

Sigfried locked eyes with the vast, scaly monstrosity which loomed over him, its cold, reptilian eyes glinting with malice and hate at the paladin's well-polished, if somewhat scorched, armor. The two were caught up in a desperate struggle on the village green, which minutes ago had been filled with good and honest townsfolk, most of whom had now fled to the safety of the nearby chapel. Sigfried could see them through the chapel's windows, huddling against the glass, fear in their eyes, knowing that he and his companions were their only chance of salvation.

Of these he had precious few remaining. His friend Horatio, another noble warrior, had already fallen to beast's wicked claws and fearsome bites, and lay collapsed on the ground, unmoving. Another companion, Jack, a borderline brigand for whom Sigfried admitted a grudging respect, had fled from the beast, and Sigfried could not find the heart to blame him. His only remaining ally was Elvalia, who stood back from him a good forty feet, barring the entrance to the chapel and chanting in a low murmur, holding her holy symbol above her head.

His thoughts were interrupted by a sudden roar from his foe, who unleashed a torrent of crackling lightning from its toothy maw. Struggling to move his arm in time, Sigfried brought his shield up in front of him, intercepting the deadly bolt. Still, the blast had great force, and he struggled not to fall to the ground as he was pushed back. He looked up, terrified to see that the creature had broken off its assault on him, and was now advancing on Elvalia, who continued to chant her spell, unprotected by even the lightest of armors.

He rushed to bar the beast's path, blocking it from reaching Elvalia. He knew that he stood no chance against the creature's terrible bulk and wrath, but vowed to fight on anyway, hoping against hope that his sacrifice could buy the cleric enough time to unleash her spell and destroy the foul creature before it could harm any more of the innocents in this town.

The dreaded behemoth let out another roar, this one of mere annoyance, and swatted contemptuously at the paladin, brushing him aside as if he were nothing more than a child's plaything. Collapsed, panting on the ground, Sigfried cursed himself for not being able to delay the monster longer, but found himself too weak to stand. The creature continued on a few more steps, and then, with a piercing cry, Elvalia completed her spell, sending down a torrent of fire which consumed both paladin and fiend alike.

Sigfried closed his eyes, preparing himself for the death that this inferno would no doubt bring, his final thoughts a prayer that it would be enough to end his foe. The fires enveloped him, flames licking his armor. The beast let out a roar of agony, writhing and thrashing in the bright white flames, before collapsing in a heap to the ground, its scales blackened and charred. To his surprise, however, Sigfried found not only that the fires did not burn him, but in fact he felt life and vigor return to his weary, broken body through the power of the magic flames.

Slowly, he stood, sheathing his sword and emerging from the flames. Even his armor and cloak were untouched by the fires Elvalia had summoned. He looked up at her, stunned, then dropped to one knee, bowing his head, and proclaimed "My lady Elvalia, I owe you my life. How did you make the flames spare me?"

She gave him a coy smile and replied "But sir knight, I did nothing. You saved yourself." And with that, she turned inside to tend to the wounded villagers.

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Sample file



Sidebar: Terminology

For legal reasons, this book will refer to the person running the game as the “Dungeon Maestro,” or “DM” for short. This term reflects the fact that a Dungeon Maestro runs the game in a fashion similar to a maestro directing an orchestra: weaving together diverse and unrelated pieces to form a cohesive story. It acknowledges the complexity of the job without adding an unnecessary sense of the grandiose. Similar titles would set the person running the game above the players, minimizing their importance in the game’s story and conclusion. This change is in name only, and in no way indicates a change in the responsibilities of the DM.



Introduction:

The concept of magical fire has a long history in folklore, and is a staple of the fantasy genre, something found in a wide variety of worlds and settings. There are numerous types of magical fire, but in general, the most popular sort is that which has some kind of religious significance: holy or unholy fire, sacred flames which burn only those with impure hearts, or unholy fires which burn hotter than any mundane flame, and may even seem nearly sentient, taking perverse glee in the destruction they cause.

Such magical fires present a vast and fertile realm of possibilities which is so far largely untapped. This, then, seemed like an excellent subject for a short sourcebook, such as this one, to explore. Of the two types of magical fire mentioned, we felt that holy, sacred fires were the best concept to work with, as such fires are used less often, and would create a more unique and interesting sourcebook when the dust finally cleared.

A Necromancer's Grimoire: The Book of Purifying Flames is devoted to a class of magical flames which burn only the wicked and impure, leaving those who are true of heart unscathed. Further, those who master these purifying fires can cause them to do even greater harm to those with evil hearts, or even to provide benefits to goodly allies, burning away diseases or curses which ail them, or even closing their wounds and providing healing.

Purifying Damage

The spells and abilities in this book use a new damage type, purifying damage, in addition to fire damage to represent the magical qualities of purifying flames. In most respects, purifying damage is like any other energy damage, but there are a few key differences, which are described here in full.

First and foremost, it is important to note that nothing in this book deals purifying damage by itself, but rather always pairs it with another type of damage, in this case fire. This is not strictly

because it is impossible for an effect to deal only purifying damage, but because no creature currently has resistance to purifying damage, which would make such damage incredibly powerful. Note that in cases where damage is both purifying and fire (or another energy type), the creature should apply the highest relevant energy resistance it possesses, and if it is immune to one of the two energy types, it is immune to all of the damage (*for example, if an effect deals 13 points of damage, which is both fire and purifying damage, to a demon that has resistance to fire 10, the creature would take a total of 3 points of damage, which is both purifying and fire. By contrast, the same effect would deal no damage to a devil who was immune to fire*).

Secondly, and by far the most unique aspect of purifying damage, **only evil creatures are susceptible to purifying damage**. Any non-evil creature who would be damaged by purifying damage simply ignores that damage. Some feats and abilities may allow a creature wielding purifying fire to damage neutral creatures with it. In the case of damage which is both purifying and another type, such as fire, a non-evil creature is immune to all of the damage (*for example, if an effect deals 22 points of damage, which is both purifying and fire damage, to a lawful-good hound archon, it would instead deal no damage. If only 5 of that damage were purifying damage, however, the archon would still take the remaining 17 damage*).

Finally, a number of effects in this book care about whether or not an effect is dealing purifying damage, and may modify effects that do so. As long as at least one point of the damage the effect deals is purifying, even if that damage is also another type, such as fire, then the effect deals purifying damage. Note that a number of these effects do not actually care whether or not the target of the effect actually *takes* the damage, but simply care whether they are targeted by the effect.

Purification Feats

This book contains a number of feats which can modify spells or effects that deal purifying

damage. These feats are referred to as purification feats. These feats are similar to metamagic feats, in that they modify existing spells and abilities, but they do not increase the effective level of spells that they modify, and they can be applied on-the-fly, rather than needing to be prepared in advance.

Instead, there is a limit to the number of purification feats which can be applied to a given spell or ability, based on that spell or ability's effective spell level. By default, you can't apply more than one purification feat per two spell levels of the spell or ability to be modified, rounded down (*for example, you could apply two purification feats to a 4th-level spell, or three purification feats to a 7th-level spell*). In the case of abilities, an effective spell level is typically given. If one is not, purification feats cannot be applied to that ability. The Purification Mastery feat allows you to apply an extra purification feat you know. No matter how many purification feats you can apply to a single spell or effect, you cannot apply a single purification feat to any given effect more than once at a time.

Purification feats can only be applied to spells or abilities which either deal purifying damage or have the purifying descriptor.

Purifying Spells

This book also contains a number of spells

which deal purifying damage, and which have the new purifying descriptor. In general, these work just like other spells. Channeling purifying fire, however, is something that can only be done by those who are pure of heart, meaning that only non-evil characters can cast spells with the purifying descriptor.

Feats

Abolishing Fire [Purification]

Prerequisites: Character level 5th, non-evil

Benefit: Whenever you hit a non-evil creature with an effect that deals purifying damage, you may choose to have that creature be affected as though by the third effect of the spell *dispel evil*. The caster level for this ability is equal to your character level.

Special: The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

Banishing Fire [Purification]

Prerequisites: Non-evil, any other purification feat

Benefit: Whenever you hit an evil creature with an effect that deals purifying damage, you may choose to have that creature be affected by *banishment* (DC 19). If the affected creature isn't extraplanar, this has no effect. Creatures banished by this ability can't leave their home plane until a

Sidebar: Neutrality and Purification

Much consideration was given to whether or not purifying damage should, by default, harm neutral creatures, and whether or not neutral creatures should be able to wield the power of the purifying flame. Ultimately, there are good points for both sides, and one's position tends to boil down to one's views on the nature of neutral alignments and the nature of "purity."

Ultimately we wound up where we did primarily because it allowed us a little more freedom when working with purifying damage, because it provided a larger drawback to using purifying spells and abilities, and so we could afford to make those abilities just a little more powerful.

There's no particular reason you can't change purifying damage to default to dealing damage to all non-good creatures, or change the prerequisites on some of the purification feats or spells, but be sure to be careful if you do so, as that may fundamentally shift the balance of spells and abilities included herein.

Table 1-1: Feats

Feats	Prerequisites	Benefits
Abolishing Fire	Character level 5th, non-evil	Dispelling harmful spells with holy fire
Greater Abolishing Fire	Character level 11th, non-evil, Abolishing Fire	As Abolishing Fire, but multiple effects
Banishing Fire	Non-evil, any other purification feat	Banish evil outsiders with purifying flames
Clarifying Fire	Character level 12th, non-evil	Remove confusion with purifying flames
Cleansing Fire	Character level 6th, non-evil	Remove diseases with purifying flames
Discriminating Purification	Good	Your purifying flames harm neutral creatures
Disparaging Fire	Good	Scare evil creatures with purifying flames
Dispelling Fire	Character level 5th, non-evil	Dispelling evil magic with purifying flames
Greater Dispelling Fire	Character level 11th, non-evil, Dispelling Fire	As Dispelling Fire, but more powerful
Disrupting Fire	Character level 5th, good	Destroy undead with purifying flames
Exhausting Fire	Good	Your purifying flames tire foes
Extra Ignite Weapon	Ignite weapon class feature	Use ignite weapon one extra time per day
Fortuitous Fire	Character level 9th, non-evil	Remove curses with purifying flames
Invigorating Fire	Character level 12th, non-evil	Heal paralysis with purifying flames
Mark of the Purifying Flame	Good	Marked as a pure soul, deal extra purifying damage
Purifying Strike*	Good, base attack bonus +6, Mark of the Purifying Flame, Weapon Focus	Deal extra purifying damage against a single target with melee attacks
Melting Fire	Character level 15th, non-evil	Your purifying flames heal petrification
Neutralizing Fire	Character level 9th, non-evil	Remove poisons with purifying flames
Pure Conviction	Non-evil	Purification effects deal extra damage to evil foes
Purification Mastery	Character level 12th, good, 3 purification feats	Apply an extra purification feat to purifying effects
Purifying Spell	Non-evil	Spell deals purifying damage
Relentless Purification	Good, any other purification feat	Purification effects ignore some resistance or immunity
Restful Fire	Character level 9th, non-evil	Heal exhaustion with purifying flames
Soothing Fire	Character level 3rd, non-evil	Remove sickness with purifying flames
Greater Soothing Fire	Character level 9th, non-evil, Soothing Fire	Remove nauseated condition with purifying flames

*This is a combat feat and can be taken as a fighter bonus feat.

year and a day have passed.

Special: The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level unless you possess Purification Mastery.

Clarifying Fire [Purification]

Prerequisites: Character level 12th, non-evil

Benefit: Whenever you hit a non-evil creature with an effect that deals purifying damage, you may choose to have that creature be affected by *remove blindness/deafness*, using your character level as the caster level. Each time you use this feat you must choose between blindness and deafness.

Special: The number of purification feats you can apply to any one effect that deals purifying damage is equal to 1/2 its effective spell level