

D&D WIKI

HOMEBREW



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Issue 0: "Fire"

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FOREWARD

What is *Homebrew*? The idea for an online Dungeons & Dragons magazine, culling articles from dandwiki.com, had been kicking around since 2008. Somehow, despite the excited discussions, no-one took that proactive step of declaring themselves Dungeon Master and actually *make* the thing (I think we were all expecting the magazine to grow by itself, in the corner, absorbing our ideas and articles by osmosis.) Here we are, seven years later, and it seems I decided to press the button (“Page Layout”) and get the ball rolling (a *fireball!*).

In a nutshell, *Homebrew* is a compilation of material created by we – the gamers – to support the 3.5e, 4e and 5e D&D game systems. Each issue will be based on a theme (this time it’s “fire”), and will include fun stuff for both players and dungeon masters: races, feats, classes, backgrounds, items (both magic and mundane), spells, monsters – and maybe the occasional adventure!

Why Issue 0? This is a prototype issue. We are finding our way with the development, editing and publication process. Once we have some feedback and reflected on lessons learned, we will start afresh with issue 1.

What have I learned? The next theme will allow for a broader range of content. Fire can be exciting to play with, but for the purpose of the magazine, I became weary of typing in “it deals X fire damage” for the nth time! On the plus side, the magazine has been an opportunity give some our older wiki pages a deserved fresh lick of paint and bring them up to standard, where they would otherwise be gathering dust.

How can you help? Constructive feedback! Furthermore, if you are confident grasp of a particular edition, and have time to spare, I need sub-editors who can check candidate articles for balance, terminology and grammar.

Next issue... what theme to pick? My current ideas: castles, hybrids, mystery, machines (the Mystery Machine?), fiends, ooze... what do you think?

- **Duncan Timiney**

CREDITS

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EDITORIAL: BAPTISM OF FIRE

Earth for many a thousand year,

Then I am born of flame,

For one mere moment water-doused,

Tell me, what is my name?

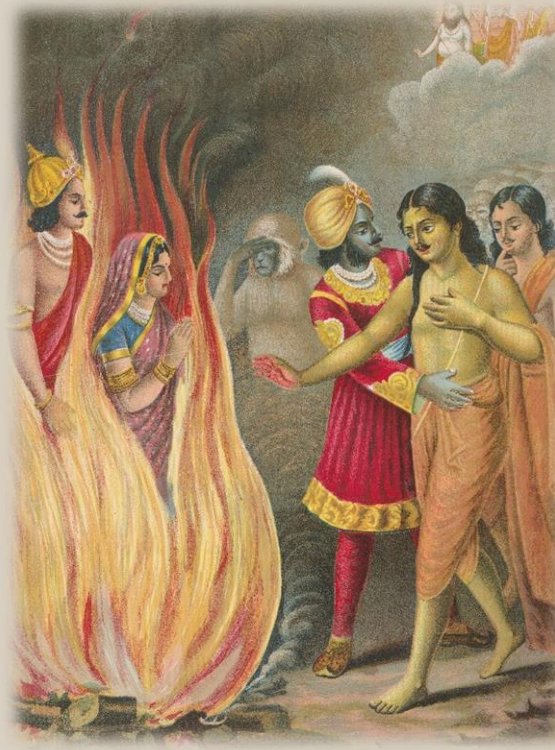
- Traditional Dwarven riddle adapted to Common

The fireball spells and the flaming swords of high fantasy are what most come to mind when D&D is mentioned in the same sentence as 'fire'. I am here to tell you that this idea is plainly wrong-headed. Consider this:

Your typical Faerûn inhabitant uses fire for light and heat and food. She wakes at dawn and may have a raw breakfast but the meat happens to be smoked to cure it. Based on travels or her home's location she will set aside time to gather firewood. What would it mean to her if the wood supply was wet or exhausted? Without arcane techniques, even the lighting of a candle requires an oil lamp. And how is this lamp lit? Her plough and tools are forged locally and her leathers are tanned with heat from the fire. A theatrical performance after dark in the Middle Ages would have to be lighted, again, with naked flame. There were so many theater fires that a literal iron curtain was invented (where we get the phrase).

Perhaps Faerûn operates a more sophisticated judicial system but, in our world's history, fire was once employed not only to deliver a sentence but also to arrive at a verdict. *Ordeal By Fire* was as much a sentence as it was a means to establish guilt. The accused would be made to walk over red-hot ploughshares or hold a red-hot iron rod. Their innocence would then be determined by the degree

to which their burns had healed in three days' time. Animals and inanimate objects would also be put on trial in the Middle Ages as *deodands* (forfeits to God). Even tree branches which fell and killed a villager were held legally responsible. While animals were often sentenced to death by hanging or burning, I have tried as hard as I can to discover whether a tree branch would be drowned or hanged until dead but cannot find the answer (you might think it should be burned at the stake but presumably you would have to find a wooden stake who was also guilty of murder to tie it to).



Let's return to the idea of fire as a weapon; the ransacking of villages was often accompanied by torching of village huts or '*scorched earth*' (the practice of burning farms as you invade a land to make the conquered populace dependent on your supply line). Weaponry would specifically make use of fire's destructive and terrifying effect long before WWI's flamethrowers; a hail of fire arrows could, predictably, raze wooden forts to the ground and did so for thousands of years. There would be no point in firing them off The Wall at a wildling infantry army in the *Game of Thrones* series - sorry Throneheads! - although it might look pretty badass. Actually, can we please start calling *GoT* fans 'Thronies'? I love both the books and the show but I would like that.

The Chinese initially used pyrotechnics for celebratory purposes but then began using it in warfare to propel arrows and even live rats, which were fired at the enemy to create fear among men and horses. Greek Fire (an ancient form of napalm) was hurled in pots or pumped under pressure at enemy ships to great effect too. The secret of Greek Fire may itself have been one of the technologies lost in the burning of the Library at Alexandria. This event is said to have set back humankind's technological advance by as much as a thousand years (more recently, the name of the inventor of the fire hydrant was lost to history when the patent office also burnt down - tragedy but on a different scale).

Now to bring this back to D&D: What are the consequences of Alchemist's Fire in a confined, poorly-ventilated dungeon? Could you light a big fire at a cave mouth and choke or smoke out its inhabitants? I think most DMs might entertain such an idea. Alternatively, some DMs might read this and plan a tavern fire encounter with treacherous falling beams, someone to rescue, walls of fire and mad-eyed goblin arsonists. While your characters are camping on the road and telling stories staring at campfire flames, or carrying torches into the darkest crypts, or disinfecting wounds with hot irons, or cooking up a halfling hotpot... just give it all a second thought. In the meantime, please read on and see what takes your fancy in this, the proudly-presented 0th edition of *Homebrew*.

Riddle Answer: Steel

- [Jonathan Poupart \(User: ConorOberstIsGo\)](#)

TRINKET BOX (5E)

FIRE-THEMED TRINKETS FOR 5E... OR ANY EDITION!

You are ransacking a fire elemental's treasure chest, or perhaps searching for clues amidst the burnt-down remains of the tavern. What do you find? Roll 1d20!

1. A red feather that shines softly in the dark
2. A ball that engulfs itself in harmless blue fire when thrown
3. A gold-plated badge emblazoned with a symbol of fire
4. A bowl filled with dim *continual flames* that change color when different powdered materials are added
5. A humanoid poppet, made from twisted roots, with singed limbs
6. A flute that, when played, forms illusory lines of fire which dance to the music around the player
7. An ash wood walking stick
8. A pouch of dust that when sprinkled onto a fire cause firework-like sparks and crackles
9. A map of the sun
10. A pair of boots that leave scorched footprints

11. A bottle filled with morning light ember
12. A pyrography quill that leaves flaming script on the parchment
13. An old brass lamp in which an efreet once resided; his name is inscribed on the rim in Ignan script
14. A chalice that makes the drinker's blood glow with an inner fire for a few minutes afterward
15. An ever-smouldering lump of coal
16. A thin iron pinky ring, melted and charred but still wearable
17. An ever-lit smoking pipe
18. Pocket hand-bellows that were probably meant as a child's toy but are useful for starting fires none-the-less.
19. A pocketbook of flame identification called 'Tongues and Their Reading' used to tell magical flames from natural ones and much more.
20. A candlestick with a jeweller's mark stamped into the base.

Need a fire-themed container for the dungeon treasure? Roll 1d10!

1. A pyre that, for whatever reason, is unlit: the body beneath still awaiting cremation and surrounded by its belongings
2. A copper tea urn, 15 inches tall, with brass and wood handles
3. A full-sized bronze bull with a hatch allowing access to its interior. It was used in the past for executing prisoners by roasting, and may still contain the grisly remains of a victim in addition to the treasure
4. A brass trunk used aboard a ship that traversed rivers of magma in the Elemental Plane of Fire
5. A totemic pile of skulls, each blackened and cracked from intense heat.
6. A leather sack made from the hide of a chimera
7. A sealed iron cube, 2 feet to a side, which only opens with the application of fire
8. An old moonshine barrel that still has the whiff of alcohol
9. A cast iron stove with decorative scrolled leaves
10. An earthenware fire pot used in religious rituals.

(Authors: [Azernath](#), [Slasay](#), [Marasmusine](#), [ConorOberstIsGo](#))

BACKGROUNDS (5E)

FIREFIGHTER

You were a member of a city fire brigade, always on call, ready to rush out to burning buildings with buckets and pumps. You may have been part of a large, well-equipped team in a large city, or possibly the sole warden of a smaller town. Some fire brigades operated for profit - selling insurance marks - whilst others were funded by the city council or philanthropic groups. You have had experiences facing uncontrolled fires, and dealing with the aftermath of destruction and lost lives.

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: Vehicles (land)

Languages: One of your choice

Equipment: A firefighter's badge denoting which city you serviced, a small burnt object you kept as a souvenir, a bucket, a crowbar, a set of common clothes, a signal whistle, and a belt pouch containing 10 gp.

FEATURE: CITY WARDEN

When you enter a new town or city, you quickly notice the locations of likeliest places for fires to start (thatched roofs or timber chimneys, brewhouses, bakeries, magical laboratories) and how they might spread. You also know how to quickly find sources of water or sand, and in the event of a conflagration you can organize bucket brigades, operate pump wagons and use fire hooks.



SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I'm the first to advance into a dangerous room.
- 2 I take great care over my presentation: metal apparel polished until it gleams, cloth washed and pressed daily, body well-groomed.
- 3 I believe I am trustworthy, loyal and accountable.
- 4 I make sure that the safety of others comes first.
- 5 I am always alert, often noticing the small details of an environment.
- 6 I am cautious, always investigating an area before entering it.
- 7 There's nothing that can't be solved with a crowbar or pickaxe.
- 8 I can empathize easily with people in difficult situations.

d6 Ideal

- 1 **Bravery.** I could not have performed my duties without overcoming my natural fear of fire. (Any)
- 2 **Profit.** I was more interested in selling insurance marks than putting out fire. I always put earning money over helping others. (Evil)
- 3 **Safety First.** If only everyone would heed simple (or not so simple) precautions, there would be less injuries and longer lifespans. (Lawful)
- 4 **Greater Good.** The welfare of others is my responsibility. (Good)
- 5 **Glory.** I got into this business for the flashy uniform and the adoration of those I rescued. (Any)
- 6 **Destruction.** I think I must have started half of the fires that the brigade put out. (Chaos)

d6 Bond

- 1 My own home and family were destroyed in a fire.
- 2 I consider the rest of my brigade as my brothers and sisters.
- 3 I saved the life of a important, but loathed, noble.
- 4 I have a dalmatian who follows me everywhere.
- 5 Many of my relatives were wanted criminals. I feel a duty to end this pattern.
- 6 In a drunken stupor, I committed an act of arson. I was not caught, but feel the need to atone for this.

d6 Flaw

- 1 I'm actually terrified of fire.
- 2 I hide, with shame, the extensive burn scars on my arms.
- 3 I often make others uncomfortable with my gallows humor.
- 4 I easily lose patience when allies are incompetent.
- 5 I can be clumsy, sometimes fumbling with complicated equipment.
- 6 I drink heavily to blot out the memories of charred corpses pulled out of rubble.

FIREFIGHTING EQUIPMENT

In addition to buckets, crowbars, pickaxes, shovels and ladders, a firefighter would find good use for the following new items.

Fire Hook. A 15 foot long wooden pole tipped with a metal spike and hook, used to help demolish buildings on fire, or to pull down buildings to create a fire break. Two people are required to operate a fire hook. Cost: 2 gp; Weight: 75 lb.

Hand Pump. A bronze and wood syringe that can squirt 4 litres of water. You can use an action to make a ranged weapon attack (range 5/15) to douse a fire or otherwise pour a liquid on a creature or object. Cost: 5 gp; Weight: 6 lb.

Force Pump. A drawn cart with a large barrel of water (115 litres), a piston pump and a directable nozzle. A crew of three is required to operate it, and the nozzle operator can create a stream of liquid, per the hand pump above, but with a continuous supply of water. Cost: 100 gp; Weight: 500 lb.

Fire Mark. A metal plaque affixed to residences that have paid fire insurance. The cost of a fire mark is included in the lifestyle expenses of Comfortable level or greater. Businesses and residences of Modest (or poorer) lifestyles pay 2 sp per month.

(Authors: Marasmusine, PrinceoftheAngels)

SPELLBOOK (5E)

FIERY SPELLS FOR 5E SPELLCASTERS

WIZARD SPELLS

Firewater, *pit of flame* and *firestaff* are added to the Wizard Spells list.

FIREWATER

1st-level transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M (a few grains of sugar and a raisin)

Duration: 1 minute

You touch a volume of water up to 1 pint, and it changes into an equal volume of flammable liquid similar to alcohol. A 1 pint flask of firewater can be splashed, thrown or poured on the ground - and ignited - as though it were a flask of oil (PHB p. 152) Firewater can also be ignited with lightning damage.

When the duration of the spell ends, the liquid - and any fire caused by it - evaporates completely.

The volume of water that can be transmuted increases to 2 pints at 5th level, 4 pints at 11th level, and 1 gallon at 17th level.



PIT OF FLAME

3rd-level conjuration (ritual)

Casting time: 1 action

Range: 90 feet

Components: V, S, M (a piece of igneous rock)

Duration: Concentration, up to 1 minute

You conjure a 10-foot square pit, 10 feet deep and filled with flames, on ground that you can see within range. Creatures stood on the area of effect must pass a

Dexterity saving throw. On a success they can use their reaction to move 5 feet out of the area. If they fail, or are unable to move out of the area, they fall into the pit. Subsequently, creatures shoved or otherwise moved into the area will fall into the pit.

A creature falling into the pit takes 1d6 bludgeoning damage from the fall, and 2d6 fire damage from the flames. A creature starting its turn in the pit takes 2d6 fire damage. Climbing the wall of the pit requires a Strength (Athletics) check of DC equal to your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the fire damage increases by 1d6 for each slot level above 3rd.

Ritual. When this spell is cast as a ritual, the duration becomes Concentration, up to 1 hour. If an incapacitated or bound creature is placed into a ritual pit of flame, they will hover above the fire without taking damage. Charisma (Intimidation) checks made against this creature have advantage. If the creature subsequently is no longer incapacitated or bound, it can move away from the pit. The ritual pit of flame has no effect on creatures that are resistant or immune to fire damage.

FIRESTAFF

5-level transmutation

Casting time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You can turn a normal wooden staff into a shaft of fire. You touch a non-magical staff or straight wooden improvised weapon such as a broomstick. It becomes a magic weapon with a +2 bonus to attack rolls and damage rolls, and it deals an extra 1d6 fire damage to any target it hits. In addition, the staff sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the extra fire damage increases to 2d6. When you use a spell slot of 8th level or higher, the extra damage increases to 3d6.

SORCERER SPELLS

Flame spiral and *wildfire curse* are added to the Sorcerer Spells list.

FLAME SPIRAL

2-level evocation

Casting time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a twisted angelica root)

Duration: Concentration, up to 1 minute

A helix of fire surrounds you, whipping nearby foes.

Each creature you choose within 10 feet of you must succeed on a Dexterity saving throw or take 2d6 fire damage. Subsequently, for the duration, if a creature starts its turn within 10 feet of you, you can use your reaction to deal 2d6 fire damage to that creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the fire damage increases by 1d6 for each slot level above 2nd.

WILDFIRE

9-level evocation

Casting time: 1 action

Range: 60 feet

Components: V, S, M (a firefly)

Duration: Instantaneous

A creature within range burns. While it is burning, at the start of each of its turns, it makes a Constitution saving throw. On a failure, it takes 5d8 fire damage. On a success, it takes half as much damage and the burning ends.

If a target takes fire damage from this spell, choose one creature you can see within 30 feet of target that is not already burning. The new target begins burning, taking damage and spreading the fire as above.

WARLOCK SPELLS

Durnash's flames is added to the Warlock Spells list.

DURNASH'S FLAMES

5-level evocation

Casting time: 1 reaction, which you take when a creature within 60 feet of you that you can see takes damage

Range: 60 feet

Components: V, S

Duration: Instantaneous

The creature that took damage is wracked with flames of intensity proportional to its pain. The target must make a Constitution saving throw. It takes fire damage equal to the triggering damage on a failed save, or half as much damage on a successful one.

(Author: Marasmusine)

PALADIN SPELLS

Armor of Othrys is added to the Paladin Spells list.

ARMOR OF OTHRYS

1-level abjuration

Casting time: 1 action

Range: Touch

Components: V, S, M (a single flaming torch)

Duration: Instantaneous

The creature you touch glows with an aura that resembles moving spectral magma, creating an ablative shield. The target gains temporary hit points equal to 4 + your spellcasting ability modifier. In addition, if the target is hit with a melee attack whilst it has temporary hit points granted by this spell, the attacker takes 1d6 fire damage if it is within 5 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 5 for each slot level above 1st.

(Authors: Azernath, Marasmusine)

ARCHETYPES (5E)

A SACRED OATH FOR 5E PALADINS

OATH OF THE ETERNAL FLAME

The Oath of the Eternal Flame binds paladins to the ideals of neutrality, balance, power, and strength. The Oath values true neutrality, as its paladins, also called cleansers, balancers, red knights, and flamehands, strive to keep good and evil in perfect balance. They adorn their red and gold weapons and armor with flames, symbolizing rebirth and power. They believe that if balance is not maintained, the Eternal Flame will be extinguished and all life will cease to exist. In times of great danger to the balance, Paladins will arise and swear the Oath of the Eternal Flame to defeat the powerful forces of good or evil that threaten it.

TENETS OF THE ETERNAL FLAME

The exact Tenets vary from Paladin to Paladin, but they all revolve around maintaining balance and gaining power.

Keep the Balance. Seek out and destroy strong forces of good and evil that threaten to overthrow the sacred balance and extinguish the Eternal Flame.

Leadership. Red knights must be placed in positions of power, as the principle means of maintaining balance.

Respect the Fire. Control over fire represents control over order and chaos. If unchecked, the flames can spread and destroy. When understood and tamed, it can create civilizations. Extinguish flames where they rage uncontrolled or burn too brightly. Bring fire to places of primitive cultures and teach them to harness it; light the darkness and bring warmth.

Rebirth. Cities may fall, fields may burn, a dynasty may die: always from the ashes something new arises. On encountering destruction or death, plant the seeds for regrowth (be it for good or evil). On great personal failure - or physical or emotional wounds - take ownership, change, and arise like a phoenix.

OATH SPELLS

You gain Oath spells at the Paladin Levels listed.

Oath of the Eternal Flame Spells

Paladin Level	Spells
3rd	<i>command, armor of Othrys</i> (see p. 8)
5th	<i>continual flame, flaming sphere</i>
9th	<i>fireball, revivify</i>
13th	<i>fire shield, wall of fire</i>
17th	<i>flame strike, geas</i>

CHANNEL DIVINITY

When you take this Oath at 3rd level, you gain the following two Channel Divinity options.

Fiery Weapon. As an action, you can imbue one weapon that you are holding with fiery energy using your Channel Divinity. For 1 minute, the weapon deals an additional 1d6 fire damage, emits dim light in a 20-foot radius, and is considered magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer carrying this weapon or if you fall unconscious, the effect ends immediately.

The extra damage increases to 2d6 at 9th level and 3d6 at 17th level.

Turn the Outsiders. Creatures from the outer planes are epitomes of extreme alignment, so you have special power over them. As an action, you can raise your holy symbol, which bursts into flames that sear the eyes of fiends and celestials. Each fiend or celestial that can see the holy symbol must make a Charisma saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there is no unoccupied space that the creature can move into, it can take the Dodge action. If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

RED KNIGHT'S BLESSING

Starting at 7th level, when you use the Help action to aid a friendly creature in attacking a creature within 5 feet of you, the friendly creature also benefits from the effects of a *protection from evil and good spell* for 1 round.

At 18th level, if a friendly creature hits with an attack with which it had advantage due to your red knight's blessing, you can use your reaction to make a melee attack against the same target.

OUT OF THE ASHES

Starting at 15th level, when you succeed on a death saving throw and have at least 1 Hit Die left, you may spend that Hit Die to regain hit points. You roll the die and add your Constitution modifier, regaining hit points equal to the total. If you spend a Hit Die in this way, you may also stand up from prone as a bonus action.

PHOENIX KNIGHT

At 20th level, you can assume the form of a great fiery bird, emanating an aura of power and justice, a maelstrom of fire swirling around you. Using your action, you undergo a transformation. For 1 minute you gain the following benefits:

- You gain a fly speed of 60 feet.
- You are under the effects of a *protection from evil and good spell*.
- You emanate an aura of the Eternal Flame in a 30-foot radius. Aberrations, celestials, fey, fiends and undead in the aura have vulnerability to fire. In addition, you and friendly creatures in the aura are immune to being frightened or charmed.

Once you use this feature, you can't use it again until you finish a long rest.

(Authors: OwenLeaf, Marasmusine)

EMPORIUM (5E)

MAGIC ITEMS FOR 5E

A paladin who has undertaken the Oath of the Eternal Flame will of course be drawn to fire-based magic weapons such as a flame tongue sword. Here are two more magic weapons to support this archetype.

FIRE DART JAVELIN

Weapon (javelin), common

This javelin is a magic weapon. When you throw it and it hits your target, you can speak a command word to cause it to immolate, dealing an extra 1d8 fire damage. The immolation destroys the javelin and it cannot be used again.

FLAMESNARE WHIP

Weapon (javelin), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you roll a 20 on an attack roll made with this weapon, the target is restrained. At the start of each of its turns, the target must make a Strength saving throw (DC 15). It takes 2d6 fire damage on a failure, and ends the restrained condition on a success. If you move further than 10 feet away from the target, or attack another creature with the flamesnare whip, the restrained condition ends.

(Author: Marasmusine)

RACES (4E)

RACES AND RACIAL OPTIONS FOR 4E

AZER

Dwarves infused with the power of flame, servants of the great fire giants

RACIAL TRAITS

Average Height: 4'5" - 4'9"

Average Weight: 180 - 220 lb.

Ability Scores: +2 Strength; +2 Constitution or Wisdom

Size: Medium

Speed: 5 squares

Vision: Normal

Languages: Dwarven, Giant

Skill Bonuses: +2 Athletics, +2 Endurance

Elemental Origin: You are native to the Elemental Chaos, so you are considered an elemental creature for the purpose of effects that relate to creature origin. You have the fire keyword, which may affect how certain powers or abilities affect you.

Encumbered Speed: You move at your normal speed even when it would normally be reduced by armor or a heavy load. Other effects that limit speed (such as difficult terrain or magical effects) affect you normally.

Flaming: You shed bright light to 2 squares, and dim light to 4 squares. In addition, you can ignite flammable objects by touching them.

Fire Resistance: You gain resist 5 fire. This resistance increases to 10 at 11th level and 15 at 21st level.

Warding Flame: You can use *warding flame* as an encounter power.

Warding Flame

Azer Racial Power

As you are struck, you emanate waves of scorching heat.

Encounter • Fire

Immediate Reaction Personal

Trigger: You are hit by an attack

Effect: You gain an aura 1 which lasts until you regain any number of hit points or until the end of the encounter. Creatures that end their turn in the aura take 2 fire damage.

Level 11: 5 fire damage

Level 12: 7 fire damage

The azer were once dwarves who became servants of the fire giants; whether this was by choice or by force has been forgotten over the years, though proponents of azer independence vehemently claim it was the latter. Over time, prolonged exposure to the energies of the great Elemental Chaos has altered their bodies and infused them with the very flame that surrounds them.

PHYSICAL QUALITIES

Azer greatly resemble their dwarven ancestors. They are very slightly taller and heavier on average, but are otherwise almost identical in stature. Their skin is dark bronze, brown, or even black, while their eyes are featureless orbs of pure orange, yellow, or red. Unlike dwarves, however, azer are completely hairless. Instead, their heads are wreathed in flames that always burn for as long as the azer lives. Typically, the flame wraps around the azer's head fairly evenly, giving it the appearance of having both hair and a beard formed of fire, but some have "shaped" flames that cover only part of their head.

Azer belongings are simple but expertly made, often composed of bronze or copper; they use other metals only in their weapons. A common myth holds that azer-forged bronze is impervious to fire, but such rumors hold no truth. While the bronze the azer use is indeed tempered to withstand higher temperatures than normal in order to last on their home plane, it can be readily melted in a forge's fires or by a red dragon's breath.

Azer mature at roughly the same rate as dwarves, reaching adulthood around 20 years of age, but live noticeably longer, rarely dying before the age of 250.

ATTITUDES AND BELIEFS

Azer are calm and collected, rarely letting their emotions get the best of them, and they work extremely well in groups. They are among the most industrious races known, with vast cities spread out across nearly every plane. Perhaps best known of their cities is Surntra, a massive fortress of bronze constructed for their fire giant masters deep within the Elemental Chaos. Housing several hundred fire giants, thousands of azer, and circled by no fewer than four bronze walls each two hundred feet thick, it is said that no enemy has ever set foot in Surntra, and there are few who would dispute that claim. It is also a popular trading hub, bringing together races from hundreds of miles around with the promise of wealth.

AZER COMMUNITIES

Azer society is rigid and carefully structured. Every individual, no matter how insignificant, fills their own role within the settlement and contributes to its overall well-being. Each azer belongs to two important groups: a family clan and a working caste. A family clan identifies the azer's lineage, though some azer are adopted into a clan if his family is slain and are thus not actually related. The clan also helps determine the azer's future work: when an azer comes of age, he must choose what position he wishes to hold, but those from prominent families are given first pick and thus usually secure the most desirable positions. An azer's working caste, on the other hand, simply identifies what position he holds and for how long he has held it. There are multiple castes within a single profession, and an azer moves up as he exhibits exceptional skill in his field. An azer who holds a desirable working caste and comes from a noted family clan claims great influence indeed.

The vast majority of azer still serve under the fire giants; some speculate that without the azer producing their weapons, armor, and siege engines, the fire giants would have died out when the giant empires collapsed many years ago. Believing that order and honor are more important than valor and chivalry, the azer have no qualms with serving evil beings, even though few are themselves evil, much to the disgust of other races. They are often stereotyped as being either evil or foolish for serving such cruel beings, but the azer see it as their duty. Some individuals azer, however, have decided that serving the fire giants simply for the sake of some vague concept like honor or duty makes them nothing more than puppets. These azer, known as the Kindlers, are looked down upon by

their peers as shameless deserters; they are always exiled from azer society, unless their former fire giant masters find out, in which case they might very well face execution.

The azer have no patron deity of their own, although many recognize Moradin as their ancestral god and still worship him to this day. Others pay homage to the very fire giants that rule over them. Those with more evil tendencies typically pay homage to Bane, whose strict rule and adherence to structure are already part of azer culture. Oddly, followers of Moradin and Bane not only coexist but thrive amongst one another in azer society, their desire for structure and efficiency completely overruling any animosity the two groups might feel towards one another.

AZER NAMES

Azer names draw their roots from the Dwarven language, but also integrate the Giant language, as well as several other languages native to the Elemental Chaos. Azer clan names were originally Dwarven as well, but in modern usage are usually mixed with words from the Common tongue – an odd practice, considering few azer actually speak Common. Many male names contain hard consonants that replicate vowels, while female names tend towards two-syllable words with softer vowels.

Azer Characteristics: Calm, ordered, obedient, reserved, subservient, tough, loyal, traditional.

Azer Male Names: Avatr, Dralr, Grsik, Keldrin, Melgann, Redrek, Torlir, Tyd, Ustur, Zarr.

Azer Female Names: Bedga, Edris, Fane, Hesca, Keytin, Loka, Odryn, Peirunn, Sethra, Vonde.

Azer Clan Names: Ancestra, Anvilik, Falforge, Garflame, Honorek, Lionend, Morhammer, Tormace, Travroc, Valoris.

AZER FEATS

BURNING BLOOD

Benefit: While you are bloodied, you are immune to fire damage and attacks you make with metal weapons deal +1 fire damage. This bonus increases to +2 at 11th level and +3 at 21st level.

FIREWROUGHT ENDURANCE

Benefit: You gain a +2 feat bonus to Endurance checks. In addition, when you spend a healing surge to regain hit points while bloodied, you regain additional hit points equal to your Constitution modifier.

FIERY REDOUBT

Prerequisite: *warding flame* racial power

Benefit: While your aura from *warding flame* is active, you gain a +2 bonus to fire damage rolls. This bonus increases to +3 at 11th level and +4 at 21st level.

CONFLAGRATION

Prerequisite: 11th level, *warding flame* racial power

Benefit: The size of your *warding flame* aura increases to 2 squares. In addition, the aura only effects enemies rather than all creatures.

(Authors: Dracomortis, Marasmusine)

DUNGEON CATALOGUE (4E)

HAZARDS, TRAPS AND FEATURES FOR 4E DUNGEONS

BURNING HANDS STATUE

A magical object taking up one square from which a fierce burst of flame can erupt. It is typically shaped in the likeness of its creator - a wizard with fingers outstretched - or a fire-breathing creature like a dragon.

A burning hands statue is not triggered until it can hit at least two creatures. It is often used in dungeons or fortresses to control vermin or to ward off invading soldiers, but offers no defense against lone intruders. Canny dungeon architects will place these statues in wall alcoves so that they cannot be approached by two invaders from opposite directions.

Burning Hands Statue

Level 2 Standard Trap

Object

125 XP

Detect: Perception DC 20, Arcana 16

Initiative: –

HP 35

AC 15; **Fortitude** 12, **Reflex** 12, **Will** –

Immune Fire, poison, psychic, necrotic, forced movement, all conditions, ongoing damage

Triggered Actions

◀ **Attack**(Fire) ♦ Recharge ☒ ☒ ☒

Attack: Close blast 5 (all creatures in blast); +5 vs. Reflex

Trigger: Two or more creatures occupy a blast 5 area from the statue

Hit: 1d6 + 6 fire damage

Countermeasures

♦ **Disable:** Arcana DC 22 (Must be next to the statue) **Success:** The trap is disabled.

(Authors: Jerden, Marasmusine)

BESTIARY (4E)

FIRE-THEMED MONSTERS FOR 4E

Whenever a creature dies of fire, a sinister laugh sounds in its ears. This is the laugh of the Scorching King.

The Scorching was once a mortal king, challenged by Asmodeus to stand in demon-fire for a full day, with the reward of immortality. The fire was unable to kill, only to cause pain. The power-hungry king stood in the flames, screaming in pain, eventually fulfilling the wager. By the end, his skin had become black, and his eyes red orbs. In his ascension, he proclaimed himself the lord of death by fire.

Evil pyromancers and other fire-wielders created cults for the Scorching King. These cults meet in ancient volcanoes and other places of great heat, where they pray to the King and bring his sacrifices. Slaves are burnt in homage to the King's path to immortality. These cultists are called "pyroscorchers", and the most fanatic followers are the "pyroscarred".

The pyroscarred burn their skin and dye their eyes so as to resemble their king, and in return he directly grants them power: the power to kill by fire, and send the souls of those immolated to permanent enslavement in the King's palace.

ENCOUNTER GROUPS

Cults of the King may wish to join creatures of elemental fire or may be met with their slaves. The Scorching King himself likes to patrol around his palace in the Elemental Chaos with an army of fanatics.

Level 16 Encounter (XP 7,200)

- 2 Pyroscorched Cultists (Level 15 Artillery)
- 1 Pyroscarred Fanatic (Level 16 Elite Soldier)
- 1 Field of Everflame [*Dungeon Master's Book* p. 221] (Level 18 Hazard)

Level 19 Encounter (XP 12,000)

- 1 Pyroscarred Fanatics (Level 16 Elite Soldier)
- 6 Azer Warriors [*Monster Manual* p. 22] (Level 17 Minion)
- The Scorching King (Level 18 Elite Controller)

(Author: PokeLinkEs, Marasmusine)

PYROSCORCHED CULTIST

Pyroscorched Cultist **Level 15 Artillery**
Medium Natural Humanoid XP 1,200

HP 111; Bloodied 55 Initiative +12
AC 27; Fortitude 27, Reflex 29, Will 26 Perception +10
Speed 6 Low-light vision, Blindsight 5
Resist 10 fire

TRAITS

Flame-Drunk

When the pyroscorched cultist resists fire damage, he gains temporary hit points equal to the amount of damage resisted.

STANDARD ACTIONS

⚔ Flaming Longsword (fire, weapon) ♦ At-Will

Attack: Melee 1 (one creature); +20 Vs. AC

Hit: 2d8 + 8 fire damage.

✱ Scorching Burst (fire) ♦ At-Will

Attack: Area burst 1 within 10 (creatures in burst); +20 Vs. Reflex

Hit: 2d8 + 8 fire damage.

⚡ Flaming Blast (fire, weapon) ♦ Encounter

Attack: Close blast 2 (creatures in blast); +20 Vs. Reflex

Hit: 3d8 + 8 fire damage, and ongoing fire damage 5 (Save ends).

Miss: Half damage, no ongoing damage.

Skills Religion +18

Str 19 (+11) Dex 20 (+12) Wis 16 (+10)

Con 21 (+12) Int 13 (+8) Cha 16 (+10)

Alignment Evil Languages Common

Equipment longsword

PYROSCARRED FANATIC

Pyroscarred Fanatic **Level 16 Elite Soldier**
XP 2,800

Medium Elemental Humanoid (Fire)
 HP 304; Bloodied 152 Initiative +12
 AC 32; Fortitude 29, Reflex 28, Will 27 Perception +11
 Speed 7 Low-light vision, Blindsight 10

Resist 20 fire
 Saving Throws +2; Action Points 1

TRAITS

Heat Radiation ♦ Aura 1

Each enemy within the aura takes a -2 penalty to Fortitude and attack rolls.

STANDARD ACTIONS

⌚ **Flaming Greataxe** ♦ At-Will

Attack: Melee 1 (one creature); +21 Vs. AC
Hit: 3d8 + 12 fire damage, and the target is grabbed.

⚔ **Fire Fist** (fire) ♦ At-Will

Attack: Melee 1 (one creature grabbed by flaming greataxe); +21 Vs. AC
Hit: 3d8 + 12 fire damage.

Scorched Attack (Fire, Weapon) ♦ At-Will

The pyroscarred makes a Flaming Greataxe attack. If the attack hits, he makes a Fire Fist attack against the same target as a free action.

TRIGGERED ACTIONS

⬅ **Scorching Sacrifice** (Fire) ♦ Encounter

Trigger: When first reduced to 0 hit points.
Attack (No Action): Close burst 3 (enemies in burst); +19 Vs. Reflex
Hit: 3d10 + 10 fire damage, and ongoing fire damage 5 (Save ends).
Miss: Half damage.
Effect: The pyroscarred explodes in a burst of flames and dies.

Skills Athletics +20, Religion +16

Str 24 (+15) **Dex** 19 (+12) **Wis** 17 (+11)
Con 23 (+14) **Int** 16 (+11) **Cha** 18 (+12)

Alignment Chaotic Evil **Languages** Common, Abyssal
Equipment greataxe

THE SCORCHING KING

The Scorching King **Level 18 Elite Controller**
XP 4,000

Medium Elemental Humanoid (Fire)
 HP 336; Bloodied 168 Initiative +16
 AC 32; Fortitude 30, Reflex 32, Will 28 Perception +16
 Speed 7, fly 5 (clumsy) Low-light vision, Blindsight 10
 Immune fire; Resist 10 necrotic

Saving Throws +2; Action Points 1

TRAITS

Volcanic Ground ♦ Aura 2

Squares within the aura are difficult terrain.

Death by Fire

When the Scorching King kills a creature using a power with the Fire keyword, he regains 20 hit points.

STANDARD ACTIONS

⌚ **Flaming Falchion** (fire, weapon) ♦ At-Will

Attack: Reach 2; +23 Vs. AC
Hit: 3d8 + 18 fire damage, and the target is knocked prone.

⬅ **Burning Hands** (fire) ♦ At-Will

Attack: Close blast 3 (creatures in blast); +21 Vs Reflex
Hit: 3d6 + 9 fire damage.

Flaming Frenzy (fire) ♦ At-Will

The Scorching King makes a Flaming Falchion attack and then a Burning Hands attack.

✳ **Scorching Sacrifice** (fire) ♦ Recharge ☞☞

Attack: Close burst 5 centered on a single bloodied ally within 15 squares; +21 Vs. Reflex
Hit: 3d12 + 4 Fire damage, and the target is weakened and takes ongoing fire damage 5 (Save ends both).
Miss: Half damage and the target is weakened (Save ends).
Effect: The target ally explodes in a burst of flames and dies.

TRIGGERED ACTIONS

Fiery Remains ♦ Recharge ☞☞☞

Trigger: An enemy within 10 squares makes a successful saving throw against ongoing fire damage.
Attack (Immediate Reaction): +21 Vs. Will
Hit: The target is dazed until the end of the Scorching King's next turn.

Skills Religion +21, Endurance +19

Str 22 (+15) **Dex** 24 (+16) **Wis** 21 (+14)
Con 21 (+14) **Int** 25 (+16) **Cha** 22 (+15)

Alignment Chaotic Evil **Languages** Common, Abyssal
Equipment falchion

EMPORIUM (3.5E)

FIRE-THEMED MAGIC ITEMS FOR 3.5E

RING OF RETRIBUTIVE FIREBALL

A silver band with a golden pearl set in a plain fitting. The ring's pearl is actually a condensed *fireball*. When the wearer reaches -10 hit points, the ring activates and the golden pearl explodes dealing 10d6 fire damage with a DC 14 Reflex save.

Moderate Evocation; CL 12; Forge Ring, *fireball*, *contingency*; Price 3,300 gp

(Author: Ganteka)

VEST OF FIERY HEALING

The *vest of fiery healing* comes in three different useful varieties and one cursed variety. All wounds healed by any of the *vests of fiery healing* leave an angry red scar that seems to gleam with an inner light. Enough healings may eventually start to accrue a bonus/hindrance to some social situations at the DM's discretion. This healing does not regenerate lost limbs; it merely cauterizes the stump.

Vest of Fiery Healing, Minor: Woven from the carefully collected hair from dozens of Ash Rats, this plain black, brown, or grey vest is simple-looking and smells vaguely of smoke. The magical nature of this vest becomes apparent when the wearer comes into contact with a source that deals fire damage. The wearer is granted fire resistance 5 and gains the benefit of a *cure minor wounds* spell every round they remain in contact with the fire damage source (i.e. would normally take damage if it hadn't been resisted by this vest), including the first round.

Faint abjuration and conjuration; CL 3rd; Craft Wondrous Item, *resist energy (fire)*, *cure minor wounds*; Price 18,000 gp; Cost: 9,000 gp + 360 XP

Vest of Fiery Healing, Major: Similar to the minor variety, this vest is embroidered with gold thread depicting fiery images (flames, volcanoes, etc.). The wearer is granted fire resistance 10. Additionally, the vest accrues a charge

for every 5 points of fire damage resisted to a maximum of 5 charges; the wearer may then use a charge as a move-equivalent action to gain the benefit of a *cure light wounds* spell.

Faint abjuration and conjuration; CL 3rd; Craft Wondrous Item, *resist energy (fire)*, *cure light wounds*; Price: 36,000 gp; Cost: 18,000 gp + 720 XP

Vest of Fiery Healing, Pyromancers: Embroidered with gold, platinum and adamantine thread and trimmed with rubies, this vest projects wealth and power. The wearer is granted immunity to fire. Additionally, the vest accrues a charge for every 5 points of fire damage resisted to a maximum of 3 charges; the wearer may then use a charge as a move-equivalent action to gain the benefits of a *Cure Moderate Wounds* spell.

Strong abjuration and conjuration; CL 5th; Craft Wondrous Item, *Protection from Energy (Fire)*, *Cure Moderate Wounds*; Price: 90,000 gp; Cost: 45,000 gp + 1800 XP

Vest of Fiery Pain: This vest looks exactly like a *major vest of fiery healing* but deals 1d6 points of damage every round it is worn. The pain from the fire is so intense that it takes either a successful Concentration check or Fortitude save (DC 20) to remove the vest.

(Author: Calidore Chase)

NECKLACE OF THE ASH RAT

Made from strung together teeth taken from live ash rats (*MM II*, p. 24), this gruesome necklace allows the wearer to spit flames. Once per round, the wearer can make a ranged touch attack against a target within 15 feet. This is a free action. On a successful hit the spit deals 1d4 points of fire damage to the target and half as much fire damage to the wearer.

Weak transmutation; CL 1; Craft Wondrous Item, *burning hands*; Price: 2,000 gp; Cost: 1,000 gp + 40 xp

(Author: Calidore Chase)

GAUNTLET OF ASH

This smoky, black leather glove exudes evil. Made from hide taken from a still-living ash rat (*MM II*, pg. 24), this repugnant glove never fails to draw stares. On command, five times per day, the gauntlet creates a smoky ball of hot ash that the wearer can throw at a target. This is a ranged touch attack (range increment of 20 feet) and on a hit it deals 1d6 points of fire damage and the target must make a Fortitude save (DC 15) or become dazed for one round (coughing and choking.) If the target fails two such saves in a row they take 1d6 points of additional nonlethal damage.

Faint evocation; CL 3rd; Craft Wonderous Item, *pyrotechnics*; Cost 5,400 gp, 216 XP, 11 Days; Market Price: 10,800 gp

(Author: Calidore Chase)

CLOAK OF BLINDING ASH

This pitch black cloak is made from the carefully harvested fur of dozens of ash rats. On command, three times per day, this cloak emits a cloud of warm ash and smoke that spreads to cover a 30 ft. radius area. The cloud obscures all vision, including darkvision, beyond 5 ft. All creatures in the cloud are granted concealment (20% chance to miss) when within 5 ft. of each other or total concealment if farther than 5ft. Each creature within the cloud must make a Fortitude save (DC 15, +1 per previous check made) every round or become dazed for one round (coughing and choking). A creature that chokes for two consecutive rounds takes 1d6 points of nonlethal damage. The wearer of the cloak is immune to the choking and can see through the ash and smoke with no penalties.

Faint conjuration; CL 5th; Craft Wondrous Item, *pyrotechnics*, *obscuring mist*; Cost 13,500 gp, 540 XP, 27 Days

(Author: Calidore Chase)

As the creator of a few of the 3.5e magical items, I thought it might be interesting to add a quick note about the creative process and inspiration for items featured in the article. The Vest of Fiery Healing, Necklace of the Ash Rat, Gauntlet of Ash, and the Cloak of Blinding Ash were all born of one creative exercise. I flipped through a *Monster Manual* until I found something that piqued my interest and then tried to figure out what could be done with the creature. I chose the ash rat as it was a fairly weak monster with a lot of interesting possibilities. The first thing that flashed to mind was a spellcaster who had one as a familiar, and then I began to ponder what kind of person they would be and what would motivate them. I envisioned a madman with an unhealthy obsession with the critters – someone who lovingly cared for them and built a home for himself and his beloved pets. Of course, since he was a madman he had no problem using his beloved critters in his “experiments”. His goal was to create items to help him get revenge on the village that had cast him out so long ago. Ash rat themed magic items were fun to create and easy to keep balanced and useful for both good guys and bad guys. I think the key to great items is a combination of usefulness, flavor and balance.

- Calidore Chase

DAGGER OF FALLING ASH

This jagged, smoky +1 *dagger* emits a trail of hot ash behind its wicked blade whenever it is wielded. The *dagger of falling ash* deals an additional 1d4 points of fire damage when it hits. Unless the wound is healed by magic or cleaned with a DC 28 Heal check, a hit leaves a permanent horrid black scar. The blade can also be used to light normal fires.

The original Dagger of Falling Ash was created by mixing the ashes of a dead ash rat to the magical mix, though there may be other ways of creating this dagger.

Regarded as the signature weapon of the Darkfire thieves’ guild, this nasty little knife is cause enough for most authorities to immediately arrest the owner. The Darkfire guild members use this to “write” on their slaves and sacrifices, and to inscribe their guild ranking into their own flesh.

Moderate evocation; CL 6th; Craft Magic Arms and Armor, *burning hands*; Price 8,302 gp; Cost 4,151 gp + 166 XP.

(Author: Calidore Chase)

DEMON DAGGER OF FALLING ASH

This upgraded version of the *dagger of falling ash* is a +2 *dagger* and acts as a conduit to any ordinary *dagger of falling ash*. The wielder of a *demon dagger* cast *vampiric touch* on anyone holding a *dagger of falling ash*.

Moderate evocation and necromancy; CL 6th; Craft Magic Arms and Armor, Burning Hands, Vampiric Touch; Price 16,302 gp; Cost 8,151 gp + 326 XP.

(Author: Calidore Chase)

MASTER DEMON DAGGER OF FALLING ASH

This +3 *dagger* has all the enhancements of the *demon dagger of falling ash*. The wielder of this weapon can *command* (as the spell) at-will anyone holding either a *demon dagger of falling ash* or a *dagger of falling ash*. In addition, the wielder can cast *suggestion* three times per day.

Moderate evocation, necromancy and enchantment; CL 6th; Craft Magic Arms and Armor, *burning hands*, *vampiric touch*, *command*, *suggestion*; Cost 36,151 gp + 1446 XP; Market Price: 72,302 gp

HEAT ROOT

This relative of ginger is tasty and has a spicy hot flavor. However, heat root is much more potent, and when used in foods and dishes, it is used sparingly. Though, there are times when it is eaten in its pure form. Eating pure heat root has an unsettling effect on the stomach in addition to its fiery taste. The character must succeed on a DC 13 Fortitude save or vomit and take 1 point of Constitution damage, becoming Nauseated for 1d4 hours. However, those who manage to keep this magical root in their system are granted boons. Heat root only grants these boons if the character can keep it in his stomach long enough for it to take effect (usually about a minute, though, if it is mixed with food, the saving throw is made typically at the end of a meal).

Heat root is beneficial to eat during pregnancy as well as being a favorite of shape shifting creatures like lycanthropes as it helps facilitate control over shape changes. A creature that has eaten heat root gains a +4 alchemical bonus on Control Shape skill checks for 8 hours.

Vampires detest heat root as much as garlic due to its strong odor. Anyone who has eaten heat root in the last 8 hours tends to smell of the stuff mildly. While the odor isn't as strong after consuming it, vampires keep at bay enough that they don't occupy the same space as someone who has eaten the stuff.

Heat Root is also common among midwives to alleviate complications during pregnancy. It does not upset the stomach of a pregnant woman (and she is therefore not required to make a save to keep it in her system), and if she chews heat root throughout her pregnancy is three times more likely to give birth to a girl than a boy. A pregnant woman will also be relieved from many common ailments associated with pregnancy, such as morning sickness, cramps, nausea, mood swings, labor stress.

In the wild, heat root grows in sandy soils, often in hilly forests. It has slender velvety leaves and grows to a height of about 2 feet. Its leaves are tinged with reddish orange and it blooms clusters of small white flowers in midsummer. It fruits small red berries in early fall. Under full moons, the berries glow lightly, like flickering candle flames. The root is commonly harvested in late fall when it is at its most flavorful. It is prepared as either dried bunches, jarred in syrup, powdered spice or pickled.

Heat root is a fairly common in medicinal shops and apothecaries and can be purchased readily. A single pound is enough for 20 servings for medium creatures. Double the amount for each larger size category and reduce by half for each smaller size than medium. It costs 25 gp for 1 lb.



(Author: Gatenka)

BESTIARY (3.5E)

FIRE-THEMED MONSTERS FOR 3.5E

HIVEFORGE GOLEM**Size/Type:** Large Construct**Hit Dice:** 18d10+30 (128 hp)**Initiative:** -1**Speed:** 20 feet, burrow 10 feet**Armor Class:** 26 (-1size, -1 Dex, +18 Natural), touch 8, flat-footed 26**Base Attack/Grapple:** +12/+28**Attack:** Claw +21 (2d10+9 plus 2d6 fire)**Full Attack:** 2 claws +21 (2d10+9 plus 2d6 fire)**Space/Reach:** 10 feet/10 feet**Special Attacks:** Burn, heat, swarms, vent, absorb metal**Special Qualities:** Construct Traits, Immunity to fire, fire-fueled**Saves:** Fort +6, Ref +5, Will +6**Abilities:** Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1**Skills:** —**Feats:** Improved Grab**Environment:** Underground**Organization:** Solitary**Challenge Rating:** 14**Treasure:** None**Alignment:** Always Neutral**Advancement:** 19-24 (Large)

With a noise like sheet metal tearing, this bizarre-looking metal creature comes down the tunnel towards you. It is roughly insectoid in shape and the color of iron. Multiple rents in its iron hide are evident, and from those rents there is the furnace-like glow and shimmer of intense heat. Sparks flash from within its hollow metal shell.

No two hiveforge golems are ever alike; they are unique but very dangerous things. A hiveforge golem is literally a mobile hive, home to between four and six forgespark swarms. These swarms venture out from the hive in search

of metal to eat and bring back to the hive, both to feed the young, and to strengthen the structure of the hive itself. Not as durable or magic immune as an iron golem, it exists at a barely-solid state, making contact with such a golem extremely dangerous without the proper precautions. A hiveforge golem weighs between three and five thousand pounds, and stands about 11 feet tall. How exactly the swarms control their hive is not known. There will always be at least one swarm inside a hiveforge golem, keeping the fragile young within at a comfortable level with their intense heat. The other swarms are used for exploration, resource-gathering, defense.

COMBAT

Guided by the nearly-mindless instinct of its swarms, the hiveforge golem reacts as a swarm would if threatened, striking out at attackers, retreating if outmatched and severely damaged. If foes are not driven off by its searing claw attacks, the golem releases its swarms to fight alongside it (providing it has any within the hive at the time). If wounded, it will seek to gather new metal into itself to repair damage done to its shell. Though the hiveforge golems vary in shape and number of legs, it only ever uses two claw-like appendages as slams when attacking.

Fire-Fueled (Su): Any time the golem is hit by an attack that would deal magical fire (before considering the golem's fire immunity), the golem is *hasted* for 3 rounds.

Burn (Ex): A hiveforge golem's claw attack deals bludgeoning damage plus fire damage. Those hit by a hiveforged's claw attack also must succeed on a Reflex save (DC 17) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Heat (Ex): Due to the extreme heat the creature constantly generates, the area within the 10 feet radius surrounding a hiveforge golem is treated as a hazardous environment, and affects other creatures within the area without proper protection (such as the *endure elements* spell) appropriately.

Swarms (Ex): As a move action, a hiveforge golem may release up to two forgespark swarms per round to defend itself through the many vents and fissures in its armored hide. The swarms act on the golem's initiative, starting on the round in which they were released. The golem must have at least one swarm within itself at all times. A swarm may re-enter the golem as a swift action as well, though each re-entry counts against the number of swarms a golem may release in a given round.

Vent (Su): As a standard action the Golem can emit a fiery blast centered on itself, affecting everything in a 15 foot radius. The blast does 5d6 fire damage, or half as much on a successful Reflex save (DC 20). The Hiveforge Golem can perform this action once every 1d4+1 rounds, and no more than three times per day.

Absorb Metal (Su): If a hiveforge golem has less than half of its maximum hit points, and contains at least one forgespark swarm, it can attempt to absorb metal as part of a grapple. If it succeeds in pinning its target, a single swarm emerges from the golem and attaches itself to the victim. This swarm does not make any actions except to devour the metal equipment of the victim.

The grappled creature's metal equipment, starting from the highest value item not protected against such an attack, is affected as though under the effect of a *heat metal* spell, for as long as the pin is maintained and the swarm is conscious. At the end of the golem's turn, the affected piece of equipment loses 5 Hit Points and the golem gains Fast Healing 15 for 1 round.

Improved_Grab (Ex): To use this ability, the golem must hit an opponent least one size category smaller than itself with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

FORGESPARK SWARM

Size/Type: Diminutive Magical Beast [Fire, Swarm]

Hit Dice: 6d6+6 (27 hp)

Initiative: +5

Speed: 10 feet, Fly 30 feet (average), burrow 5 feet

Armor Class: 19 (+4 size, +5 Dex), touch 19, flat-footed 14

Base Attack/Grapple: +4/-12

Attack: Swarm (2d6 plus 2d6 fire)

Full Attack: Swarm (2d6 plus 2d6 fire)

Space/Reach: 10 feet/0 feet

Special Attacks: Distraction, Heat

Special Qualities: Swarm traits, immunity to fire, vulnerability to cold, immune to weapon damage, darkvision 60 ft, detect metal

Saves: Fort +6, Ref +7, Will +2

Abilities: Str 1, Dex 20, Con 12, Int n/a, Wis 11, Cha 2

Skills: Spot +4

Feats: —

Environment: Underground

Organization: Solitary, Hive (2-5)

Challenge Rating: 4

Treasure: None

Alignment: Always Neutral

Advancement: 7-12 HD (Diminutive)

The air shimmers as though with immense heat as this swarm of glittering sparks approaches, filling the air with a noise like sliding gravel. Individually, these creatures look like a winged ant with a metallic exoskeleton. Its wings are made of a flint-like material, and spark when it flies, and its mandibles seem overlarge for a creature of its size. Its body generates sufficient heat to burn exposed skin on contact.

A forgespark swarm is seldom encountered alone. Usually it is found with several other swarms, and close to their mobile hive, a hiveforge golem. These swarms seek out metal and ingest it. They process the mineral content and excrete crude molten metal, which is usually used to reinforce the skin of the hive golem. They seek out veins of metal ore with their fine senses and can eat through rock to get at it. An adventurer clad in metal armor and bearing metal weapons seems like an irresistible meal to such creatures, and they are invariably drawn to such.

COMBAT

A forgespark swarm will chase those bearing metal objects just as a rust monster does, seeking the higher quality metal in such items. However, unlike a rust monster, a swarm will seldom venture far from its mobile hive, the hiveforge golem. It fights only in defense of itself or its hive.

Detect Metal (Su): The swarm can detect metal within 60-feet.

Distraction (Ex): Any living creature that begins its turn with a forgespark swarm in its space must succeed on a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Heat (Ex): In addition to normal swarm damage, a forgespark swarm deals 2d6 fire damage from the presence of so many fiery bodies in such close proximity.

Skills: A Forgespark Swarm has a +4 racial bonus on spot checks.

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