

1–39 The Citadel of Flame

** Document created by Joe M., 27 July 2014 **

Heat of the Hoodoos (CR 3/5, p. 5)

Tier 1–2 (CR 3)

Fire Elemental, Small (2) CR 1

XP 400

N Small outsider (elemental, extraplanar, fire)

Init +5; Senses darkvision; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 nat, +1 size)

HP 11 (2d10)

Fort +3, Ref +4, Will +0

Immune elemental traits, fire

Weaknesses vulnerable cold

OFFENSE

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10 Dex 13 Con 10 Int 4 Wis 11 Cha 11

BAB +2; CMB +1; CMD 13

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

Languages Ignan

SPECIAL

Burn (Ex) Upon a successful melee attack, deals additional fire damage. A creature affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Elemental Traits Immune to bleed, paralysis, poison, precision, sleep, stun. Not subject to critical hits or flanking. Does not breathe, eat, or sleep.

KNOWLEDGE

Description *This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.*

DC 11 Knowledge (Planes) Fire elementals are quick, cruel creatures of living flame. They enjoy frightening beings weaker than themselves, and terrorizing any creature they can set on fire.

Tier 4–5 (CR 5)

Fire Elemental, Medium (2) CR 3

XP 800

N Medium outsider (elemental, extraplanar, fire)

Init +7; Senses darkvision; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 nat)

HP 30 (4d10+8)

Fort +6, Ref +7, Will +1

Immune elemental traits, fire

Weaknesses vulnerable cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

STATISTICS

Str 12 Dex 17 Con 14 Int 4 Wis 11 Cha 11

BAB +4; CMB +5; CMD 19

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

Languages Ignan

SPECIAL

See Tier 1–2

KNOWLEDGE

Description See Tier 1–2

DC 13 Knowledge (Planes) See Tier 1–2

The Ember Halls (CR 2/5, p. 7)

Gali Sinqil Reference

Feather Token (Whip) Standard action, lasts 1 hour. Shares user's space and is considered wielded or attended by the user for all maneuvers and effects that target items. Accompanies user everywhere, whether she moves by physical or magical means. Attacks on its own:

Feather Token +10 (1d6+1 nonlethal plus grab); grapple +15

Color Spray *School* illusion (pattern) [mind-affecting]; *Level* sorcerer/wizard 1; *Components* V, S, M; *Range* 15 ft.; *Area* cone-shaped burst; *Duration* instantaneous, see text; *Saving Throw* Will negates; *SR* yes. — Each creature within the cone is affected according to its HD. Sightless creatures are not affected. — *2 HD or less*: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.) — *3 or 4 HD*: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round. — *5 or more HD*: The creature is stunned for 1 round.

F4. The Lava Temple (CR 3/6, p. 14)

Fire Beetle CR 1/3

XP 135

N Small vermin

Init +0; Senses low-light; Perception +0

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 nat, +1 size)

HP 4 (1d8)

Fort +2, Ref +0, Will +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft.

Melee bite +1 (1d4)

STATISTICS

Str 10 Dex 11 Con 11 Int — Wis 10 Cha 7

BAB +0; CMB -1; CMD 9 (17 v. trip)

Skills Fly -2

SQ luminescence

SPECIAL

Luminescence A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

KNOWLEDGE

Description *This housecat-sized beetle is a dull brown color brightened by two glowing green-yellow spots in its carapace.*

DC 5 Knowledge (Nature) Although nocturnal, the fire beetle lacks darkvision—it relies on its own glowing glands for illumination.

Caged fire beetles are a popular source of long-lasting illumination among eccentrics and miners.

Lemure CR 1

XP 400

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +0; Senses darkvision, see in darkness; Perception +0

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 nat)

HP 13 (2d10+2)

Fort +4, Ref +3, Will +0

DR 5/good or silver; Immune fire, mind-affecting, poison; Resist acid, cold 10

OFFENSE

Speed 20 ft.

Melee 2 claws +2 (1d4)

STATISTICS

Str 11 Dex 10 Con 12 Int — Wis 11 Cha 5

BAB +2; CMB +2; CMD 12

KNOWLEDGE

Description *A rolling wave of flesh gushes forward. Amid the fatty surge wriggle half-formed limbs and a dripping tumorous face.*

DC 11 Knowledge (Planes) Lemures are the least of devilkind, expendable and tormented slaves to greater devils. A soul damned to Hell begins its existence there as a lemure, though the most corrupt of these may be selected to be reshaped into true devils.