

## She'er Falen

Female ifrit arcanist 15 (elemental master)

CN Medium outsider (native)

**Init** +11; **Senses** darkvision 60 ft.; Perception +14

**Languages** Aquan, Auran, Common, Dwarven, Elven, Gnome, Halfling, Ignan, Terran

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### DEFENSE

**AC** 21, touch 21, flat-footed 14 (+4 armor, +7 Dex); *mage armor*  
**hp** 84 (15 HD)

**Fort** +11, **Ref** +17, **Will** +13

**Defensive Abilities** evasion; **SR** 26

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### OFFENSE

**Speed** 70 ft. (14 squares), fly 40 ft. (good); *overland flight*

**Melee** by weapon +7

**Ranged** by weapon+14

**Special Attacks** arcane reservoir (10/day, 18 max), burning flame (8d8+3), elemental attack

**Bloodline Spell-Like Abilities** (CL 15<sup>th</sup>; Concentration +23)

1/day – *enlarge person* or *reduce person*

**Arcanist Spells Prepared** (CL 15<sup>th</sup>; Concentration +23)

7<sup>th</sup> (4/day) – *elemental body IV*, *plane shift*<sup>F</sup>, *summon monster VII*

6<sup>th</sup> (5/day) – *beast shape IV*, *chain lightning*, *Falen's phoenix* (see below), *greater dispel magic*

5<sup>th</sup> (5/day) – *baleful polymorph*, *cone of cold*, *overland flight*, *scorching ray* (maximized), *teleport*

4<sup>th</sup> (5/day) – *fire shield*, *greater invisibility*, *lesser globe of invulnerability*, *scorching ash form*<sup>ARG</sup>, *wall of fire*

3<sup>rd</sup> (6/day) – *Falen's firebird* (see below), *firestream*<sup>ARG</sup>, *haste*, *lightning bolt*, *protection from energy*

2<sup>nd</sup> (6/day) – *acid arrow*, *burning hands* (intensified), *flaming sphere*, *gust of wind*, *pyrotechnics*, *see invisibility*

1<sup>st</sup> (6/day) – *charm person*, *feather fall*, *mage armor*, *magic missile*, *shield*, *touch of combustion*<sup>ARG</sup>

0 (at will) – *arcane mark*, *detect magic*, *flare*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*, *spark*<sup>APG</sup>,

**Elemental Focus** fire; **Opposed Element** water

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### STATISTICS

**Abilities** Str 10 (+0), Dex 24 (+7), Con 13 (+1), Int 24 (+7), Wis 8 (–1), Cha 16 (+3)

**Base Atk** +7; **CMB** +7; **CMD** 24

**Feats** Craft Wondrous Item, Eldritch Researcher (completed), Elemental Focus (fire), Empower Spell<sup>B</sup>, Greater Elemental Focus (fire), Intensify Spell, Maximize Spell, Quicken Spell, Spell Perfection (*Falen's firebird*)

**Skills** Acrobatics +7 (+19 when jumping), Escape Artist +22, Fly +25, Intimidate +18, Knowledge (arcana) +25, Knowledge (nature) +25, Knowledge (planes) +25, Perception +14, Spellcraft +25, Stealth +22, Use Magic Device +21

**SQ** arcanist exploits (burning flame, flame arc, metamagic knowledge, metamixing, potent magic), consume spells (3/day), efreeti magic, elemental movement, fire-starter, wildfire heart

**Combat Gear** *wand of cure light wounds* (30 charges); **Other Gear** *bag of holding (type I)*, *belt of incredible dexterity* +6, *blessed books* (2, 698 pages remaining), *boots of striding and springing*, *cloak of resistance* +5, *headband of vast intellect* +6 (escape artist, fly, stealth), *medallion of thoughts*, *She'er's mantle of denial* (as *mantle of spell resistance*, but grants SR 26 and has CL 14<sup>th</sup>), spell component pouch, tender (70gp)

**Spellbook** all core sorcerer/wizard spells of 7<sup>th</sup>-level and lower plus *chains of fire*<sup>ARG</sup>, *Falen's firebird*, *Falen's phoenix*, *firestream*<sup>ARG</sup>, *scorching ash form*<sup>ARG</sup>, *touch of combustion*<sup>ARG</sup>

**Encumbrance** light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 23 lb. 1 oz. (excluding tender)



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## SPECIALABILITIES

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**Arcane Reservoir (Su)** You have an innate pool of magical energy that you can draw upon to fuel your arcanist exploits and enhance your spells. Your arcane reservoir can hold a maximum amount of magical energy equal to 3 + your arcanist level. Each day, when preparing spells, your arcane reservoir fills with raw magical energy, gaining a number of points equal to 3 + ½ your arcanist level. Any points you had from the previous day are lost. You can also regain these points through the consume spells class feature and some arcanist exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost. Points from the arcanist reservoir are used to fuel many of your powers. In addition, you can expend 1 point from your arcane reservoir as a free action whenever you cast an arcanist spell. If you do, you can choose to increase the caster level by 1 or increase the spell's DC by 1. You can expend no more than 1 point from your reservoir on a given spell in this way.

**Burning Flame (Su)** Whenever you use the flame arc exploit, you can expend 2 points from your arcane reservoir instead of one. If you do, each target catches on fire if it fails its saving throw. Until the fire is extinguished, the target takes 3d6 points of fire damage at the start of each of its turns. The target can attempt a Reflex saving throw as a full-round action to extinguish the flames. Applying at least 1 gallon of water to the target automatically extinguishes the flames.

**Consume Spells (Su)** You can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if you had used it to cast a spell. You can use this ability a number of times per day equal to your Charisma modifier (minimum 1). Doing this adds a number of points to your arcane reservoir equal to the level of the spell slot consumed. You cannot consume cantrips (0 level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

**Elemental Movement (Su)** Your base speed increases by 30 feet (included above).

**Fire-Starter** Anytime you cause a creature to catch fire, you gain a +1 morale bonus on the next single attack roll, saving throw, skill check, or ability check that you make in the next round. You only gain this bonus the first time you cause a particular creature to catch fire; subsequent times the creature catches fire provide no bonus.

**Flame Arc (Su)** You can unleash an arc of flame by expending 1 point from your arcane reservoir. This creates a 30-foot line of flame that deals 1d6 points of fire damage + the your Charisma modifier, plus an additional 1d6 points of fire damage for every 2 levels beyond 1<sup>st</sup> (to a maximum of 10d6 at 19<sup>th</sup>-level) to each target in the line. Creatures in the area of effect may attempt a Reflex saving throw to halve the damage.

**Potent Magic (Su)** Whenever you expend 1 point from your arcane reservoir to increase the caster level of a spell, the caster level increases by 2 instead of 1. Whenever you expend 1 point from your arcane reservoir to increase the spell's DC, it increases by 2 instead of 1.

**Powerful Exploit (Su)** The damage dice for your flame arc exploit increase to d8s, and the range increases to a 60-foot line.

**Wildfire Heart** You gain a +4 racial bonus on initiative checks.

## Falen's Firbird

**School** conjuration (creation) [fire]; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Target** One creature, object, or point in space

**Effect** One flaming bird the size of a sparrow

**Area** one 5-ft. square or the target's space, whichever is larger (see text)

**Duration** Instantaneous

**Saving Throw** Reflex half (see text); **Spell Resistance** Yes



You create a bright, flaming bird which streaks from your outstretched hand to attack a target of your choice within range of the spell. The firebird flies to your target, dodging obstacles as it does so, and envelops the victim in a hellish inferno, dealing 1d6 fire damage per caster level (maximum 10d6) to anything in its space. When you cast this spell, make a ranged touch attack, ignoring bonuses for cover (if you know which square the target is in and there is an open path to it, you can even ignore total cover as the firebird flies around corners, through small windows, etc.). You must roll for concealment as normal. If you hit, the target takes a –4 penalty on its Reflex save against the spell. If you miss, the target makes its save as normal. Anything else sharing the target's space is considered to have been missed by the spell, taking damage and making saves as normal for an area of effect spell.

## Falen's Phoenix

**Level** sorcerer/wizard 6

**Range** medium (100 ft. + 10 ft./level)

**Targets** one primary target, plus one secondary target per four levels (each of which must be within 30 ft. of the primary target)

**Effect** One flaming bird the size of a hawk

As *Falen's firebird*, but the damage cap is raised to 20d6 and your firebird can accost multiple targets as shown above (to a maximum of five secondary targets at 20<sup>th</sup> level). Furthermore, targets who fail their saves catch on fire, taking 2d6 fire damage each round until the fire can be extinguished (using the DC of this spell). Only the primary target risks suffering a penalty on their saving throw unless you miss, in which case you may choose to roll against a secondary target until you successfully hit one, or until you miss all of the available targets. You may not roll against a given target more than once with a single casting of this spell.