

SHAPE OF FIRE

Source: 3e *Epic Level Handbook*.

A shape of fire is a manifestation of white-hot malice. It is a living remnant of a time before matter and energy were separated out from each other, and hates and resents the current order and arrangement of the multiverse. A shape of fire would prefer to see things as they once were- as an undifferentiated mess of energy and mass- and blames the primordials and gods alike for the current state of things. A shape of fire finds the existence of multiple planes distressful and disgusting; to a shape of fire, all should be one.

Forces of Entropy: A shape of fire can be thought of as a force of entropy, helping to return the multiverse to a state of equilibrium, where all matter and energy are mixed equally in a single undifferentiated seething mass. A shape of fire sometimes forms short-lived alliances with creatures such as slaadi or members of the Legion of Entropy, but are entirely unreliable partners, prone to turning on or abandoning their allies with the slenderest of justifications.

Wanderers of the Planes: Though most commonly found on the Elemental Chaos, shapes of fire have been encountered on many other planes as well. Some sages speculate that a shape of fire can actually burn a hole through the planes; these sages claim that at least some portals are actually such holes, often reinforced by magic.

Shape of Fire

Level 28 Artillery

Large elemental humanoid (fire)

XP 13,000

HP 198; **Bloodied** 99

Initiative +24

AC 40; **Fortitude** 38; **Reflex** 42; **Will** 40

Perception +24

Speed 8, fly 10 (hover)

Immune fire

TRAITS

Blazing Flames (fire) * **Aura** 1

Any creature that ends its turn in the aura loses resist fire until the end of its next turn and takes 15 fire damage.

STANDARD ACTIONS

(mbasic) Blazing Blow (fire) * **At Will**

Attack: Melee 2 (one creature); +31 vs. Reflex.

Hit: 2d10+6 fire damage.

(rbasic) Burning Beam (fire) * **At Will**

Attack: Ranged 20 (one creature); +33 vs. Reflex.

Hit: 4d10+14 fire damage.

(close) Annihilating Flames (fire, necrotic) * **At Will**

Attack: Close blast 3 (each creature in blast); +33 vs. Fortitude. This attack scores a critical hit on a 19-20 and gains a +1d6 bonus to critical severity.

Hit: 3d10+9 fire and necrotic damage. On a critical hit, the target also loses a healing surge. If this attack reduces the target to 0 hit points, it takes a -5 penalty to death saves until the end of the encounter.

(area) Immolating Storm (fire) * **Encounter**

Attack: Area burst 3 within 20 (each creature in burst); +31 vs. Reflex.

Hit: The target takes ongoing 40 fire damage (save ends).

Str 22 **Dex** 30 **Wis** 25

Con 24 **Int** 21 **Cha** 27

Alignment chaotic evil

Languages Primordial