

Question	REMEDIAL [DC 10] <i>Knowledge (Planes) or Profession (Soldier)</i>	BASIC [DC 15 or 18] <i>Knowledge (Planes) or Profession (Soldier)</i>	ADVANCED [DC 18 or 22] <i>Knowledge (Planes) or Profession (Soldier)</i>
1	The Efreet live on what plane? <i>The Plane of Fire</i>	What attack types are Efreet immune to and which attack types are they vulnerable to? <i>Immune to Fire, Vulnerable to Cold</i>	Name seven spell like abilities which Efreet are capable of performing? <i>Detect Magic, Plane Shift, Produce Flame, Pyrotechnics, Scorching Ray, Invisibility, Wall of Fire, Wish, Gaseous Form, Permanent Image, Shape Change</i>
2	How tall are Efreet? <i>Large size, 12' tall, 2,000 pounds weight</i>	What are "noble" Efreet called? <i>Maliks</i>	What spell like abilities do Maliks possess that average Efreet do not? <i>Fireball, Heat Metal, Greater Invisibility, Pyroclastic Storm</i>
3	What are Fire Elementals made of? <i>Fire</i>	What is the best way to flank a Fire Elemental? <i>Never, elementals cannot be flanked</i>	Describe the circumstances that would allow a Fire Elemental to cross a body of water. <i>If they can step or jump over it, or if it is covered with a flammable material such as a layer of oil</i>
4	What does fire do? <i>It burns</i>	Describe the effects that will occur when using natural weapons or unarmed strikes against Fire Elementals. <i>Any creature using natural weapons or unarmed strikes risks catching on fire on successful strikes against a Fire Elemental</i>	Describe three specific differences between a medium and a large Fire Elemental other than size. <i>Large Fire Elementals get multiple attacks, they can take twice the damage of a medium, they take less damage from normal weapons, their burning effect is deadlier and more difficult to avoid, and large elementals can move before and after making an attack</i>
5	True or False: Efreet move quickly on the ground but do not have the ability to fly. Explain. <i>False. Efreet are rather slow on the ground, speed of halfling or gnome, but fly quickly and with perfect ability</i>	Describe a method Efreet frequently use, in their usual deceitful manner, when conducting surveillance or to put their enemies at ease. <i>Efreet can change their shape while retaining their abilities and thus pass themselves off as almost any humanoid or giant humanoid creature</i>	Name at least three spells which are significantly more efficacious against Efreet and Fire Elementals . <i>Ray of Frost, Cone of Cold, Ice Storm, Freezing Sphere, Polar Ray, Chill Shield, Wall of Ice</i>
6	What languages do Salamanders speak? <i>Common, Ignan</i>	Describe the best approach and methodology to use to attempt to trip a Salamander during combat. <i>Salamanders cannot be tripped, attempts to do so are doomed to failure</i>	What special type of attack are Salamanders known to employ on creatures their size or smaller? <i>Salamanders will attempt to grapple with their tail and constrict their foes if successful which causes increased damage and prevents foes from being able to attack</i>

The Plane of Fire Q1R	The Plane of Magma Q1r	Large size, 12' tall, 2,000 pounds weight Q2R	Very Large size, 18' tall, 5,000 pounds weight Q2r
Immune to Fire, Vulnerable to Cold Q1B	Immune to Fire, Vulnerable to Electricity Q1b	Maliks Q2B	Shahzadas Q2b
Detect Magic, Plane Shift, Produce Flame, Pyrotechnics, Scorching Ray, Invisibility, Wall of Fire, Wish, Gaseous Form, Permanent Image, Shape Change Q1A	Read Magic, Blur, Magic Missile, Searing Light, Summon Monster (IV), Fireball, Heat Metal, Pyroclastic Storm, Polymorph Other, Limited Wish, Infernal Healing Q1a	Fireball, Heat Metal, Greater Invisibility, Pyroclastic Storm Q2A	Dispel Magic, See Invisibility, Teleport, Minor Globe of Invulnerability Q2a
Fire Q3R	Magical Magma Q3r	It burns Q4R	Create small portals to the Plane of Fire Q4r
Never, elementals cannot be flanked Q3B	Only by creatures larger in size than the elemental using pole-arms or other weapons with reach Q3b	Any creature using natural weapons or unarmed strikes risks catching on fire on successful strikes against a Fire Elemental Q4B	Once inside the Fire Elementals protective burning aura, natural weapons and unarmed strikes will do more damage Q4b

<p>If they can step or jump over it, or if it is covered with a flammable material such as a layer of oil</p> <p>Q3A</p>	<p>As long as the body of water is not deeper than they are tall, a fire elemental may cross it slowly, like a humanoid crossing difficult terrain, and the water will briefly extinguish its burning effect though it will reignite shortly after leaving the body of water</p> <p>Q3a</p>	<p>Large Fire Elementals get multiple attacks, they can take twice the damage of a medium, they take less damage from normal weapons, their burning effect is deadlier and more difficult to avoid, and large elementals can move before and after making an attack</p> <p>Q4A</p>	<p>Large Fire Elementals are faster than mediums, they are less vulnerable to cold effects, their burning effect encompasses an area twice as large as they are, and large fire elementals have the ability to fly</p> <p>Q4a</p>
<p>False. Efreets are rather slow on the ground, speed of halfling or gnome, but fly quickly and with perfect ability</p> <p>Q5R</p>	<p>False. While Efreets are one of the fastest creatures on the ground, they have a limited flight capability, though they are not adept at it</p> <p>Q5r</p>	<p>Common, Ignan</p> <p>Q6R</p>	<p>Common, Infernal</p> <p>Q6r</p>
<p>Efreets can change their shape while retaining their abilities and thus pass themselves off as almost any humanoid or giant humanoid creature</p> <p>Q5B</p>	<p>Efreets have the ability to use a Greater Scrying and this scrying is very difficult to detect or block</p> <p>Q5b</p>	<p>Salamanders cannot be tripped, attempts to do so are doomed to failure</p> <p>Q6B</p>	<p>By creatures of greater size than the Salamander only</p> <p>Q6b</p>
<p>Ray of Frost, Cone of Cold, Ice Storm, Freezing Sphere, Polar Ray, Chill Shield, Wall of Ice</p> <p>Q5A</p>	<p>Shocking Grasp, Lightning Bolt, Chain Lightning, Call Lightning Storm,</p>	<p>Salamanders will attempt to grapple with their tail and constrict their foes if successful which causes increased damage and prevents foes from being able to attack</p> <p>Q6A</p>	<p>Salamanders will attempt to grapple foes with their second pair of arms in order to hold them close to their bodies to enhance their burning effect and utilize their poisonous bite</p> <p>Q6a</p>