

A Necromancer's Grimoire:

# The Book of Purifying Flames



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Siegfried locked eyes with the vast, scaly monstrosity which loomed over him, its cold, reptilian eyes glinting with malice and hate at the paladin's well-polished, if somewhat scorched, armor. The two were caught up in a desperate struggle on the village green, which minutes ago had been filled with good and honest townsfolk, most of whom had now fled to the safety of the nearby chapel. Siegfried could see them through the chapel's windows, huddling against the glass, fear in their eyes, knowing that he and his companions were their only chance of salvation.

Of these he had precious few remaining. His friend Horatio, another noble warrior, had already fallen to beast's wicked claws and fearsome bites, and lay collapsed on the ground, unmoving. Another companion, Jack, a borderline brigand for whom Siegfried admitted a grudging respect, had fled from the beast, and Siegfried could not find the heart to blame him. His only remaining ally was Elvalia, who stood back from him a good forty feet, barring the entrance to the chapel and chanting in a low murmur, holding her holy symbol above her head.

His thoughts were interrupted by a sudden roar from his foe, who unleashed a torrent of crackling lightning from its toothy maw. Struggling to move his arm in time, Siegfried brought his shield up in front of him, intercepting the deadly bolt. Still, the blast had great force, and he struggled not to fall to the ground as he was pushed back. He looked up, terrified to see that the creature had broken off its assault on him, and was now advancing on Elvalia, who continued to chant her spell, unprotected by even the lightest of armors.

He rushed to bar the beast's path, blocking it from reaching Elvalia. He knew that he stood no chance against the creature's terrible bulk and wrath, but vowed to fight on anyway, hoping against hope that his sacrifice could buy the cleric enough time to unleash her spell and destroy the foul creature before it could harm any more of the innocents in this town.

The dreaded behemoth let out another roar, this one of mere annoyance, and swatted contemptuously at the paladin, brushing him aside as though he were nothing more than a child's plaything. Collapsed, panting on the ground, Siegfried cursed himself for not being able to delay the monster longer, but found himself too weak to stand. The creature continued on a few more steps, and then, with a piercing cry, Elvalia completed her spell, sending down a torrent of fire which consumed both paladin and fiend alike.

Siegfried closed his eyes, preparing himself for the death that this inferno would no doubt bring, his final thoughts a prayer that it would be enough to end his foe. The fires enveloped him, flames licking his armor. The beast let out a roar of agony, writhing and thrashing in the bright white flames, before collapsing in a heap to the ground, its scales blackened and charred. To his surprise, however, Siegfried found not only that the fires did not burn him, but in fact he felt life and vigor return to his weary, broken body through the power of the magic flames.

Slowly, he stood, sheathing his sword and emerging from the flames. Even his armor and cloak were untouched by the fires Elvalia had summoned. He looked up at her, stunned, then dropped to one knee, bowing his head, and proclaimed "My lady Elvalia, I owe you my life. How did you make the flames spare me?"

She gave him a coy smile and replied "But sir knight, I did nothing. You saved yourself." And with that, she turned inside to tend to the wounded villagers.



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## Sidebar: Terminology

For legal reasons, this book will refer to the person running the game as the “Dungeon Maestro,” or “DM” for short. This term reflects the fact that a Dungeon Maestro runs the game in a fashion similar to a maestro directing an orchestra: weaving together diverse and unrelated pieces to form a cohesive story. It acknowledges the complexity of the job without adding an unnecessary sense of the grandiose. Similar titles would set the person running the game above the players, minimizing their importance in the game’s story and conclusion. This change is in name only, and in no way indicates a change in the responsibilities of the DM.

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## Introduction:

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The concept of magical fire has a long history in folklore, and is a staple of the fantasy genre, something found in a wide variety of worlds and settings. There are numerous types of magical fire, but in general, the most popular sort is that which has some kind of religious significance: holy or unholy fire, sacred flames which burn only those with impure hearts, or unholy fires which burn hotter than any mundane flame, and may even seem nearly sentient, taking perverse glee in the destruction they cause.

Such magical fires present a vast and fertile realm of possibilities which is so far largely untapped. This, then, seemed like an excellent subject for a short sourcebook, such as this one, to explore. Of the two types of magical fire mentioned, we felt that holy, sacred fires were the best concept to work with, as such fires are used less often, and would create a more unique and interesting sourcebook when the dust finally cleared.

*A Necromancer's Grimoire: The Book of Purifying Flames* is devoted to a class of magical flames which burn only the wicked and impure, leaving those who are true of heart unsinged. Further, those who master these purifying fires can cause them to do even greater harm to those with evil hearts, or even to provide benefits to goodly allies, burning away diseases or curses which ail them, or even closing their wounds and providing healing.

### Purifying Damage

The spells and abilities in this book use a new damage type, purifying damage, in addition to fire damage to represent the magical qualities of purifying flames. In most respects, purifying damage is like any other energy damage, but there are a few key differences, which are described here in full.

First and foremost, it is important to note that nothing in this book deals purifying damage by itself, but rather always pairs it with another type of damage, in this case fire. This is not strictly

because it is impossible for an effect to deal only purifying damage, but because no creature currently has resistance to purifying damage, which would make such damage incredibly powerful. Note that in cases where damage is both purifying and fire (or another energy type), the creature should apply the highest relevant energy resistance it possesses, and if it is immune to one of the two energy types, it is immune to all of the damage (*for example, if an effect deals 13 points of damage, which is both fire and purifying damage, to a demon that has resistance to fire 10, the creature would take a total of 3 points of damage, which is both purifying and fire. By contrast, the same effect would deal no damage to a devil who was immune to fire*).

Secondly, and by far the most unique aspect of purifying damage, **only evil creatures are susceptible to purifying damage**. Any non-evil creature who would be damaged by purifying damage simply ignores that damage. Some feats and abilities may allow a creature wielding purifying fire to damage neutral creatures with it. In the case of damage which is both purifying and another type, such as fire, a non-evil creature is immune to all of the damage (*for example, if an effect deals 22 points of damage, which is both purifying and fire damage, to a lawful-good hound archon, it would instead deal no damage. If only 5 of that damage were purifying damage, however, the archon would still take the remaining 17 damage*).

Finally, a number of effects in this book care about whether or not an effect is dealing purifying damage, and may modify effects that do so. As long as at least one point of the damage the effect deals is purifying, even if that damage is also another type, such as fire, then the effect deals purifying damage. Note that a number of these effects do not actually care whether or not the target of the effect actually *takes* the damage, but simply care whether they are targeted by the effect.

### Purification Feats

This book contains a number of feats which can modify spells or effects that deal purifying



damage. These feats are referred to as purification feats. These feats are similar to metamagic feats, in that they modify existing spells and abilities, but they do not increase the effective level of spells that they modify, and they can be applied on-the-fly, rather than needing to be prepared in advance.

Instead, there is a limit to the number of purification feats which can be applied to a given spell or ability, based on that spell or ability's effective spell level. By default, you can't apply more than one purification feat per two spell levels of the spell or ability to be modified, rounded down (*for example, you could apply two purification feats to a 4th-level spell, or three purification feats to a 7th-level spell*). In the case of abilities, an effective spell level is typically given. If one is not, purification feats cannot be applied to that ability. The Purification Mastery feat allows you to apply an extra purification feat you know. No matter how many purification feats you can apply to a single spell or effect, you cannot apply a single purification feat to any given effect more than once at a time.

Purification feats can only be applied to spells or abilities which either deal purifying damage or have the purifying descriptor.

## Purifying Spells

This book also contains a number of spells

which deal purifying damage, and which have the new purifying descriptor. In general, these work just like other spells. Channeling purifying fire, however, is something that can only be done by those who are pure of heart, meaning that only non-evil characters can cast spells with the purifying descriptor.

## Feats

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### Abolishing Fire [Purification]

**Prerequisites:** Character level 5th, non-evil

**Benefit:** Whenever you hit a non-evil creature with an effect that deals purifying damage, you may choose to have that creature be affected as though by the third effect of the spell *dispel evil*. The caster level for this ability is equal to your character level.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

### Banishing Fire [Purification]

**Prerequisites:** Non-evil, any other purification feat

**Benefit:** Whenever you hit an evil creature with an effect that deals purifying damage, you may choose to have that creature be affected by *banishment* (DC 19). If the affected creature isn't extraplanar, this has no effect. Creatures banished by this ability can't leave their home plane until a

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## Sidebar: Neutrality and Purification

Much consideration was given to whether or not purifying damage should, by default, harm neutral creatures, and whether or not neutral creatures should be able to wield the power of the purifying flame. Ultimately, there are good points for both sides, and one's position tends to boil down to one's views on the nature of neutral alignments and the nature of "purity."

Ultimately we wound up where we did primarily because it allowed us a little more freedom when working with purifying damage, because it provided a larger drawback to using purifying spells and abilities, and so we could afford to make those abilities just a little more powerful.

There's no particular reason you can't change purifying damage to default to dealing damage to all non-good creatures, or change the prerequisites on some of the purification feats or spells, but be sure to be careful if you do so, as that may fundamentally shift the balance of spells and abilities included herein.

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**Table 1-1: Feats**

Feats	Prerequisites	Benefits
Abolishing Fire	Character level 5th, non-evil	Dispels harmful spells with holy fire
Greater Abolishing Fire	Character level 11th, non-evil, Abolishing Fire	As Abolishing Fire, but multiple effects
Banishing Fire	Non-evil, any other purification feat	Banish evil outsiders with purifying flames
Clarifying Fire	Character level 12th, non-evil	Remove confusion with purifying flames
Cleansing Fire	Character level 6th, non-evil	Remove diseases with purifying flames
Discriminating Purification	Good	Your purifying flames harm neutral creatures
Disparaging Fire	Good	Scare evil creatures with purifying flames
Dispelling Fire	Character level 5th, non-evil	Dispels evil magic with purifying flames
Greater Dispelling Fire	Character level 11th, non-evil, Dispelling Fire	As Dispelling Fire, but more powerful
Disrupting Fire	Character level 5th, good	Destroy undead with purifying flames
Exhausting Fire	Good	Your purifying flames tire foes
Extra Ignite Weapon	Ignite weapon class feature	Use ignite weapon one extra time per day
Fortuitous Fire	Character level 9th, non-evil	Remove curses with purifying flames
Invigorating Fire	Character level 12th, non-evil	Heal paralysis with purifying flames
Mark of the Purifying Flame	Good	Marked as a pure soul, deal extra purifying damage
Purifying Strike*	Good, base attack bonus +6, Mark of the Purifying Flame, Weapon Focus	Deal extra purifying damage against a single target with melee attacks
Melting Fire	Character level 15th, non-evil	Your purifying flames heal petrification
Neutralizing Fire	Character level 9th, non-evil	Remove poisons with purifying flames
Pure Conviction	Non-evil	Purification effects deal extra damage to evil foes
Purification Mastery	Character level 12th, good, 3 purification feats	Apply an extra purification feat to purifying effects
Purifying Spell	Non-evil	Spell deals purifying damage
Relentless Purification	Good, any other purification feat	Purification effects ignore some resistance or immunity
Restful Fire	Character level 9th, non-evil	Heal exhaustion with purifying flames
Soothing Fire	Character level 3rd, non-evil	Remove sickness with purifying flames
Greater Soothing Fire	Character level 9th, non-evil, Soothing Fire	Remove nauseated condition with purifying flames

\*This is a combat feat and can be taken as a fighter bonus feat.

year and a day have passed.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

**Clarifying Fire [Purification]**

**Prerequisites:** Character level 12th, non-evil

**Benefit:** Whenever you hit a non-evil creature with an effect that deals purifying damage, you may choose to have that creature be affected by *remove blindness/deafness*, using your character level as the caster level. Each time you use this feat you must choose between blindness and deafness.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level



unless you possess Purification Mastery.

### Cleansing Fire [Purification]

**Prerequisites:** Character level 6th, non-evil

**Benefit:** Whenever you hit a creature with an effect that deals purifying damage, you may choose to have that creature be affected by *remove disease*, using your character level as the caster level.

If the affected creature is evil and possesses a disease special attack, it must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Charisma modifier) or lose that ability for 24 hours.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

### Discriminating Purification [General]

**Requirements:** Good

**Benefit:** Your spells and effects which deal purifying damage now damage neutral-aligned creatures as though they were evil. This effect does not cause the creature to be treated as though it were evil in any other way, including the effects of purification feats or purifying spells which have specific additional effects for evil targets.

**Normal:** A character without this feat can only damage evil creatures with effects that deal purifying damage.

### Disparaging Fire [Purification]

**Requirements:** Good

**Benefits:** Whenever you damage an evil creature with an effect that deals purifying damage, you may choose to have that creature become shaken for a number of rounds equal to 1/2 your character level (minimum 1). If the creature has less hit dice than your character level, it becomes frightened for 1 round unless it succeeds on a Will save (DC 10 + 1/2 your character level + your Charisma modifier). If the affected creature is undead, it is still affected even if it would normally be immune.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

### Dispelling Fire [Purification]

**Requirements:** Non-evil, character level 5th

**Benefit:** Whenever you damage an evil creature with an effect that deals purifying damage, you may choose to have that creature be affected as though by dispel magic. The caster level for this ability is equal to your character level.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

### Disrupting Fire [Purification]

**Requirements:** Character level 5th, good

**Benefit:** Whenever you damage an evil undead creature with an effect that deals purifying damage, that creature must succeed on a Fortitude save (DC 17) or be instantly destroyed. The caster level for this ability is equal to your character level. Undead whose hit dice exceed your own are immune to this effect.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

### Exhausting Fire [Purification]

**Requirements:** Good

**Benefits:** Whenever you damage an evil creature with an effect that deals purifying damage, you may choose to have that creature become fatigued. If the creature has less hit dice than your character level, it must succeed on a Fortitude save (DC 10 + 1/2 your character level) or become exhausted. Creatures that are already fatigued become exhausted, no matter how many hit dice they have. If the affected creature is undead, it is affected by light necrosis if it would be fatigued, and severe necrosis if it would be exhausted (see *Liber Vampyr* for more information on necrosis).

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

### Extra Ignite Weapon [General]

**Prerequisites:** Ignite Weapon class feature.

**Benefit:** You can ignite your weapon one additional time per day.



**Special:** You can gain Extra Ignite Weapon multiple times. Its effects stack.

### Fortuitous Fire [Purification]

**Prerequisites:** Character level 9th, non-evil

**Benefit:** Whenever you hit a creature with an effect that deals purifying damage, you may choose to have that creature be affected by *remove curse*, using your character level as the caster level.

If the affected creature is evil and possesses a curse special attack, it must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Charisma modifier) or lose that ability for 24 hours.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

### Greater Abolishing Fire [Purification]

**Requirements:** Character level 11th, non-evil, Abolishing Fire

**Benefit:** This feat functions like the Abolishing Fire feat, except you can now dispel one enchantment spell cast by an evil creature, or one evil spell, per four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

**Normal:** Abolishing Fire can only dispel any one enchantment spell cast by an evil creature or any one evil spell on each affected creature.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

### Greater Dispelling Fire [Purification]

**Requirements:** Character level 11th, non-evil, Dispelling Fire

**Benefit:** This feat functions like the Dispelling Fire feat, except that the creature is affected by *greater dispel magic* instead of *dispel magic*.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

### Greater Soothing Fire [Purification]

**Prerequisites:** Character level 9th, non-evil,

### Soothing Fire

**Benefit:** Whenever you hit a non-evil creature with an effect that deals purifying damage, you may immediately cure the character of the sickened and nauseated conditions. This feat can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the feat actually removes the affliction that causes the condition.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

### Invigorating Fire [Purification]

**Prerequisites:** Character level 12th, non-evil

**Benefit:** Whenever you hit a non-evil creature with an effect that deals purifying damage, you may choose to have that creature be affected by *remove paralysis*, using your character level as the caster level.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

### Mark of the Purifying Flame [General]

**Prerequisites:** Good

**Benefits:** You gain a +2 sacred bonus to Diplomacy checks made to influence good creatures and take a -2 penalty to Diplomacy checks made to influence evil creatures. You also gain a +1 bonus to all damage rolls for effects which deal purifying damage. If you have 10 or more ranks in Diplomacy, the bonus and penalty increase to 4.

**Special:** If you also possess the Discriminating Purification feat, the penalties provided to skill checks with evil creatures also apply to neutral creatures.

### Melting Fire [Purification]

**Prerequisites:** Character level 15th, non-evil

**Benefit:** Whenever you hit a petrified creature with an effect that deals purifying damage, you may choose to have that creature be affected by *stone to flesh*, using your character level as the caster level.



**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

#### Neutralizing Fire [Purification]

**Prerequisites:** Character level 9th, non-evil

**Benefit:** Whenever you hit a creature with an effect that deals purifying damage, you may choose to have that creature be affected by *neutralize poison*, using your character level as the caster level.

If the affected creature is evil and possesses a poison special attack, it must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Charisma modifier) or lose that ability for 24 hours.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

#### Pure Conviction [Purification]

**Requirements:** Non-evil

**Benefit:** Whenever you deal purifying damage to an evil creature, that creature takes half again as much damage (+50%), as though it were vulnerable to the damage. Unlike normal vulnerability, this does not affect its saving throws.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

#### Purification Mastery [General]

**Prerequisites:** Character level 12th, good, any three purification feats

**Benefit:** You can now apply the effects of one purification feat to an effect that deals purifying damage in addition to the amount you could already apply.

**Normal:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level.

#### Purifying Spell [Metamagic]

**Requirements:** Non-evil

**Benefit:** The spell gains the purifying descriptor, and damage dealt by the spell is purifying damage

in addition to its normal type of damage. A purifying spell uses up a spell slot two levels higher than the spell's actual level when cast by a neutral spellcaster, but for a good spellcaster it only uses up a spell slot one level higher than the spell's actual level.

**Special:** Spells with the evil descriptor cannot be modified with this metamagic feat.

#### Purifying Strike [Combat]

**Prerequisites:** Good, base attack bonus +6, Mark of the Purifying Flame, Weapon Focus

**Benefit:** Once per round, as a free action, you can designate a single target that you can see. Your melee attacks and ranged attacks against that target—if made with a weapon for which you have the Weapon Focus feat—deal an extra 1d6 points of purifying and fire damage. You may use this feat a number of times per day equal to your Charisma modifier (minimum of 1/day).

**Special:** For the purposes of purification feats, Purifying Strike's effective spell level is equal to 1/4 your character level.

#### Relentless Purification [Purification]

**Prerequisites:** Good, any other purification feat

**Benefit:** Whenever you deal damage to a creature which is both purifying damage and another type of damage, you may have that damage ignore an amount of that creature's energy resistance equal to your character level. Additionally, if the target is immune to the damage, the spell or effect ignores that immunity and deals half damage to the target instead (for example, a spell cast by a 12th-level wizard, which would deal 19 points of damage to a demon with fire resistance 10, would deal the full 19 damage. If cast on a devil with fire immunity instead, the spell would only deal 9 points of damage.) This doesn't affect a creature's resistance or immunity to purifying damage, only other types of damage that are also purifying.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

#### Restful Fire [Purification]

**Prerequisites:** Character level 9th, non-evil

**Benefit:** Whenever you hit a non-evil creature



with an effect that deals purifying damage, you may choose to have that creature be no longer fatigued. Affected creatures that are exhausted instead become fatigued.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

### Soothing Fire [Purification]

**Prerequisites:** Character level 3rd, non-evil

**Benefit:** Whenever you hit a non-evil creature with an effect that deals purifying damage, you may choose to have that creature be no longer sickened. This feat can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the feat actually removes the affliction that causes the condition.

**Special:** The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

## Spell Lists

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### Bard Spells

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#### 1st-level Bard Spells

**Moonflame:** Create magical fire which lights your path and harms your foes.

### Cleric Spells

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#### 1st-level Cleric Spells

**Whitefire Ray:** Fire a ray of pure, holy fire at your target.

#### 2nd-level Cleric Spells

**Enshrouding Flames:** Target is enshrouded in purifying flames, which harm evil attackers.

#### 3rd-level Cleric Spells

**Sacred Combustion:** Target erupts in purifying flames; good creatures are healed instead.

**Sacred Weapon:** Weapon erupts in sacred fire, dealing extra damage with each hit.

#### 4th-Level Cleric Spells

**Blinding Embers:** Holy fires burn target's eyes, blinding the evil and restoring sight to good.

### 5th-level Cleric Spells

**Pureflame Ray:** Fire a ray of holy fire which deals extra damage to outsiders and undead.

**Transcendent Immolation:** You erupt in protective holy fires, which burn attackers.

### 6th-level Cleric Spells

**Heartfire:** Holy fires burn and sicken your evil foes.

**Pureflame Barrier:** Create a wall of magical, holy fires.

### 7th-level Cleric Spells

**Fires of Redemption:** Holy fires burn evil foes and offer a chance for atonement.

### 8th-level Cleric Spells

**Persevering Blaze:** Purifying flames burn evil target for several rounds, or heal good target.

### 9th-level Cleric Spells

**Revitalizing Inferno:** A huge blaze harms evil creatures and heals good ones.

## Druid Spells

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#### 1st-level Druid Spells

**Moonflame:** Create magical fire which lights your path and harms your foes.

#### 8th-level Druid Spells

**Persevering Blaze:** Purifying flames burn evil target for several rounds, or heal good target.

#### 9th-level Druid Spells

**Revitalizing Inferno:** A huge blaze harms evil creatures and heals good ones.

## Inquisitor Spells

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#### 3rd-level Inquisitor Spells

**Sacred Weapon:** Weapon erupts in sacred fire, dealing extra damage with each hit.



## Paladin Spells

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### 3rd-level Paladin Spells

**Sacred Weapon:** Weapon erupts in sacred fire, dealing extra damage with each hit.

## Sorcerer/Wizard Spells

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### 1st-level Sorcerer/Wizard Spells

**Whitefire Ray:** Fire a ray of pure, holy fire at your target.

### 2nd-level Sorcerer/Wizard Spells

**Brightflame:** You create a blast of fire which damages and disorients evil foes.

**Enshrouding Flames:** Target is enshrouded in purifying flames, which harm evil attackers.

### 3rd-level Sorcerer/Wizard Spells

**Sacred Weapon:** Weapon erupts in sacred fire, dealing extra damage with each hit.

**Whitefire Ring:** A ring of holy fire erupts from you, burning and pushing back evil foes.

### 4th-Level Sorcerer/Wizard Spells

**Blinding Embers:** Holy fires burn target's eyes blinding the evil and restoring sight to good.

**Holy Inferno:** You create a pillar of holy fire which burns and slows evil creatures within.

### 5th-level Sorcerer/Wizard Spells

**Pureflame Ray:** Fire a ray of holy fire which deals extra damage to outsiders and undead.

**Transcendent Immolation:** You erupt in protective holy fires, which burn attackers.

### 6th-level Sorcerer/Wizard Spells

**Heartfire:** Holy fires burn and sicken your evil foes.

**Pureflame Barrier:** Create a wall of magical, holy fires.

### 7th-level Sorcerer/Wizard Spells

**Fires of Redemption:** Holy fires burn evil foes and offer a chance for atonement.

**Rebuking Flames:** Righteous flames burn your foes, frightening evil creatures.

### 8th-level Sorcerer/Wizard Spells

**Fires of Clarity:** You let loose a blast of holy fire which brings clarity to your allies.

**Persevering Blaze:** Purifying flames burn evil target for several rounds, or heal good target.

### 9th-level Sorcerer/Wizard Spells

**Fires of Wrath:** A powerful blast of fire which also bestows negative levels on evil foes.

## Summoner Spells

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### 2nd-level Summoner Spells

**Enshrouding Flames:** Target is enshrouded in purifying flames, which harm evil attackers.

## Witch Spells

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### 1st-level Witch Spells

**Moonflame:** Create magical fire which lights your path and harms your foes.

### 7th-level Witch Spells

**Rebuking Flames:** Righteous flames burn your foes, frightening evil creatures.

## Spell Descriptions

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### Blinding Embers

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

**Casting Time** 1 standard action

**Components** V, S, M (a piece of tiger's eye quartz)

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

**Target** one creature

**Duration** instantaneous

**Saving Throw** Fortitude partial; see text; **Spell**

**Resistance** yes

Holy fire fills the eyes of your target, dealing 3d6 points of damage, which is both fire and purifying damage. If the target is evil, it must succeed on a Fortitude save or be blinded. Conversely, a non-evil target is cured of blindness, as the spell *remove blindness/deafness*.



### Brightflame

**School** evocation [fire, purifying]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a small chunk of copper)

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

**Area** 5ft.-radius burst

**Duration** instantaneous

**Saving Throw** see text; **Spell Resistance** yes

*Brightflame* deals 3d6 points of damage, which is both fire and purifying damage, to each creature in the area. Additionally, all evil creatures in the area must succeed on a Will saving throw or be dazed for one round.

### Enshrouding Flames

**School** evocation [fire, purifying]; **Level** cleric 2, sorcerer/wizard 2, summoner 2

**Casting Time** 1 standard action

**Components** V, S, M (silk from a mourner's veil)

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

**Target** single creature within range

**Duration** instantaneous

**Saving Throw** Reflex negates; see text; **Spell Resistance** yes

With a successful melee touch attack you cause holy flames to envelop your foe. The target immediately takes 1d6 points of damage, which is both fire and purifying damage. These flames persist for a number of rounds equal to half your caster level (rounded up). At the beginning of each round, the target may attempt a Reflex saving throw to end the effect. If it fails, the flames continue to burn, and it takes another 1d6 points of damage, which is both purifying and fire damage.

Additionally, as long as the flames continue to burn, any creature which strikes the target in melee takes 1d6 points of damage, which is both fire and purifying damage. Creatures wielding reach weapons do not suffer this damage.

### Fires of Clarity

**School** evocation [fire, purifying]; **Level** sorcerer/wizard 8

**Casting Time** 1 standard action

**Components** V, S, M (a stick of incense)

**Range** 30 ft.

**Area** cone-shaped burst

**Duration** instantaneous

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

Each creature in the area takes 1d6 points of damage, which is both fire and purifying damage, per caster level (to a maximum of 25d6 at 25th level). Non-evil targets within the spell's area are immediately cured of the confused condition.

### Fires of Redemption

**School** evocation [fire, purifying]; **Level** cleric 7, sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S, M (ruby shards worth 200gp)

**Range** touch

**Area** 10-ft.-radius centered on the spot touched

**Duration** 1 round/level

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

Any creature which enters or begins its turn within the area suffers 5d8 points of damage, which is both fire and purifying damage. Any creature that spends at least one full round within the flames may choose to change its alignment to good, as though it had been targeted by the redemption or temptation version of the *atonement* spell.

Creatures who spend at least one full minute in the flames are cured of all curses, diseases, or poisons.

### Fires of Wrath

**School** evocation [fire, purifying]; **Level** sorcerer/wizard 9

**Casting Time** 1 full round

**Components** V, S, M (a chunk of rose quartz)

**Range** long (400 ft. + 40 ft./level)

**Area** 20-ft. radius burst

**Duration** instantaneous

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



Each creature within the area takes 1d8 points of damage, which is both fire and purifying damage, per caster level (to a maximum of 20d8 at 20th level). Additionally, all evil creatures in the area which fail their Reflex save must succeed on a Fortitude saving throw or immediately gain 1d4 negative levels.

### Heartfire

**School** evocation [fire, purifying]; **Level** cleric 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one ray

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell**

**Resistance** yes

With a successful ranged touch attack you deal 2d8 points of damage per 3 caster levels. This damage is both fire and purifying damage. Additionally, if the target is evil, it must succeed on a Fortitude saving throw or be sickened for 1d4+1 rounds.

### Holy Inferno

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

**Casting Time** 1 standard action

**Components** V, S, F (a wooden holy symbol)

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

**Area** cylinder (10-ft. radius, 20 ft. high)

**Duration** instantaneous

**Saving Throw** Reflex half, special; see text;

**Spell Resistance** yes

When you cast this spell, all creatures within the area of the flame storm take 1d4 points of damage, which is both fire and purifying damage, per two caster levels (to a maximum of 10d4 at 20th level). Each creature which enters or begins its turn in the spell's area takes the same amount of damage. Additionally, evil creatures are slowed while they are within the area of the *holy inferno*.

### Moonflame

**School** evocation [fire, purifying]; **Level** bard 1, druid 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M, DF (moon flower petals)

**Range** personal

**Target** you

**Duration** 1 min./level

**Saving Throw** none; **Spell Resistance** yes

This spell causes a nebulous aura of silver flame to take shape around your hands. This fire doesn't harm you, and sheds bright light within a 15-ft. radius. Evil creatures that enter this area or who start their turn there must succeed on a Will save or be shaken for one round. As a standard action, you may make a single melee touch attack, which deals 1d6 points of damage, which is both fire and purifying damage, +1 per level (to a maximum of +5 at 5th level). Doing so immediately ends the spell.

### Persevering Blaze

**School** evocation [fire, purifying]; **Level** cleric 8, druid 8, sorcerer/wizard 8

**Casting Time** 1 standard action

**Components** V, S, M (a branch from a holly tree)

**Range** touch

**Target** creature touched

**Duration** 1 round per 5 caster levels

**Saving Throw** none; **Spell Resistance** yes

The target erupts in holy flames which persist for several rounds. These flames deal 4d8 points of damage, which is both fire and purifying damage, and persist for one round per 4 caster levels (to a maximum of 5 rounds at 20th level). If the target is good-aligned, then he or she heals 4d8 points of damage each round, instead.

### Pureflame Barrier

**School** evocation [fire, purifying]; **Level** cleric 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (a thin sheet of brass)

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



**Effect** an opaque wall of flames up to 20 ft. long/level, 20 ft. high, and 5 ft. thick

**Duration** instantaneous

**Saving Throw** Reflex half; see text; **Spell**

**Resistance** yes

A wall of holy flames erupts from the point you designate, creating an opaque barrier that damages those who pass through it. Whenever a creature passes through the barrier, it suffers 5d6 points of damage, which is both fire and purifying damage. Evil undead and evil outsiders are particularly vulnerable, instead suffering 1d6 points of damage, which is both fire and purifying damage, per caster level (to a maximum of 20d6 at 20th level). Any creature that ends its turn within the wall takes damage as though it had passed through it. Creatures which willingly enter the barrier in this way do not get a Reflex save.

You can invoke the wall in squares occupied by other creatures. If you do, they take damage as though they had passed through it, though they may attempt a Reflex save for half damage.

### Pureflame Ray

**School** evocation [fire, purifying]; **Level** cleric 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** long (400 ft. + 40 ft./level)

**Target** one creature

**Duration** instantaneous

**Saving Throw** Fortitude partial; see text; **Spell**

**Resistance** yes

With a successful ranged touch attack you deal 1d8 points of damage, which is both fire and purifying damage, per 2 caster levels (to a maximum of 10d8 at 20th level). An evil creature struck by a pureflame ray must succeed on a Fortitude save or be staggered for 1d4 rounds. Evil undead and evil outsiders are particularly susceptible to pureflame rays, and instead take 1d6 points of damage, which is both fire and purifying damage, per caster level (to a maximum of 20d6 at 20th level).

### Rebuking Flames

**School** evocation [fire, purifying]; **Level** sorcerer/wizard 7, witch 7

**Casting Time** 1 standard action

**Components** V, S, M (ashes from a funeral pyre)

**Range** long (400 ft. + 40 ft./level)

**Area** 20-ft. radius burst

**Duration** instantaneous

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

Flames erupt from the point you designate, dealing 1d6 points of damage, which is both fire and purifying damage, per caster level (to a maximum of 20d6 at 20th level) to each creature within the spell's area. Additionally, evil creatures in the area must succeed on a Will save or cower in fear for 1d4 rounds.

### Revitalizing Inferno

**School** evocation [fire, purity]; **Level** cleric 9, druid 9

**Casting Time** 1 full round

**Components** V, S, F (ruby holy symbol worth 25,000 gp)

**Range** personal

**Area** 20-ft. radius centered on you

**Duration** 1 round/level

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

Whenever a creature enters or begins its turn within the spell's area, it takes 1d6 points of damage, which is both fire and purifying damage, per caster level.

Each good-aligned creature that spends at least one minute within the spell's area receives the benefits of both the *greater restoration*, and *regeneration* spells.

### Sacred Combustion

**School** evocation [fire, purifying]; **Level** cleric 3

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Target** one creature



**Target** one creature

**Duration** instantaneous

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

Flames envelop your target, dealing 1d6 points of damage, which is both purifying and fire damage, per level (to a maximum of 10d6 at 10th level). If the target is good-aligned, he or she instead heals 1d6 hit points per level (to a maximum of 10d6 at 10th level).

### Sacred Weapon

**School** transmutation [fire, purifying]; **Level** cleric 3, inquisitor 3, paladin 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** weapon touched

**Duration** instantaneous

**Saving Throw** Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)

For the duration of the spell, the weapon touched deals an additional 1d6 points of damage, which is both fire and purifying damage, with each successful hit. If the target is a ranged weapon, it confers this bonus damage to its ammunition, instead.

### Transcendent Immolation

**School** evocation [fire, purifying]; **Level** cleric 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes

Your body becomes wreathed in cleansing flames, which protect you and harm those who would hurt you. For the duration of the spell, you receive a +4 bonus to all saving throws vs. poisons, diseases, or curses. Additionally, you gain fire resistance equal to your caster level for

the spell's duration. Finally, whenever you are struck in melee, the creature attacking you takes 1d6 points of damage, which is both fire and purifying damage, per 3 caster levels (to a maximum of 6d6 at 18th level).

### Whitefire Ray

**School** evocation [fire, purifying]; **Level** cleric 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F/DF (silver holy symbol)

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

**Effect** one or more rays

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You shoot forth a number of rays of pure, white fire from your fingertips, which burn their way through your enemies. This spell creates 1 ray plus one per five levels (to a maximum of 5 rays at 20th level). You can fire the rays at different targets, as long as each target is within range of the spell, and no two targets are more than 30 feet apart. Make a separate ranged touch attack for each ray. Each successful hit deals 1d6 points of damage, which is both fire and purifying damage.

### Whitefire Ring

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

**Casting Time** 1 standard action

**Components** V, S, M (an iron ring)

**Range** personal

**Area** 10-ft.-radius burst, centered on you

**Duration** instantaneous

**Saving Throw** Reflex half; special; see text;

**Spell Resistance** yes

A ring of holy fire erupts from your body, punishing evil creatures in its wake. All creatures within the area take 1d8 points of damage, which is both fire and purifying damage, per two caster levels (to a maximum of 5d8 at 10th level). In addition, evil creatures who fail their saving throw are pushed to the nearest unoccupied square outside the spell's area.



## Knight of the Pure Flame

*"You are wrong to say that I am a master of the purifying fire. It is not truly fire, like one can make with mundane tools like flint and tinder, and I am but its humble servant, not its master. This flame is a spiritual energy, rooting out sin and corruption and burning it to ash, purifying the world in its wake. I am but a vessel of this holy justice, striving to cleanse the world one evil at a time."*

~Jonathan d'Ardent, knight of the pure flame

The knights of the pure flame are warriors devoted to destroying evil in all its forms, drawing upon the power of purifying flames to help them cleanse the world around them. These holy warriors channel this holy fire through their own purity and righteousness, conjuring forth the mystical flames which harm only those of evil intent and leave the pure of heart unscathed. Wielding weapons which blaze with this white-hot and glorious fire, knights of the pure flame have proved to be the death of innumerable lich-lords, demon-kings, and ancient dragon gods.

### Becoming a Knight of the Pure Flame

Because a knight of the pure flame uses his own righteousness to create his purifying fires, rather than arcane magic or a direct connection to a deity or similar benefactor, nearly anyone who is pure of heart can become a knight of the pure flame, and, in fact, the class is most popular with fighters and paladins, as the purifying flames manifest primarily on the knight's weapon. Spellcasters generally find little interest in becoming a knight of the pure flame, as it offers no spellcasting progression.

**Hit Dice:** d10

### Entry Requirements

**Alignment:** Any good

**Base Attack Bonus:** +5

**Feats:** Mark of the Purifying Flame

**Skills:** Knowledge (religion) 4 ranks

**Special:** Must survive a cleansing ritual,

exposing oneself naked to an open flame for a full minute without any magical protections (this typically deals 1d6 damage per round).

### Class Skills

The knight of the pure flame's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Ride (Str), Sense Motive (Wis) and Swim (Str).

**Skill Ranks at each Level:** 2 + Intelligence modifier

### Class Features

The following are class features of the knight of the pure flame prestige class.

**Weapon and Armor Proficiency:** Knights of the pure flame gain no proficiency with any armor or weapons.

**Ignite Weapon (Su):** As a swift action, a knight of the pure flame can cause a single weapon he is holding to ignite in purifying fire. This causes the weapon to deal an additional 1d6 damage, which is both purifying and fire damage, with each successful hit. If the weapon is a ranged weapon, it bestows this additional damage on its ammunition instead. This damage stacks with any existing fire damage the weapon may deal (for example, because it has the flaming special ability), but does not cause such damage to become purifying, nor does it cause the weapon's base damage to be purifying. This effect lasts for one minute, though the knight of the pure flame can dismiss it with another swift action. At 1st level, a knight of the pure flame can use this ability once per day. At 3rd level, and every two levels thereafter, the knight of the pure flame can use this ability an additional time each day, to a maximum of five times per day at 9th level.

You can apply purification feats to this effect, even though it is not a spell. For the purposes of purification feats, your ignite weapon class feature's spell level is equal to your class level. Choose which purification feats you wish to apply each time you use your ignite weapon class



**Table 3-1: The Knight of the Pure Flame**

Base					
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1	+1	+1	+0	+1	Ignite Weapon 1/day
2	+2	+1	+1	+1	Bonus Feat, Detect Evil
3	+3	+2	+1	+2	Ignite Weapon 2/day
4	+4	+2	+1	+2	Bonus Feat
5	+5	+3	+2	+3	Ignite Weapon 3/day, Immolating Burst
6	+6	+3	+2	+3	Bonus Feat
7	+7	+4	+2	+4	Ignite Weapon 4/day
8	+8	+4	+3	+4	Bonus Feat
9	+9	+5	+3	+5	Ignite Weapon 5/day
10	+10	+5	+3	+5	Aura of Righteous Fury

feature.

At 5th level, the bonus damage increases to 2d6 purifying and fire damage.

**Bonus Feat:** At 2nd level, and every even-numbered level thereafter, a knight of the pure flame learns a new bonus feat, chosen from the following list: Abolishing Fire, Banishing Fire, Clarifying Fire, Cleansing Fire, Disparaging Fire, Dispelling Fire, Disrupting Fire, Exhausting Fire, Extra Ignite Weapon, Fortuitous Fire, Greater Abolishing Fire, Greater Dispelling Fire, Greater Soothing Fire, Invigorating Fire, Melting Fire, Neutralizing Fire, Pure Conviction, Purification Mastery, Relentless Purification, Restful Fire, and Soothing Fire.

**Detect Evil:** Beginning at 2nd level, a knight of the pure flame can use *detect evil*, as the spell, at will. A knight of the pure flame can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the knight of the pure flame does not detect evil in any other object or individual within range.

**Immolating Burst (Su):** Beginning at 5th level, whenever the knight of the pure flame uses his ignite weapon ability, he creates a burst of purifying fire, which explodes outwards from him

and burns his foes. This burst is centered on the knight of the pure flame and has a radius of 20 feet. Each creature in the burst takes 2d6 points of damage, which is both purifying and fire damage.

You can apply purification feats to this effect, even though it is not a spell. For the purposes of purification feats, your immolating burst class feature's spell level is equal to your class level.

**Aura of Righteous Fury (Su):** At 10th level, whenever the knight of the pure flame's weapon is ignited with his ignite weapon ability, he is surrounded by an aura of purifying fire, which burns any sinful creature which would dare approach him. This aura has a radius of

10 feet, and deals 2d6 damage, which is both purifying and fire damage, to each creature which enters or begins its turn within the aura.

You can apply purification feats to this effect, even though it is not a spell. For the purposes of purification feats, your aura of righteous fury class feature's spell level is equal to your class level. Choose which purification feats you wish to apply each time you use your aura of righteous fury class feature.

## Ex-Knights of the Pure Flame

A knight of the pure flame who ceases to be good loses all knight of the pure flame class features. He may not progress any further in levels as a knight of the pure flame. He regains his abilities and advancement potential if he atones for his violations (see the atonement spell description in the Pathfinder Roleplaying Game Core Rulebook), as appropriate.

## Playing a Knight of the Pure Flame

You have chosen to walk a difficult road, seeking out the tainted and the corrupted, and cleansing them with holy and purifying flames. Perhaps you are fed up, and feel that you have spent too much time watching from the sidelines as the world becomes colder and darker with each passing day. Or maybe purity comes naturally to you, as you were raised in a sheltered





“The Fall of Rome,” by Lukasz Dudek

environment, such as a monastery or a knightly order, and have only recently emerged to find that the world is a wretched and hateful place. Your quest to rid the world of sin and wickedness may even come from a personal tragedy, such as the death of a loved one at the hands of an evil and foul villain.

As a knight of the pure flame, it is your duty to seek out evil and impurity at every turn, destroying it and keeping it from spreading like the blight that so few seem to recognize that it truly is. You must constantly be vigilant against encroaching foulness, and must never shy away from doing your duty as a warrior of light and virtue. Luckily, you need have little fear of visiting your holy wrath upon an innocent: all one has to do to prove herself worthy of your mercy and protection is to lay her hand upon your weapon

while it is wreathed in holy fire. If her hand is scorched and burned, she must be purified. If she is unharmed, she is clearly pure of heart and spirit.

**Combat:** Knights of the pure flame are not shy to wade into the thick of melee, and are often the first ones to volunteer for the front lines in a given fight. They tend to focus on attacking evil opponents, as that is where they are able to do the most damage. At later levels, knights of the pure flame are able to create auras and bursts of purifying fires, which they can use to simultaneously damage a number of creatures.

**Resources:** Knights of the pure flame often become the topics of local legends and stories, and farmers and cobblers often gossip to one another about how a given knight of the pure flame is the “destined savior” of their land, who will save them



from whichever threat or oppressor is most heavily influencing their lives at the time. Some knights of the pure flame develop nearly cult-like followings, taking on a religious significance. It is not uncommon for such knights of the pure flame to receive favors and aid from those who believe in them, often in the form of free inn-stays, useful information, or volunteers to perform dangerous but important tasks.

## Knights of the Pure Flame in the World

*"They do the good gods' work, they do! Runnin' about, here 'n' there, sniffin' out monsters an' villains like they was some kind o' holy bloodhound or summat. Why, my whole family owes our lives to one o' them... Sir Anthony, I think his name were. A band o' trolls'd come out to the ol' farmhouse, up and movin' in, like it were their own, an' not so much as a 'how d'you do' or nothin'! Why, they chased us all up an' out o' there, ravin' an' slobberin', like they was lookin' t' eat us all up, they was! An' then that knight—Sir Anthony, I'm sure of it, now—he came ridin' in on his horse all fancy-like, his armor shinin' an' his hair blowin' in the breeze like some kind o' dream, an' he drove 'em all off with that fiery sword o' his."*

—Erica Homburg, pig farmer's wife

Knights of the pure flame are considered to be heroes by most, as they are one of the most zealous and devoted lines of defense standing between the world and those who plot to do it harm. Legends of the magical fires that they wield travel far and wide, and some even attach a kind of mystical reverence to the knights. Others, however, complain that knights of the pure flame are sensationalist witch-hunters, who travel from town to town stirring up trouble and looking for scapegoats to burn. These stories are not entirely untrue, and it's certain that some knights of the pure flame take their quest to destroy evil too far, but generally this is the exception, rather than the rule.

**Organization:** Most knights of the pure flame are solitary in their quests against encroaching darkness, or else travel with a varied band of adventurers, rather than actively seeking out the company of others of their kind. This isn't because

knights of the pure flame dislike each other or are particularly jealous, but because they place less stock on the way in which one combats evil than on whether or not one combats evil at all. Despite this, a number of organizations of knights of the pure flame exist, the most prominent of which is the Order of the Sacred Pyre, a group of knights of the pure flame which specifically hunts down powerful vampires, liches, and other sentient undead and destroy them with their cleansing fires.

**NPC Reactions:** Most NPCs react to knights of the pure flame very favorably, viewing them as heroes and saviors. The presence of such knights serves as a balm on the worries and fears which plague the common folk, especially when it comes to witches, mad wizards, and other magical or superstitious matters. Some NPCs, however, especially those who are usually the object of such hurtful superstitions, are often resentful of the knights of the pure flame, viewing their quest to root out hidden evil and corruption as nothing more than a witch-hunt, searching out and slaying those who don't properly fawn over the knight. Still others view knights of the pure flame as pitifully naïve or misguided. Finally, some members of the nobility or other source of power, especially those who are corrupt, view knights of the pure flame very dimly, resenting their tendency to stir up trouble and disturb the status quo.

## Knight of the Pure Flame Lore

Characters with ranks in Knowledge (religion) can research knights of the pure flame to learn more about them. When a character makes such a skill check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** These warriors devote themselves to rooting out evil and corruption wherever it may hide.

**DC 15:** Knights of the pure flame can produce magical fires which harm only evil creatures.

**DC 20:** The mystic fires that knights of the pure



**DC 30:** Characters who achieve this level of success can learn important details about a specific knight of the pure flame, or about a specific organization of such knights.

## Knights of the Pure Flame in the Game

Knights of the pure flame shine the most when they are able to go up against vile and terrible foes, both because it provides a good contrast to the knight's own purity, and also because the knight's purifying fires are far more effective against evil creatures than against those of other alignments. Be sure to provide at least a few evil creatures each adventure, though you may also want to include at least a few neutral- or even good-aligned creatures each level as well, to ensure that the knight doesn't upstage other members of the party who may not be so singularly suited to fighting against evil creatures.

Knights of the pure flame can also make interesting NPCs, and are perfectly capable of serving as either allies or enemies. It is easy to see how a knight of the pure flame might prove a valuable friend to heroic adventurers, but their use as enemies is more complex, and involves the knight having a particularly low threshold for what constitutes "evil," viewing any non-good character as an enemy (and maybe even looking askance at characters he feels aren't good *enough*). Even if the knight has no qualms with the party itself, the players may have to step in to prevent him from executing a street urchin who stole a loaf of bread, or similar.

## Adaptation

The knight of the pure flame could be adjusted to fire rays of purifying fire instead of igniting their weapons with it. Reduce the attack bonus to 3/4 progression, and replace the ignite weapon class feature with a ranged touch attack that deals 2d6 points of damage, which is both purifying and fire damage, on a successful hit, and can be used a number of times per day equal to twice the knight's class level. At every odd-numbered level, the amount of damage increases by 1d6, so that at 9th level the rays do 6d6 damage. In this version of the class, immolating burst is a

separate action which uses up two of the daily uses of the ray described above, and deals damage equal to what that ranged attack would deal. Finally, aura of righteous fury uses up four daily uses of the ranged touch attack, and also deals damage equal to what the ranged touch attack would deal.

This version of the class should offer between 1/3 and 1/2 spellcasting progression, or else increase the number of skill points per level from 2 to 4. It may also be advisable to reduce the total number of bonus feats to 3 or 4.



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# Unlock the Power of the Pure Flame

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