

Call to Arms

Torch and Flame



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Call to Arms is a book line for players and gamemasters alike. Each book focuses on a different type of item, expanding rules for those items and adding everything from new mundane and magical examples of the item to new character options related to the item. *Call to Arms: Torch and Flame* focuses on all the ways fire can be used as a weapon in your *Pathfinder Roleplaying Game*. Everything from rules clarifications on how to start or extinguish fires to new ways to think about fire damage can be found in addition to a thorough collection of incendiary devices, both mundane and magical, that range in power from smoldering tinder to the flame of truth and even the divine fire stolen from the gods.

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The shard of obsidian-black glass was hot, even from a distance. It was the centerpiece in an odd collection --- brass oil lamps in the shape of dragons, decorative metal sconces holding torches lined the walls, tapestries depicting scenes of burning castles and forests moved with a subtle magic, and two women danced in a complex pattern that Aodh expected was more wall of fire than an illusion.

"Turn it over" his guest called from across the room, "but stay back, slightly."

Reaching for the shard with tongs, he flipped the piece over exposing a side that looked remarkably like a piece of inscribed but shattered breastplate before bursting to life as a soft red glow, then bright orange hue with accompanying flames that began to dance on the surface of the splinter.

"That, my boy, is a mere shard of pure fire from the breastplate of a powerful effreeti." The old merchant carried a tome in his hands clearly bound in the hide of a red dragon, placing it squarely between them, "And I want you to fetch me a full suit of the stuff."

Aodh began to speak, "I'm not even sure what this stuff is..." before the merchant cut him off with a gesture and leaned in and opened the book.

"First, we need to prepare you for the journey --- tell me Aodh -- 'The Fire' -- are you afraid of getting burned?"

A Brief History of Fire

The true history of human control of fire possibly dates back to our ancestors from before even *homo sapiens*. Fire's importance to humanity is captured in myths and legends like the titan Prometheus stealing fire from the Olympians for humanity, or the fallen angel Azazel teaching humanity to use fire as a tool. It is not entirely incorrect to think of fire then as one of our first true tools and as a cornerstone of human civilization.

For our earliest ancestors, fire allowed for important changes in habit and diet. With fire, you gain warmth when it is cold and light when it is dark, making us no longer restricted to the standard day/night cycle, humanity also became independent of specific climates as the warmth from a hearth-fire could warm them on even the coldest of days. Important too is the ability to cook foods, as cooking many foodstuffs make them more nutritious or even less toxic.

So as one of our first tools, it wouldn't take humanity long to turn to fire as a weapon. The light alone from fire

can keep predators at bay, and the heat of the flame can injure those foolish enough to attack, with even smoke being used to keep areas clear of stinging insects and other pests. The torch, a stick with one end burning, is likely the earliest form of incendiary weapon, though its effectiveness likely quickly lead to burning projectiles like flaming arrows and spears, then burning splash weapons, to flamethrowers and ultimately to some firework-weapons.

Even in ancient times, innovation and fire-as-a-weapon progressed. Superheated water, oil, pitch, and sand have all been employed as a weapon, with oils and resins like pitch having the benefit of being flammable themselves once they cover an enemy or their siege engines. Alchemists and others were constantly playing with formulas and mixtures, using everything from fats and natural tars to quicklime, saltpeter, sulfur and any other naturally occurring substance to see if it could make a fire burn hotter, faster, longer, or in someplace it shouldn't (like quicklime burning on water).

Though fire is still employed today in warfare, and weapons have constantly improved since the earliest times, the culmination of weaponizing fire is often

seen as the invention and introduction of explosive powder like those used in cannons and muskets. While gunpowder can be understood as a way fire has been harnessed for war, an extensive look into its use can be found elsewhere (see **Call to Arms: Fireworks and Primitive Firearms**). This book focuses on the non-explosive means of making fire and using it as a weapon.

Rules for Lighting Fires

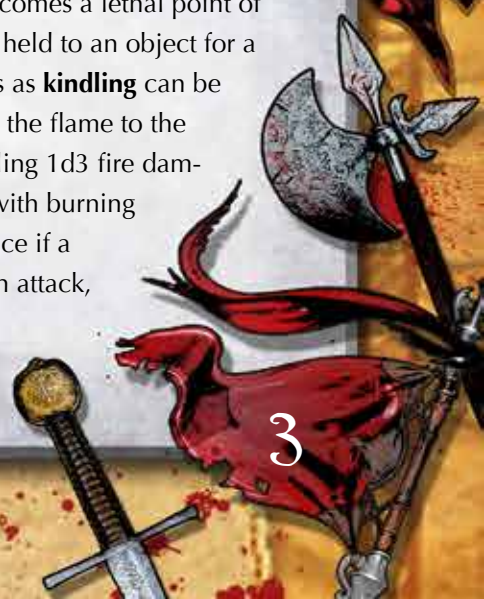
Almost all of the weapons presented in this book rely upon igniting a flammable substance. The rules as written for firestarting in the *Pathfinder Roleplaying Game* are relatively limited because it normally isn't a vital aspect of combat. In practical game mechanics though, it can occasionally be vital to know if it took you one or several seconds to ignite a weapon because it means the difference between an attack occurring in one round or the next.

The arguably best text in the *Pathfinder Roleplaying Game Core Rulebook* concerning the starting of fires comes from the flint and steel entry, "Lighting a torch with a flint and steel is a full-round action. Lighting any other fire with them takes at least that long." The alchemical tindertwig, which is a stand-in for the real world strike-anywhere match, breaks down the lighting of a torch into two different actions: the first a move action to ignite a tindertwig on a rough surface, the second a standard action to ignite a torch.

To anyone accustomed to working with fire in the real world, there are many stages to the "life cycle" of a fire. Simplified for our purposes, a fire begins with **sparks** from an object like flint and steel which are used to ignite a highly flammable **tinder**, which is then used to ignite **kindling**, which will hopefully ignite the proper **fuel**, producing bright flames that will eventually die down to **embers** (also called coals) that are sometimes even hotter than the flames they gave off before.

Sparks for these rules can actually be almost any source of heat that is hot enough, even the change of gas under pressure (see the fire piston below) or by being in the presence of a natural heating source like active lava. **Tinder** is any highly flammable object that will burn for longer than a few seconds, like dry leaves, grass, twine, paper, bark, small twigs, or most kindling soaked in a flammable substance like oil. **Kindling** for lack of a better definition is any product that couldn't be ignited by sparks alone, requiring tinder to ignite it and would include small sticks, book covers, most cloth, etc. **Fuel** would include everything from thick logs and boards to books and furniture to even dead bodies. Fuel for a fire can only be ignited by tinder if it is covered in a flammable substance like oil, otherwise at least a full-round of exposure to the fire produced by kindling is necessary. **Embers** are what remains burning once the flames die down from a fire and count as kindling when trying to ignite any other object from tinder to fuel as they burn hot enough to make most things ignite. Embers are occasionally subdivided into *clinker*, for pieces of spent fuel that were above the melting point of the active fire, and *ash*, for pieces of spent fuel below the melting point of the active fire.

Creating **sparks** by themselves is a swift action with most igniters (ex. flint and steel), though sparks are only likely to ignite tinder in ideal conditions on the first try, so consider igniting a tinder a move action. Most lit **tinders** shed light as a candle and can ignite kindling or other highly flammable objects like a torch as a standard action, and deal 1 point of nonlethal fire damage when pressed against a person or object. The fire damage from tinder becomes a lethal point of damage if the burning tinder is held to an object for a full-round. An object that burns as **kindling** can be used to ignite a fuel by holding the flame to the fuel as a full-round action, dealing 1d3 fire damage over the round. If contact with burning kindling is only brief, for instance if a burning branch were used in an attack, it deals only 1 point of lethal



fire damage typically. Burning **fuel** counts as an object that has caught fire (see the **Rules Appendix** at the end of this book) both taking 1d6 fire damage each round (which typically partially ignores hardness if the object has already caught fire) as well as dealing 1d4 if used in an attack or dealing 1d6 fire damage if held to an object for a full round. **Embers**, like burning fuel, deal at least 1d6 fire damage if held against an object or creature as a full-round action though brief exposure to burning coals typically deals 1d3 damage. Various circumstances can actually reduce this damage to only non-lethal damage, allowing for such human feats as “walking on coals” or various tricks like juggling burning coals.

Example Lists

Following are possible in-game examples of objects or materials that can be used as sparks, tinder, kindling, fuel, or embers.

Sparks

(treat sparks as a potential source of ignition at all times)

The following items listed should be considered as a source of ignition that count as sparks, and thus able to ignite tinders as a move action.

Candle flame, even from miniscule sources (like birthday cake candles)

Lit cigar, cigarette, pipe or other smoking device

Sunlight focused with lens or mirrors (see the burning lens below)

Arcs of electricity, whether natural or man-made

Heated metal, like the outside of stoves, hot firepokers left in a fire, etc.

Cooling lava, superheated rocks of a geothermal vent, etc.

Starting Magical Fire

The rules presented here all assume mundane, non-magical flames are used and produced. Magic can be potentially tricky for numerous reasons, but also most fire spells explicitly state if and how the spell can catch things on fire and how to extinguish those flames. More often than not the undefined term “flammable objects” or “flammable materials” is used in these kinds of descriptions with what constitutes as flammable left to gamemaster discretion. Under the right conditions even metals become “flammable” so some basic guidelines relate to the intensity of the fire (measured as fire damage dealt) and the duration of exposure. To really catch a thing on fire, it is important to expose it to the heat source for a length of time, as even intense heat for too short a time may just singe but not ignite a flammable object. Game master discretion then can become necessary when deciding what and if a magic source of fire catches an object or creature on fire. The example lists below can give insight to inform a GM’s decision.

Tinders

(treat tinders as having 0 hardness versus fire and taking double damage from fire)

Any highly flammable, easy to ignite object can be considered a tinder and tinders are most likely to catch on fire by even brief exposure to heat or minimum fire damage. A simple test of whether an object is a tinder is that it should ignite if exposed at all to the flame from a single candle.

Alcohol (101 proof or better, strong whisky, vodka or rum)

Dry vegetation (dead leaves, grass, pine needles, shaved bark, tiny twigs, cotton, amadou)

Paper (thin, individual sheets, especially if crinkled up, not many sheets held together in a book)

Lamp or Keros oil

Twine or string (thin pieces of rope-like substances, whether made of cotton or hemp)

Wood alcohol, white gas, lighter fluid, mineral spirits (turpentine) or similar liquid fuels

Sawdust, wood shavings or other tiny bits of wood or dried pulp

Any kindling covered in a highly flammable substance (like alcohol, oil, etc.)

Kindling

(treat kindling as having their hardness versus fire, but double any excess fire damage dealt)

Objects that count as kindling are those things that you might normally think of as flammable, but require a more intense flame to instantly ignite. Most objects that you might initially assume are flammable should in fact be treated as kindling, because you couldn't catch them on fire just by running them through a candle's flame or briefly holding them to a hot piece of metal (treat an object listed as kindling as having their hardness versus fire, but still taking double damage from fire damage in excess of their hardness). Instead to ignite kindling, you normally need a proper open flame from a burning tinder, burning lighter or object like a torch.

Candles (unlit, also includes flammable waxes like beeswax or paraffin)

Alcohol (80 proof or better, most liquors and fortified wines)

Dry vegetation (twigs, plant stems, tree bark, pine cones)

Cloth (natural vegetable fibers like cotton, linen, hemp, etc.)

Parchment and Vellum (and other animal-skin based

Danger: Highly Flammable

While the term "highly flammable" are often applied in both real-life and the Pathfinder Roleplaying Game books to things of varying flammability, there are some in-game situations that even the smallest spark would ignite. A room filled with gas, gasoline vaporized in the sunlight, high-proof alcohol evaporating --- all highly combustible and not accounted for in the system introduced here. Gamemasters should use their discretion and allow for a swift or even immediate action to be able to produce an adequate spark to ignite in these extreme situations.

papers)

Paper sheets stacked loosely or lightly bound in string, bands, etc.

Most ropes made of hemp or other natural fibers but not spooled tightly together

Pitch, tar, and other natural resins (typically non-petroleum based ones)

Unlit cigars, cigarettes, pipe tobacco, etc.

Slender pieces of wood, thin sheets of wood or sizable splinters

Torches and other light sources

Fuel

(treat as having their hardness versus fire, and taking only normal fire damage until they have "caught on fire" at which point double all fire damage and reduce hardness versus fire by half)

Fuel is not truly combustible until its fire is sustaining

itself. The various “fire points” of different objects (the temperature at which a substance burns for at least 5 seconds, and which is not the same as its flash point, the point it will ignite at all) make exact replication in game mechanics problematic, but that is overcomplicating the matter. In the right fire, almost anything burns and in turns becomes a fuel source, even most metals. Such intense fires to say combust steel however are difficult to create outside of controlled conditions which an adventurer hopefully will never be walking through.

Cloth (natural animal fibers like silk, wool, cashmere, felt and furs)

Books, portfolios and other bound paper

Treated leather, furs, hides, other animal products

Petroleum-based tars, resins, oils and other substances

Thick rope made of almost any material, even if tightly bound or spooled

Wood in the form of logs, boards, large sheets, broken furniture, etc.

Dead bodies of corporeal creatures

Embers

(treat embers as a potential source of ignition at all times)

In addition to the smoldering remains of any fuel counting as embers mechanically, a number of additional items that burn without much traditional flame can also be treated as embers for in-game mechanics for if they can ignite a new fire.

Heated metal (like a red-hot fire poker, metal tongs, melted copper, sides of a metal stove)

Lit cigars, cigarettes, and smoking pipes

Active lava, molten glass, metal or other substances

Fighting Fires

As important as starting fire can be in-game, extinguishing them is equally important and equally vague in the core rules. In reality there is only one way to put out a fire – asphyxiation, or depriving it of oxygen. Even when water is sprayed onto an actively burning fire, you are trying to accomplish two main goals: use vaporized water from the heat of the flame to displace oxygen and take advantage of the vaporization of that water to cool the smoke, air, and burning objects to reduce its temperature below its burning point. Asphyxiating a fire can be accomplished via any means that deprive it of oxygen to burn, be that total submersion in a non-flammable substance or otherwise stealing the oxygen out of the air by use of a substance that absorbs the free oxygen like many modern fire systems or capturing the fire in an air-tight container and letting it burn out its available oxygen.

By the core rules of having caught on fire, you can see the effects of trying to asphyxiate a fire represented as automatically extinguishing the fires on a creature if it jumps into a large enough body of water to fully submerge itself, or at least gaining a bonus by wrapping a creature in a cloak or other object and “rolling around on the ground”. Similar effects could be accomplished by things like burying a creature in sand, sealing them in an air-tight room, or smothering them under a larger creature’s body (possibly damaging the creature in the process).

Bringing magic into the mix both complicates the matter (though spells often describe if they can be extinguished and how) and eases it (with items like the *rod of flame extinguishing*). Additionally, there are both real-world and in-game ways to have fires burn fuels that provide their own oxygen (an in-game example is the immolation bomb discovery for alchemists from *Pathfinder Roleplaying Game: Ultimate Combat*), making extinguishing them almost impossible outside of the stated means (like a Reflex save for the immolation bomb).

Extinguishing Fires: To successfully extinguish a fire, you must smother it or otherwise completely cover it in a non-flammable substance for a full-round. For creatures or objects caught on fire, any volume of non-flammable substance (like water) that can completely cover a creature extinguishes the flames as a full-round action. Only partially covering a creature or object, and/or rolling that object on the ground imparts a bonus on any Reflex save to extinguish flames (see **Catching on Fire** under **Heat Dangers** in the **Rules Appendix** below for more information). For the volume of water or other substances needed to extinguish a fire of a given size, see the **Extinguish Fire** entry under the **Treating Fires as Creatures** in the **Rules Appendix** below. Tossing water on to fire also creates steam hazards (see Boiling Water and Steam under **Heat Dangers** in the **Rules Appendix** below).

Materials of Flame

Capturing fire and its power in a solid form has always been a goal of civilization. While some things can only harness the power of fire (like fire-forged steel), others are a realization of truly capturing flame in a corporeal form.

Fire-Forged Steel

Dwarves stumbled across the secret of crafting fire-forged steel in an effort to make forge-friendly tools. It didn't take them long to adapt its unique properties to arms and armor. Fire-forged steel channels heat in one direction to protect its wearer or wielder. When it is crafted into armor, heat is channeled away from the wearer, offering some limited protection. Armor crafted from fire-forged steel grants the wearer fire resistance 2.

Weapons crafted from fire-forged steel similarly channel heat away from the wearer; this does not grant the wielder energy resistance. Instead, the blade absorbs and channels heat to the parts of the weapon that contact enemies. If the weapon is exposed to 10 points or more of fire damage (such as from an op-

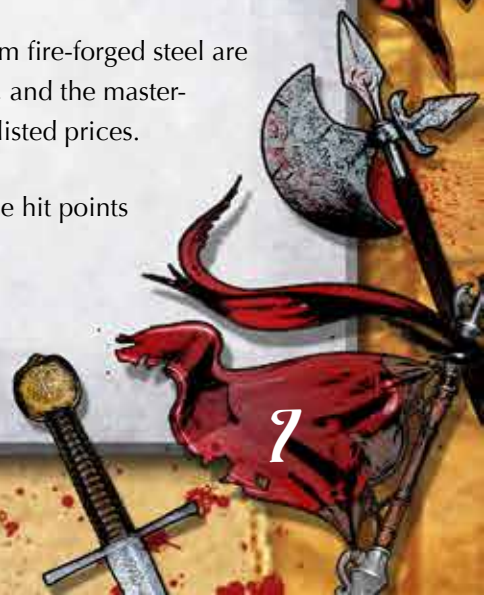
Fighting Fire with Math

While equations exist to calculate the volume of water needed in ideal "closed systems" to dilute the oxygen level to a low enough level to kill a fire (>15% oxygen in the air), so exact of rules and requirements are difficult to apply even in a game without too much advanced mathematics (as an example, a 25 meters-squared room, with a volume of 67.5 meters-cubed requires between 5.4 liters and 39 liters to displace the oxygen, or roughly between 2 quarts and 4 gallons of water per 10 foot by 10 foot x 10 foot area). Those calculations become meaningless also in anything that isn't an air-tight room. In the end, for this book I decided to make some calculations using these kinds of mathematics and similar ones firehouses use to calculate the minimum amount of water needed to extinguish a building on fire of various types and simplified the rule to a chart found in the Rules Appendix of this book.

ponent's fireball or by holding it in a campfire for 1 full round), the weapon adds +1d4 points of fire damage to its attacks for the next 2 rounds. If the wielder is wearing fire-forged armor and using a fire-forged weapon, this bonus damage increases to 1d6 points of fire damage and lasts for 4 rounds. This bonus damage does not stack with fire damage from weapon enhancements such as *flaming*.

Armor or weapons made from fire-forged steel are always considered masterwork, and the masterwork costs are included in the listed prices.

Fire-forged steel has the same hit points and hardness as steel.



Type of Fire-Forged Steel Item	Item Price Modifier
Ammunition	+15 gp per item
Light armor	+1,000 gp
Medium armor	+2,500 gp
Heavy armor	+3,000 gp
Weapon	+600 gp

Pure Fire (Intra-magical Material)

Perfect flames of the hottest fires rendered solid as metal, “pure fire” is the name commonly given to this incredible material. Magically crafted by denizens of the Plane of Fire, pure fire is said to be made of material stolen from the heart of stars and deepest volcanoes. As the embodiment of fire made solid, items made of pure fire constantly burn with a hot flame that sheds light as a torch, dealing 3 fire damage to any object or creature that touches the material directly (including creatures wearing or wielding the object). This flame cannot be turned off, but it can be covered by fire-proof wrappings. Even a small shard of pure fire sheds light as a lamp and produces enough heat to warm a single person in the cold. The heat of a piece of pure fire can be used to start fires automatically (counts as a burning flame), to sear meat, cauterize wounds, or anything else 3 points of fire damage could do. Armor and other wearable items made of pure fire impart no specific fire resistance or immunity to those wearing the item. Being covered head to toe in pure fire armor than is dangerous unless you are naturally immune to fire. If your resistance is not able to negate all 3 points of fire damage, then you take 10d6 fire damage per round while wearing the armor. Reduce this damage by 10% for each piece not currently worn (for instance, only taking 5d6 fire damage if only half the armor is on at the time). Being fully encased in constantly burning metal is dangerous for creatures not native to it.

Pure fire is softer than iron, more similar to bronze or copper, but as light as mithral. An item made from pure fire weighs half as much as the same item made of other metals. In the case of weapons, this lighter weight does not change the weapon’s size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of pure fire, except that any flammable components (axe haft, leather straps, etc.) would burn unless resistant to the intense heat of the material. Pure fire weapons count as magical for the purpose of overcoming damage reduction in addition to automatically dealing fire damage. Most pure fire armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. Spell failure chances for armors and shields made from pure fire are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

All Things Fire and Flame

Included in the body of this book are many weapons, armors and items that can be found in one of the main books published by Paizo Publishing for the Pathfinder Roleplaying Game. The layout and the rules concerning them have been updated for use with the rules presented and designed for this book. Some are even reproduced exactly to be used as a measuring stick to compare the effectiveness of other similar items.

Since pure fire items are always burning, treat them as an open, magical flame that cannot naturally be extinguished. If completely smothered with no oxygen to burn, the intensity of the fire reduces to 1 point of fire damage and the object burns as a candle. If submerged in water, the object becomes surrounded with boiling water and steam that deals 3 points of scalding damage. Pure fire objects cancel the first 3 points of cold damage directed at them, but then take double damage from any additional points of magical cold damage, ignoring hardness. Natural cold, no matter how intense, ever overcomes the innate heat of the pure fire though and deals damage.

Pure fire objects can naturally fix themselves when exposed to intense heat, healing a number of hit points for any fire damage they take in excess of their hardness. Pure fire objects are otherwise immune to fire damage. Pure fire objects with the broken condition (but not destroyed) can even naturally repair this condition if exposed to a fire for a full-round equal to twice its hardness. Finally, a *rod of flame extinguishing* can use 5 charges to dispel an object made of pure fire (see below), or 10 charges to destroy it and the *rod* (Fortitude save DC 13, success means the object is only dispelled and the *rod* is not destroyed). A successful touch attack is needed in either case with the *rod*.

Pure fire is an intra-magical material, meaning it is inherently magical by its nature. Any object made out of pure fire counts as a magical item of its nature in addition to being of masterwork quality. This automatic magical nature defaults to a +1 bonus while using the object made of the intra-magical material. For instance, a pure fire longsword would count as a +1 *longsword*, and a pure fire heavy shield would count as a +1 *heavy shield*. Not all items impart a bonus beyond being magical in nature, for instance, a pure fire bucket is no more effective at holding objects than a regular bucket (and may even be less due to the fiery nature of pure fire). The added cost of this magic is included in the prices given below. An intra-magical material item is still enchanted the same as a regular masterwork item and any inherent +1 bonus does not



stack with enchantments laid on the weapon, so a pure fire longsword made enchanted to be a +3 *longsword* only gains a +3 on attacks and damage. The cost of the intra-magical material is added to the cost of the base weapon and does not reduce the cost of enchanting the weapon, so a +3 *pure fire longsword* would have a market price of 68,015 gp (15 gp for the longsword + 50,000 gp for pure fire material + 18,000 gp for +3 weapon bonus).

Finally, as an intra-magical material, pure fire interacts with anti-magical effects. If affected by a targeted dispel magic effect succeeds on a pure fire object, it reverts to a black, brittle stone-like material (treat as obsidian). The same occurs if an object of pure fire enters an area affected by an *antimagic field* or similar effect. If a pure fire object is ever dispelled, it can regain its normal status by being exposed to a fire dealing no less than 60 points of fire damage or returning to the Plane of Fire for one hour.

Pure fire has 9 hit points per inch of thickness and hardness 8. Weapons, armor and other objects made



Type of Pure Fire Item	Item Price Modifier ¹
Light armor	+100,000 gp
Medium armor	+150,000 gp
Heavy armor	+250,000 gp
Weapons	+50,000 gp
Other items	+25,000 gp/lb.

¹Prices listed are market value on the Prime Material Plane. The cost of pure fire on the Plane of Fire is significantly reduced, though few merchants in the City of Brass will undercharge a "visitor" to their Plane.

of pure fire have the fragile quality. Enchanting pure fire items with fire-based magic is easier than normal item; decrease the Craft DC by 5 and the cost in raw materials by 25%. Enchanting pure fire items with ice or cold-based magic is more difficult than normal items; increase the Craft DC by 10 and increase the cost in raw materials by 50%.

Note: The automatic 3 points of fire damage is dealt to any creature struck if used as part of a weapon. This 3 fire damage stacks with any other fire damage caused from any other source, like adding the *flaming* special weapon quality or using fighting pitch. Do not double this fire damage on a successful critical hit.

Weapons of Flame

As one of humanity's oldest tools, it is also one of our oldest weapons. While numerous additional ways fire can be used in warfare exist, important items to the Pathfinder Roleplaying Game are included below. A more comprehensive list of fireworks, firearms and related weapons can be found in **Call to Arms: Fireworks and Early Firearms**.

Alcohol: Strong alcohol (anything over 101 proof, which is over 50% alcohol) will ignite when exposed to flame. Treat this alcohol like oil, able to be prepared into a molotov cocktail-style weapon with a fuse as a full-round action that will ignite 50%

of the time. Alcohol can likewise be poured out over an object or area and ignited, in which case it covers an area 5 feet square. If lit, the alcohol burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area and to the object covered in the alcohol. Treat strong alcohol as a tinder to ignite, and if added to kindling or a fuel, it can ignite those as a tinder.

Alchemist's fire: Alchemist's fire is a mix of several volatile liquids that ignite when exposed to air. You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a large body of water or magically extinguishing the flames automatically smothers the fire. Crafting this item is a DC 20 Craft (alchemy) check. Alchemist's fire can be used to automatically ignite a fire (treat as an open flame once exposed to air).

Fighting pitch: This alchemical substance is a special, slow burning admixture of pitch and other resins that is made to be applied to a weapon and ignited, dealing fire damage in addition to the weapons normal damage. Applying fighting pitch to a Medium sized weapon is a full-round action, but it counts as tinder once properly applied (able to be ignited as a move action). Once burning, an application of fighting pitch burns for one minute, dealing an additional 1d3 fire damage in addition to the weapons normal damage. As this is mundane flame, wielding a burning weapon imparts a -2 penalty on attack rolls and on the roll of a natural 1 the wielder has a chance of catching on fire (see **Rules Appendix** for more information). This penalty can be ignored if you are

Flame Weapons

<i>Weapons</i>	<i>Price</i>	<i>Dmg</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>	<i>Special</i>
Alcohol	varies	1d6	x2	10 ft.	1 lb.	Fire	Splash
Alchemist's fire	20 gp	1d6	x2	10 ft.	1 lb.	Fire	Splash
Fighting pitch	10 gp	1d3	x2	--	--	Fire	See text
Flame fountain firework	100 gp	1d8	x2	—	—	Fire	See text
Flash powder	50 gp	—	—	10 ft.	—	Light	Area, see text
Fuse grenade	100 gp	2d6/1d6	x2	10 ft.	1 lb.	B/fire	Area, see text
Keros oil	5 gp	1d3	x2	5 ft.	—	Fire	See text
Oil	1 sp	1d6	x2	10 ft.	1 lb.	Fire	Splash
Tangleburn bag	150 gp	1d6	—	10 ft.	5 lbs.	Fire	Entangle, see text
Torch	1 cp	1d3/1	x2	10 ft.	1 lb.	B/Fire	Improvised, see text
Sea fire	50 gp	1d6	x2	10 ft.	1 lb.	Fire	Splash, see text
Superheated substance	See text	2d6	x2	See text	1 lb.	Fire	See text

willing to allow the flame to hit you (dealing 1d3 fire to the wielder in the process each round). The mixture is made to stick to targets struck and on a critical hit with a flaming weapon there is a chance that they may catch on fire. Damage from fighting pitch and similar magical effects like *flaming* do not stack, though any spell or ability that would apply a similar effect to a weapon also ignites the fighting pitch.

Flame fountain firework: This hollow metal or wooden tube contains slow-burning powder. When you light the fuse (a move action), it creates a 3-foot-long, blazing fountain of red-hot fiery sparks. You wield this fountain of sparks as if it were a heavy mace. Attacks with the fountain are melee touch attacks. The fountain deals 1d8 points of fire damage (your Strength modifier does not apply to the damage). The fountain sheds light as a torch. Once ignited, it lasts for 1 minute. If extinguished before this time, the remaining duration is wasted. Crafting this item is a DC 25 Craft (alchemy) check. A flame fountain firework can be used to automatically ignite a fire (treat as an open flame).

Flash powder: This coarse gray powder ignites and burns almost instantly if exposed to flame, significant friction, or even simple force such as throwing it against a floor (a standard action). Creatures within a 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates). Crafting this item is a DC 20 Craft (alchemy) check. Flash powder deals no direct fire damage, but can be treated as a spark to ignite prepared tinders.

Fuse grenade: This hollow clay container holds a small charge of black powder and a slow-burning fuse. Lighting the fuse is a move action; 1d3 rounds later the grenade explodes, dealing 2d6 points of bludgeoning damage and 1d6 points of fire damage in a 10-foot-radius burst (Reflex DC 15 halves). You throw a fuse grenade as if it were a splash weapon. Crafting this item is a DC 25 Craft (alchemy) check. Treat the fire effect, due to its brief duration, as a spark able to ignite only prepared kindling.



Keros oil: Also known as firebreather's oil, this bitter liquid is harder to ignite than common oil but burns quickly at a low temperature, making it ideal for exotic performers such as fire-spinners and flame-spitters. You may spit a mouthful of keros oil past an open flame (such as a candle, tindertwig, or torch) to ignite it, creating a brief burst of fire. If you use it to attack, the attack is a ranged touch attack with a maximum range of 5 feet that deals 1d3 points of fire damage. If you roll a 1 on your attack roll, you accidentally inhale or swallow some of the burning fuel; you take 1d6 points of fire damage and are nauseated for 1 round. A bottle of keros oil holds enough for 10 mouthfuls; taking a mouthful from the bottle is a standard action (the Rapid Reload feat reduces this to a move action). Crafting this item is a DC 15 Craft (alchemy) check. Keros oil itself can be used to make most kindling count as tinder if directly applied, or burning keros oil spit at a objects can ignite prepared tinders (treat as a spark).

Oil: A 1-pint flask of oil burns for 6 hours in a lantern or lamp. You can also use a flask of oil as a splash weapon. Use the rules for alchemist's fire, except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area. Treat oil as a tinder to ignite, and if added to kindling or a fuel, it can ignite those as a tinder.

Tangleburn bag: This sack contains tanglefoot bag materials and alchemical powders that burn at a high temperature. It functions like a tanglefoot bag, plus a direct hit on a creature deals 1d6 points of fire damage, and the creature must make a DC 20 Reflex save or catch on fire. If it catches on fire, for the next 2 rounds extinguishing the flames is a DC 25 Reflex save instead of a DC 15 save, and using water to extinguish the flames creates a burst of burning material equivalent to alchemist's fire making a direct hit on the target (including splash damage). After the initial 2 rounds, the flames may be extinguished as normal. Crafting this item is a DC 30 Craft (alchemy) check. An ignited tangleburn bag counts as a burning tinder, able to ignite kindling.

Torch: A torch burns for 1 hour, shedding normal light in a 20-foot radius and increasing the light level by one step for an additional 20 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A torch does not increase the light level in normal light or bright light. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage. Treat lighting a torch as igniting kindling, though it can be done directly with a sparks. Once burning, torches count as an open flame.

Sea fire: Similar in composition to alchemist's fire, sea fire (also known as "Greek fire") naturally ignites

when exposed to air or to water due the addition of chemicals like quicklime. You can throw a flask of sea fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Magically extinguishing the flames automatically smothers the fire, but unlike with traditional alchemist's fire, sea fire in fact burns hotter and spreads when water is added. Jumping into a body of water or splashing the target with water spreads the sea fire out, doubling the amount of damage dealt by the fire and increasing the Reflex DC by +5 to extinguish the flames and extending the length of time the sea fire burns by one additional round. Unlike alchemist's fire, sea fire functions normally underwater (though it surrounds an affected area in boiling water and steam dealing scaling damage). Crafting this item is a DC 30 Craft (alchemy) check.

Superheated substance: Rather than a singular weapon, this entry is a stand-in for a number of mundane substances, heated to the extreme, and used as a weapon. This can vary from boiling water, hot oil, melted wax, flaming tar, or even superheated sand. They all share some properties, in which a heated substance is poured, sprayed or splashed onto an attacker and that substance seeps into the creatures armor and clothes and burns the skin. The damage dealt for a successful hit starts as 2d6 fire damage, and even non-flaming substances (like sand or water) would still deal the same damage for two additional rounds. In the case of a flammable substance, like oil or tar, assume the creature catches on fire and apply those rules (see **Rules Appendix** for more information). For additional rules see **Molten Material** in the **Rules Appendix**.

Tools of Flame

Amadou: Made from the top portion of various types of fungus, amadou is a highly flammable spongy substance that works as a natural tinder for starting fires. Using amadou with any form of igniter (ex. flint and steel) makes getting a flame going much faster, reducing the time it takes to get a tinder burning by one step (a standard action becomes a move action, a move action becomes a swift action, etc.). Only a few ounces of amadou are needed to start most fires, though it is often sold as whole dried fungus pieces by the pound.

Bellows: Bellows are useful for starting fires, providing a +1 circumstance bonus on Survival or other related checks to start or maintain fires. Bellows also can help smaller fires, like those of a tinder, to burn hot enough to ignite fuel with little to no kindling.

Blackfire clay: This pliant black clay is always pleasantly warm to the touch. Working blackfire clay in your hands for a full round causes the clay to grow much warmer, granting you a +4 alchemical bonus on saving throws made to resist cold weather. You can combine five blocks of clay over the course of a minute to produce a source of warmth equivalent to a small campfire, allowing you to heat a campsite and cook food. Blackfire clay only produces heat, never light, smoke, or odor. The clay emits warmth for 1 hour before hardening into an unusable lump. A newly created brick of blackfire clay is composed of 10 blocks. Blackfire clay produces no flame, though the heat of the worked clay can be treated as a spark to ignite tinders.

Burning glass: Whether a lens designed to focus sunlight or concave mirrors angled to reflect many beams of sunlight to a single point, a burning glass takes advantage of ambient sunlight to produce an intense point of light that can ignite highly flammable substances like tinder with two full-rounds

of continuous exposure. The usefulness of a burning glass is so dependent on the presence of clear, sunny skies that it is rarely used for purposes that are dire or time-dependent. Whether a burning glass can take advantage of the light produced by magic like the *daylight* spell to ignite fires is left to gamemaster discretion.

Charcloth: This cotton or linen fabric has been slowly charred in a controlled fire so that it is ideal tinder for lighting a fire. Using charcloth with any form of igniter (ex. flint and steel) makes getting a flame going much faster, reducing the time it takes to get a tinder burning by one step (a standard action becomes a move action, a move action becomes a swift action, etc.). The price above assumes the charcloth is either a 10-foot roll of 1 inch wide cloth or a square patch 1-foot by 1-foot.

Driptorch: A driptorch is the name for a number of different tools designed to have a continuously burning flame on the tip of a watering-can style device that can be tipped to pour a fuel onto objects with the purpose of igniting them. While first used as a forest management tool and to start multiple fires in a large army's camp, the device is so simple a design that any firebug with determination could improvise one from a container with a spout a burning rag and a liquid fuel. A driptorch counts as burning kindling that can ignite fuel as a move action.

Everburning torch: This otherwise normal torch has a continual flame spell cast on it. This causes it to shed light like an ordinary torch, but it does not emit heat or deal fire damage if used as a weapon. An everburning torch cannot be used to ignite a fire.

Fire piston: A fire piston, also called a slam rod, is a unique method of igniting tinder using a piston to rapidly compress air so fast that it ignites. This method was likely first developed as an adaptation of blowpipe weapons and was historically popular in the real-world in South East Asia. A fire piston creates sparks, igniting tinder as a swift action.

Fire-proof gloves: Made from the hide of a creature that was immune to fire (like a red dragon or remorhaz), when wearing these gloves you gain fire resistance 5 against fire attacks that you touch, or from holding hot or burning objects. These gloves offer no serious benefit against most fire attacks or effects unless specifically targeting your hands. Unlike fire-resistant gloves, the hide used in these gloves will never become ruined from exposure to fire and they never become damaged themselves from fire attacks.

Fire-resistant boots: These heavy leather boots contain a layer of brick dust that protects your feet from heat. You gain fire resistance 2 against fire attacks directed at or under your feet, such as walking across hot coals. Repeat or prolonged exposure to fire damage eventually burns the outer leather of the boots, ruining them (typically after about 1d10+20 rounds of exposure). The gamemaster should make the check in secret at the time of the boots first use and subtract rounds of exposure as the boots get used.

Fire-resistant gloves: Using a similar alchemical process that creates fire-resistant boots, these thick leather gloves offer minor protection against direct fire attacks. You gain fire resistance 2 against fire attacks that you touch or from holding hot or burning objects. These gloves offer no serious benefit against most fire attacks or effects unless specifically targeting your hands. Repeat or prolonged exposure to fire damage eventually burns the protective layer of the gloves, ruining them (typically after about 1d10+20 rounds of exposure). The gamemaster should make this check in secret at the time of the gloves first use and subtract rounds of exposure as the gloves get used.

Fire-resistant overcoat: Using a similar alchemical process that creates fire-resistant boots, this overcoat offers minor protection against direct fire attacks. Designed to completely cover your body, gear and often designed with a hood, you and your equipment gain a fire resistance 2 against fire attacks that affect an area like an explosion of *burning hands*. Direct fire attacks, from spells like *scorching ray*, are assumed to have hit

a portion of you not covered by the overcoat. This applies unless you take use a total-defense action against such attacks, which allow you to protect against even direct hits with fire. Repeat or prolonged exposure to fire damage eventually burns the protective layer of the overcoat, ruining it (typically after about 1d10+20 rounds of exposure). The gamemaster should make the check in secret at the time of the overcoats first use and subtract rounds of exposure as the overcoat gets used.

Fire steel: Also called a fire striker, a fire steel is a simple steel tool that is some form of stylized metal shape curled around on itself so that a steel edge can be easily pressed against a piece of flint chert held in place. This makes creating sparks to light a fire a simple matter of depressing or flexing the steel edge against the flint being held in place. Fire steels are typically made well enough to consistently produce sparks and are small enough to fit in tinder boxes or a small pouch or pocket. A fire steel creates sparks and can ignite tinder as a swift action.

Fire ward gel: When you apply this thin gel to your skin, armor, or clothing, it creates a resistant barrier that protects you from fire or heat damage. You gain fire resistance 5. The gel burns away as it absorbs fire damage; when it absorbs a total of 20 points of fire damage, it is discharged. Fire ward gel counts as protection from energy for the purpose of stacking multiple fire protection effects. Applying fire ward gel takes 1 minute, and it lasts for 1 hour before losing its potency. Multiple applications of fire ward gel do not stack; applying more while a dose is active merely resets the potential amount of fire damage absorbed to 20 points.

Firewood: This bundle of dry wood includes enough twigs (as kindling) and logs (as fuel) to burn a small fire for most of a day, a medium fire for a few hours, or a large fire for an hour.

Flint and steel: Flint and steel are the standard for creating sparks. While getting at least a spark from

<i>Item</i>	<i>Price</i>	<i>Weight</i>
Amadou	5 cp	1 lb.
Bellows	1 gp	3 lbs.
Blackfire clay	20 gp	10 lbs.
Burning glass	10 gp	--
Charcloth	1 sp	--
Driptorch	15 gp	3 lbs.
Everburning torch	110 gp	1 lb.
Fire piston	5 gp	--
Fire-proof gloves	100 gp	1 lb.
Fire-resistant boots	20 gp	2 lbs.
Fire-resistant gloves	30 gp	1 lb.
Fire-resistant overcoat	50 gp	5 lbs.
Fire steel	2 gp	--
Fire ward gel	150 gp	1 lb.
Firewood (per day)	1 cp	20 lbs.
Flint and steel	1 gp	--
Fuse (1 foot)	1 gp	--
Fuse (50 feet)	50 gp	2 lbs.
Magnifying glass	100 gp	--
Punk (1)	1 cp	--
Punks (100)	1 gp	1 lb.
Pyrography kit	1 gp	2 lbs.
Saltpeter (niter)	1 gp	1 lb.
Slow match (1 foot)	1 cp	--
Tindertwig	1 gp	--
Shard of pure fire	10,000 gp	--



flint and steel is a swift action, it takes more than one try to often ignite even tinder, let alone kindling or fuel.

Fuse: A fuse is the most common method of igniting an explosive, firework or even some firearms. Fuses can take many forms; from paper tubes filled with explosive powder to cotton string treated in a slurry of flammable products like explosive powder (this is commonly called a “black match”). Fuses can also be designed to be “quick match” or “piped” to burn rapidly, covering hundreds of feet in mere seconds using a superior explosive powder, or it can be used as a timing device or “delayed fuse” that burns at a set rate (typically 1 inch per second). Assume all devices that use a fuse come with a short fuse attached as part of the cost of the device. This entry is specifically for those that wish to have an abundance of additional feet of fuse for either longer fuse times or being able to be further from a device when it is ignited. Most pyrotechnicians will have many different fuse types and lengths on hand for whatever purpose they need. Particularly large fuses made for siege warfare and called “saucissons” cost significantly more than the relatively thin fuse presented here (ex. use the price per foot to calculate the price per inch). A fuse counts as tinder and can be ignited with sparks.

Magnifying glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for a flint and steel when starting fires. Lighting a fire with a magnifying glass requires bright light, such as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Punks: Punks are thin pieces of wood or other stiff but flammable material covered in a slow burning alchemical substance (like manure or treated sawdust) designed for the purpose of easily igniting fireworks and explosives. Punks are difficult to accidentally extinguish from passive rain or wind, though

they easily are put out if ground into a hard surface or stuck into sand, water, etc. Punks typically come 12 inches long, though significantly larger and longer versions are purpose-made for use with cannons, large fireworks, or in situations where someone wants a little more distance between themselves and a pyrotechnic. Assume a punk burns at the rate of 1 foot per hour. A punk counts as tinder and can ignite kindling as a standard action or tinder as a swift action.

Pyrography kit: Also called a “woodburning kit,” this set of metal needles, styluses, and brands is used to draw on leather or wood by burning it. Using the kit requires a fire source; the needle or stylus is heated in the fire and held in a thick leather handle, then used like a pen. A heated stylus is hot enough to smolder but generally not ignite leather or wood. It is left to gamemaster discretion if a heated tool from the pyrography kit could start a fire.

Saltpeter (niter): The effects of saltpeter, also called niter, have been known since ancient times. While not particularly combustible by itself, when added to a fire that uses an organic fuel source (like wood or charcoal), the saltpeter acts as a powerful oxidizer, causing the flame to burn three times as fast but also twice as hot. While it can be used to aid in activities like arson and the destruction of objects, it was historically used more often as tool to produce fires hot enough to melt certain metals and create substances like gunpowder. If an adequate amount of niter is present in a flame (assume one pound per 5 foot by 5 foot square or 50 pounds of fuel), then decrease the duration the fuel will burn in by two thirds and double all fire damage dealt. This fire burns so hot it can even ignore the first two points of hardness of most materials that are not specifically heat resistant. In addition to significantly more intense flame, large amounts of smoke are produced (double the area of any smoke effects). Saltpeter counts as fuel when trying to ignite it.

Slow match: A slow match is normally made out of hemp twine alchemically treated to burn slowly, typically at a rate of 1 foot per hour. Slow matches

are used to ignite early firearms and cannons. A slow match smolders rather than burns but can easily be extinguished if any amount of water hits it or if blown on strongly. A slow match counts as tinder and can ignite kindling as a standard action or tinder as a swift action. Slow match is often wrapped around a short, forked stick known as a “linstock,” to allow you to not need to hold the burning match in your hand.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface as a move action. A tindertwig burns for 1d2 rounds and sheds light as a candle. Tindertwigs are waterproof, but must be dried before you can strike them. A burning tindertwig is treated as a burning tinder for starting fires.

Shard of pure fire: So rare and prized is the material known as “Pure Fire” (see **Materials of Flame** above) by collectors on the prime materials plane, that even small shards or destroyed items once made of it are hoarded like a dragon’s pile of coins. The exact design of a shard of pure fire varies depending on how it was formed, but it behaves as a generic piece of pure fire, still able to be used to ignite fires but otherwise uninteresting in terms of game mechanics.

Magic Items of Flames

Spells and items denoted with “APG”, “UC” and “UM” can be found in Paizo Publishing’s *Pathfinder Role-playing Game: Advanced Player’s Guide*, *Ultimate Combat* or *Ultimate Magic* respectively.

Specific Magic Armors

Specific Armor	Market Price
<i>Burnt leathers</i>	98,310 gp
<i>Half-plate of burning wrath</i>	258,500 gp
<i>Living flame plate</i>	276,500 gp
Pure fire breastplate	150,200 gp
Pure fire chain shirt	100,100 gp

Pure fire chainmail	150,150 gp
Pure fire full plate	251,500 gp
Pure fire studded dragon leather	25,160 gp

Burnt leathers

Price 98,310 gp; **Aura** strong abjuration and transmutation; **CL** 13th; **Weight** 15 lbs.

Said to be made from the charred remains of condemned witches and hags, this black +3 *leather armor* always smells faintly of ash and sulfur but is cool to the touch. In addition to providing complete immunity to fire damage, single-target spells with the fire descriptor targeted at the wearer of the *burnt leathers* as a *rod of absorption*, except the energy of the spell is harmlessly dissipated as the skin of the armor briefly flares with heatless blue flames. The armor does not absorb area of effect spells like *burning hands* or *fireball*, even if wearer is in the area of the spell. The wearer of the armor is not more adversely affected by cold effects by the armor’s fire immunity.

CONSTRUCTION

Requirements **Cost** 49,155 gp
Craft Magic Arms and Armor, *elemental body* and *spell turning*

Half-plate of burning wrath

Price 258,500 gp; **Aura** moderate evocation (fire); **CL** 7th; **Weight** 28 lbs.

First crafted by efreet overlords for azer slave-soldiers to fight their free brethren, this +2 *pure fire agile half-plate* ignites into protective flames while the wearer of the armor uses a barbarian’s rage class ability, which they are able to do even if they normally couldn’t use their ability in this type of armor. While raging in the armor, the wearer is wreathed in flames that act like the *fire shield* spell with the warm shield effect, dealing 2d6 fire damage to any creature striking them with its

body or a handheld weapon and reducing damage from cold-based attacks by half and successful Reflex saving throws to negate damage for half damage.

The metal components of this armor are crafted from pure fire (see **Materials of Fire** above for full rules), with the armor's straps and padding made of fire-proof materials. The armor has an arcane spell failure chance of 30%, a maximum Dexterity bonus of +2, and an armor check penalty of -4, but only -1 for Climb and Jump checks. It is considered medium armor for movement and other limitations, but not for proficiency. Unlike similar armors, the wearer can still run at quadruple speed instead of triple speed in this armor and able to apply bonuses like the barbarian's fast movement class ability to their speed.

CONSTRUCTION

Requirements **Cost** 129,250 gp
Craft Magic Arms and Armor, *fire shield*, creator must have the rage class ability



Living flame plate

Price 276,500 gp; **Aura** moderate abjuration and transmutation; **CL** 7th; **Weight** 28 lbs.

This +2 *pure fire improved energy resistance (fire) plate mail* has been enchanted so that the wearer is given resistance to fire 20 and is affected continuously as if by the *endure elements* spell to counter the harmful effects of being completely covered in a portable oven. Otherwise treat this as a +2 version of the normal pure fire full plate.

CONSTRUCTION

Requirements **Cost** 138,250 gp
Craft Magic Arms and Armor, *resist energy* and *endure elements*

Pure fire breastplate

Price 150,200 gp; **Aura** no aura (nonmagical); **CL** --; **Weight** 15 lbs.

The metal components of this armor are crafted from pure fire (see **Materials of Flame** above for full rules), with the armor's straps and padding made of fire-proof materials. The armor has an arcane spell failure chance of 15%, a maximum Dexterity bonus of +5, and an armor check penalty of -1. It is considered light armor for movement and other limitations, but not for proficiency.

Pure fire chain shirt

Price 100,100 gp; **Aura** no aura (nonmagical); **CL** --; **Weight** 13 lbs.

The metal components of this armor are crafted from pure fire (see **Materials of Flame** above for full rules), with the armor's straps and padding made of fire-proof materials. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is considered light armor.

Pure fire chainmail

Price 150,150 gp; **Aura** no aura (nonmagical);
CL --; **Weight** 20 lbs.

The metal components of this armor are crafted from pure fire (see **Materials of Flame** above for full rules), with the armor's straps and padding made of fire-proof materials. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. It is considered light armor for movement and other limitations, but not for proficiency.

Pure fire full plate

Price 251,500 gp; **Aura** no aura (nonmagical);
CL --; **Weight** 25 lbs.

The metal components of this armor are crafted from pure fire (see **Materials of Flame** above for full rules), with the armor's straps and padding made of fire-proof materials. The armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +3, and an armor check penalty of -3. It is considered medium armor for movement and other limitations, but not for proficiency.

Pure fire studded dragon leather

Price 25,160 gp; **Aura** no aura (nonmagical); **CL** --; **Weight** 18 lbs.

Clever armorers have realized the thinner and weaker scales of dragon hide and wings that are not suitable for heavier armors still made a passable fire-proof leather for most uses. The normally metal studs of this armor are crafted from pure fire (see **Materials of Flame** above for full rules), often from the valuable shards and fragments of destroyed pure fire armor. These burning studs individually don't burn hot enough to deal much damage, but the armor in general in array still deals 1 point of fire damage for any creature held in a tight grapple or touching the

wearer. Wearers of this armor are affected as normal wears of pure fire armor if not resistant or immune to fire. This armor counts as masterwork for any purposes. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty.

Weapon Special Abilities

Special Ability	Base Price Modifier ¹
<i>Flaming</i>	+1 bonus
<i>Flaming, improved</i>	+3 bonus
<i>Flaming, greater</i>	+5 bonus
<i>Flaming burst</i>	+2 bonus
<i>Flaming burst, improved</i>	+4 bonus
<i>Igniting</i>	+2 bonus
<i>Quenching</i>	+1 bonus

¹Add to enhancement bonus to determine total market price.

Flaming

Price +1 bonus; **Aura** moderate evocation; **CL** 10th; **Weight** —

Upon command, a *flaming* weapon is sheathed in fire that deals an extra 1d6 points of fire damage on a successful hit. The fire does not harm the wielder. The effect remains until another command is given.

CONSTRUCTION

Requirements

Cost +1 bonus

Craft Magic Arms and Armor, *fireball*, *flame blade*, or *flame strike*

Flaming burst

Price +2 bonus; **Aura** strong evocation;
CL 12th; **Weight** —

A *flaming burst* weapon

functions as a *flaming* weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the *flaming* ability (see above), a *flaming burst* weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add an extra 2d10 points of fire damage instead, and if the multiplier is $\times 4$, add an extra 3d10 points of fire damage.

Even if the *flaming* ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

CONSTRUCTION

Requirements

Cost +2 bonus

Craft Magic Arms and Armor, *fireball*, *flame blade*, or *flame strike*

Greater flaming

Price +5 bonus; **Aura** strong evocation; **CL** 20th; **Weight** —

Upon command, a *greater flaming* weapon is sheathed in fire that deals an extra 3d6 points of fire damage on a successful hit. The fire does not harm the wielder. In addition, treat the weapon as having the *igniting* ability with a successful critical hit catching the target of the weapon on fire. The effect on the weapon with *greater flaming* remains until another command is given.

CONSTRUCTION

Requirements

Cost +5 bonus

Craft Magic Arms and Armor, *fiery body*, *fire storm*, or *incendiary cloud*

Igniting

Price +2 bonus; **Aura** strong evocation; **CL** 12th; **Weight** —

An *igniting* weapon functions as a *flaming* weapon that also causes the target to catch fire (see Rules Appendix) upon striking it with a successful critical hit. The target does not get a saving throw to avoid catching fire, but can make a save each round on its turn to put out the fire. The *flaming* ability must be active for the weapon to set enemies on fire.

CONSTRUCTION

Requirements

Cost +2 bonus

Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*

Improved flaming

Price +3 bonus; **Aura** strong evocation; **CL** 12th; **Weight** —

Upon command, an *improved flaming* weapon is sheathed in fire that deals an extra 2d6 points of fire damage on a successful hit. The fire does not harm the wielder. The effect remains until another command is given.

CONSTRUCTION

Requirements

Cost +3 bonus

Craft Magic Arms and Armor, *delayed blast fireball*, *fire seeds*, or *flame strike*

Improved flaming burst

Price +4 bonus; **Aura** strong evocation; **CL** 15th; **Weight** —

An *improved flaming burst* weapon functions as an *improved flaming* weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the *improved flaming* ability (see above), an *improved flaming burst* weapon deals an extra 2d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add an extra

3d10 points of fire damage instead, and if the multiplier is $\times 4$, add an extra 4d10 points of fire damage.

Even if the *improved flaming* ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

CONSTRUCTION

Requirements

Cost +4 bonus

Craft Magic Arms and Armor, *delayed blast fireball*, *fire seeds*, or *flame strike*

Quenching

Price +1 bonus; **Aura** faint transmutation; **CL** 5th; **Weight** —

This special ability can only be placed on melee weapons. A *quenching* weapon thrust into a nonmagical fire of Medium size or smaller extinguishes it. When used against a creature of the fire subtype, it deals an extra 1d6 points of damage. The wielder of a quenching weapon receives a +2 competence bonus on saving throws against fire-based effects, and the weapon itself is immune to fire damage.

CONSTRUCTION

Requirements

Cost +1 bonus

Craft Magic Arms and Armor, *chill metal*

Specific Magic Weapons

Specific Weapon	Market Price
<i>Azer hammer</i>	2,612 gp
<i>Balor's whip</i>	100,001 gp
<i>Firedrake pistol</i>	20,300 gp
<i>Flame tongue</i>	20,715 gp
Pure fire longsword	50,015 gp
<i>Scimitar of flame</i>	105,015 gp
<i>Searing arrow</i>	1,516 gp



Azer hammer

Price 2,612 gp; **Aura** faint transmutation; **CL** 3rd; **Weight** 5 lbs.

The favored weapon of the azer warrior caste, this +1 *fire-forged steel warhammer* is designed to take advantage of an azer's natural ability to channel heat, amplifying that damage from the standard +1d6 fire damage to +2d6.

CONSTRUCTION

Requirements

Cost 1,306 gp

Craft Magic Arms and Armor

Balor Lord's whip

Price gp; **Aura** strong evocation; **CL** 16th; **Weight** 1 lb.

Said to be the providence of the Balor Lords, this +1 *improved flaming burst pure fire whip* is made out fine links of pure fire to function like a normal whip. A balor can use their Entangle, Vorpall Strike and Whip Mastery special abilities with this item.

CONSTRUCTION

Requirements

Cost gp

Craft Magic Arms and Armor, *delayed blast fireball*, *fire seeds*, or *flame strike*

Firedrake pistol

Price 20,300 gp; **Aura** faint evocation; **CL** 5th; **Weight** 4 lbs.

This hefty +1 *flaming pistol* is elaborately carved with its barrel in the semblance of a roaring dragon and its grip wrapped in polished red dragonhide. When firing ordinary ammunition, the wielder may choose to have the *firedrake pistol* deal all of its damage as fire damage instead of normal damage. In addition, as a standard action the wielder may expend 1 unit of ammunition and create a cone of fire equivalent to *burning hands* (5d4 fire damage, Reflex DC 11 with failure giving a chance for things to catch on fire) rather than resolving that shot as a normal attack.

CONSTRUCTION

Requirements

Cost 10,800 gp

Craft Magic Arms and Armor, *burning hands*, *fireball*

Flame tongue

Price 20,715 gp; **Aura** strong evocation; **CL** 12th; **Weight** 4 lbs.

This is a +1 *flaming burst longsword*. Once per day, the sword can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.

CONSTRUCTION

Requirements

Cost 10,515 gp

Craft Magic Arms and Armor, *scorching ray* and *fireball*, *flame blade*, or *flame strike*

Pure fire longsword

Price 50,015 gp; **Aura** no aura (nonmagical); **CL** --; **Weight** 2 lbs.

This nonmagical longsword is made of pure fire. As a pure fire weapon, it has a +1 enhancement bonus on attack and damage rolls and counts as a magic weapon for bypassing hardness even without being enchanted. It also deals 3 fire damage to any creature it strikes. Wielding a pure fire blade without protective gear or resistance to fire is dangerous (treat as using fighting pitch), though the handles of such weapons are typically wrapped in a fire-proof material that makes them safe to at least hold, and their sheaths are typically made to contain both them and their heat. See the **Materials of Flame** section above for more information.



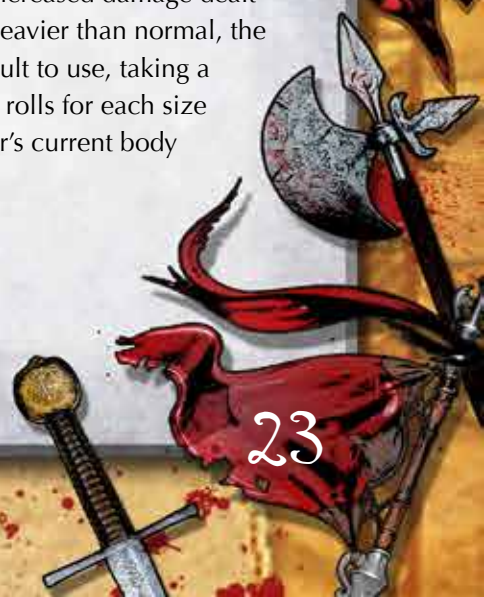
Item	Market Price
<i>Blazing robe</i>	11,000 gp
<i>Brazier of conjuring fire elementals</i>	90,000 gp
<i>Campfire bead</i>	720 gp
<i>Everburning slow match</i>	100 gp
<i>Elixir of fire breath</i>	1,100 gp
<i>Fiery nimbus rod</i>	22,305 gp
<i>Fireless fuse</i>	50 gp
<i>Greater goblin fire drum</i>	4,500 gp
<i>Goblin skull bomb</i>	1,200 gp
<i>Necklace of delayed blast fireballs type I</i>	9,100 gp
<i>Necklace of delayed blast fireballs type II</i>	15,050 gp
<i>Necklace of delayed blast fireballs type III</i>	22,400 gp
<i>Necklace of delayed blast fireballs type IV</i>	28,350 gp
<i>Necklace of delayed blast fireballs type V</i>	31,500 gp
<i>Necklace of delayed blast fireballs type VI</i>	34,650 gp
<i>Necklace of delayed blast fireballs type VII</i>	36,050 gp
<i>Necklace of fireballs type I</i>	1,650 gp
<i>Necklace of fireballs type II</i>	2,700 gp
<i>Necklace of fireballs type III</i>	4,350 gp
<i>Necklace of fireballs type IV</i>	5,400 gp
<i>Necklace of fireballs type V</i>	5,850 gp
<i>Necklace of fireballs type VI</i>	8,100 gp
<i>Necklace of fireballs type VII</i>	8,700 gp
<i>Normal goblin fire drum</i>	2,000 gp
<i>Rod of flame extinguishing</i>	15,000 gp
<i>Shirt of immolation</i>	8,000 gp
<i>Shoes of the firewalker</i>	21,000 gp
<i>Staff of fire</i>	18,950 gp

Scimitar of flame

Price 105,015 gp; **Aura** strong evocation; **CL** 15th;
Weight 2 lbs.

Even more than typical blades forged of pure fire, the design of this scimitar creates large flames to spring from the material of this +1 *keen improved flaming scimitar*. A favored weapon among noble efreet, with a command word this weapon can be made to grow in size (but not weight). Using this, the damage of the weapon converts completely to fire damage, though the damage die increases (so it goes from dealing 1d6 slashing + 2d6+3 fire damage to

dealing 1d8 + 2d6+3 fire damage as a Large sword, 4d6+3 fire damage as a Huge sword, etc.). The critical range and multiplier of the weapon remains the same regardless of size, though the increased damage dealt is also fire damage. While no heavier than normal, the blade does become more difficult to use, taking a -2 cumulative penalty to attack rolls for each size category larger than the wielder's current body size the blade is being used as.



CONSTRUCTION

Requirements

Cost 52,508 gp

Craft Magic Arms and Armor, *major creation* and *delayed blast fireball*, *fire seeds*, or *flame strike*

Searing arrow

Price 1,516 gp; **Aura** moderate evocation; **CL** 9th; **Weight** —

This +1 *flaming arrow* continues to burn its target each round, dealing 1d6 points of fire damage on the attacker's turn for the next 3 rounds. Removing the arrow requires a successful DC 10 Heal check and prevents any further damage from the arrow (the DC increases to 15 if the target tries to remove the arrow from himself). Removing the arrow destroys it, and it burns up once the 3 rounds pass.

CONSTRUCTION

Requirements

Cost 758 gp

Craft Magic Arms and Armor; *flame blade*, *flame strike*, or *fireball*

Other Magic Items of Flame

Blazing Robe

Price 11,000 gp; **Slot** body; **Aura** moderate evocation; **CL** 8th; **Weight** 1 lb.

This red and orange silk robe gives viewers the impression of a flame roiling just below the fabric's slick surface. The robe grants the wearer fire resistance 5 and increases the wearer's caster level for all spells with the fire descriptor by +1. Once per

day on command, the wearer of the robe can emit a 20-foot-radius burst of fire. Creatures other than the wearer within the area take 2d6 points of fire damage (Reflex DC 16 half).

CONSTRUCTION

Requirements

Cost 5,500 gp

Craft Wondrous Item, *Heighten Spell*, *resist energy*, *fireball*

Brazier of conjuring fire elementals

Price 90,000 gp; **Slot** none; **Aura** moderate conjuration; **CL** 11th; **Weight** lbs.

This device appears to be a normal container for holding burning coals. The brazier must be filled with coals or wood and a fire lit within it to function. On command as a full-round action, the bearer may summon a fire elemental. If 1 pound of brimstone (sulfur) is burning in the brazier, it conjures a Huge fire elemental as if using *summon monster VI*. Otherwise, the brazier conjures a Large fire elemental as if using *summon monster V*. Conjuring an elemental extinguishes the fire in the brazier. The brazier cannot summon another elemental until the previous one is dismissed, killed, or the duration of its summoning expires.

CONSTRUCTION

Requirements

Cost 45,000 gp

Craft Wondrous Item, *summon monster V*, *summon monster VI*

Campfire bead

Price 720 gp; **Slot** none; **Aura** faint evocation; **CL** 1st; **Weight** —

This tiny glass bead transforms itself into a Small (2-foot-tall) pile of burning logs whenever its command word is spoken. The fire burns for 8 hours or

until extinguished, at which point it turns back into a bead. The owner of the item must wait twice as long as the fire burned before he can order the bead to become a campfire again.

CONSTRUCTION

Requirements

Cost 360 gp

Craft Wondrous Item, *produce flame*

Everburning slow match

Price 100 gp; **Slot** none; **Aura** faint evocation; **CL** 1st; **Weight** --

This slow match has been enchanted to always smolder, just hot enough to ignite highly flammable substances like oil, gunpowder or perfectly dry paper but can be kept safely wrapped in damp cloth without igniting it or going out. Wind, rain and even complete submersion will not inhibit the igniting power of this slow match, though firing a matchlock underwater still requires additional protections of the powder to be lit.

CONSTRUCTION

Requirements

Cost 50 gp

Craft Wondrous Items, *spark*^{APG}

Elixir of fire breath

Price 1,100 gp; **Slot** none; **Aura** moderate evocation; **CL** 11th; **Weight** --

This strange bubbling elixir bestows upon the drinker the ability to spit gouts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The target can attempt a DC 13 Reflex save for half damage. Unused blasts of fire dissipate 1 hour after the liquid is consumed.

CONSTRUCTION

Requirements

Cost 550 gp

Craft Wondrous Item, *scorching ray*

Fiery nimbus rod

Price 22,305 gp; **Slot** none **Aura** moderate evocation; **CL** 6th; **Weight** 3 lbs.

This rod functions as a +1 *flaming burst light mace*. Furthermore, when the rod confirms a critical hit, not only does it deal the extra damage from the *flaming burst* special ability, a nimbus of cold blue flames ignites the target for 1d4 rounds. This illuminates the target as the *faerie fire* spell. While the nimbus does not burn the target, it responds to melee attacks made against that foe. Each time an ignited foe takes damage from a melee attack, it takes an additional 1d10 fire damage.

Furthermore, once per day, as a free action, after hitting a foe with this rod, the wielder can surround the target of that attack with the nimbus, which has the same effect as the nimbus created by a confirmed critical hit.

CONSTRUCTION

Requirements

Cost 11,305 gp

Craft Wondrous Item, *flame blade*, *flame strike* or *fireball*, *fairy fire*

Fireless fuse

Price 50 gp; **Slot** none; **Aura** faint transmutation **CL** 1st; **Weight** --

This magically prepared fuse is imbued with power so that it can be ignited without needing a source of fire. Instead the fuse can be lit as a swift action

as a mental command for anyone holding or touching a weapon prepared with a *fireless fuse*. The *fuse* also burns down as quickly as the user desires and can function in anything except total submersion in water. A *fireless fuse* is completely destroyed once used.

CONSTRUCTION

Requirements

Cost 25 gp

Craft Wondrous Items, *spark*^{APG}

Goblin fire drum

Price Varies; **Slot** none; **Aura** faint transmutation; **CL** 3rd; **Weight** 1 lb.

Normal 2,000 gp; **Greater** 4,500 gp

This small crude-looking drum is attached to a strap long enough to loop around the wearer's neck. A successful DC 12 Perform (percussion) check activates the drum, which enhances any nearby natural or magical fire as long as the bearer spends a move action each round to continue playing. All fires (including fire spells and effects) within 30 feet of the bearer deal an additional +1 point of fire damage per die (maximum +10).

All unattended flammable alchemical objects such as tindertwigs, flasks of oil or alchemist's fire, and fireworks within this range have a 10% chance of spontaneously igniting or exploding (as appropriate to the item) when the drum activates (treat this effect as sparks). This chance increases by 5% each round and is checked at the start of the performer's turn as long as the playing continues.

A *greater goblin fire drum* has all the above abilities and can create *pyrotechnics* once per day.

CONSTRUCTION

Requirements

Normal 1,000 gp; **Greater** 2,250 gp

Craft Wondrous Item, *pyrotechnics*,
spark^{APG}

Goblin skull bomb

Price 1,200 gp; **Slot** none; **Aura** moderate evocation; **CL** 6th; **Weight** 1 lb.

An ember glow lights the beady eyes of this blackened, burned out goblin's skull. It is very brittle and shatters if dropped on solid ground. When a *goblin skull bomb* breaks, the very last creature to touch it bursts into a raging magical flame, automatically suffering 5d6 points of fire damage and also catching fire should it fail a Reflex save (DC 13). If this kills the creature, its body burns away in one round, leaving behind only a pile of ash and the creature's blackened, burned-out skull, which is a new *goblin skull bomb*. If the target survives the fire, doesn't have a skull, or if its skull is destroyed before another creature touches it, it does not create a new *goblin skull bomb*.

A skull bomb can be used as a thrown weapon with a range increment of 10 feet. If the attacker hits, the skull shatters, immolating the target as described above. If the attacker misses, the skull breaks upon the floor or another nearby hard surface and the attacker bursts into flame. Touching the skull using gloves, gauntlets, or handheld items such as tools or weapons counts as touching the skull. It can be safely moved using spells (such as *mage hand* or *telekinesis*) or attacked with ranged weapons (hardness 0, 1 hp).

CONSTRUCTION

Requirements

Cost 600 gp

Craft Wondrous Item, *flaming sphere*

Necklace of delayed blast fireballs

Price See Table; **Slot** none; **Aura** strong evocation; **CL** 15th; **Weight** 1 lb.

This item appears to be a string or cluster of spherical beads, sometimes with the ends tied together to form a necklace. (It does not count as an item worn

delayed blast fireballs

Necklace	15d6	14d6	13d6	12d6	11d6	10d6	9d6	8d6	7d6	Price
Type I	—	—	—	—	—	1	—	2	—	9,100 gp
Type II	—	—	—	—	1	—	2	—	2	15,050 gp
Type III	—	—	—	1	—	2	—	4	—	22,400 gp
Type IV	—	—	1	—	2	—	2	—	4	28,350 gp
Type V	—	1	—	2	—	2	—	4	—	31,500 gp
Type VI	1	—	2	—	2	—	4	—	—	34,650 gp
Type VII	1	2	—	2	—	2	—	2	—	36,050 gp

around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 100 feet. When a sphere arrives at the end of its trajectory, it detonates as a *delayed blast fireball* spell (Reflex DC 18 half). Alternately, a delay of up to 5 rounds can be added. A sphere can then be placed or thrown on one round and detonate at a later time. The length of time is chosen by the wearer when they remove the sphere from the chain.

Spheres come in different strengths, ranging from those that deal 7d6 points of fire damage to those that deal 15d6. The price of a sphere is 350 gp for each die of damage it deals.

Each necklace of fireballs contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +12). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

CONSTRUCTION

Requirements

Type I 4,550 gp; **Type II** 7,525 gp; **Type III** 11,200 gp; **Type IV** 14,175 gp; **Type V** 15,750 gp; **Type VI** 17,325 gp; **Type VII** 18,025 gp
Craft Wondrous Item, *delayed blast fireball*

Necklace of fireballs

Price See Table; **Slot** none; **Aura** moderate evocation; **CL** 10th; **Weight** 1 lb.

This item appears to be a string or cluster of spherical beads, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (Reflex DC 14 half).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The price of a sphere is 150 gp for each die of damage it deals.

Necklace of fireballs

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Price
Type I	—	—	—	—	—	1	—	2	—	1,650 gp
Type II	—	—	—	—	1	—	2	—	2	2,700 gp
Type III	—	—	—	1	—	2	—	4	—	4,350 gp
Type IV	—	—	1	—	2	—	2	—	4	5,400 gp
Type V	—	1	—	2	—	2	—	2	—	5,850 gp
Type VI	1	—	2	—	2	—	4	—	—	8,100 gp
Type VII	1	2	—	2	—	2	—	2	—	8,700 gp

Each necklace of fireballs contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

CONSTRUCTION

Requirements

Type I 825 gp; **Type II** 1,350 gp; **Type III** 2,175 gp; **Type IV** 2,700 gp; **Type V** 2,925 gp; **Type VI** 4,050 gp; **Type VII** 4,350 gp
Craft Wondrous Item, *fireball*

Rod of flame extinguishing

Price 15,000; **Slot** none; **Aura** strong transmutation; **CL** 12th; **Weight** 5 lbs.

This rod can extinguish Medium or smaller non-magical fires with simply a touch as a standard action. For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges.

Extinguishing a Large or larger non-magical fire or a magic fire of size Medium or smaller (such as that of a

flaming weapon or a *burning hands* spell), expends 1 charge. Continual magic flames, such as those generated by a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.

When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames expends 2 charges from the rod.

If a *rod of flame extinguishing* is touched to a creature with the fire subtype by making a successful melee touch attack, the rod deals 6d6 points of damage to the creature. This use requires 3 charges.

Finally, a *rod of flame extinguishing* can use 5 charges to dispel an object made of pure fire (**Materials of Flame** for more information), or 10 charges to destroy it and the rod (Fortitude save DC 13, success means the object is only dispelled and the rod is not destroyed). A successful touch attack is needed in either case with the rod.

A *rod of flame extinguishing* has 10 charges when found. Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period.

CONSTRUCTION

Requirements

Cost 7,500 gp

Craft Rod, *pyrotechnics*

Shirt of immolation

Price 8,000 gp; **Slot** chest; **Aura** moderate evocation; **CL** 10th; **Weight** 1 lb.

Whenever the wearer is grappling (whether on the offense or defense), this shirt automatically bursts into flame, dealing 1d6+10 points of fire damage every round to anyone grappling the wearer. The flames do not harm the wearer and last one round (though it continues to burn if the wearer is still grappling after one round). The shirt burns for a maximum of 10 rounds per day. These rounds do not need to be consecutive.

CONSTRUCTION

Requirements

Cost 4,000 gp

Craft Wondrous Item, *fire shield*

Shoes of the firewalker

Price 21,000 gp; **Slot** feet; **Aura** moderate evocation; **CL** 6th; **Weight** 1 lb.

These low-cut shoes of polished red leather feature golden eyelets and stitching in a fiery pattern. They grant the wearer fire resistance 10 and allow the wearer to walk atop lava and magma as if subject to the *water walk* spell.

CONSTRUCTION

Requirements

Cost 10,500 gp

Craft Wondrous Item, *resist energy*, *water walk*

Staff of fire

Price 18,950 gp; **Slot** none; **Aura** moderate evocation; **CL** 8th; **Weight** 5 lbs.

Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

Burning hands (1 charge)

Fireball (2 charges)

Wall of fire (3 charges)

CONSTRUCTION

Requirements

Cost 9,475 gp

Craft Staff, *burning hands*, *fireball*, *wall of fire*

Cursed Items of Flame

Cloak of Immolation

Slot shoulders; **Aura** strong evocation; **CL** 12th; **Weight** 1 lb.

This cloak appears to be a finely made garment that radiates protective magic. The cloak can be handled or examined without harm, but when it is put on, it immediately bursts into flames that burn continuously but do not harm the cloak, only its wearer. The cloak deals 1d6 points of fire damage each round and cannot be removed unless the curse is broken. Sufficient amounts of water or other smothering materials can douse the flames temporarily, but the cloak reignites when exposed to air again. Spells like *resist energy*, *protection from energy*, and similar effects can protect the wearer against the cloak's flames while they last.

INTENDED MAGIC ITEM

any cloak

Alternative spells for Staff of Fire:

The *staff of fire* is a go-to standard for magical staves. While the three spells listed are some of the most common, a simple way to make these staves more interesting is to change what spells are produced by the staff. Suggested alternative fire-based spells are listed below. Most of these spells could be swapped in for no additional cost, but some suggested alternative spells should increase the number of charges used.

Alternatives for burning hands (1 Charge):

Burning gaze^{APG}

Fire breath^{APG}

Fiery shuriken^{UC}

Flame blade

Flaming sphere

Flare burst^{APG}

Produce flame

Pyrotechnics

Scorching ray

Alternatives for fireball (2 Charges):

Campfire wall^{APG}

Fire trap

Flame arrow

Flame strike

Alternatives for wall of fire (3 Charges):

Contagious flame^{APG} (4 charges)

Delayed blast fireball (4 charges)

Firebrand^{APG} (4 charges)

Firefall^{APG}

Fire seeds (4 charges)

Fire shield

Fire snake^{APG}

Fire storm (4 charges)

Fire trap

Geyser^{APG}

Sirocco^{APG} (4 charges)

Rod of Anson

Slot none; **Aura** strong evocation; **CL** 12th;
Weight 5 lbs.

All tests indicate that this hollow metal tube is a *rod of flame extinguishing* until its owner uses it to extinguish or suppress a fire in a combat or other dangerous situation. Once she does, she discovers that rather than quenching the flame, the rod causes the flame to enter her body. This flame persists inside of her for the next 24 hours, causing minor discomfort and giving her the sickened condition, but causing no visible injury. However, when the wielder is adjacent to or within a flammable object or structure, she feels inclined to set the object ablaze, using any means at her disposal. Each round the wielder resists this urge, she takes 1d6 points of fire damage as the flame within her surges and roils. After 1 minute of this, she must make a DC 15 Will save or succumb to the temptation; if she saves, the urge passes, the internal fire stops harming her, and she can interact normally with the flammable target thereafter.

Once the curse reveals itself, the owner must make a DC 15 Will saving throw to avoid using the item to try and extinguish or suppress any fire she encounters which she herself did not start. She cannot use the rod against fires that she personally started. Successful curse-breaking magic allows the wielder to get rid of the rod and harmlessly dissipates any fire persisting inside her from the action of the rod.

INTENDED MAGIC ITEM

rod of flame extinguishing

Intelligent Item of Flame

Asha, the Flame of Truth

Price See below; **Slot** none; **Aura** strong conjuration; **CL** 20th; **Weight** --

Alignment Neutral; **Senses** 120 ft.

Intelligence 20; **Wisdom** 20; **Charisma** 20; **Ego** 25

Language All

Rather than a single item, Asha to most scholars of these matters is considered the embodiment of a concept if not a god in its own right. Asha is a living flame that is able to be summoned to answer questions as well as force the truth from people. It is impartial in most matters, though it shows an almost hatred toward lies and the people who speak them, trying to possess them to force the truth out (see below) as well as punish them.

To call forth Asha, a brazier must be prepared with expensive herbs, oils and sacrificial tokens equal to the cost listed below. Once ignited a simple incantation in Ignan calling to "know the truth" must be made. There is a 25% chance of the summoning working and if it does the fire in the brazier flares to a Medium size fire, casting heat and light as a normal fire, and takes the general shape of a humanoid woman. Asha in this form can speak and will ask why it was summoned and told that the summoner has "until the fire dies to speak with it" (typically 1d6+1 rounds, though the duration is actually controlled by Asha and can last indefinitely or end immediately). If the summoning fails, the expensive components are lost though it does not count as the callers attempt.

While summoned, Asha projects a *zone of truth* effect for 30 feet. Unlike normal *zone of truth* effects, this is a reordering of reality, not a simple mind-affect and all intelligences within the area are compelled to only speak the truth as they know it. Even attempting to lie in the presence of Asha infuriates it and it will jump from

the brazier to the offender (automatic hit if within the range of Asha's senses) to possess them. This is treated as a battle of wills as Asha as an intelligent item tries to take over the creature with its Ego. If the possession is successful, Asha will inhabit the creature for typically 1d6 rounds during which time it spills forth the truth as it knows of any questions it is asked. Each round this occurs is clearly excruciating for the subject of the possession as they take 1d6 cumulative fire damage each round that bypasses all resistances (but not immunity to fire), dealing 1d6 in the first round, 2d6 in the second, etc. After the standard duration, Asha typically relinquishes possession of a creature and returns to its brazier, assuming the creature did not already have the truth burned out of them.

While called forth, Asha is not under the control or otherwise influenced directly by the person that summoned it. It sits an impartial judge, interested only in the truth and punishing those that choose to lie (but not those that are just ignorant of the truth). Once summoned, Asha stays as long as they choose --- even if the brazier is doused or otherwise disturbed. Asha seeks to have the truth exposed and has been known to as quickly turn on the one whom summoned it.

The same person cannot call Asha again for one year and one day from the time they summoned them last, and trying to bypass this by having some other person summon them to do the original summoner's will is taken to be a lie by Asha, whom will either appear only to possess the new caller or just be ignored outright (though the cost to summon Asha is still spent).

CONSTRUCTION

Requirements

Cost 100,000 gp
See above

Mythic Items of Flame

This item uses rules found in Paizo Publishing's *Pathfinder Roleplaying Game: Mythic Adventures*.

Fire goddess's blade

Price 33,315 gp; **Slot** none; **Aura** strong conjuration and transmutation; **CL** 18th; **Weight** 4 lbs.

This +1 *flaming scimitar* has golden flames embossed along the blade, which flicker and glow even when the sword's flames are extinguished. Three times per day as a swift action, its wielder can transform the sword into a blade of pure flame. In this form, the blade deals 1d8+9 points of fire damage (as the *flame blade* spell).

Once per day, the sword's wielder can expend one use of mythic power to transform the blade into a Large fire elemental for 10 minutes. When the duration ends or the fire elemental is defeated, the blade reappears in its owner's hands.

CONSTRUCTION

Requirements

Cost 16,815 gp
Craft Wondrous Item, Mythic Crafter, *flame blade*, *greater magic weapon*

Sword of inner fire

Price 151,315 gp; **Slot** none; **Aura** strong transmutation; **CL** 16th; **Weight** 4 lbs.

This +1 *flaming burst brilliant energy longsword* has a burnished copper hilt and burns with blue and white flame. In the hands of a mythic wielder, the sword's fire damage bypasses fire resistance and fire immunity. As a swift action, the wielder can expend one use of mythic power to enable the *sword of inner fire* to damage nonliving creatures (such as constructs and undead) for 1 round, though the sword still can't damage inanimate objects.

A wielder of at least 3rd tier can absorb the sword of inner fire into her body as a swift action, and call it back to hand with another swift action. While the sword is stored in this way, her eyes burn with orange flame and she gains a +5 deflection bonus to AC and a +2 luck bonus on all saving throws.

CONSTRUCTION

Requirements

Cost 75,815 gp

Craft Magic Arms and Armor, Mythic Crafter, *flame strike*, *gaseous form*, *instant summons*, *shield of faith*

Immolation cloak

Price 65,000 gp; **Slot** shoulders; **Aura** moderate evocation; **CL** 6th; **Weight** 1 lb.

An *immolation cloak* grants its wearer resist fire 20. As a swift action, the wearer can command the cloak to burst into flame, providing the benefits of a *fire shield* (warm flames only). The wearer can dismiss the flames as a free action. The cloak can be used for a maximum of 10 rounds per day, which don't have to be consecutive.

By expending one use of mythic power, the cloak's wearer can recharge its immolation abilities. In addition, the wearer can expend one use of mythic power to detonate in a fiery explosion, dealing 1d8 points of fire damage per character level in a 30-foot-radius spread. A successful Reflex save (DC 10 + the wearer's mythic tier + the wearer's Charisma modifier) halves this damage. Though apparently destroyed in the explosion, the wearer reforms just prior to the start of his next turn in the space he exploded in (or the nearest open space if that space is unavailable).

CONSTRUCTION

Requirements

Cost 32,500 gp

Craft Wondrous Item, Mythic Crafter, *detonate*^{APG}, *fire shield*, *resist fire*

Minor Artifact of Flame

Divine Fire

Slot none; **Aura** strong universal; **CL** 20th; **Weight** --

Whether stolen from the gods, gifted by a fallen angel, or imbued by a deity directly, *divine fire* can be a terrible power to behold. *Divine fire* is a spark of pure creation captured in a single moment, made just real enough to exist as a shroud of red and orange flames around whatever object acts as its vessel until it is given a purpose to either purify or destroy.

Any object can be chosen as the flame's vessel, and once that object is imbued with the flame nothing short of divine intervention or another artifact can destroy the vessel or remove the *divine flame*. A divine flame can be held against any single object or creature and willed by the wielder to either purify it or destroy it.

Purifying an object or creature involves removing all negative qualities from it as it becomes engulfed in pale blue flames. If held to a sword, a shield or even the walls of a city, every scratch, chink, or crack would repair. It would refortify itself, as individual atoms and molecules of the object line up to better serve the functions of that object. Examples of how it would improve an object include:

A sword would gain a +5 inherent bonus to attacks and damage

A shield would give a +5 inherent bonus to AC and +5 points to hardness

Tools that give a bonus to skill checks increase that benefit by +10

The DCs to break manacles or pick a lock increases by +10 inherent bonus

The hardness of walls or fortifications improves by 5 points and its hit points are doubled

A construct would be fully repaired and recharged or otherwise improved

Using divine fire to destroy an object shrouds it in green flames that slowly consume the object. Both the purification and destruction process take one round per point of hardness of the object being purified. At the end of the time for purification, the object is ready to be used and in perfect shape. At the end of the time for destruction, the object is atomized to dust (treat this effect as a 9th level version of *disintegrate* with a caster level of 20, no save).

Creatures and other living things can likewise be either purified or utterly destroyed by a use of *divine fire*. Purifying a creature engulfs the creature in flames as impurities are burned out of them. The creature is affected as if by a *heal* spell (or *true resurrection* if dead at the time) that in addition regenerates all injuries, like scars and missing limbs. A purified creature that has any attribute equal to or less than 10 is raised to 11, while even defects and deficiencies from birth or life like blindness, deafness, etc. are likewise removed. If used on an undead creature to purify them, it can either restore them to life or it can be used to harden their body and strengthen them (treat them as constructs above). Purifying a creature takes one round per level or hit die of the affected creature.

Alternately, a creature that has *divine fire* used to destroy it is shrouded in green flames that begin to tear away at the creature. In the first round, the creature takes 1d6 damage, and each subsequent round the number of die rolled is doubled (2d6, 4d6, 8d6, 16d6, etc.). When a creature is reduced to 0 or fewer hit points, their body transmutes to dust (treat this effect as a 9th level version of *disintegrate* with a caster level of 20, no save). Creatures immune to death from hit point loss or that would otherwise

be unaffected by this mechanic slowly disintegrate over 1d6 rounds until they have no substance left. Only gods are immune to this specific effect or those protected by artifacts.

The use of *divine flame* to purify a creature is also a method for mythic ascension if the *Pathfinder Role-playing Game: Mythic Adventures* rules are being used. Similar, alternative uses of *divine fire* exist to numerous to list fully here.

Only the power of other artifacts and divine intervention can stop the destruction of a creature or object by *divine fire*. Using the divine flame to purify or destroy an object or creature consumes the fire. *Divine fire* can only ever be ignited from its source, which is considered a major artifact in its own right, protected by the gods both good and evil, lawful and chaotic to be used as their tap into creation.

DESTRUCTION

The minor artifact version of *divine fire* is consumed in the process of using it, though a means of extinguishing the eternal flame of *divine fire* held by the gods is unknown.

Rules Appendix

Heat Dangers

Heat deals nonlethal damage that cannot be recovered from until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a hot environment is lethal damage.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing

or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the Survival skill in Using Skills). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves.

Boiling Water and Steam

In general, boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure. Treat scalding damage as fire for calculating resistance and immunity. This damage assumes normal boiling water, in an open vessel at 212° F. In a pressurized system, steam can exceed this tem-

perature significantly, and should likewise deal great amounts of damage. The amount of damage increase is left to gamemaster discretion, though 2d6 to 3d6 is completely reasonable for even naturally occurring steam vents, and possibly higher for constructed boilers, etc.

Long term exposure to a steam-filled environment can be as hazardous as any other heat danger. The creation of steam from tossing water onto a fire or heat source increases the overall temperature of the room like a sauna as the water dissipates the heat of the fire into the air, possibly decreasing the amount of air even in a room to breathe (treat even light smoke as a heavy smoke effect in a steamy room). A gamemaster can simulate this effect (the increased heat of the room) by increasing the severity of the heat of the room (from very hot conditions to severe heat, severe heat to extreme heat), or increasing the damage dealt at each level by one or more die.

In addition, steam can offer concealment as it clouds vision. Treat thick steam clouds as fog, obscuring all sight beyond 5 feet, including darkvision, with creatures more than 5 feet away having concealment (attacks by or against them have a 20% miss chance).

Smoke Effects

In general, a character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it. The amount of smoke produced by a fire can vary though depending on what material is burned, etc. Even small fires can produce massive amounts of noxious smoke. Additional rules specific to the size of the fire can be found below in **Treating Fire as a Creature**.

Catching on Fire

Characters exposed to a hot enough fire might find their clothes, hair, or equipment catch on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash (individual spell write ups generally explain if and how to apply these rules).

Characters at risk of catching on fire must make a Reflex save to avoid this fate (generally the DC is 15, unless otherwise specified). If a character's clothes or hair catch fire, they take 1d6 points of fire damage immediately. In each subsequent round, the burning character must make another Reflex saving throw against the same DC they made the first time. Failure means they take another 1d6 points of fire damage that round. A successful Reflex save on the first or any future round means the character has fully extinguished the flame and is no longer at risk of catching on fire from that source (though another source of heat or fire may ignite them).

Characters that are caught on fire have various means to extinguish the flames. Complete submersion or at least completely dousing themselves in enough water to automatically kill the fire (treat them as a fire of their creature size using the Fighting Fire rules in this book) immediately extinguishes the flames. Likewise, any spell or effect that utterly smothers the character in a non-flammable substance (thus depriving the fire on them of oxygen) can also work (though being caught in an environment without air may lead to secondary effects on the character). Finally, characters that have caught on fire gain an additional saving throw and bonus by doing things like using less than enough water, rolling around on the ground, smothering the fire with a cloak or otherwise making at least some attempt to prevent the fire from burning.

This bonus is typically +4, though that can go up significantly with gamemaster approval (for instance from having an entire bucket's worth of water thrown on them while rolling on the ground).

Those whose clothes or equipment catch fire must make Reflex saves for each item against the same DC as the character. Use the expanded rules on fire starting and example items from the beginning of this book to help decide which items are likely to catch fire and to see how to treat that fire damage. For example, paper scrolls not in a case may easily catch fire as a tinder, while the character's wool cloak is less likely to even smolder as it treated as a fuel.

Heating Metal

The rules as presented for metal items do not fully encapsulate fire's effect on metal. While many metals like gold, silver, copper, bronze and lead will turn molten when heated, ferrous metals like iron and steel will never become truly fluid in an open-air, oxygen rich environment. While most rulings suggest using the rules found for the *heat metal* spell, the following guidelines can be used to supplant those rules for metals that act like iron or steel (mithral, adamantite and others at gamemaster discretion).

Heat Stages of Ferrous Metals

As a piece of metal is heated, whether quickly or slowly, it can be thought of going through the following heat stages. Calculate the stage of a metal by comparing the amount of average fire damage it is exposed to each round to its hardness plus or minus a number (see Fire Intensity on the chart below). Most fire effects from spells last only one round and never heat the metal beyond the first stage as metals won't normally instantly jump to a higher category. To account for this slow build up of heat in an item, assume that a metal object must be exposed continuously to a heat at least as strong as the minimum fire intensity to move into a new heat stage until it reaches its maximum, with effects stacking from each stage. Metals in air cool often even slower than they heated, though an easy mechanic can be to reduce the intensity by

one stage per three rounds. This happens more quickly if quenched in a liquid like water or oil, but unless done by a skilled professional, they are just as likely to ruin an item as improve it (reduce hardness by half, gains the broken condition).

For example, exposing a heavy steel shield (hardness 10) to a *fireball* spell that deals even maximum of 60 fire damage (hardness+ 50) doesn't last long enough to heat up the shield. If instead the shield were caught in the hottest part of a *wall of fire* that dealt 2d6+10 fire damage each round, it would become heated in round 1, black heat in round 2, red heat in round 3, and orange heat in round 4 until either removed from the *wall of fire* or the spell ends. If the spell were maximized, the shield may even get to the white stage (damage must average hardness + 10 or greater than 20 for a heavy steel shield).

Heated: Metal can be heated to a certain degree without changing the effectiveness of the metal. This heat is equal to the armor sitting in the hot sun or near a hearth, or the first and last rounds of the *heat metal* spell, and while it may be painful to the touch (possibly dealing 1 point of nonlethal fire damage at gamemaster discretion) it is mostly just uncomfortable to touch or hold.

Black Heat: The metal is dangerously hot to the touch, but doesn't show color and compares to the Hot rounds 2 and 6 of the *heat metal* spell. The crystal structures of the metal are beginning to breakdown and over-working it at this heat can cause micro-fractures in the crystal structure of the metal that reduce its effectiveness. Likewise, attacks against armor heated to this point or while using a weapon heated to this point will damage the weapon. Any successful strike with a weapon against a solid object (another weapon, armor, stone wall, etc.) or against armor imparts the broken condition. This can be repaired with proper maintenance and no damage is dealt to the weapon, armor or object if it is no longer used.

Dull Red to Cherry Red: The first "color" to go into a piece of heated metal is a dull red that brightens to a cherry red and would be equal to the Searing rounds 3 through 5 of the *heat metal* spell. During this stage you can more easily work the metal and it would be dangerous to be wielded, attached or worn by a character not immune to fire damage. Treat the weapon as having the broken condition and reduce the items number of hit points in half while heated this hot.

Dull Orange to Bright Orange: Non-ferrous metals may begin to become molten at this point, which is above the range of the *heat metal* spell. Iron, steel and other metals become orange in color casting light as a common lamp at the high end. An item, whether armor, weapon or otherwise, begins to lose its integrity. Treat a weapon heated this far as having the broken condition with half hit points. Additional, each round a temperature this hot is maintained, the item takes an additional 1d4 points of fire damage (bypassing all hardness) unless being handled by a trained professional to reforge it. If the item is reduced to zero hit points, it is destroyed and must be remade unless it is currently be handled by a trained professional.

White Hot: Softer metals heated to this point become molten (see **Molten Materials** below). Iron and steel wont convert to a liquid metal state unless in a tightly controlled environment. Instead, at this point you are almost literally "burning the metal" as the iron becomes its own fuel. Any metal item at in this state should be treated as destroyed, it cannot be wielded as an effective weapon, nor can it be expected to defend against an incoming weapon, and each round it takes 2d4 points of fire damage (bypassing all hardness) unless being handled by a trained professional to reforge it. Treat the metal as shedding a light equal to a torch.

Color of Metal	Fire Intensity	Damage Worn	Damage to Item	Condition
Heated	< hardness	1 nonlethal	-	-
Black	= hardness	1d4 fire	-	Broken (if used)
Red	hardness +1	2d4 fire	half hp	Broken
Orange	hardness +4	4d4 fire	1d4/rnd	Broken
White	hardness +10	6d6 fire	2d4/rnd	Destroyed

Molten Material Effects

Any molten material (a solid substance heated to the point that it becomes a liquid), from sugar and glass to metal and stone, can be treated as lava for game effects, except with varying amounts of damage. In general, naturally occurring lava or magma deals 2d6 points of fire damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of fire damage per round. Substances with a lower melting point, like sand, glass and sugar, can be treated as dealing 2d4 points of fire damage, while those with higher melting points like steel should deal 2d8 points of fire damage. Molten materials naturally sticks to creatures it comes into contact with, dealing damage for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (for instance, 1d6 or 10d6 points per round). Immunity or resistance to fire serves as an immunity or resistance to most molten materials. A creature immune to fire might still drown if completely immersed in a molten material.

Molten materials can be treated as a fire (and in turn as a creature) for extinguishing them, though cooled molten materials revert to their solid form. This solid form is likely to be more brittle however than the material is normally because of it is unlikely it was cooled in ideal ways (reduce the hardness and break DCs of the substance by half in these cases).

Treating Fire as a Creature

Occasionally encounters occur while adventuring in which a source fire plays a key role to the action. Whether it is setting up an ambush on bandits at night around a campfire, or chasing after or away from a monster as a forest fire burns nearby, it can occasionally be best to treat fire as a creature of a given size with various special attributes. These sizes are also relative when considering how hard it is to extinguish a fire, as some items and rules relate to fires of a specific size, etc.

One alternative method of using these rules is to also breakdown a larger fire into smaller fires using these rules. While a burning building may be Gargantuan in size, running through a house each wall may be more like a Large or Medium fire, and as long as you stay away from the walls themselves you're not truly standing in the middle of a Gargantuan fire just near smaller ones.

Spotting a Fire: In darkness, the light of a fire is visible over a great distance. While in theory a single candle flame can be seen miles away, for more practical considerations assume that an unprotected fire can be seen with a Perception Check of DC 10 (adjusted by its size Stealth bonus) at the damage of the fire times ten feet. For a Small campfire then, the Perception DC is 14 to spot the fire when within 2d6 x 10 feet of the flame. Increase the DC by 10 if the fire is "protected" by having a screen around it or it is set

Size of Fire

Size	Example	Area	Fire Damage	Reflex DC	Smoke Effect	Extinguish Fire
Fine	Candle	1 in.	1	0	none	1 ounce
Diminutive	Torch	6 in.	1d3	1d3	5	1 quart
Tiny	Fireplace	1 ft.	1d6	10	DC 5	1 gallon
Small	Campfire	1-½ ft.	2d6	10	DC 5	5 gallons
Medium	Bonfire	2-½ ft.	3d6	15	DC 10	25 gallons
Large	Burning shed	5 ft.	5d6	15	DC 10	150 gallons
Huge	Burning room	10 ft.	10d6	20	DC 15	1,500 gallons
Gargantuan	House fire	15 ft.	15d6	20	DC 15	5,000 gallons
Colossal	Forest fire	30 ft.	20d6	25	DC 20	25,000 gallons

deeper into the ground with only low coals burning. Characters get a new Perception check every round they are in the distance of the fire. Characters who are blinded or otherwise unable to make Perception checks can feel the heat of the fire (and thus automatically “spot” it) when it is the minimum distance in feet away.

Moving Fire: In the presence of abundant fuel, like on a plain of dry grass or in a forest with dry underbrush, a fire can quickly catch larger areas on fire and even begin to move, faster even than a running human (assume a speed of 120 feet per round in moderate winds if needed). If a fire is not properly controlled and in a safe setting (like a fire ring or fire pit) then it can catch nearby fuel by the heat it radiates (see Fire Damage below). This can quickly increase a simple campfire to a raging forest fire in moments, and is an entirely different challenge for players to deal with.

Size: This is the size of the fire compared to creature size. Most day-to-day fires are Small or smaller, but occasional either large fires can be constructed or naturally occur when for instance an entire building catches on fire.

Example: This listing just gives a simple example of what a fire of that size might be represented by.

Area: This is the primary area of the fire and assumed to be radius of a circle that the fire fits in. Assume a fire sheds normal light in a radius at least ten times the listed area and increases the light level by one step for an additional ten times the listed area (darkness becomes dim light and dim light becomes normal light). For instance, a Medium size bonfire burns inside a 5-foot fire ring, shedding normal light into the darkness for 25-feet and dim light out to 50-feet in a circle.

Fire Damage: This is the amount of fire damage a creature takes after being exposed to a fire of that size for one round. Simply striking a creature with a flame, reaching into a fire for just a moment or quickly hopping over a fire of a set size reduces the fire damage to the minimum possible damage (i.e. 3d6 becomes 3 fire damage). Walking over an area of fire, but ending your movement outside of the fire reduces the damage by half. These damages can be further reduced in half with a successful Reflex save.

While the damage listed is for a creature engulfed in fire’s flames, fire radiates heat outward from

their source. While standing within half the radius of a fire's area beyond its edge (e.x. within 15 feet of a Colossal forest fire or 5 feet of a Huge house fire), characters are at risk of breathing in superheated air. Breathing the air causes a character to take 1d6 points of fire damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saving throws.

Reflex DC: This is the Reflex saving throw DC to reduce the fire damage a character takes by half. You can also use this as the Reflex saving throw DC as the chance to see if a character catches on fire (see Catching on Fire rules).

Smoke Effect: Being trapped either in a fire or in an enclosed space with a fire leads to characters breathing in smoke. In open air or with proper ventilation of smaller fires, characters are not at risk of smoke inhalation. A character who breathes smoke must make a Fortitude save each round (versus listed DC, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

During daylight hours, smoke from a Large or larger fire can be seen as far as ten miles away with a DC 10 Perception check again adjusted for size by its Stealth penalty. Smaller fires can often be burned to produce little to no visible smoke, though the smell of burning wood is pervasive.

Extinguish Fire: This is the typical amount of water that is needed to automatically extinguish a fire of a given size, assuming you can properly douse or otherwise cover an area or object in the water. A similar volume of other non-flammable objects or sub-

stance (sand, heavy cloth, etc.) can likewise be used to extinguish the flame. Extinguishing a flame is a full-round action assuming you have the volume on hand. Fires that are Large or larger may take more than one round to fully extinguish as they may be smoldering (treat as embers). Using less than the full amount can still impact a fire. If at least half the amount of water listed is used, reduce the size of the fire by one step, but not the area affected. If that amount is used again, the fire is extinguished; otherwise the value listed for water for the new size can be used to further reduce the fire another step, though the area still remains the same. Alternately, if a source of water is constantly being sprayed onto a larger fire, (for instance, from a *decanter of endless water*, the pellet of *dust of dryness*, or mundane firehose) add the volume of water each round until at least half the volume needed is reached and then reduce the effectiveness of the fire by one size category.

*_*_*

No additional Section 15 Declarations.

I did directly reference Paizo Publishing's *Pathfinder Roleplaying Game: Ultimate Campaign*, *Pathfinder Roleplaying Game: Ultimate Combat*, *Pathfinder Roleplaying Game: Ultimate Magic*, *Pathfinder Roleplaying Game: Mythic Adventures* and *Pathfinder Roleplaying Game: Ultimate Equipment*.

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