

# True Grind, Elemental Plane of Fire Rules

Venturing into the Elemental Plane of Fire presents extreme environmental challenges, as the very essence of the plane is hostile to mortal beings. Players intent on facing the inferno will need to overcome the following hazards:

**The Inferno:** Upon entering the Elemental Plane of Fire, all characters unable to fully mitigate sufficient ambient Fire damage will immediately burst into flames. Each round there after burning characters take additional ambient Fire damage according to the table below:

Difficulty	Fire Damage Each Round
Normal	5
Hardcore	10
Nightmare	20
Epic	25

**Breathing in the Inferno:** While burns to the mouth and airway can be mitigated by Fire resistance items, oxygen in the environment (or lungs) still burns and will be quickly consumed by the inferno posing a risk of irreversible death for those races that require said oxygen for continued function.

**Communication amidst the Inferno:** Communication while engulfed in flame is difficult but not impossible. Whispers cannot be heard above the roaring flames, but regular speech is unaffected. Magical speech (like bard song and the activation of command words) functions normally however each round spent in pursuit of one of these actions will render the speaker Parched (see below) and incapable of continued magical speech until the Parched condition is removed.

**Parched:** Your character suffers a -1 penalty to all saving throws for the rest of the game or until the Parched condition is removed. Simply drinking water can usually do the trick, but some rooms/situations may have stricter requirements.

**Consumables:** Paper burns and liquid evaporates instantly when exposed to the inferno, rendering items like scrolls and potions unusable without magical protection. Items classed as dust, food, or wands are not affected.

**Gaps in the Inferno:** Some isolated areas within the elemental plane may have patches where the magic of the plane is less intense. If a character is lucky enough to take refuge in such a region, they can temporarily extinguish themselves, but a Full Round Action is required to do so.

**Weapons in the Inferno:** Under the intense heat and flames of the elemental plane, only specifically durable weapons are effective. In order to withstand the inferno without magical protection, a weapon must either be made entirely from nonflammable materials like steel or enchanted to a level in accordance with the following table:

Difficulty	Required Enchantment
Normal	+1 or greater
Hardcore	+2 or greater
Nightmare	+3 or greater
Epic	+4 or greater

Weapons failing to meet these criteria are destroyed\* after one round of exposure to the baneful effects of the inferno.

\*A “destroyed” item’s token is sequestered by the DM, but you’ll get it back at the end of the game.

**Superheated weapons:** Even weapons capable of withstanding the inferno run the risk of becoming superheated making them impossible to hold. When fighting on the Elemental Plane of Fire, any physical slide of 1–10 means the weapon becomes superheated and is dropped. Unless magically prevented, this results in an automatic miss. If you want to retrieve the weapon you dropped, you must expend a Standard Action to do so.

**Instruments in the Inferno:** Like weapons, musical instruments that rely on delicate components, like fine strings, are particularly vulnerable to destruction by the ambient flames of inferno. Any string-based instruments exposed to the inferno will be destroyed after a single round’s exposure to the plane’s baneful effects.

**Spells in the Inferno:** While magic functions normally on this elemental plane, Fire-based spells are ineffective unless converted to another element.

## Plane of Fire FAQ

**Q:** What items can I equip to reduce ambient Fire damage?

**A:** As of now, all these items reduce Fire damage:

Item	Rarity	Fire DR
Amulet of Soothing Waters	UC	-2
Armor of the Smith	UC	-1
Bead Firehold	Rare	-3
Bead of Ice	C	-1
Bracers of Fire Deflection	UC	-2
Charm of the Elements	UR	-5
Charm of the Lava Fiend	Rare	-2
Charm of the Salamander	UC	-1
Cloak of the Deeperdark	C	-1
Dragonscale Armor	UR	-1
Dragonscale Helmet	UR	-1
Dragonscale Set Bonus	UR set	-10
Dragonscale Shield	UR	-1
Drow Raider Necklace	Rare	-2
Earcuff of Druidbane	UC	-1
Gloves of Flameward	UC	-2
Greaves of Absorption	UR	-2
Ioun Stone Ruby Cube	C	-1
Ioun Stone Ruby Rhombus	Rare	-3
Ring of Fire Absorption	Rare	-3
Ring of Fire Elemental Command	UR	-5
Ring of Fire Resistance	Rare	-50%
Ring of Gaea	UC	-1
Shield of Lava Spawn	UC	-1
Shirt of Autumn Wind	UC	-1
Stalker's Faerie Charm	Rare	-2
Supreme Ring of Elemental Command	Eldritch	-10
Underling Druid	n/a	-5

**Q:** Does a 5<sup>th</sup>-level Barbarian's Damage Reduction apply to ambient Fire damage?

**A:** Yes, it reduces the ambient Fire damage by 1/round

**Q:** How does [Ring of Fire Resistance](#) interact with point-based Fire damage reduction?

**A:** Incoming Fire damage is first reduced by the total fixed amount. Then—if applicable—by any percentage-based amount separately. Click [here](#) for more details.

**Q:** Can I wear two [Rings of Fire Resistance](#) to reduce incoming Fire damage by 100%?

**A:** No. Other than [weapons](#) and [Rare runestones](#) on a [Base](#), you may not equip more than one token with the same name.

**Q:** Are there any consumables that affect ambient Fire damage?

**A:** As of now, these items are the only consumable items that reduce Fire damage. Note that like all consumables, they only function until the end of the current room.

Item	Rarity	Fire DR
Potion Fiery Ice Lager	Rare	-5
Potion Fire Resistance	C	-50%
Potion Frostmint Root	Rare	-2
Potion Frosty Lava Bock	UC	-2
Potion Polymorph (Lemure)	UC	-5
Scroll Fire Absorption	Rare	-3
Scroll Flame Protection	Rare	-2

**Q:** If I drink a [Potion Fire Resistance](#) while wearing a [Ring of Fire Resistance](#), will that reduce incoming Fire damage by 100%?

**A:** No. Percentage-based reductions don't stack—use the highest one. Click [here](#) for more details. In the example above, you might want to save that potion for another time.

**Q:** What about [Armor of the Efreeti](#)?

**A:** [Armor of the Efreeti](#) fully negates Fire damage caused by lava, not the ambient inferno of the elemental planes. However, if a character were to hide in a lava pool while on the elemental plane, they would be well protected.

**Q:** What about items like [Scroll Sun Shade](#), [Scroll Refute Fire](#), or [Salamander Runestone](#)?

**A:** Items that only affect non-magical Fire are not sufficient to overcome the otherworldly inferno of this elemental plane.

**Q:** What about items like [Lamp of the Marid](#), [Figurine of Power: Salamander](#), [Figurine of Power: Fiend](#)?

**A:** These items can be activated normally and afford you their protection for one round, but they do not apply each round so they are basically ineffective against the constant ambient Fire damage of the inferno. However, they could be quite useful when dealing with additional damage caused by the denizens of the plane.

**Q:** Are there any items that can prevent the weapon drop chance caused by superheated weapons?

**A:** As of now, these items prevent weapon drop caused by superheating.

Item	Rarity
Gloves of Cooling	C
Ice Runestone	UC
Moon Runestone	Rare

**Q:** Are there items that can protect scrolls and potions?

**A:** Yes. However, they only protect the items they secure while the item is inside one of these magical containers. Once they're removed from the container, you must use the item you removed within one round or it will likely turn to ash.

Item	Protects
50 GP Ebony Scroll Tube	Scrolls
Alchemist Pouch	Potions
Arcane Scroll Tube	Scrolls
Bone Map Case	Scrolls
Bone Scroll Case	Scrolls
Greater Alchemist Pouch	Potions
Greater Arcane Scroll Tube	Scrolls

*Note:* [Ioun Stone Coral Sphere](#) only protects scrolls from non-magical damage and only works underwater. It's not going to be of much use on the Plane of Fire.

**Q:** Dose bonus Fire or Cold damage work normally on the Plane of Fire?

**A:** Elemental magics and damage bonuses relying on Fire will not function on the Plane of Fire since it is unlikely that creatures who spend their lives in flames are particularly bothered by it. Cold-based effects may function to reduced effect due to their need to overcome the ambient flames of the plane.

**Q:** Is the Elemental Plane of Fire considered a lower plane?

**A:** No. [Evil Outsiders](#) and [Lost One](#) effects function identically here to the party's plane of origin.

**Q:** What bard instruments are not subject to the inferno?

**A:** As of now these instruments are considered non-string based and durable enough to survive exposure to the inferno.

Item	Rarity
+1 Fae Blowgun Flute	Rare
Amorgen's Amazing Ocarina	UR
Briano's Blessed Bodhrán	UR
Conch Horn of Courage	UC
Flute of the Charmer	UC

**Q:** What about [Widseth's Legendary Lute](#)? It's a legendary so its magic would protect it, right?

**A:** No. While empowered with strong magic, [Widseth's Legendary Lute](#) is made from finely tuned wood & string and would still burn if engulfed in the flames of the inferno unless somehow protected.

**Q:** I am able to fully mitigate the ambient Fire damage of the inferno. So, my lute will be fine right?

**A:** No. The holder's Fire damage reduction does not apply to handheld items like lutes.

**Q:** Are [Ioun Stone Iridescent Spindle](#) & [Ioun Stone Iridescent Sphere](#) equivalent for the purposes of breathing within the inferno?

**A:** No. The Uncommon Iridescent Sphere only renders the user immune to toxic gas, while the Rare Iridescent Spindle sustains the user without air. They are separate and stackable effects.

**Q:** Do I need to retrieve a superheated weapon to continue attacking or can I switch to another?

**A:** If you are willing to carry a stack of additional weapons you may switch between them as one might do with conventional throwing weapons.

**Q:** Does any of this apply outside of True Grind?

**A:** No. These rules only apply to True Grind at Gamehole Con 2024.

**Q:** What are the Grind-specific effects for Special, Amulet/Ring/Totem of Wonder, and Eldritch Runestone?

**A:** Take a look:

### Special

**Black Sparks:** When at least one person in the party scores a natural 20 (after all pucks have been slid—not the instant a puck lands on the 20), any one person in the party has the option to turn in a Special. If a Special is turned in, for the rest of the adventure the entire party gains a +2 To Hit and a +2 Damage bonus. The To Hit bonus only applies to attacks that require a slide, but the Damage bonus applies to all attacks made by the party. Any time another round of combat ends with at least one person in the party scoring a natural 20, the party gains an additional +2/+2. I.e., the bonus stacks every time there's a round in which one or more party members scores a natural 20.

If more than one person in the party scores a natural 20 in the same round, the party only gains one stack. I.e., the bonus cannot increase by more than +2/+2 per round. There is no added benefit for turning in more than one Special per group.

## of Wonder

**Elemental Harmony:** Once per room, you may re-roll a failed saving throw against a Fire-based effect. If you succeed, you may convert a portion of that energy to heal 10 HP for yourself and everyone else under a Wonder effect. However, no matter how many people under a Wonder effect fail then succeed on a given save, the maximum healing bonus per person is 10. I.e., Elemental Harmony does not stack with itself, no matter the source. But if the person who activated the Wonder effect fails their Fire-based save re-roll, another person under a Wonder effect may attempt to activate their Elemental Harmony effect for the room. If that person's re-roll succeeds, every person under the Wonder effects heals 10 HP (including the person who initially failed their re-roll) and nobody else can activate their Wonder effect that round. I.e., each person under the Wonder effect is allowed one failed Fire-save re-roll per room, but cannot benefit from more than one successful Elemental Harmony effect per round.

Here's an example scenario. Let's say everyone in the party is under a Wonder effect. On round 1 in room 1, the party is hit with a *fireball*. B, J, and K all fail their save. B chooses to activate Elemental Harmony but fails the re-roll. B cannot activate Elemental Harmony again in this room and nobody else gets a heal from B's failed Elemental Harmony activation. J then decides to attempt a re-roll on the same save and succeeds. Everyone heals 10 Hit Points—including B—and both B and J have expended their Elemental Harmony for the room. The party is hit with another *fireball* on the next round. B, J, and K all fail their save again. Neither B nor J can activate Elemental Harmony in this room, but K decides to make a re-roll and succeeds. K has now expended their Elemental Harmony for the room and everyone heals 10 HP. On round 3, the party is hit with a *snowstorm*. This is not a Fire effect, so Elemental Harmony cannot trigger.

## Eldritch Runestone

**Flame Warden's Grip:** You may ignore class and hand requirements when sliding. E.g., a rogue could slide a Savage Sword or a ranger could dual wield Deathcleavers once they got into the dungeon. However, the party card is still filled out normally and it does not get adjusted to the new stats granted by a new weapon. In addition, any item(s) you hold in your hand—not items worn on the hand like gloves or rings—are immune to drop and other baneful environmental effects.