

Player Paraphernalia

KNOTTY
WORKS

SETTING THE
WORLD ON FIRE
MORE GOBLIN ARCHETYPES

#117

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Bestiary ©2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2 ©2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge,

James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder Roleplaying Game Bestiary 3 ©2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook. ©2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Race Guide ©2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Magic. ©2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Anger of Angels. ©2003, Sean K Reynolds.

Book of Fiends. ©2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might. ©2002, Monte J. Cook.

Monte Cook's Arcana Unearthed. ©2003, Monte J. Cook.

Path of the Magi. ©2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. ©2002, Sean K Reynolds.

Angel, Monadic Deva from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Baphomet from the Tome of Horrors Complete ©2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Darghodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Hydrodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Frogemoth from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Genie, Marid from the Tome of Horrors Complete ©2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Grippli from the Tome of Horrors Complete ©2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Nereid from the Tome of Horrors Complete ©2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Ice Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene.

Iron Cobra from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Marid from the Tome of Horrors III. ©2005, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Nabasu Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Necrophidius from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Sandman from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

Wood Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Player Paraphernalia #117 Setting the World on Fire, More Goblin Archetypes © 2017, The Knotty-Works; Author: John Buckley.

d20pfsrd.com. © 2010, John Reyst.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.

PLAYER PARAPHERNALIA #117

BY THE KNOTTY-WORKS



Welcome to issue one hundred and seventeen of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). Goblins have the penchant for lighting things up with their flaming desire to make their mark upon the world. This issue introduces several options for building on this innate desire to play with fire with the fire bug sorcerer bloodline and several fire bug archetypes for various classes.

THE FIREBUG BLOODLINE

Goblins have some strange birthing rites that involve fire to both toughen and enhance the baby's life force. If the baby appears particularly resistant to the flame, they are considered touched by the blessing of the fire and are raised to harness the flame for their own desires.

Race

The firebug bloodline is restricted to goblins.

Class Skill

The firebug bloodline goblin sorcerer treats the acrobatics skill as a class skill.

Bonus Spells

Touch of Combustion (3rd), Fire Breath (5th), Firestream (7th), Firefall (9th), Flame Strike (11th), Contagious Flame (13th), Firebrand (15th), Fire Storm (17th), Meteor Swarm (19th)

The firebug treats it's Charisma as 2 points higher in regards to learning fire based

spells by level including the bonus spells granted by the bloodline.

Bonus Feats

Agile Maneuvers, Burn! Burn! Burn!, Burning Spell, Elemental Focus (Fire), Enlarge Spell, Fire Hand, Fire Tamer, and Toughness

Bloodline Arcana

When the goblin firebug casts spells with the fire descriptor or deals fire damage, it gains a +1 bonus to its caster level in regards to the effects of the spell and any associated DCs for the spell cast gain a +1 bonus.

Bloodline Powers

The firebug goblin sorcerer learns from an early age that fire is its most trusted friend and ally, relying on it more than any other.

Burning Fortitude (Ex)

The firebug gains fire resistance 5 at 1st level. This resistance increases to 10 at 5th level, 15 at 10th level, and 20 at 15th level. The firebug gains Immunity to fire at 20th level.

The firebug is not immune to its own fire based spells or bloodline powers. However, its resistance and Reflex saving throws apply.

Burning Touch (Sp)

At 3rd level, the firebug may manifest a flaming nimbus about its hand as a swift action. The flame lasts until the beginning of the firebug's next turn and may be used to make a melee touch attack that causes

1d6 + 1 per two sorcerer class levels for any attack made while the nimbus is active.

Beginning at 6th level, the firebug may throw the fire as a ranged **touch attack** with a range of 30 ft., though it immediately ends once thrown. The firebug may manifest the flame up to 3 + its Charisma modifier times per day.

Burning Body (Sp)

At 9th level, the firebug may erupt into flame as a **swift action** that lasts until the beginning of the goblin's next turn. Anyone within 10 ft. of the firebug must make a **Reflex** save (DC 10 + ½ the firebug's class level + its Charisma modifier) or suffer 2d6 + 1 per two sorcerer class levels points of fire damage.

Unattended objects within range whose hardness is less than the damage caused by the fire catch fire and suffer an additional 1d6 points of damage until completely destroyed or extinguished.

Any melee or unarmed attacks made by the firebug cause an additional 2d6 + 1 per two sorcerer class levels points of fire damage while this power is manifested. It may be manifested a total number of times per day equal 3 + the firebug's Charisma modifier.

Explosive Personality (Sp)

At 15th level, the firebug may spend a **standard action** to trigger a burst of fire that completely engulfs a 20 ft. radius about it, causing 1d6 points of damage per sorcerer class level. Everyone within range is allowed a **Reflex** save to reduce the damage by half (DC 10 + ½ the firebug's class level + its Charisma modifier).

The firebug may use this power once per day, plus an additional time at 17th and 19th levels.

Fire Within (Sp, Su)

At 20th level, the firebug maintains a seed of elemental fire within itself. As a result, spells and **spell-like abilities** that cause

fire damage cast by the firebug add ½ its sorcerer class level to the damage.

Once per day the firebug may manifest the effects of the **Fiery Body** spell as a **spell-like ability**, using its sorcerer class level as the caster level.

THE FIREBUG MYSTERY

It isn't just the mystery of fire that perplexes goblins, but the desire to watch as things burn to the ground. The firebug mystery represents that burning desire goblins have to master not just the flame, but creative ways to employ it to better their world.

Race

The firebug mystery is restricted to goblins.

Class Skills

The firebug oracle gains **Acrobatics**, **Fly**, **Intimidate**, and **Survival** as class skills.

Bonus Spells

Touch of Combustion (2nd), **Fire Breath** (4th), **Firestream** (6th), **Firefall** (8th), **Flame Strike** (10th), **Contagious Flame** (12th), **Firebrand** (14th), **Fire Storm** (16th), **Fiery Body** (18th)

Oracle Revelations

Backdraft (Ex)

The oracle creates a flame infused gust of hot air. The effect is identical to the **Gust of Wind** spell, but everyone within the area of effect suffer 1d6 + 2 points per oracle level of fire damage. Individuals within the area of effect are allowed a **Fortitude** save (DC 10 + ½ the oracle's class level + its Charisma modifier) to reduce the damage by half. Unlike the normal **Gust of Wind**, this effect does not extinguish existing fires but instead causes everyone within 5 ft. of the open flame to suffer an additional 1d6 points of damage.

The oracle can use this revelation 3 + its Charisma modifier times per day and must be at least 5th level before it may choose this revelation.

Balls of Fire (Sp)

The oracle may produce up to two small balls of fire in its open hands as a **standard action**. These balls may then be thrown as a **free action** or held for up to a number of rounds equal to the oracle's class level. The balls may be thrown or wielded individually or in tandem as a two-weapon attack, though penalties for wielding two weapons apply, treating each ball as a light weapon.

Each ball causes 1d6 + 1 point per 2 oracle class levels fire damage, allowing the goblin to either make a melee or ranged **touch attack** with each ball. The balls have a 20 ft. range increment and once thrown disappear upon striking any surface.

The oracle may use this revelation 3 + its Charisma modifier times per day.

Blessing of the Flame (Sp)

The oracle may erupt into flame as a **swift action** that lasts until the beginning of the goblin's next turn. Anyone within 10 ft. of the goblin must make a **Reflex save** (DC 10 + $\frac{1}{2}$ the oracle's class level + its Charisma modifier) or suffer 2d6 + 1 per two oracle class levels points of fire damage.

Unattended objects within range whose hardness is less than the damage caused by the fire catch fire and suffer an additional 1d6 points of damage until completely destroyed or extinguished.

Any melee or unarmed attacks made by the firebug cause an additional 2d6 + 1 per two oracle class levels points of fire damage while this power is manifested. It may be manifested a total number of times per day equal 3 + the goblin's Charisma modifier. The oracle must be 11th level before it may choose this revelation.

Cremation Inferno (Sp)

The oracle may cause one creature within 60 ft. to burst into intense flames as a **standard action**. The creature is allowed a **Fortitude save** (DC 10 + $\frac{1}{2}$ the oracle's class level + its Charisma modifier) to reduce the damage by half, but otherwise suffers 1d6

points of damage per oracle class level. In addition, armor and weapons carried or worn by the opponent also suffer fire damage from the intense flames. If the opponent does not have fire resistance or **immunity** to fire, it must make a **Reflex save** (same DC as the **Fortitude** save) or catch on fire as well.

The oracle must be at least 11th level before it may take this revelation and may use it 3 + its Charisma modifier times per day.

Flame Retardant (Ex)

The oracle gains **Fire Resistance 5**, increasing by 5 at 5th level and every five levels thereafter. Once the oracle reaches 20th level, it is immune to fire damage.

Fire Jet (Sp)

The oracle may fly as the spell with a speed of 60 ft. Per round, though its maneuverability is poor. The oracle initiates and dismisses this revelation with a **standard action** and may use it for a total number of minutes equal to its class level. These minutes do not have to be consecutive, but must be used in one minute increments.

If the oracle flies less than half the speed granted by the revelation, any remaining movement not used actually causes the oracle to plummet by an equal amount. If it hits the ground during this descent, the oracle suffers 1d6 points of damage.

The oracle may **charge** while using this revelation, in which case it gets a +4 **circumstance bonus** to attack and damage if attacking a creature on the ground and a **free bull rush** attempt that does not provoke an **attack of opportunity** from the target. Using this revelation in this manner automatically ends the flight for the oracle.

The oracle must be at least 7th level before it may choose this revelation.

Flash Bang (Sp)

The oracle causes a loud pop and bright flash to explode in a 5 ft. square up to 100 ft. away within its line of sight. Everyone within

30 ft. of the flashbang must make a **Fortitude** save (DC 10 + $\frac{1}{2}$ the oracle's class level + its Charisma modifier) or become **blinded** and **deafened** for 3d6 rounds. Creatures with the light sensitivity **vulnerability** suffer a -2 penalty to their saving throw. Creatures already **blinded** or **deafened** are not affected by that component of this effect. The oracle may use this ability a number of times per day equal to $\frac{1}{2}$ it's class level.

Minor Conflagration (Sp)

The oracle causes a fire to ignite in a 5 ft. area up to 60 ft. away as a **standard action**. Anyone within that area must make a **Reflex** save (DC 10 + $\frac{1}{2}$ the oracle's class level + its Charisma modifier) or suffer 1d6 points of damage. The fire continues to burn in that area for a number of rounds equal to the oracle's class level. After the initial round, the oracle may spend a **move action** to have the fire spread into another 5 ft. area as long as it isn't physically blocked by earth, stone, emptiness, or water and the entire area covered by flame is contiguous. Anyone within any area covered by the flame must make the same **Reflex** save for suffer 1d6 points of fire damage.

At 10th level, the damage increases to 2d6 points, and 3d6 at 18th level. The oracle may use this revelation 3 + the goblin's Charisma modifier times per day.

Shimmer (Su)

The oracle may manifest a shimmering wave of heat and smoke about its body as a **swift action** that lasts until the beginning of its next turn. The effect grants the goblin partial **concealment** from both melee and ranged attacks physical attacks, but not from spells, **spell-like abilities**, or supernatural energy or force based attacks.

The oracle may manifest this revelation a total number of rounds per day equal to its class level.

Smoldering Gaze (Sp)

The oracle may stare intently at one creature or object within 30 ft. as a **standard**

action, causing it to begin to heat up and smolder. Creatures targeted by the goblin must make a **Fortitude** save (DC 10 + $\frac{1}{2}$ the oracle's class level + its Charisma modifier) or suffer 1d6 points of fire damage while unattended object automatically take 1d6 points of fire damage.

If the goblin uses this revelation on the same creature or object for more than one consecutive round, the damage increases by 1d6 points of fire damage each round and creatures that suffer damage from this effect after the first consecutive round must make a **Reflex** save each round (same DC) or catch fire. Unattended objects automatically catch fire.

The oracle may use this revelation a total number of rounds per day equal to $\frac{1}{2}$ its class level + its Charisma modifier (minimum of 1).

Final Revelation

At 20th level, the oracle maintains a seed of elemental fire within itself. As a result, spells and **spell-like abilities** that cause fire damage add $\frac{1}{2}$ its oracle class level to the damage.

Once per day the oracle may manifest the effects of the **Fiery Body** spell as a **spell-like ability**, using its class level as the caster level.

SCORCHED CURSE

Your body is scarred from remnants of 1st through 3rd degree burns you suffered earlier in life.

Effect

You suffer a -4 penalty on all perception checks based on touch. In addition, -2 on **Diplomacy** skill checks but gain a +2 bonus on Intimate skill checks.

At 5th level, you gain DR 5/lethal. This **damage reduction** also applies versus spells that cause nonlethal damage.

At 10th level, you gain DR 10/lethal. This damage reduction also applies versus spells that cause nonlethal damage.

At 15th level you become immune to nonlethal damage.

THE FIREBUG (DRUID ARCHETYPE)

Goblins love nature, they love transforming it to meet their needs and desires. And the quickest way to initiate that transformation is through flames and heat, quickly clearing out the area from things and creatures that threaten or compete with goblins for resources and space.

The firebug sees itself as a natural extension of nature's need to cleanse itself and create itself anew.

Race

The firebug druid archetype is restricted to goblins.

Call Forth the Flame (Sp)

The firebug may sacrifice a prepared spell to fire a blast of flame as a ranged touch attack that does 1d6 points of fire damage per class level. If the flame blast successfully strikes the target, everyone within 5 ft. must make a Reflex save or suffer half damage. The range of the flame blast, associated saving throw DC, and maximum damage is based on the spell sacrificed. The firebug adds its Wisdom modifier to the Reflex save DC.

Fire Blast Conversion Table			
Spell Level	Range	Maximum Damage	Reflex DC
1	close (25 ft. + 5 ft./2 levels)	5d6	11
2		5d6	12
3		8d6	13
4	medium (100 ft. + 10 ft./level)	10d6	14
5		10d6	15
6		12d6	16

Fire Blast Conversion Table

Spell Level	Range	Maximum Damage	Reflex DC
7	long (400 ft. + 40 ft./level)	15d6	17
8		15d6	18
9		18d6	19

This ability replaces the druid's ability to spontaneously cast *Summon Nature's Ally*.

Fire Tongue

The firebug adds Ignan to the list of possible bonus language options in addition to any languages granted to goblins.

Firebugs are also proficient with the druidic tongue, though they do not know the druidic alphabet and will not willingly read or write in the druidic (or any other) language.

This feature alters the druid's bonus languages.

Born of Fire

The firebug's faith relies on the power and provisions of fire. As a result the firebug gains access to the Fire domain at 1st level. The firebug's class level is treated as the effective cleric level, and it does gain additional domain spell slots which must be used with the fire domain spells. Fire domain spells cannot be converted to the firebug's Call Forth the Flame ability.

This feature replaces the druid's Nature Bond class feature.

Fire Brand (Sp)

At 1st level, the firebug may cause any source of fire within 30 ft. to burst into a bright flash or billow with a dark choking smoke as a standard action. The effect is identical to the *Pyrotechnics* spell and it may be used once per day, plus an additional time at 3rd level and every three levels thereafter. The DC of any associated saving throws is equal to 10 + ½ the firebug's class level + its Wisdom modifier.

This feature replaces the druid's Wild Empathy class feature.

Flaming Fortitude (Ex)

The firebug gains a +4 bonus on any saving throws involving fire based attacks or effects at 4th level. At 9th level, any damage absorbed by the firebug's resistance actually heals it for half the damage that was resisted. Once the firebug gains immunity to fire, half of the damage that would have been suffered from the fire is healed by the goblin.

This feature replaces the druid's Resist Nature's Lure and Venom Immunity features gains at 4th level and 9th level respectively.

Flame Shape (Su)

Beginning at 4th level, the firebug may change her form into that of a small fire elemental as the *Elemental Body I* spell. The firebug may transform into the elemental for a number of hours equal to its class level. The transformation to either elemental or goblin form requires a standard action that does not provoke an attack of opportunity.

The goblin may transform once per day, gaining an additional use at 6th level and every two levels thereafter until it reaches 20th level, at which point the firebug may transform into either form at will.

At 8th level the firebug may transform into a medium fire elemental as the *Elemental Body II* spell, a large fire elemental at 10th level as the *Elemental Body III* spell, and a huge fire elemental at 12th level as the *Elemental Body IV* spell.

This feature replaces the druid's Wild Shape class feature.

Touch of Scarification (Sp)

The firebug gains the ability to cause others to suffer painful burns upon

their skin simply by touch at 13th level. The goblin may make a single melee touch attack as a standard action. If successful, the target suffers a -2 penalty to attack rolls and Reflex and Fortitude saving throws. The burns fade over a period of time, with the penalties reduced to -1 after 24 hours and then completely disappear after another 24 hours. Victims are allowed a Fortitude save (DC 10 + ½ the firebug's class level + its Wisdom modifier) to reduce the penalty to -1 when first touched, reducing the effect to just 24 hours. Those already subjected to the firebug's touch are immune to any further touch attacks for this effect for 24 hours or while already suffering the effects of a previous touch.

Creatures with resistance or immunity to fire are not affected by this effect. The firebug may voluntarily initiate or dismiss this effect as a free action as desired.

This feature replaces the druid's A Thousand Faces class feature.



OTHER KNOTTY WORKS PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

