Pyromancer

Some goblins use their ingenuity not on clever traps or feats of engineering, but instead on more arcane pursuits. These mages hone their abilities to manipulate fire to their will, excelling at using the destructive power of flames. Inevitably, these pyromancers cannot resist their instinctual urges to blow things up.

The pyromancer is an archetype of the black mage class, available only to goblin black mages.

Archetype Main Ability Scores: The pyromancer mainly focuses on DEX and INT for spells and INT for their class features.

Archetype Feature Replacements: **1st** – Limit Break (Ultima Weapons), Spell Proficiency, Black Magery. **2nd** – Mage Talents, Elemental Shield. **3rd** – Dark Affliction. **4th** – Elemental Seal. **5th** – Metamagic Enhancement. **6th** – Innate Spells. **7th** – Arcane Knowledge. **11th** – Loremaster.

Limit Break (Su): At 1st level, the pyromancer receives the Limit Break (Fiery Weapons).

   Fiery Weapons (Su): This Limit Break allows the pyromancer to infuse all his allies and himself with fire magic to increase their destructive might. For himself, and allies in a 30-ft radius, for a duration of 1 round + 1 round per four black mage levels after 1st, all wielded natural, unarmed, and manufactured weapons are treated as magical and deal an additional 1d6 points of fire damage + 1d6 per four black mage levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Ultima Weapons).

Burning Magic (Su): At 1st level, whenever a creature fails a saving throw and takes fire damage from one of the pyromancer's spells, it catches on fire. This fire deals 1 point of fire damage per spell level at the beginning of the burning creature's turn. The fire lasts for 1d4 rounds, but it can be extinguished as a move action if the creature succeeds at a Reflex save (using the spell's DC). Dousing the creature with water as a standard action grants a +2 bonus on this save, while immersing the creature in water automatically extinguishes the fire. Spells that do not grant a save do not cause a creature to catch on fire.

This ability replaces spell proficiency.

Black Magery (Ex): The pyromancer has a modified black magery.

- *Increased Fire Damage:* This increases any damage spell from the black mage spell list the pyromancer casts by 1 extra die of the appropriate type. This allows you to overcome any damage cap a spell might restrict you to. Only applies to fire damage rolls. The pyromancer can take this black magery up to 3 times instead of 2.

This ability modifies the increased damage black magery.

Bonus Feats: The pyromancer can select the Fire Tamer or Flame Heart feat in place of a mage talent.

Burn It Down! (Su): At 2nd level, a pyromancer can increase the duration of any Burning status effect he applies. As an immediate action, any Burning status effect he applied this round has its duration increased by a number of rounds equal to the pyromancer's Intelligence modifier. He may apply this extra duration a number of times per day equal to 3 + his Intelligence modifier. Additionally, the DC to put out any Burning status effect he applies is increased by 1. At 6th level, and every four black mage levels thereafter, the DC increases by an additional 1.

This ability replaces elemental shield.

Bigcast Scorchflame (Ex): At 3rd level, the pyromancer gains Elemental Focus (Fire) as a bonus feat.

This ability replaces dark affliction.

Piercing Flame (Ex): Beginning at 4th level, a pyromancer can increase the potency of his next fire spell as a swift action, so long as the casting time of the spell is 1 standard action or less. The next spell with the fire descriptor he casts deals 1.5 times damage. If a target of the spell is immune to fire damage, it instead takes normal damage (1x) treated as non-elemental damage. If a target of the spell absorbs fire damage, it instead takes half damage (0.5x) treated as non-elemental damage. The pyromancer can use this ability once per day and every four black mage levels thereafter, he gains an additional use. The use of this ability cannot be used with metamagic feats except for Elemental Spell (Fire).

This ability replaces elemental seal.

Unscorched Skin (Ex): At 5th level, a pyromancer gains fire resistance 5. This fire resistance increases by 5 at 10th level and every five black mage levels thereafter, to a maximum of 20 at 20th level.

This ability replaces metamagic enhancement.

Scald (Ex): Starting at 6th level, a pyromancer's spells that deal fire damage treat his targets' fire resistance as 5 points lower. At 9th level, they treat fire resistance as 10 points lower; at 12th level, 15 points lower; at 15th level, 20 points lower; and at 18th level, they ignore fire resistance and immunity entirely.

This ability replaces innate spells.

Wildfire (Su): At 7th level, the pyromancer is more adept at burning his foes. When casting a spell with the fire descriptor that does not already inflict the Burning status, he may choose a number of creatures affected by the spell up to his Intelligence modifier as a free action. These creatures are afflicted with the Burning status effect for a number of rounds equal to the spell's level if they fail the spell's saving throw. If the spell does not have a saving throw, the creature(s) must make a Reflex saving throw to negate the Burning status, DC calculated the same as a spell of that spell level. The pyromancer must choose which creatures to afflict with Burning before they make their saving throws. This status effect can only be applied the round the spell is cast. Spells that remove Burning, such as *detonate*, cannot be used to apply Burning in this way. The pyromancer may use this ability a number of times per day equal to 3 + his Intelligence modifier.

This ability replaces arcane knowledge.

Widen Magic (Su): At 11th level, the pyromancer can cast one spell per day as if it were modified by the Widen Spell feat. This does not increase the MP cost or the level of the spell.

This ability replaces loremaster.