

## Forged in Flames Pt 2: Cleansed with Fire

### Monster feats, spells, traits & special qualities

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#### Salamander information:

**Grab (Ex)** If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line.

**Format:** grab; Location: individual attacks and special attacks.

**Constrict (Ex)** A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

**Format:** constrict (1d8+6); Location: Special Attacks.

#### Magma Elemental Information:

**Earth Subtype:** This subtype is usually used for outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock. Earth creatures with a burrow speed possess tremorsense.

**Fire Subtype:** A creature with the fire subtype has immunity to fire and vulnerability to cold.

**Elemental Subtype:** An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

### Lava Drake Information:

#### **Feats:**

##### **Flyby Attack**

This creature can make an attack before and after it moves while flying.

**Prerequisite:** Fly speed.

**Benefit:** When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

**Normal:** Without this feat, the creature takes a standard action either before or after its move.

##### **Awesome Blow (Combat)**

This creature can send opponents flying.

**Prerequisites:** Str 25, Power Attack, Improved Bull Rush, size Large or larger.

**Benefit:** As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

*For Forged in Flame Part 2, use Tail Slap ability for this attack as it scales like a Slam attack.*

### Efreeti Spell-Like Ability Information:

#### **Quicken Spell-Like Ability (Scorching Ray)**

This creature can use one of its spell-like abilities with next to no effort.

**Prerequisite:** Spell-like ability at CL 10th or higher.

**Benefit:** Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use the chosen spell-like ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell like ability. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to  $\frac{1}{2}$  its caster level (round down) – 4. For a summary, see the table on page 316.

A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

**Normal:** The use of a spell-like ability normally requires a standard action (at the very least) and provokes an attack of opportunity.

### Invisibility

**School** illusion (glamer);

**Casting Time** 1 standard action

**Components** V, S, M/DF (an eyelash encased in gum arabic)

**Range** personal or touch

**Target** you or a creature or object weighing no more than 100 lbs./level

**Duration** 1 min./level (D)

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

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

**Quickened Scorching Ray** (*fires 3 rays, 4d6 fire damage, ranged touch attack to hit target, may target a single or multiple targets, all must be within 30 ft. of one another*) **Tier 5-6: Ranged Touch Attack bonus +13, Tier 8-9: Ranged Touch Attack bonus +15.**

**School** evocation

**Casting Time** 1 standard action -- **This spell-like ability is quickened due the creature's feats, and thus is a swift action that does not provoke attacks of opportunity.**

**Components** V, S

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

**Effect** one or more rays

**Duration** instantaneous

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

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

### Wall of Fire

**School** evocation [fire];

**Casting Time** 1 standard action

**Components** V, S, M/DF (a piece of phosphor)

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

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

**Duration** concentration + 1 round/level

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

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

### Gaseous Form

**School** transmutation

**Casting Time** 1 standard action

**Components** S, M/DF (a bit of gauze and a wisp of smoke)

**Range** touch

**Target** willing corporeal creature touched

**Duration** 2 min./level (D)

**Saving Throw** none; **Spell Resistance** no

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

### Permanent Image

**School** illusion (figment)

**Effect** figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

**Duration** permanent (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

### Silent Image

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

**Effect** visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

**Duration** concentration

**Saving Throw** Will disbelief (if interacted with); **Spell Resistance** no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

### Pyrotechnics

**School** transmutation

**Casting Time** 1 standard action

**Components** V, S, M (one fire source)

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

**Target** one fire source, up to a 20-ft. cube

**Duration** 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

**Saving Throw** Will negates or Fortitude negates; see text; **Spell Resistance** yes or no; see text

*Pyrotechnics* turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

*Fireworks*: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

*Smoke Cloud*: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.