

Abandoned Arts Presents:

Spell Power

Heat Metal



Feats and plot hooks for the *heat metal* spell.

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SPELL POWER: HEAT METAL

Presented below are several feats and exciting plot hooks centered around a unifying theme: the *heat metal* spell. This spell was first featured in the *Pathfinder® Roleplaying Game: Core Rulebook* and is referenced [here](#) for your convenience.

SPELL POWER FEATS

Spell power feats interact with specific spells or groups of closely-related spells, modifying the way those spells function for characters that possess them. Spells modified by a spell power feat are harder to identify with the Spellcraft skill. The DC of such a check is increased by +1 for every spell power feat that modifies the spell. A successful check reveals the names and effects of each of the spell power feats modifying the identified spell.

CONDUCTIVE HEAT [SPELL POWER]

You can heat a metallic creature's body, causing it to receive damage directly.

Prerequisites: ability to cast *heat metal*

Benefit: You can target a single, metallic construct (or a living creature comprised mostly of metal, such as most members of the inevitable race) within range with a *heat metal* spell that you cast. Such a creature takes a -4 penalty on its saving throw and always receives damage from the spell directly (it cannot escape the damage by dropping or doffing an affected weapon or piece of armor, as the its entire body is affected instead).

FLARING HEAT [SPELL POWER]

Your heat metal spell can be made to burn out in a flash of searing intensity.

Prerequisites: ability to cast *heat metal*, caster level 3rd

Benefit: As a full-round action that provokes an attack of opportunity, you can cause an object affected by your *heat metal* spell to flare white-hot, immediately dealing all remaining damage allocated to the duration of the spell at once. For example, using this ability after the third round of a *heat metal* spell has passed by would cause the weapon to burn for 5d4 points of damage. If you expend the spell's power in this way, the duration immediately ends.

SEARING HEAT [SPELL POWER]

Your heat metal spell can empower a weapon.

Prerequisites: ability to cast *heat metal*, caster level 6th

Benefit: At your option, you can cast a *heat metal* spell on a weapon in such a way as to make it harmless to the wielder while empowering the blade or striking end of the weapon to conduct the spell's heat. A weapon so affected deals no damage to the wielder, but instead inflicts its damage upon any creature struck by the weapon.

SLAG HEAT [SPELL POWER]

Your heat metal spell can melt affected equipment.

Prerequisites: ability to cast *heat metal*, caster level 3rd

Benefit: At your option, a *heat metal* spell can reduce affected objects to slag. Apply the damage from the spell to both a creature that wears or wields the affected item, as well as to the item itself. Damage from a *heat metal* spell that you cast in this way is not halved, and ignores the object's hardness. Adamantine objects and objects with a hardness of 20 or greater are not affected by this application of the *heat metal* spell.

THROBBING HEAT [SPELL POWER]

Your heat metal spell makes affected armor uncomfortable to wear.

Prerequisites: ability to cast *heat metal*

Benefit: At your option, a *heat metal* spell that you cast on an equipped suit of armor causes physical contact with the metal to be deeply uncomfortable for the wearer, making graceful movement within the armor almost impossible. The armor check penalty of a suit of armor affected by your *heat metal* spell is tripled. A creature may elect to ignore this penalty for 1 round, but receives damage as determined by the spell whenever it chooses to do so.

HEAT METAL PLOT HOOKS

The following plot hooks and concepts are intended to inspire you with clever and memorable ways to implement the *heat metal* spell into your campaign, or simply to bring to mind new and interesting ideas for adventures and quests.

- A sacred dwarven forge uses *heat metal* effects to temper worked armor, blades, and tools magically. The forge can even defend itself against plunderers and intruders by exerting its magic against nearby objects.
- With the help of several conjured azer craftsmen and grandmasters, a pyromaniacal wizard with a predilection for black powder technology and machinesmithing searches for a way to incorporate the *heat metal* spell into the construction and design of firearms, empowering the speed and effectiveness of these emergent and deadly weapons so as to outfit his followers and further his crazed ambitions.
- An ancient trap lies in wait underneath the ruins of an old temple, once dedicated to a fiery goddess. When triggered, the entire citadel – whose floors and walls are runed with mithral, will be subject to a scalding *heat metal* effect.
- Gnomish tinkers manufacture alchemical weapons, gunpowder, and other volatile creations in a secure facility hidden in the mountains, keeping their most volatile munitions crated in iron strongboxes and secured under lock and key. The gnomes thought the ironclad security foolproof until they learned of an old enemy's advance on the compound, bringing heat metal spells with which to heat up the gnomish munitions, in order to cause an explosive chain reaction.

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