

FIRE AND BRIMMS COME!

*A Comprehensive Guide to Lava,
Magma, and Superheated Rock*



**SCRATCH
FACTORY**



Pozas'07

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no logo
here.

FIRE AND BRIMSTONE!

A Comprehensive Guide to Lava, Magma, and Superheated Rock

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Visit our website! www.lavarules.com -- review the Lava FAQ and download more copies of this PDF!



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There is also no requirement to use a book that includes the words "Handbook" and "Player's" in its title, although if you wanted to we totally couldn't stop you.

INTRODUCTION

Lava is an integral part of any great adventure setting. What's a great adventure climax without a simmering pool of lava ready to swallow unwary adventurers whole—and having every player leaping for the Bull Rush rules? In any campaign, sooner or later, somebody's going to fall into some lava.

Flowing through an evil wizard's lair, or bubbling away beneath an improbably slender bridge that forms the only entrance to the control center, lava is an indispensable component no matter what genre, style or level of play your campaign requires. But how well does your system of choice really reproduce the sophisticated experience of falling into lava? How playable are your system's all-too-critical lava rules?

Lava is more complex and demanding than many game designers think. Too often falling into lava is hand-waved away with massive saving throws or huge numbers of damage dice. Even leaving aside the significant problems with realism and simulationist failures these rulesets have, who wants to work with them? Who has 35 d6's just lying around to roll lava damage?

Welcome to *Fire and Brimstone: A Comprehensive Guide to Lava, Magma and Superheated Rock*, released under the Open Gaming License. These rules work with nearly any game system, and provide you and your players with exciting and easy-to-remember lava rules that will be sure to provide you with many memorable hours of gaming fun.

These rules will enable you to incorporate realistic but playable lava features in all your games. Carefully designed to allow them to be incorporated in

to numerous rulesets, this PDF contains everything you need for exciting lava-based encounters, no matter what game system you play.

The term “lava” is often misused.

Contrary to popular opinion, it does not refer to just any molten rock. Rather, “lava” refers only to molten rock that has emerged from beneath the ground in the course of a volcanic eruption. Lava comes in many forms. There is felsic lava, the type most commonly associated with the dreaded pyroclastic flow. The Wikipedia offers a useful description of felsic lava: “Most felsic lava flows are extremely viscous, and typically fragment as they extrude, producing blocky autobreccias.” Most systems, of course, fail entirely to account for autobreccias, blocky or smooth.

Andesitic lava is even hotter than felsic. Yeowch!

Finally there is mafic lava, for which we return once more to Wikipedia: “The low degree of polymerization and high temperature favors chemical diffusion, so it is common to see large, well-formed phenocrysts within mafic lavas.” Again, when's the last time you saw lava rules that accounted for phenocrysts? Never, that's when.

Well that's all about to change.

***Fire and Brimstone* promises to revolutionize the world of lava-based**

gaming. No more need GMs suffer under unrealistic, unplayable, hacked-together rules that display no understanding of the complex and beautiful natural phenomenon that is lava. At last, lava gets its due.

Jump in: the lava's fine!



THE RULES

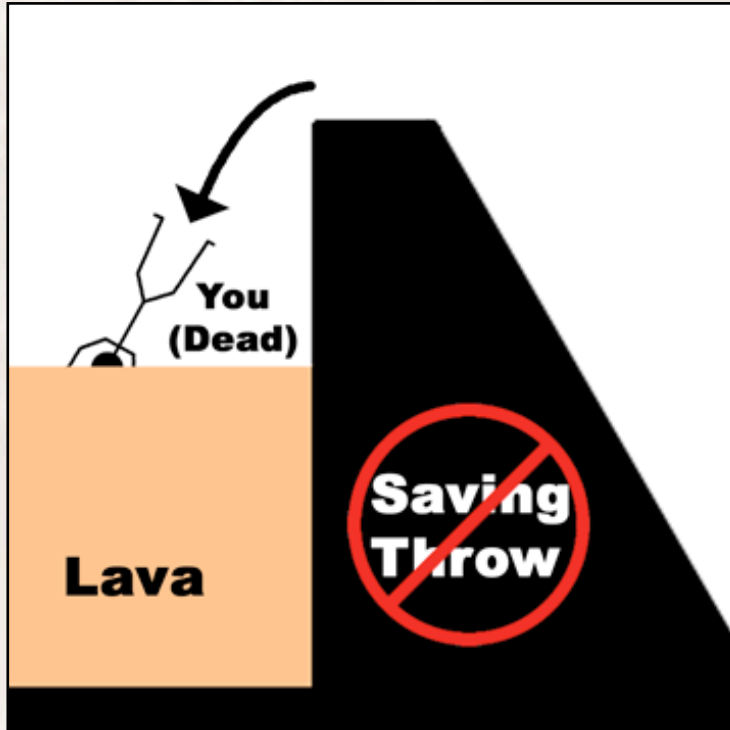
If you fall into lava, you die. No save.

SIDEBAR: IMMUNE TO FIRE

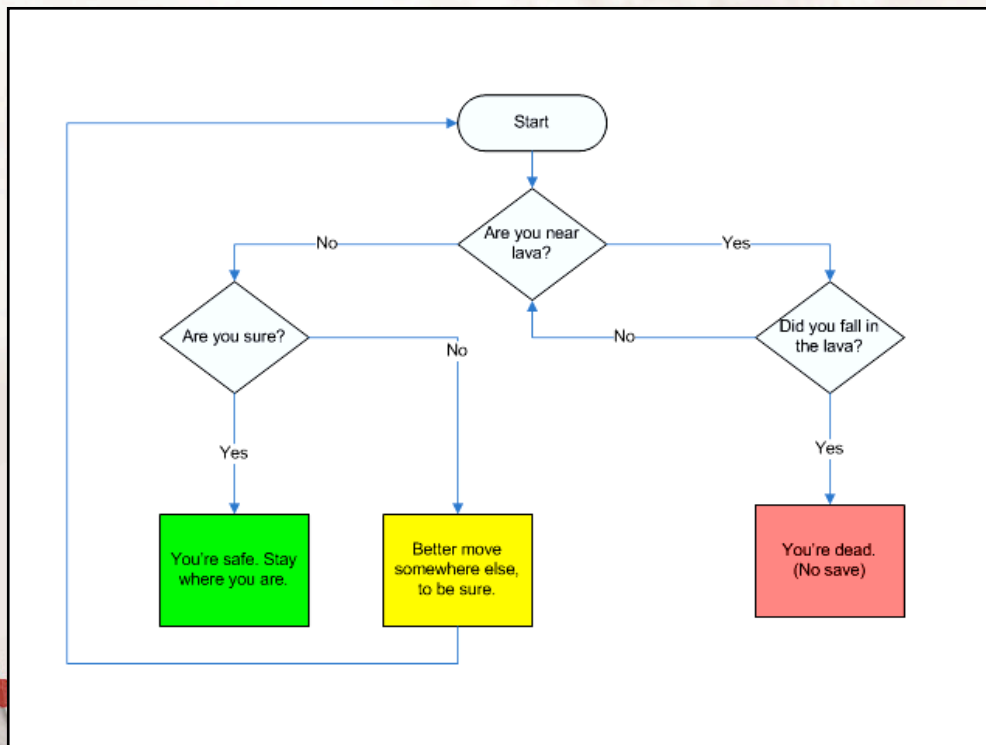
If you fall into lava and
you are immune to fire,
you don't die.

DIAGRAMS

The following diagrams demonstrate how to use these rules in play.



Permission granted to photocopy these diagrams to help any players who have difficulties grasping the rules.



EXAMPLES OF PLAY

DUNGEONS AND DRAGONS

Tom (Morthog, half orc fighter): “I step into the lava”

Jane (Game Master): “You die. No save”.

WORLD OF DARKNESS

Storyteller: “It’s hot. Hot like Hell. Hot like the burning desire in your soul for the sweet, sweet release of the Beast Within. You think back to your childhood, when you vacationed with your

family in Hawaii, the smooth black basalt giving way to black sand beaches where you played with your mother while your father watched proudly. That was before they were murdered by the thing that became your Sire, turning you into this creature, forcing you to reckon with the innermost blackness of your soul. There is a pit in the room full of lava. In the midst of the pit, the one thing that could bring redemption to you and avenge your family.”

Marius du Sang (a Vampire, played by Jeff): “I pause for a moment, letting the heat wash over me like a hot blanket. It reminds me of my mother’s embrace. Summoning her image to remind me of what I once was, I leap forward, into the lava, to attain that which I have been searching for these hundreds of years of existence.”

Storyteller: “You die.”



COLLECTIBLE CARD GAME

*Below are some sneak previews of the forthcoming
Fire and Brimstone collectible card game!*

Fall



Action

If Lava has been played, you die. No save.

"The rock suddenly gave way beneath his feet, and he began to tumble down the slope towards the glowing river of lava..."

Lava



Molten Rock

You fall into lava, you die. No save.

"The earth split with a violent shake, and the churning fires of hell beckoned him..."

No Save



Rule

No Saving Throw is allowed when you fall into lava.

"The others gasped in horror as the molten rock burned him away to nothingness. He had no chance of survival."

You



Adventurer

"He was wary of the unstable rock beneath his feet. Many tales warned of others who were swallowed by the earth in this very spot."

DISCLAIMER AND WARRANTY

DISCLAIMER:

WARNING: NOT TO BE IGNORED UNDER PENALTY OF PAIN. BAD, FIERY PAIN. REMEMBER WHEN YOU STUBBED YOUR TOE ON THE COUCH THAT ONE TIME? MUCH WORSE THAN THAT!

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For too long, lava has been the red-headed stepchild of environmental dangers. People focused on cooler and easier to manage threats: water, falling rocks, big pointy sticks, beholders. Fire and Brimstone will change all of that. You will no longer think of lava as just red, glowing, viscous, and really, really hot. Lava will no longer be just something that flows under a rock bridge or at the bottom of a chasm. Explore the possibilities. Open up your game to Lava!

“Market indicators show that these rules for lava are so awesome that in five years they will replace blogs.”

– Hobo

“This is a breakthrough in determining a long burning question of great magmatude. I plan to institute this comprehensive rules coverage in the Legendary Adventure game!”

– Gary Gygax

“This marvel of brevity is a credit to its editor.”

– Sue Weinlein Cook, Malhavoc Press

“My motto in gaming is ‘don’t be a dick’ and nothing leads to dickish behavior faster than a rules disagreement. Thanks to ‘Fire and Brimstone: Guide to Lava, Magma, and Superheated Rock’ players and DMs will never have to argue when resolving encounters with lava. Or Magma. Or Superheated Rock.”

– Wil Wheaton

“Back in the early 90’s, while at Wizards of the Coast, we published ‘Capsystems’ like The Primal Order for using a set of rules with a variety of game systems. Then in the late 90’s, came d20, another attempt at unifying RPG rules. But these rules on lava are the most elegant cross-platform rules yet, taking the philosophy of cross-system play to a whole new level!”

– Peter D. Adkison, Gaming Mogul

More Praise For Fire and Brimstone!

"Falling into lava is like trying to pet, ride/kiss a Balrog. It's a very stupid thing to do and you're going to die a very hot painful death."

– Paul Campion, Balrog Texture Painter, The Lord of the Rings Film Trilogy

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"In every roleplaying game, situations arise that cry out for detailed, definitive rules. Fire and Brimstone fills that need, and is a must for every roleplaying completist, regardless of edition or game system being used."

If I'd had Fire and Brimstone, things might have been very different for Elminster of Shadowdale. I would have known exactly how to handle the situation of his stepping into flowing lava, in the heat of play, rather than just simply de-feeting him."

If you are a serious gamer, building a campaign you hope will last for years and become famous and spawn hundreds of products earning you (or more likely a game company) millions of dollars, you simply cannot afford to be without Fire and Brimstone. Fire and Brimstone is burningly essential to any roleplaying experience. It gilds the celestial throne of Roleplaying Heaven!"

– Ed Greenwood

"The risk of dying in a pyroclastic flow is ever present when you live and work in the shadow of Mt. Rainier, one of the world's most dangerous volcanoes, but you tend to bury those thoughts deep in your subconscious. Fire and Brimstone! A Comprehensive Guide to Lava, Magma, and Superheated Rock provides a frightening and concise reminder of what can happen if you fall into lava. It presents rules that are relevant in real life or for use in any roleplaying game."

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