

Hellfire Sorcerer CR 9

XP 6,400

Lunic sorcerer 10

CE Medium humanoid (lunic)

Init +7; **Senses** darkvision 60 ft.; Perception +0

Defense

AC 21, touch 12, flat-footed 18 (+4 armor, +4 shield, +3 Dex)

hp 86 (10d6+46)

Fort +6, **Ref** +6, **Will** +7

Defensive Abilities; **Immune** fire (100); **Resist** acid 10, cold 10

Offense

Speed 30 ft.

Melee dagger +6 (1d4+6)

Sorcerer Spells Known (CL 10th; concentration +14)

5th (3/day)—cone of fire (DC 21)

4th (6/day)—*greater invisibility*, *dimension door*, *elemental body*

3rd (7/day)—*fireball* (DC 19), *fly*, *protection from energy*, *dispel magic*

2nd (7/day)—*see invisibility*, *eagle's splendor*, *false life*, *resist energy*, *scorching ray*

1st (7/day)—*burning hands* (DC 16), *endure elements*, *mage armor*, *magic missile*, *vanish*, *shield*

0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *flare* (DC 16), *ray of fire*, *read magic*, *resistance*, *spark*

Bloodline fallen celestial (celestial variant)

Tactics

Before Combat The sorcerer casts *false life*, *mage armor*, *eagle's splendor*, *shield*, and *protection from energy (fire)* on himself.

During Combat The sorcerer casts *greater invisibility* on the first round of combat. He will then fly and cast fireballs along with quickened *magic missile*. He avoids physical combat at all costs, preferring to cast offensive spells defensively. He will even go so far as to center fireballs on himself, relying on his fire immunity to save him.

Base Statistics Without *false life*, *mage armor*, and *shield*, the sorcerer's statistics are **AC** 13, touch 13, flat-footed 10; **hp** 70;

Statistics

Str 13, **Dex** 16, **Con** 12, **Int** 10, **Wis** 8, **Cha** 22

Base Atk +5; **CMB** +7; **CMD** 19

Feats *Combat Casting*, *Eschew Materials*, *Great Fortitude*, *Improved Initiative*, *Quicken Spell*, *Toughness*, *Iron Will*

Skills *Fly* +11, *Intimidate* +12, *Knowledge (arcana)* +8, *Spellcraft* +8

Languages Common, Diabolic

SQ

Combat Gear: dagger

Bloodline Arcana: Whenever you cast a spell that deals energy damage, you can change the type of damage to match the type of your bloodline. This also changes the spell's type to match the type of your bloodline.

Hell Fire Blast ([Sp](#)): Starting at 1st level, you can unleash a ray of hellish fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. Against good creatures, this ray deals 1d4 points of damage + 1 for every two sorcerer levels you possess. This damage is divine and not subject to energy resistance or immunity. This ray heals evil creatures of 1d4 points of damage + 1 for every two sorcerer levels you possess. An evil creature cannot benefit from your hell fire more than once per day. Neutral creatures are neither harmed nor healed by this effect. You can use this ability a number of times per day equal to 3 + your [Charisma](#) modifier.

Unearthly Resistances ([Ex](#)): At 3rd level, you gain resist acid 5 and resist cold 5. At 9th level, your resistances increase to 10.

Wings of the Hellfire Phoenix ([Su](#)): At 9th level, you can sprout fiery wings and fly for a number of minutes per day equal to your sorcerer level, with a speed of 60 feet and good maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments.