

FORGEFIRE ADEPT

GAME RULE INFORMATION

Forgefire Adepts have the following game statistics.

Abilities: Strength improves the carrying capacity and benefits the occasional melee-centric build.

Dexterity will improve the Initiative of forgefire adepts, in addition to the Armor Class if lightly armored.

Constitution affects the DC for the breath weapon, as well as improving the hit points. It is therefore a good stat for builds centered around using the breath weapon for damage. Intelligence is a good stat for crafting and skill oriented characters.

Wisdom affects the DC of invocations, which is good for builds that use them to control the enemy with status or apply direct damage in a spell-like way. It also confers some bonuses after level 7. It is therefore one of the most relevant stats for a forgefire adept.

Races: Any race or subgroup that has a high inclination towards smithing may become a Forgefire Adept. As one would expect, Dwarves are a very usual candidate, but not the only one.

Alignment: Any, but if it follows a God, it must be one that offers a Domain strongly related to either Fire or Forge.

Hit Die: d10.

Starting Gold: 4d6×10 gp.

Starting Age: As fighter.

Class Skills

The Forgefire Adept's class skills are: Appraise (Int), Concentration (Con), Craft (Any) (Int), Decipher Script (Int), Knowledge (arcana) (architecture and engineering) (local) (religion) (the planes) (Int), Listen (Wis), Open Lock (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha), Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Forgefire Adept.

Weapon and Armor Proficiency: Forgefire adepts are proficient with all simple weapons, plus all martial hammers. They are also proficient with medium armor and shields (except tower shields).

Bonus Language: A forgefire adept can choose Ignan, Terran or Dwarven as one of their known languages.

Bonus Feats: A forgefire adept gains craft magic weapons and armor as a bonus feat at 4th level. They also gain forge ring as a bonus feat at 14th level.

TABLE 1: FORGEFIRE ADEPT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Breath Weapon Damage	Forge Invocations Known
1st	+0	+2	+0	+2	Embertouched, Invocations (Least)	1d6	1
2nd	+1	+3	+0	+3	Hardened Skin +2, Breath Effect	1d6	1
3rd	+2	+3	+1	+3	Children of Stone and Fire	2d6	2
4th	+3	+4	+1	+4	Craft Magic Weapons and Armor	2d6	2
5th	+3	+4	+1	+4	Breath Effect	3d6	2
6th	+4	+5	+2	+5	DR 2/magic, Invocations (Lesser)	3d6	3
7th	+5	+5	+2	+5	Divine Insight	4d6	3
8th	+6/+1	+6	+2	+6	Hardened Skin +3	4d6	4
9th	+6/+1	+6	+3	+6	Magic Forge	5d6	4
10th	+7/+2	+7	+3	+7	Breath weapon range doubles, Breath Effect	5d6	4
11th	+8/+3	+7	+3	+7	Invocations (Greater)	6d6	5
12th	+9/+4	+8	+4	+8	Breath Effect	6d6	5
13th	+9/+4	+8	+4	+8	Hardened Skin +4	6d6	6
14th	+10/+5	+9	+4	+9	Forge Ring	7d6	6
15th	+11/+6/+1	+9	+5	+9	Breath Effect	7d6	6
16th	+12/+7/+2	+10	+5	+10	DR 5/magic, Invocations (Final)	7d6	7
17th	+12/+7/+2	+10	+5	+10	Old like the Mountains	8d6	7
18th	+13/+8/+3	+11	+6	+11	Hardened Skin +5	8d6	8
19th	+14/+9/+4	+11	+6	+11	Immunities	8d6	8
20th	+15/+10/+5	+12	+6	+12	Breath Effect	9d6	8

TABLE 2: FORGEFIRE ADEPT BREATH EFFECTS

Minimum Level	Breath Effect	Benefit
2nd	Bellowing Breath	Breath weapons summons a strong gust of wind
2nd	Sickening Breath	Cone-shaped breath weapon sickens creatures
2nd	Soot Breath	Cone-shaped breath weapon obscures vision
2nd	Stone Breath	Line-shaped breath weapon deals bludgeoning damage
5th	Acid Breath	Breath weapon deals acid damage
5th	Breath of the Forge	Breath weapon heats metal objects and creatures
5th	Shaped Breath	Create safe zones in your breath weapon's area
5th	Slow Breath	Cone-shaped breath weapon slows creatures
10th	Enduring Breath	Breath weapon deals damage over 2 rounds
10th	Cloud Breath	Breath weapon can take form of 20-foot radius cloud
10th	Energizing Breath	Breath weapon restores creatures in its area
10th	Thunder Breath	Cone-shaped breath weapon deals sonic damage
15th	Force Breath	Line-shaped breath weapon deals force damage
15th	Fivefold Breath	Breathe five different breath weapons simultaneously, at a cost
15th	Volcanic Eruption	Cone-shaped breath weapon with double range, at a cost
15th	Paralyzing Breath	Cone-shaped breath weapon paralyzes creatures for 1 round

Invocations: A forgefire adept has intuitive access to a number of magical effects called invocations. A forgefire adept can use any invocation they know at will as a spell-like ability with somatic component.

Using an invocation is a standard action that provokes attacks of opportunity. This can be avoided by using a concentration check to invoke the effect defensively. Being hit while performing an invocation entitles the forgefire adept to a concentration check to finish invoking, as would be the case for a regular spellcaster.

A forgefire adept's caster level is equal to their class level. Invocations may be dismissed by their caster as a standard action. If an invocation allows a saving throw, the DC is 10 + the equivalent spell level + the forgefire adept's Wisdom modifier.

Since spell-like abilities are not spells, a forgefire adept cannot benefit from feats that change the effect of spells or spell slots. They can, however, benefit from feats that emulate metamagic effects for spell-like abilities.

Breath Weapon (Su): At 1st level, you gain a breath weapon that you can use at will as a standard action. Each time you use your breath weapon, you can choose whether it takes the form of a 15-foot cone or a 30-foot line. This breath weapon deals 1d6 points of fire damage at level one and a successful Reflex save (DC 10 + 1/2 your class level + your Constitution modifier) halves the damage. As you gain levels, your breath weapon's damage increases, as shown on the level advancement table.

A forgefire adept is immune to the effect of their own breath weapon (but not to other breath weapons that produce similar effects, even those of other forgefire adepts).

At 10th level, a forgefire adept's cone-shaped breath weapon range doubles to 30 feet, and their line-shaped breath weapon range doubles to 60 feet.

Embertouched: At 1st level a forgefire adept's body changes as a consequence of their new divine link. Their carrying capacity is doubled, they gain 1 hit point, a +1 DC on spells and abilities with the [Fire] or [Earth] descriptors, and a +1 bonus on saving throws against poison, disease and paralysis effects.

Hardened Skin (Ex): At 2nd level and every some levels thereafter your body changes and toughens, replacing the flesh with fire and stone and metal, likening yourself to a forge. This grants you a natural armor bonus to AC that doesn't stack with other natural armor your character may have (use the highest value). This bonus is +2 at 2nd level, +3 at 8th level, +4 at 13th level, and +5 at 18th level.

Breath Effect: At levels 2, 5, 10, 12, 15 and 20, a forgefire adept can select one of the breath effects listed below for which they meet the minimum level prerequisite. These breath effects can alter their breath weapon's damage type or area, or apply a condition to targets in place of damage. Each time they use their breath weapon, they can choose to apply any one breath effect that they know. The chosen effect either replaces the normal fire damage dealt by their breath weapon or replaces the standard area of their breath weapon. Some effects can be applied only to a cone-shaped breath weapon, and others only to a line-shaped breath weapon. They can't apply more than one breath effect to their breath weapon at the same time unless the effect specifically states otherwise. They can't apply the same breath effect to their breath weapon in two consecutive rounds (though they still can use their normal fire breath weapon every round).

Children of Stone and Fire (Ex): At 3rd level, a forgefire adept gains a +2 sacred bonus on Wisdom-based skill checks while in a naturally made cave, in a fire-dominant plane or in an earth-dominant plane.

Damage Reduction (Ex): At 6th level, they gain damage reduction 2/magic. At 16th level, this improves to damage reduction 5/magic.

Divine Insight (Ex): At 7th level a forgefire adept gains some intuitive inspiration through their divine link. Consequently, they gain one of the following benefits:

- Add their Wisdom modifier to Concentration checks.
- Add their Wisdom modifier to Craft checks.
- Add their Wisdom modifier to Knowledge checks.
- Add their Wisdom modifier to their melee attack rolls.

Magic Forge (Su): At 9th level a forgefire adept further understands how magic is woven into objects during crafting. They can substitute an appropriate Craft check (DC22 + spell level) in place of a required spell they don't know or can't cast.

Old like the Mountains (Ex): At 17th level a forgefire adept becomes inured to the wear of time. Their life expectancy is increased three-fold and they do not take any further penalties for aging (but they retain any they already had). They also become immune to effects that would age them unnaturally.

Immunities (Ex): At 19th level they gain immunity to poison, disease and paralysis effects.

PLAYING A FORGEFIRE ADEPT

Forgefire adepts are crafting-focused characters that work with metal objects like weapons, armor or rings. They can provide help to their teammates by crafting new mundane or magical items, as well as identifying and appraising items found during adventuring. It is also easy for them to be a strong vanguard, a fire-damage area blaster, the group's know-it-all, a pack mule, or provide some utility. Forgefire adepts aren't great at being the face of the group or scouting.

Religion: If a forgefire adept follows a Deity, it should be one that offers the Fire or Forge domains. Even if that's not the case, or if they simply don't follow any deity, there must be a Deity in the setting that offers the Fire or Forge domains and is within one alignment of the character's or is in any way aligned in their interests or ideas. It is such a deity that will be attracted by the character's actions and thoughts and enables the transformation into a fireforge adept.

Combat: Forgefire adepts are a varied group tied by theme and flavour (as opposed to a mechanically tight class that is more flexible in regards to fluff). As such, there are many different ways in which a forgefire adept might contribute to a fight:

- Knowledge checks to identify enemies, weak points, spells... (see *Divine Insight* and the *Hearth of Knowledge* invocation)
- Destroy enemy equipment (see *Shattering Blows*, *Metalbreaker*, *Brittle Brand* and *Command Rust* invocations)
- Melee Attack damage with hammers (they have good BAB and proficiency with hammers, as well as *Divine Insight* and the *Forgehammer* invocation)
- Small area damage with breath weapon (usually fire damage but there's other options among the breath effects)
- Larger area damage with invocations (see *Scalding Gust*, *Searing Fog* invocations)
- Party support (see *Warm Light*, *Mending Fuel*, *Unquenchable Fire*, *Flame of Life* invocations and *Energizing Breath* effect)
- Area debuff (see *Deafening Roar*, *Quaking Presence*, *Crushing Weight* invocations and *Sickening Breath*, *Slow Breath* and *Paralyzing Breath* effects)

Advancement: Forgefire adepts benefit from full progression due to their scaling invocations and fire breath. Still, an advancement possibility for those that pick weapon attack invocations might include multiclassing into a martial class and getting weapon attack feats like two-weapon fighting or power attack. Crafting-focused forgefire adepts might multiclass into artificer to get some of the bonus item creation feats.

FORGEFIRE ADEPT LORE

Characters with ranks in Knowledge Religion or Knowledge Local can research forgefire adepts to learn more about them. When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: Forgefire adepts are blacksmiths favoured by a deity.

DC 15: Forgefire adepts can produce magical flame with their breath, and have magical abilities called invocations.

DC 20: Forgefire adepts are a varied bunch. Some of them bring their forging hammer to the battlefield to great effect, while others are able to restrain their opponents or bolster their allies with their magical abilities.

DC 30: Those that reach this level of success can research specific forgefire adepts, their whereabouts and motives, legends regarding them, and items created by them.

FORGEFIRE ADEPTS AND PRESTIGE CLASSES

A forgefire adept may benefit from prestige classes that grant "+1 level of existing (divine) spellcasting class" by having those levels affect their effective level in regards to breath weapon damage and DC, as well as available invocations and caster level

used to cast them. A forgefire adept cannot qualify for prestige classes (or other game options) with spellcasting level requirements. However, caster level requirements are allowed — her caster level for her invocations fulfills this requirement. Her spell-like abilities also meet requirements for specific spell knowledge if they mimic the required spell.

BREATH EFFECTS

The breath effects available to forgefire adepts are described below.

ACID BREATH

Minimum Level: 5th

Your breath weapon deals acid damage instead of fire damage.

BELLOWING BREATH

Minimum Level: 2nd

You blow strongly within the area of your breath attack, producing a *gust of wind* as per the spell, except with instantaneous duration.

BREATH OF THE FORGE

Minimum Level: 5th

Rather than dealing damage, your breath weapon heats metal objects in the area as per the heat metal spell. You may use this breath effect to substitute for a forge when crafting (although you will still need any other required tools), and doing so improves your crafting efficiency of metal objects by 20% (on a successful craft check, multiply the result by 1.2 in order to determine the progress made towards completion).

CLOUD BREATH

Minimum Level: 10th

Your breath takes the form of a 20' radius spread, centered on you. You can apply any other effect that can be applied to cone-shaped breath weapons together with this effect.

ENDURING BREATH

Minimum Level: 10th

Your breath weapon lingers for an extra round before flickering out. Creatures that are damaged by your breath weapon will take half that much damage again at the beginning of your next round. There is no save for this second damage.

ENERGIZING BREATH

Minimum Level: 10th

Your breath carries a warm, vital energy that restores allies in the area as per the *lesser restoration* spell. Allies in the area also have a +4 on their next Fortitude save for 1 hour.

FIVEFOLD BREATH

Minimum Level: 15th

As a full-round action, you create five different breath weapons simultaneously: a cone of acid damage, a cone of fire damage, a cone of sound damage, a line of bludgeoning damage and a line of force. Each breath weapon deals the

normal breath weapon damage and allows its usual save (Reflex except for sound, which uses Fortitude instead).

When using this effect, you take damage equal to twice your class level, which can't be lessened by damage reduction or any other feature like that. In addition, you cannot use any breath weapon in the following two rounds.

FORCE BREATH

Minimum Level: 15th

Your breath deals force damage instead of fire damage. This effect can only be applied to line-shaped breath weapons.

PARALYZING BREATH

Minimum Level: 15th

Rather than dealing damage, your breath weapon paralyzes all creatures in the area for 1 round. A successful Fortitude save negates this effect.

You can apply this effect only to cone-shaped breath weapons.

SHAPED BREATH

Minimum Level: 5th

You can choose to leave up to 4 squares of 5-by-5 feet within the area of your breath weapon unaffected by it. These squares need not be adjacent to one another.

You may choose to apply this breath effect together with any other breath effect to the same breath weapon.

SICKENING BREATH

Minimum Level: 2nd

Instead of doing fire damage, your breath weapon sickens all creatures in its area for 2 rounds. A successful Fortitude save reduces the duration to 1 round.

You can apply this effect only to cone-shaped breath weapons.

SLOW BREATH

Minimum Level: 5th

Rather than dealing damage, your breath weapon slows all affected creatures as per the *slow* spell for 2 rounds. A successful Fortitude save reduces the duration to 1 round.

You can apply this effect only to cone-shaped breath weapons.

SOOT BREATH

Minimum Level: 2nd

Rather than dealing damage, your breath weapon blankets its area with a thick cloud of soot, as per the *fog cloud* spell, except its duration is reduced to 2 rounds.

STONE BREATH

Minimum Level: 2nd

You spit a barrage of slag in a line, dealing bludgeoning damage instead of fire damage.

You can apply this effect only to line-shaped breath weapons.

THUNDER BREATH

Minimum Level: 10th

Your breath weapon deals sonic damage instead of fire damage. A successful Fortitude check halves the damage.

You can apply this breath effect only to cone-shaped breath weapons.

VOLCANIC ERUPTION

Minimum Level: 15th

As a full-round action, you breathe a volcanic jet in a 60 feet cone. This breath deals twice your breath weapon damage as fire damage and an explosion dealing your breath weapon damage as fire damage occurs centered on each creature struck, damaging it and all creatures adjacent to it. The additional explosion damage is halved on a successful Reflex check.

When using this effect, you take damage equal to twice your class level, which can't be lessened by damage reduction or any other feature like that. In addition, you cannot use any breath weapon in the following round.

FORGE INVOCATIONS

The invocations available to forgefire adepts are described in this section. The format for invocation descriptions is given below, followed by the lists of invocations available to forgefire adepts.

Name: The first line of every invocation description is a header that gives the name by which the invocation is generally known.

Grade: The second line gives the grade of the invocation. Forgefire adepts can choose invocations from four grades, depending on their class level: least, lesser, greater, and final. Table 1: The Forgefire Adept shows when they gain access to each grade.

Level Equivalent: On the same line as the grade is a spell level equivalent, which affects the Difficulty Class of the saving throw to resist the invocation, Concentration checks made in concert with the invocation, and interactions with other spells and abilities, such as a *globe of invulnerability*.

School and Descriptors: On the same line as the grade and the level equivalent is the magic school, followed by any number of descriptors. These are useful for interactions with other spells and abilities, such as *detect magic*.

Descriptive Text: The function and effect of the invocation is given in one or more paragraphs of descriptive text following all the particulars mentioned above.

LEAST INVOCATIONS

Crafting Soul: Craft anywhere, gain a bonus on Crafting checks.

Deafening Roar: Cone of sound deafens creatures.

Endure Exposure: Use *endure elements* as the spell, target gains immunity to your breath weapon.

Forgehammer: Exchange your breath weapon for improved melee attacks.

Granite Heart: Resist precision damage and stuns.

Hearth of Knowledge: Gain bonus on Knowledge and Spellcraft checks.

Magic Insight: Detect magical auras, identify magic items.

Scalding Gust: Use *gust of wind* as per the spell; any creature in area takes fire damage equal to your level.

Shattering Blows: Improved sundering attacks.

Soot Cloud: Create a *fog cloud* as per the spell.

Warm Light: Shed light like a torch, nearby allies gain resistance to fear effects.

LESSER INVOCATIONS

Command Rust: Rust metal as per the *rusting grasp* spell, restore metal back in an equivalent manner.

Energy Resistance: Gain resistance 10 to acid, cold, electricity, fire, or sonic damage.

Field of Edges: Create a patch of difficult terrain similar to the *spike growth* spell.

Forceful Dispelling: Use *dispel magic* as the spell, dealing damage to creatures whose effects are dispelled.

Improved Endurance: Require less food, water and sleep; resist fatigue and exhaustion.

Mending Fuel: Heal nearby allies or fix broken mundane objects.

Metalbreaker: Melee attacks overcome damage reduction and hardness.

Quaking Presence: Make nearby creatures prone.

Stone Shape: Use *stone shape* as the spell.

Tremorsense: Gain tremorsense.

GREATER INVOCATIONS

Brittle Brand: Brand an enemy, dealing Con damage and increasing effectiveness of future attacks against them.

Crushing Weight: Cone of sound stuns creatures.

Metal Shape: Mould metal just like the *stone shape* spell moulds stone.

Searing Fog: Create *solid fog* that deals fire damage.

Sonic Shout: Cone of sound deals sonic damage.

Unquenchable Fire: Prevent allies from dying.

Unmake Magic: Use targeted *greater dispel magic* with a touch and gain temporary hit points based on the level of spells successfully dispelled.

Volcanic Toughness: Gain temporary hit points equal to your level.

FINAL INVOCATIONS

Earthen Roots: Turn into a hardy earth elemental.

Flaming Roots: Turn into a dexterous fire elemental.

Flame of Life: Revive a creature that has been dead for no longer than a day; reanimates constructs and undead too.

Instill Vulnerability: Make target creature vulnerable to chosen energy type.

INVOCATION DESCRIPTIONS

The invocations described below are presented in alphabetical order.

BRITTLE BRAND

Greater; 6th Transmutation

In any round in which you make a melee attack, you can use this invocation as a swift action before the attack. If the attack is successful, the target is branded for 10 rounds. A branded creature takes 1d4 plus your Wisdom modifier temporary damage to its Constitution (restored when the brand vanishes).

Additionally for the duration of the brand, attacks against that creature or their equipment receive a +2 circumstance bonus to the attack roll, the threat range for those attacks is doubled and their equipment can be dealt critical strikes.

Any creature can only have one brand at any given time, and using this invocation on an already-branded creature has no effect.

COMMAND RUST

Lesser; 3rd Transmutation

You rust a metallic object you touch, as per the rusting grasp spell. You can also restore metal to its non-rusted state in an equivalent manner.

CRAFTING SOUL

Least; 2nd Transmutation [Earth]

If there's a clear area next to you with enough terrous or rocky materials around it, these bend and mould and become a fully functional smithy, with all the required heavy tools such like the forge and the anvil (but you must still carry a set of tools like tongs, etc to make use of it).

Additionally, you gain +6 bonus on all Crafting checks for a period of 24 hours. Such checks are treated as trained even if you have no ranks in the skills.

CRUSHING WEIGHT

Greater; 5th Evocation [Sonic]

You utter a powerful roar that fills a 30 foot cone. All creatures within the area that fail a Fortitude save become stunned for 1 round. Creatures standing in the area are knocked prone (no save).

DEAFENING ROAR

Least; 2nd Evocation [Sonic]

A roar fills a 30-foot cone. All creatures in the area that fail a Fortitude save become deafened for 1 hour.

EARTHEN ROOTS

Final; 8th Transmutation [Earth]

Your body becomes a dense mass of bedrock for 24 hours. While in this state you undergo the following

changes:

- You gain the earth subtype.
- Your weight (without the equipment you may be carrying) is tripled.
- Your Hardened Skin is enhanced by an additional +2
- Your Damage Reduction changes to 7/-
- +2 Strength
- You gain Darkvision 60' (if you didn't have Darkvision already, or had it with a smaller range)
- +2 on Survival Checks
- Fast Healing 3 when in contact with natural earth or stone
- Immunity to poison, sleep, paralysis and stunning
- Immunity to extra damage from critical hits or flanking
- +1 on attack and damage rolls where both yourself and your opponent are touching the ground. If an opponent is airborne or waterborne, you take instead a -4 penalty on attack and damage rolls.
- The ability to glide through stone, dirt or metal like a fish would through water (Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence and a move earth spell cast on your area flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save)

ENDURE EXPOSURE

Least; 3rd Abjuration

With a touch, you grant a creature (or yourself) the ability to withstand hot and cold environments, as per the *endure elements* spell. In addition, the target is immune to any effects of your own breath weapon. This invocation's effects last for 24h.

ENERGY RESISTANCE

Lesser; 3rd Abjuration

You gain resistance 10 to acid, cold, electricity, fire, or sonic damage for 24h. Choose the energy type when you use the invocation. Using the invocation again while it was still active replaces the old effect with the new one.

FIELD OF EDGES

Lesser; 4th Transmutation [Earth]

This invocation behaves like the *spike growth* spell, except it requires areas of solid surfaces instead of vegetation (earth works but sand or mud don't), its range is Close, its duration is 1 minute/level and the area covered by the spell counts as difficult terrain. Using this invocation again dismisses any previous instances.

FLAME OF LIFE

Final; 7th Conjunction (Healing)

This invocation restores life to a creature that has been dead for no longer than one day. The creature is immediately restored to full hit points, vigor, and health, with no loss of levels or constitution. Mundane poisons or

diseases the creature suffered before are cured on their revival, but magical diseases and curses are not undone. While the spell closes wounds and repairs damage, missing elements are not regrown. Creatures killed by death effects can also be raised this way, but creatures turned into undead cannot.

This invocation may also be used to reanimate former undead or construct bodies.

You need to make an offering of 1000gp (or something of equivalent value) for the invocation to work.

FLAMING ROOTS

Final; 8th Transmutation [Fire]

Your body becomes a scorching mass of liquid fire for 24 hours. While in this state you undergo the following changes:

- You gain the fire subtype (and with it, immunity to fire and vulnerability to cold).
- +2 Dexterity
- +15ft. to your base ground speed.
- +2 on Tumble and Balance Checks
- Immunity to poison, sleep, paralysis and stunning
- Immunity to extra damage from critical hits or flanking
- You become wreathed in an aura of extreme heat that gives off light in a 40 foot radius such that any creature striking you with a natural weapon or non-reach melee weapon takes a number of points of fire damage equal to your caster level (if the attacker has spell resistance, it applies to this effect). Unprotected flammable objects within 5 feet of you are also set on fire.

FORGEHAMMER

Least; 3rd Transmutation [Fire]

You lose access to your breath weapon, and instead you may add your breath weapon damage plus your Constitution modifier as fire damage to a single melee weapon (or unarmed) attack per round. Circumstances and effects that would prevent you from using your breath weapon would also prevent this effect. This effect lasts for 24 hours.

FORCEFUL DISPELLING

Lesser; 4th Abjuration

You can use *dispel magic* as per the spell. Any creature with an active spell effect dispelled by this invocation takes 1 point of damage per level of the spell effect (no save).

GRANITE HEART

Least; 2nd Transmutation [Earth]

For 24 hours, you have a 50% chance to turn a critical hit or a sneak attack against you into a normal hit. You also gain +6 to saving throws to resist being stunned.

HEARTH OF KNOWLEDGE

Least; 2nd Divination

You gain +6 bonus on all Knowledge and Spellcraft checks for a period of 24 hours. Such checks are treated as trained even if you have no ranks in the skills.

IMPROVED ENDURANCE

Lesser; 3rd Transmutation

You gain the effects of the *endurance* feat for 24 hours. Additionally, during this time you need not eat or drink, and 2 hours of sleep constitute a full rest. You also gain a +4 bonus on saves against fatigue or exhaustion.

INSTILL VULNERABILITY

Final; 7th Transmutation

You imbue a single creature within 30 feet with vulnerability to a particular type of energy. A successful Fortitude save roll negates this effect; creatures with immunity to the chosen type automatically succeed in this saving throw. The vulnerability lasts for 24 hours or until the invocation is used a second time, in which case the new effect replaces the old one.

MAGIC INSIGHT

Least; 2nd Divination

You can use *detect magic* as per the spell. While the invocation is active you can end it as a full-round action and determine all the properties of a touched object as per the *identify* spell.

MENDING FUEL

Lesser; 3rd Conjuration (Healing)

In any round in which you attack or use your breath weapon, you can use this invocation as a swift action. For each creature that was damaged by you this round, heal as many hit points as half your caster level to any willing creature within 30 feet of you and fix a broken mundane item as per the *mending* spell.

METALBREAKER

Lesser; 4th Transmutation [Force]

Bludgeoning attacks you make with a weapon overcome damage reduction and hardness. This effect lasts 24 hours.

METAL SHAPE

Greater; 5th Transmutation

You can form one existing piece of metal into any shape that suits your purpose, much like the *stone shape* spell but with metal objects instead.

QUAKING PRESENCE

Lesser; 3rd Evocation [Earth]

In any round in which you attack or use your breath weapon, you can use this invocation as a swift action. Any enemies in contact with the ground within 30 feet of you who fail a Reflex save will fall prone.

SCALDING GUST

Least; 2nd Evocation [Air, Fire]

You create a strong gust of hot wind as per *gust of wind* spell, except with instantaneous duration. Any creature within the area takes 1 point of fire damage per caster level, regardless of whether it succeeds or fails in the Fortitude save roll to avoid the gust.

SEARING FOG

Greater; 6th Conjunction (Creation) [Fire]

You create a hot magical fog as per the *solid fog* spell. Each creature within the area takes 2d6 points of fire damage at the start of its turn. You can only have one Searing Fog at any given time, creating a new one replaces any previously created instances.

SHATTERING BLOWS

Least; 2nd Transmutation

You do not provoke attacks of opportunity on your sunder attempts and gain +4 to their attack rolls for 24 hours.

SONIC SHOUT

Greater; 6th Evocation [Sonic]

You deal 10d6 of sonic damage to all creatures and exposed objects in a 60 feet cone (twice that amount to brittle or crystalline objects or creatures). A successful Fortitude save halves the damage. A creature caring for a vulnerable object can attempt to shield it with a Reflex save, negating all damage to the item on a successful check.

SOOT CLOUD

Least; 2nd Conjunction (Creation)

A cloud of thick soot fills a 20ft sphere as per the *fog cloud* spell, except its range is Close and it disperses after 1 minute/level.

STONE SHAPE

Lesser; 3rd Transmutation [Earth]

You can use *stone shape* as per the spell.

TREMORSENSE

Lesser; 4th Transmutation [Earth]

You gain 60-foot tremorsense for 24h.

UNMAKE MAGIC

Greater; 6th Abjuration

You can deliver a targeted *greater dispel magic* with your touch, gaining 5 temporary hit points for each spell level dispelled. These hit points fade after 1 minute and do not stack with other temporary hit points. Using this invocation again replaces any remaining temporary hit points from the previous instance with the new ones. You cannot target your own invocations with this invocation. You can deliver

this effect as part of a melee weapon attack made within one round of using the ability.

UNQUENCHABLE FIRE

Greater; 6th Abjuration

You exude a warm magical aura for 24 hours. This aura connects your inner fire to allies within 30-feet of you, granting them (and you) +4 to saving throws against death effects, energy drain and any negative energy effects.

Additionally, if any of them (or you) were to drop to 0 hit points while affected by this aura, you can make a DC 15 Will saving throw. If you succeed, they drop to 1 hit point instead. Each time you make such a saving throw, the DC increases by 5 and this increase carries on between different instances of this invocation until you rest.

VOLCANIC TOUGHNESS

Greater; 5th Transmutation

You gain temporary hit points equal to your caster level. These hit points last for 24 hours or until you use the invocation again (in which case any remaining temporary hit points are replaced with the new value).

WARM LIGHT

Least; 2nd Evocation [Light]

You shed a warm light like that of a torch (clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius) for 24 hours, granting +2 against fear effects to allies within 20-foot of you (including yourself).