./level (D)

Saving Throw Fortitude partial; **Spell Resistance** yes

A *wall of steam* spell creates a curtain of superheated steam. Any creature forced into or attempting to move through a *wall of steam* takes 1d4 points of fire damage per 2 caster levels (max 10d4). Creatures of the fire subtype instead treat this damage as if it was cold damage. A creature takes damage from the steam only once a round, even if it repeatedly leaves and re-enters its area.

The steam is thick enough to block vision and is constantly blowing, billowing, and pushing with sufficient force to confuse and spin any creature crossing through it. Such creatures must make a successful Fortitude saving throw, or become disoriented and spun around while within the wall. Creatures that fail this saving throw have their movement altered to a randomly determined direction. A creature that ends its movement within the steam is allowed a new saving throw on its next turn to move out of the steam normally, but on a failed saving throw the direction of its movement continues to be random.

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as

a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the steam, but any creature attempting to move through the wall gains a +2 bonus to its Fortitude saving throw due to the reduced thickness of the steam zone.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and must make a Fortitude saving throw to know what direction to move out of it. Any spell able to create large volumes of air (such as *control weather* or *gust of wind*) can negate one 10-foot-square area of *wall of steam* per level of the wind-related spell.

NEW CLASS OPTIONS

With the addition of new fire spells, it's only natural that some spellcasting classes have more fire-related class options. This is especially true for classes from the *Advanced Player's Guide* that do not yet have as many variant options available to them. Presented below are the burning guilt judgment for inquisitors, the dragonfire mystery for oracles, the pyre's vengeance and witch fire hexes for witches, the fiery creature template, and the Sacred Flame and Steam Spell metamagic feats.

INQUISITOR JUDGMENT

There is no mechanism in the core rules to allow inquisitors to gain additional judgments (though full rules for doing so can be found in *Advanced Options: Inquisitors' Judgments*). For inquisitors interested in a more fire-based judgment, we recommend

replacing the smiting judgment with burning guilt.

Burning Guilt: This judgment causes the inquisitor's weapon to turn into solid flame, and it converts all damage it deals into fire damage. This damage is not subject to DR, but it can be reduced with fire resistance. At 10th level, the weapon also acts as a *flaming weapon*.

ORACLE MYSTERY

Dragonfire: An oracle of the mystery of dragonfire is privy to the arcane secrets that make red and gold dragons' breath weapons so much more than just flame. Not only do such dragons eventually gain breath weapons that deal more damage than lava, but also the very sight of dragonfire causes fear in the hearts of mighty heroes. The distinction might seem a subtle one to most, but to the oracle of dragonfire it is the source of endless wonder and surprisingly versatile power.

Class Skills: An oracle with the dragonfire mystery adds Fly (Dex), Intimidate (Cha), Knowledge (arcana)(Int), and Use Magic Device (Cha) to her list of class skills.

Bonus Spells: *produce flame* (2nd), *flame blade* (4th), *protection from energy* (6th), *flame strike* (8th), *fire snake**(10th), *form of the dragon I* (dragons with fire breath weapons only)(12th), *form of the dragon II* (dragons with fire breath weapons only)



(14th), *form of the dragon III* (dragons with fire breath weapons only)(16th), *meteor swarm* (18th).

*Indicates a spell in the *Advanced Player's Guide*.

Revelations: An oracle with the dragonfire mystery can choose from any of the following revelations.

Blazing Flames (Su): When you deal fire damage, you can increase the damage by +1 per die of fire damage dealt. You can do this once per day, plus one additional time per day for every five class levels.

Burning Gaze (Su): Your eyes flicker from within as if illuminated by a great conflagration. You gain a bonus to Intimidate checks equal to half your class level. At 5th level, as a swift action, you can also illuminate a 30-foot cone (this functions as the *light* spell except for the area).

Dragon Senses (Su): You gain low-light vision. At 5th level you gain darkvision 60 feet (or add 60 feet to your darkvision range if you already have darkvision). At 11th level you gain blindsense with a range of 5 feet. At 17th level your blindsense increases to a range of 30 feet.

Fearful Flames (Su): Whenever you deal fire damage to a target, you can also make an Intimidate check to demoralize the foe as a swift action.

Fiery Flesh (Ex): You gain DR 3/magic, resist fire 10, and vulnerability to cold. This increases to DR 5/magic and resistance 20 at 5th level, and then DR 8/magic and immunity to fire at 11th level. At 17th level, you gain DR 15/magic.

Greater Fire Breath (Su): As a standard action, you can unleash a 30-foot cone of flame from your mouth. This flame deals 1d6 points of fire damage per level. A successful Reflex saving

throw halves this damage. You can use this ability once per day. The saving throw DC is Charisma-based. You must be at least 11th level to select this revelation.

Purifying Flames (Su): When you deal damage to targets in an area with a fire spell, spell-like ability, or supernatural ability, as a free action you can also dispel magic within the same area. This functions as the area dispel option of a *greater dispel magic* spell, affecting the same areas as the fire effect you created. You can use this ability once per day. You can use this ability one additional time per day at 7th level and 15th level. You must be at least 7th level to select this revelation.

Scathing Vitality (Ex): As you learn to channel dragonfire, your mortal form is toughened and invigorated. You gain 1 hit point per class level. At 5th level, you gain a +3 bonus to your Fortitude saving throws. At 11th level you gain a +3 bonus to your Reflex saving throws. At 17th level, these increase to +5 bonuses to Fortitude and Reflex saving throws.

Searing Knowledge (Ex): You are proficient with any weapon that deals fire damage, including (but not limited to) weapons with the *flaming* or *flaming burst* special ability, and the weapon created with the *flame blade* spell.

Smoke (Ex): When you cast a fire spell, you can choose to create a *wall of smoke** as a swift action. The caster level for the *wall of smoke* is equal to double the spell level of the fire spell used to create it. You can do this once per day, plus one additional time for every five class levels.

*New spell found in this product.

Final Revelation: At 20th level you have

become a master of dragonfire. Any fire spell you cast can be cast as a cone, with a range of 15 feet + 5 feet per spell level. If the spell is not normally an area spell, it affects all targets within the area as if they had been the targets of the original spell. You are immune to fear effects from dragons, and you gain SR equal to your class level +10 from dragon's spells and spell-like effects.

WITCHES HEXES

Pyre's Vengeance (Su): Since witches have an unfortunate history of encounters with pyres, some develop hexes to manipulate flames and prevent themselves from being burned. A witch with a source of fire (as little as a candle suffices) can make a ranged touch attack against any target within 30 feet, dealing 1d6 points of fire damage +1 point of damage per two levels.

If another source of fire is present within 120 feet of the witch, she can have the touch attack originate from that fire source, making a ranged touch attack against any target she can see that is both within 120 feet of the fire source and 30 feet of the witch. A witch that does not wish to obviously be the source of a pyre's vengeance attack from another fire source must make a Bluff check opposed by observer's Perception checks.

Since she can direct flames away from herself when she calls on this hex, a witch gains fire resistance equal to her level after using this hex, until the end of her next turn. A specific source of fire can be used only once to power pyre's vengeance.

Witch Fire (Su): The witch can wreath any one creature within 30 feet of her in heatless



flames, which are colored as she sees fit. This acts as the *faerie fire* spell, except that the target is allowed a Will saving throw (DC 10 + one-half witch's level + witch's Intelligence modifier) to resist the effect. A witch can be the target of her own witch's fire if she needs the light to see (though she still takes the penalties for being so outlined). A witch can have only one witch's fire activated at a time, and creating a new witch's fire before a previous use ends causes the earlier witch's fire to expire.

FIERY CREATURE (CR +0 OR +1)

The fiery creature template is designed to give GMs a much broader range of potential monsters for fire-themed encounters and expand the fire-related summoning choices for spellcasters.

Fiery creatures are a subspecies of normal creatures that either dwell in or near mundane terrain that include sources of great heat, such as volcanoes and hot springs, or in fringe demiplanes influenced by the

elemental plane of fire. Planar versions of these creatures can be summoned by using spells such as *summon monster* and *planar ally*. (Any creature that can be summoned normally with the celestial or fiendish template can instead be summoned with the fiery template, giving fire summoners a wider range of options.) A fiery creature's CR increases by +1 only if the base creature has 5 or more HD. A fiery creature's quick and rebuild rules are the same.

REBUILD RULES

Type: Gain the Fire subtype, with its normal immunity to fire and vulnerability to cold; **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR as noted on the table; **Special Attacks** all melee attacks deal additional fire damage, as noted on the table.

FIERY CREATURES MODIFICATION BY HD

Hit Dice	DR	Melee Fire Dmg
1–4	–	+1 point
5–10	5/magic	+1d6
11+	10/magic	+1d8

NEW FEATS

SACRED FLAMES [METAMAGIC]

You can cast fire spells that deal holy damage.

Prerequisite: Knowledge (religion) as a class skill.

Benefit: Only spells that normally deal fire damage can be cast as sacred flame spells. Half the spell's damage becomes divine damage that is not subject to fire resistance. A sacred flame spell takes a spell slot one level higher than the spell's actual level.

STEAM SPELL [METAMAGIC]

You can cast fire spells as steam spells.

Prerequisite: Spell Focus (evocation).

Benefit: Only spells that normally deal fire damage can be cast as steam spells. The spell's damage is treated as being cold damage against creatures of the fire subtype. A steam spell takes a spell slot two levels higher than the spell's actual level.

WE ERR ON THE SIDE OF AWESOME!

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