

ORACLE LEVEL 1

While her detractors call her cold, in battle Alahazra's rage—especially toward injustice and intolerance—flares out in a wall of divine flame.

ALAHAZRA

Female human oracle 1 (*Pathfinder RPG Advanced Player's Guide* 42)
LG Medium humanoid (human)

Init +2; **Senses** darkvision 30 ft.; Perception +1

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 10 (1d8+2)

Fort +1, **Ref** +2, **Will** +3

OFFENSE

Speed 40 ft.

Melee quarterstaff +0 (1d6)

Ranged light crossbow +2 (1d8/19–20)

Oracle Spells Known (CL 1st; concentration +5)

1st (4/day)—*bless*, *command* (DC 15), *cure light wounds*

0 (at will)—*create water*, *detect magic*, *light*, *spark*^{APG} (DC 14)

Mystery flame

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 18

Base Atk +0; **CMB** +0; **CMD** 13

Feats Dodge*, Extra Revelation^{APG,*}

Traits Dangerously Curious^{APG,*}, Tongue of Many Towns^{HOG,*}

Skills Acrobatics +2 (+6 to jump), Diplomacy +9, Heal +5, Linguistics +2, Spellcraft +4, Use Magic Device +9

Languages Common, Osiriani, Polyglot

SQ oracle's curse (clouded vision), revelations (cinder dance*, fire breath)

Combat Gear *potion of mage armor*, *scroll of cure light wounds*, alchemist's fire; **Other Gear** light crossbow with 10 bolts, quarterstaff, backpack, spell component pouch, trail rations (4), waterskin, 9 gp

*These abilities have already been factored into Alahazra's statistics.

SPECIAL ABILITIES

Clouded Vision Alahazra cannot see anything beyond 30 feet, but she has darkvision within 30 feet.

Fire Breath Once per day as a standard action, Alahazra can unleash a 15-foot cone of flame that deals 1d4 points of fire damage (Reflex DC 14 half).

Spells and Gear Alahazra has access to the following spells and gear. *Bless* Alahazra can give all allies in a 50-foot-radius burst a +1 morale bonus to attack rolls and saves against fear for 1 minute.

Command One creature within 25 feet must succeed at a DC 15 Will saving throw or perform Alahazra's choice of the following actions: approach, drop an object, fall prone, run away, or stand in place.

Create Water Alahazra creates 2 gallons of water within 25 feet. It lasts a day if no one drinks it.

Cure Light Wounds Alahazra's scroll and spell heal a touched target for 1d8+1 points of damage.

Detect Magic Alahazra can notice magic in a 60-foot cone. If she concentrates, she can determine how many magic auras there are on the next round. On the round after that, she can try to find out more about one aura.

Light An object Alahazra touches sheds light for 10 minutes. She can't have more than one copy of this spell active at once.

Mage Armor Alahazra's potion grants the drinker a +4 armor bonus to AC for 1 hour.

Spark Alahazra can catch an unattended object within 25 feet on fire. The object must be Fine (roughly the size of a coin).

The daughter of a wealthy, widowed wainwright in the atheist nation of Rahadoum, Alahazra wanted for nothing growing up. She had the best tutors money could buy, all the time being groomed for a potentially lucrative marriage or perhaps even induction into the Occularium, Manaket's prestigious wizard's college.

All of that changed on the morning when 16-year-old Alahazra woke to find herself suddenly and inexplicably blind, her eyes clouded by a white mist that gave her only vague outlines of her surroundings. Beside himself with grief, her father called in the best healers in the godless land, only to discover that the situation was worse than he could have imagined. For when the bards with the healing touch reached out to the fevered child, they were suddenly cast back by a blast of flames that burned the girl's sickbed but left her magically unharmed. Yet, even this might have been bearable had the fleeing bards not revealed the rest of their discovery: the girl's flames bore no hint of sorcery or arcana. Though Alahazra's staunchly atheist father could scarcely believe it, his proper Rahadoumi household harbored a burgeoning cleric. Blind, weak, and weeping, Alahazra stumbled southeast into the desert badlands.

It was there, staring up through milky cataracts at the burning ball of the sun and letting the wind slowly bury her in the dunes, that Alahazra had her first revelation. A vision of debilitating color suddenly exploded. In it, Alahazra saw herself not as she was, but as she one day would be—strong, proud, and fierce. In that moment, Alahazra understood that she was more than a girl. She was a force of the desert—a voice of sun, sand, and flame—and she would bring its truth to the people. Baking in the hot coals of the great Garundi desert, Alahazra came to know herself, and in doing so harnessed the magical flames that had been building inside her.



"I am the bride of the sun and the prophet of the burning sands."

ORACLE LEVEL 4

While her detractors call her cold, in battle Alahazra's rage—especially toward injustice and intolerance—flares out in a wall of divine flame.

ALAHAZRA

Female human oracle 4 (*Pathfinder RPG Advanced Player's Guide* 42)
LG Medium humanoid (human)

Init +2; **Senses** darkvision 30 ft.; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 11 (+1 deflection, +2 Dex, +1 dodge)

hp 31 (4d8+8)

Fort +3, **Ref** +4, **Will** +6

OFFENSE

Speed 40 ft.

Melee mwk quarterstaff +4 (1d6)

Ranged mwk light crossbow +6 (1d8/19–20)

Oracle Spells Known (CL 4th; concentration +8)

2nd (4/day)—*cure moderate wounds*, *resist energy*, *sound burst* (DC 17)

1st (7/day)—*bless*, *burning hands* (DC 16), *command* (DC 15), *cure light wounds*, *obscuring mist*

0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *spark*^{APG} (DC 15), *stabilize*

Mystery Flame

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 19

Base Atk +3; **CMB** +3; **CMD** 17

Feats Dodge*, Extra Revelation^{APG,*}, Spell Focus (evocation)*

Traits Dangerously Curious^{APG}, Tongue of Many Towns^{HOG}

Skills Acrobatics +7 (+11 to jump), Diplomacy +12, Heal +7, Knowledge (history) +4, Knowledge (planes) +4, Knowledge (religion) +4, Linguistics +2, Sense Motive +5, Spellcraft +7, Use Magic Device +12

Languages Common, Osiriani, Polyglot

SQ oracle's curse (clouded vision), revelations (cinder dance*, fire breath, heat aura)

Combat Gear *potion of mage armor*, *scroll of daylight*, *scroll of invisibility purge*, *scroll of lesser restoration*, *wand of cure light wounds* (15 charges), *wand of mage armor* (12 charges), *wand of scorching ray* (5 charges), alchemist's fire, antitoxin (2), healer's kit;

Other Gear mwk light crossbow with 10 bolts, mwk quarterstaff, *cloak of resistance* +1, *ring of protection* +1, backpack, scroll case, spell component pouch, trail rations (4), waterskin, 78 gp

*The effects of this ability are included in Alahazra's statistics.

SPECIAL ABILITIES

Clouded Vision Alahazra cannot see anything beyond 30 feet, but she has darkvision within 30 feet.

Fire Breath Once per day as a standard action, Alahazra can unleash a 15-foot cone of flame that deals 4d4 points of fire damage (Reflex DC 16 half).

Heat Aura Once per day as a swift action, Alahazra can surround herself in an aura of heat that deals 2d4 points of fire damage to all creatures within 10 feet (Reflex DC 16 half). The aura also grants her 20% concealment until the beginning of her next turn.

Spells and Gear Alahazra has access to the following spells and gear.

Bless Alahazra can give all allies in a 50-foot-radius burst a +1 morale bonus to attack rolls and saves against fear for 4 minutes.

Burning Hands Alahazra creates a 15-foot cone of fire that deals 4d4 points of fire damage to all creatures in the area (Reflex DC 16 half).

Command One creature within 30 feet must succeed at a DC 15 Will saving throw or perform Alahazra's choice of the following actions: approach, drop an object, fall prone, run away, or stand in place.

Create Water Alahazra creates 8 gallons of water within 35 feet. It lasts a day if no one drinks it.

Cure Light Wounds Alahazra's wand heals a touched target for 1d8+1 points of damage. If she casts the spell, it heals 1d8+4 points instead.

Cure Moderate Wounds Alahazra heals a touched target for 2d8+4 points of damage.

Daylight Alahazra's scroll creates bright light for 60 feet, increasing the light level by one for the next 60 feet for 50 minutes. If there is magic darkness in that area, the overlapping area is unaffected by either spell.

Detect Magic Alahazra can notice magic in a 60-foot cone. If she concentrates, she can determine how many magic auras there are on the next round. On the round after that, she can try to learn more about one aura.

Guidance Alahazra can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

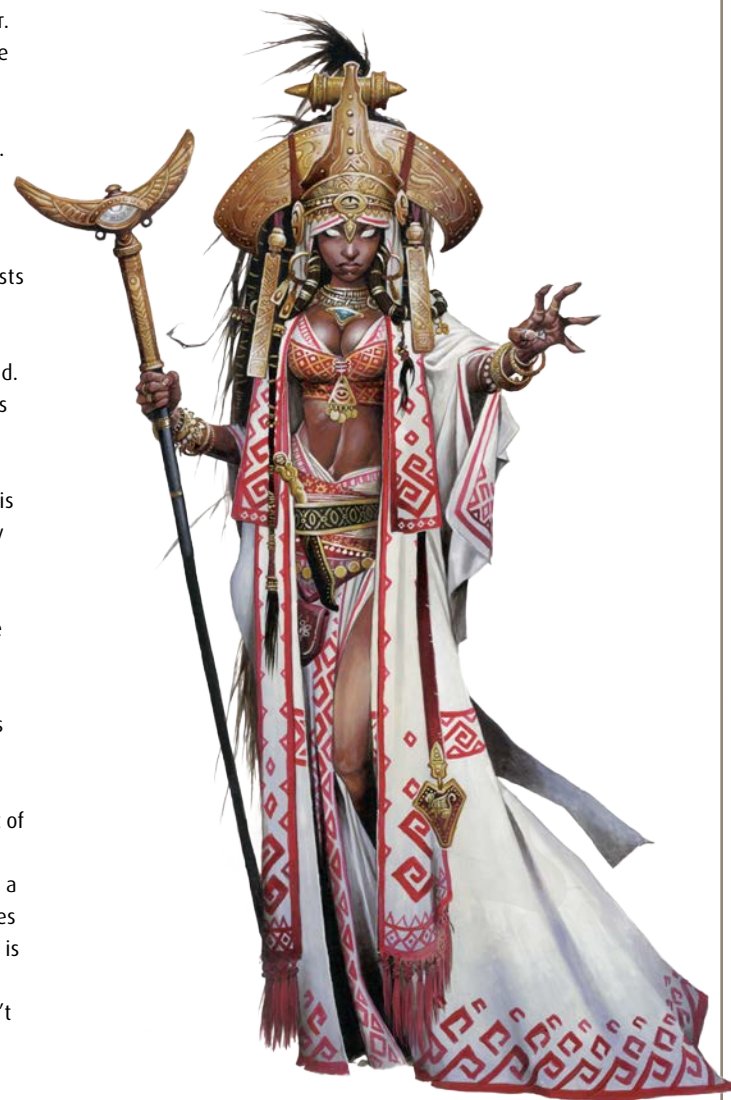
Invisibility Purge Alahazra's scroll negates all invisibility within 25 feet of the caster. The effect moves along with the caster for 5 minutes.

Lesser Restoration After 3 full rounds of casting, Alahazra's scroll cures a touched target of 1d4 points of damage to any ability score or causes it to lose most magical effects reducing its ability scores. The target is no longer fatigued, and the scroll reduces exhausted to fatigued.

Light An object Alahazra touches sheds light for 40 minutes. She can't have more than one copy of this spell active at once.

Mage Armor Alahazra's wand and potion grant a touched target a +4 armor bonus to AC for 1 hour. She must succeed at a DC 20 Use Magic Device check to activate her wand.

Obscuring Mist Alahazra calls forth a mist in a 20-foot-radius spread



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centered on her for 4 minutes or until a moderate or strong wind blows it away or a fire spell burns it away. Until then, the mist blocks vision (even darkvision). Attacks against adjacent creatures in the mist suffer a 20% miss chance from concealment, and creatures farther into the mist have total concealment (50% miss chance, and they can't be targeted by sight).

Resist Energy For 40 minutes, a target Alahazra touches gains 10 resistance to her choice of acid, cold, electricity, fire, or sonic.

Scorching Ray Alahazra's wand can blast an enemy with a searing beam of fire that deals 4d6 points of fire damage. She can fire the ray up to 30 feet (+5 ranged touch to hit). She must succeed at a DC 20 Use Magic Device check to activate her wand.

Sound Burst Alahazra sends a 10-foot-radius blast of sound to a location within 35 feet. All creatures in the area take 1d8 points of sonic damage and must succeed a DC 17 Fortitude save or be stunned for 1 round.

Spark Alahazra can catch an unattended object within 35 feet on fire. The object must be Fine (roughly the size of a coin).

Stabilize Alahazra can stabilize any target within 35 feet. The target stops dying but remains unconscious.

Alahazra was born in a small Rahadoumi town east of Manaket. Her hometown is one of the many way stations on the caravan route known as the Path of Salt, which leads from Azir to distant Sothis and takes its name from the waves of the Inner Sea and the dried tears of the slave chains that march along it. The daughter of a wealthy and widowed wainwright, Alahazra wanted for nothing growing up. She had the best tutors money could buy, all the time being groomed for a lucrative marriage or, potentially, induction into the Occularium, Manaket's prestigious wizard's college.

All of that changed the day when 16-year-old Alahazra woke to find herself suddenly and inexplicably blind, her eyes clouded by a white mist that gave her only vague outlines of her surroundings. Her father called in the best healers in the godless land, only to discover that the situation was worse than he could have imagined. For when the bards with the healing touch reached out to the fevered child, they were suddenly cast back by a blast of flames that burned the girl's sickbed but left her unharmed. Yet, even this might have been bearable had the fleeing bards not revealed the rest of their discovery: the girl's flames bore no hint of sorcery or arcana. Though Alahazra's staunchly atheist father could scarcely believe it, his proper Rahadoumi household harbored a burgeoning cleric.

Confronted by her enraged father and frightened by the new abilities that she felt burning inside her skin, Alahazra protested her

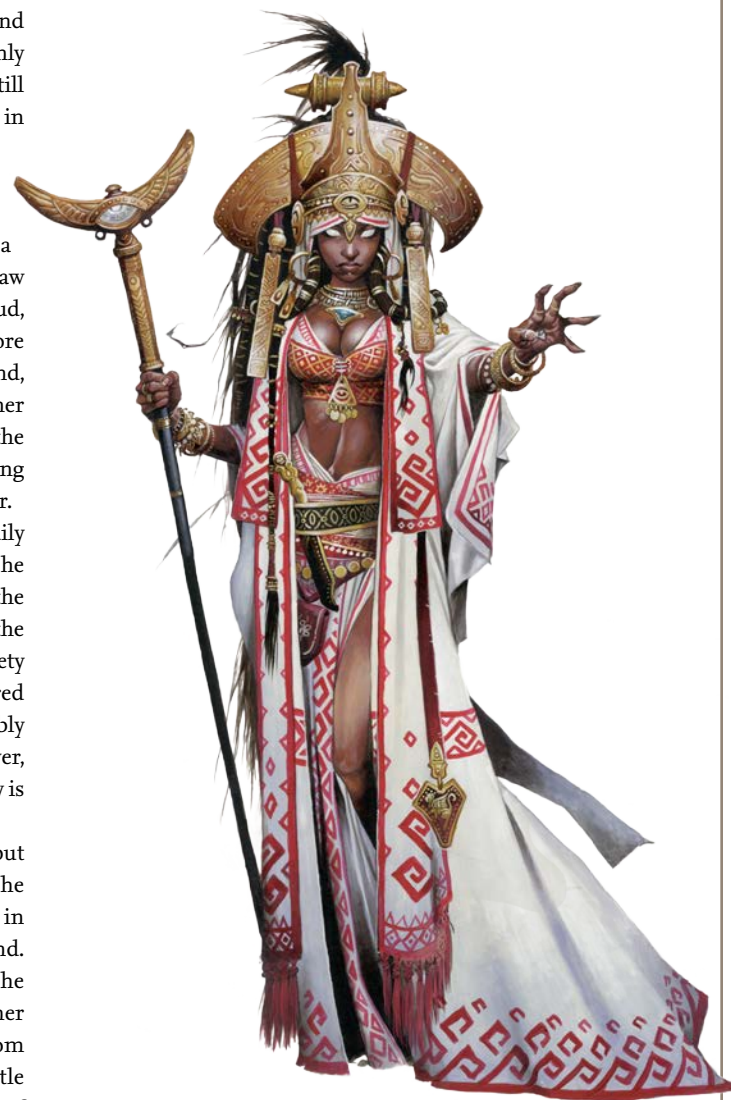
innocence loud and long, but to no avail. Sickened by what he saw as a betrayal of both his trust and his national pride, Alahazra's father did his daughter a final kindness and cast her out with no more than the clothes on her back, instructing her to run before the Pure Legion arrived to take her into custody—and let her gods be her new family, for she no longer had one in Rahadoun.

Blind, weak, and weeping with frustration and rage, Alahazra stumbled southeast into the desert, seeking what meager shade and water the badlands had to offer. For days she wandered, desiring only to put distance between herself and any pursuers who might still want revenge for her presumed heresy until at last she collapsed in the lee of a dune, dehydrated and dying.

Staring up through milky cataracts at the burning ball of the sun and letting the wind slowly bury her in the hot sand of the dunes, Alahazra had her first revelation. Behind her ruined eyes, a vision of debilitating color suddenly exploded. In it, Alahazra saw herself not as she was, but as she one day would be—strong, proud, and fierce. In that moment, Alahazra understood that she was more than just a girl. She was a force of the desert—a voice of sun, sand, and flame—and she would bring its truth to the people, whether they were ready for it or not. Baking slowly in the hot coals of the great Garundi desert, Alahazra came to know herself, and in doing so harnessed the magical flames that had been building inside her.

With the aid of her newfound abilities, Alahazra moved steadily east, crossing into Thuvia and following the Path of Salt until she finally came to Osirion. There she roamed as she willed through the great cities and barren plains, offering wisdom and healing to the righteous and cleansing fire to the wicked. In time, her notoriety grew, affording her access to higher social circles, and it's whispered that she made consorts and admirers of powerful men, possibly even among the court of the Ruby Prince. Alahazra herself, however, speaks little of her past. Only the future concerns her, and her duty is to defend it with a clarity of vision that disdains sight.

Now a grown woman of arresting beauty, Alahazra is kind but distant, often letting conversation drop in favor of taking in the sounds and smells of her environment. When she does speak, in her low, throaty voice, her words have the weight of command. Though she maintains that she has never worshiped a god—the cornerstone of her bitterness toward both her father and her homeland—she has come to respect a wide variety of deities, whom she refers to as “powerful and strategic allies.” Alahazra has little patience for fools, but has a soft spot for orphans and victims of injustice and in her own stern way, considers herself a mother figure to her adventuring companions.



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ORACLE **LEVEL 7**

In battle, Alahazra's rage toward injustice flares in a wall of divine flame.

ALAHAZRA

Female human oracle 7 (*Pathfinder RPG Advanced Player's Guide* 42)

LG Medium humanoid (human)

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 15, touch 14, flat-footed 12 (+1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 59 (7d8+21)

Fort +5, **Ref** +6, **Will** +8

OFFENSE

Speed 40 ft.

Melee mwk quarterstaff +6 (1d6)

Ranged mwk light crossbow +8 (1d8/19–20)

Oracle Spells Known (CL 7th; concentration +12)

3rd (5/day)—*cure serious wounds*, *dispel magic*, *fireball* (DC 20), *searing light*

2nd (7/day)—*align weapon*, *bear's endurance*, *cure moderate wounds*, *resist energy*, *sound burst* (DC 19)

1st (8/day)—*bless*, *burning hands* (DC 18), *command* (DC 16), *cure light wounds*, *obscuring mist*, *protection from evil*, *shield of faith*

0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*, *spark*^{APG} (DC 17), *stabilize*

Mystery flame

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 21

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

Feats Dodge*, Extra Revelation^{APG,*}, Greater Spell Focus (evocation)*, Nimble Moves, Spell Focus (evocation)*, Toughness*

Traits Dangerously Curious^{APG,*}, Tongue of Many Towns^{HOG,*}

Skills Acrobatics +11 (+15 to jump), Diplomacy +16, Heal +7, Intimidate +9, Knowledge (history) +4, Knowledge (planes) +5, Knowledge (religion) +4, Linguistics +2, Sense Motive +5, Spellcraft +10, Use Magic Device +16

Languages Common, Osiriani, Polyglot

SQ oracle's curse (clouded vision), revelations (cinder dance*, fire breath, heat aura, wings of fire)

Combat Gear *elemental metamagic rod* (lesser, cold)^{APG}, *oil of daylight*, *potion of mage armor*, *scroll of air walk*, *scroll of blessing of fervor*, *scroll of breath of life*, *scroll of freedom of movement*, *scroll of invisibility purge*, *wand of cure light wounds* (15 charges), *wand of lesser restoration* (7 charges), *wand of mage armor* (12 charges), *wand of scorching ray* (CL 7th, 8 charges), alchemist's fire, antitoxin (2), healer's kit; **Other Gear** mwk light crossbow with 10 bolts, mwk quarterstaff, *amulet of natural armor* +1, *cloak of resistance* +2,

headband of alluring charisma +2, *ring of protection* +1, backpack, scroll case, spell component pouch, trail rations (4), waterskin, 268 gp

*These abilities are already included in Alahazra's statistics.

SPECIAL ABILITIES

Clouded Vision Alahazra cannot see anything beyond 60 feet, but she has darkvision within 60 feet.

Elemental Metamagic Rod Alahazra can modify three of her spells each day so that they deal cold damage instead of their normal damage type, or half cold damage and half their normal type.

Fire Breath As a standard action up to twice per day, Alahazra can unleash a 15-foot cone of flame that deals 7d4 points of fire damage (Reflex DC 18 half).

Heat Aura Up to twice per day as a swift action, Alahazra can surround herself in an aura of heat that deals 3d4 points of fire damage to all creatures within 10 feet (Reflex DC 18 half). The aura also grants her 20% concealment until the beginning of her next turn.

Nimble Moves Alahazra can ignore 5 feet of difficult terrain when she moves, allowing her to take 5-foot steps.

Wings of Fire As a swift action, Alahazra can manifest a pair of fiery wings that grant her a fly speed of 60 feet. She can use these wings for up to 7 minutes a day, in 1-minute increments.

Spells and Gear Alahazra has access to the following spells and gear.

Air Walk Alahazra's scroll grants a touched target the ability to walk on air at its normal speed for 70 minutes. The target's maximum angle of ascent or descent is 45 degrees (but walking uphill causes them to move at half speed). Heavy winds or stronger can blow the target in the direction of the wind or have more drastic effects.

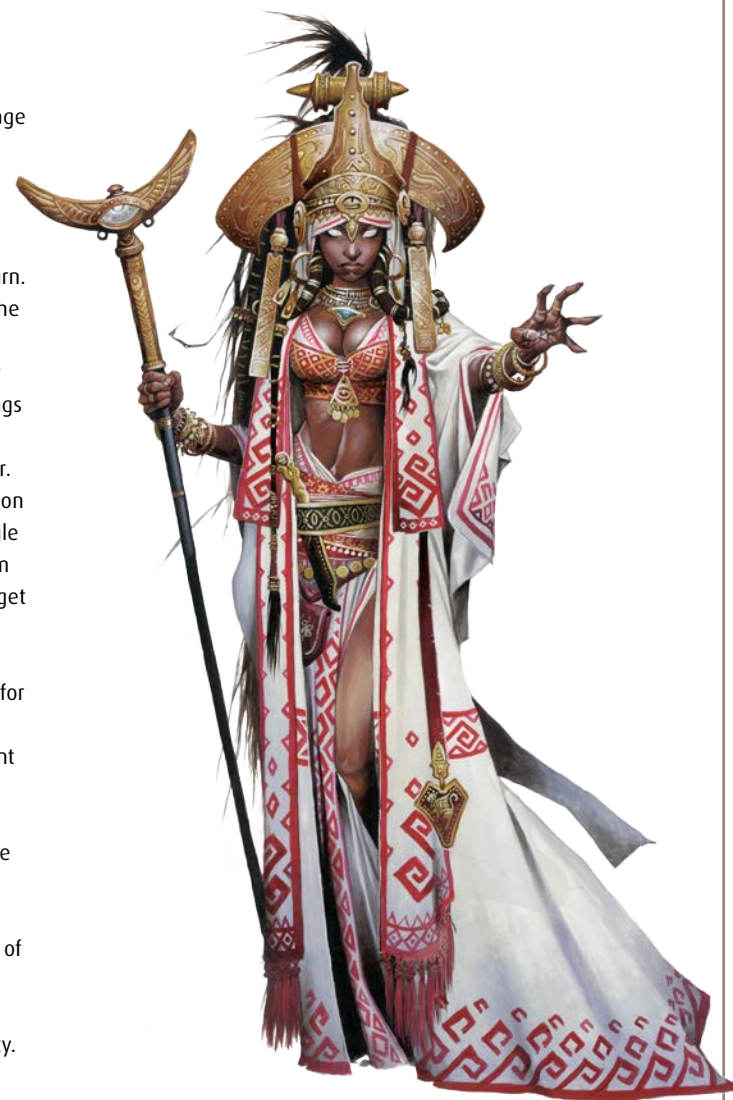
Align Weapon Alahazra can make a weapon (or 50 pieces of ammunition) count as her choice of chaotic, good, evil, or lawful for the purpose of bypassing damage reduction for 7 minutes.

Bear's Endurance Alahazra grants a touched target a +4 enhancement bonus to Constitution for 7 minutes. This temporarily increases its hit points by 2 per level and its Fortitude save bonus by +2.

Bless Alahazra can give all allies in a 50-foot-radius burst a +1 morale bonus to attack rolls and saves against fear for 7 minutes.

Blessing of Fervor Alahazra's scroll can affect up to 7 creatures within 40 feet and all within 30 feet of each other. Each target chooses one of the following five effects at the beginning of its turn for 7 rounds.

- Increase its speed by 30 feet.
- Stand up as a swift action without provoking attacks of opportunity.
- Make one extra attack as part of a full attack action, using its highest base attack bonus.
- Gain a +2 bonus on attack rolls and a +2 dodge bonus to AC and on Reflex saves.



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- Cast a single spell of 2nd level or lower as if it were an enlarged, extended, silent, or still spell.

Breath of Life Alahazra's scroll heals a touched creature 5d8+9 hit points. It even works on creatures that died in the last round, bringing them back to life if their total hit points become greater than their negative Constitution score. It doesn't work if they died from a death effect or became undead. If it brings someone back to life, the target suffers 1 negative level for 24 hours.

Burning Hands Alahazra creates a 15-foot cone of fire that deals 5d4 points of fire damage to all creatures in the area (Reflex DC 18 half).

Command One creature within 40 feet must succeed at a DC 16 Will saving throw or perform Alahazra's choice of the following actions: approach, drop an object, fall prone, run away, or stand in place.

Create Water Alahazra creates 14 gallons of water within 40 feet. It lasts a day if no one drinks it.

Cure Light Wounds Alahazra's wand heals a touched target for 1d8+1 points of damage. If she casts the spell, it heals 1d8+5 points instead.

Cure Moderate Wounds Alahazra heals a touched target for 2d8+7 points of damage.

Cure Serious Wounds Alahazra heals a touched target for 3d8+7 points of damage.

Daylight When smeared on an object, Alahazra's oil creates bright light for 60 feet and raises the light by one level for the next 60 feet for 50 minutes. If there is magic darkness in that area, the overlapping area is unaffected by either spell.

Detect Magic Alahazra can notice magic in a 60-foot cone. If she concentrates, she can determine how many magic auras there are on the next round. On the round after that, she can try to find out more about one aura.

Dispel Magic Alahazra can attempt to end a magical effect within 170 feet. To do so, she must roll 1d20+7, and the result must equal or exceed 11 + the target effect's caster level. If successful, the magical effect ends immediately. Alternatively, she can ready an action to counter an enemy spellcaster's spellcasting. This works in much the same way, but if successful, she causes the enemy's spell to fail.

Fireball Alahazra can fire a small bead up to 680 feet away, at which point it bursts into a 20-foot-radius spread of flame. (If it passes through a narrow opening before that distance, she must roll a ranged touch attack with +7 to hit to avoid hitting the wall and detonating early.) The fireball deals 7d6 points of fire damage to all creatures and objects in the area (Reflex DC 20 half).

Freedom of Movement Alahazra's scroll allows a target to move freely for 70 minutes, rendering it immune to most effects that would impede its movement, such as being grappled, slowed, or paralyzed.

Guidance Alahazra can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

Invisibility Purge Alahazra's scroll negates all invisibility within 25 feet of the caster. The effect moves along with the caster for 5 minutes.

Lesser Restoration After 3 full rounds of casting, Alahazra's wand cures a touched target of 1d4 points of damage to any ability score or dispels most magical effects reducing its ability scores. The target is no longer fatigued, and an exhausted target instead becomes fatigued.

Light An object Alahazra touches sheds light for 70 minutes. She can't have more than one copy of this spell active at once.

Mage Armor Alahazra's wand and potion grant a touched target a +4 armor bonus to AC for 1 hour. She must succeed at a DC 20 Use Magic Device check to activate her wand.

Mending Alahazra heals 1d4 points of damage to an object within 10 feet that weighs at most 7 pounds. She can repair broken (but not destroyed) magic items whose caster level is 7 or less.

Obscuring Mist Alahazra calls forth a mist in a 20-foot-radius spread centered on her for 7 minutes or until a moderate or strong wind blows it away or a fire spell burns it away. Until then, the mist blocks vision (even darkvision). Attacks against adjacent creatures in the mist suffer a 20% miss chance from concealment, and creatures farther into the mist have total concealment (50% miss chance, and they can't be targeted by sight).

Protection From Evil A touched target gets a +2 resistance bonus to saving throws and a +2 deflection bonus to AC against evil creatures for 7 minutes. The target cannot be touched by a nongood summoned creature and is immune to direct mental control and possession by evil creatures. Casting the spell after direct mental control or possession allows the target a new saving throw at a +2 bonus.

Resist Energy For 70 minutes, a target Alahazra touches gains 20 resistance to her choice of acid, cold, electricity, fire, or sonic.

Scorching Ray Alahazra's wand can blast her enemies with two searing beams of fire. She can fire the rays up to 40 feet at the same target or at different targets (+7 ranged touch to hit). Each ray does 4d6 points of fire damage. She must succeed at a DC 20 Use Magic Device check to activate her wand.

Searing Light Alahazra sends a ray of light at a target within 170 feet as a ranged touch attack (+7 to hit). If it hits, the target takes 3d8 points of damage (7d6 points if it is undead, or 7d8 points if it is both undead and vulnerable to light). Constructs and objects take 4d6 damage.

Shield of Faith Alahazra can give a touched target a +3 deflection bonus to AC for 7 minutes, which increases its touch AC, flat-footed AC, and CMD as well.

Sound Burst Alahazra sends a 10-foot-radius blast of sound to a location within 40 feet. All creatures in the area take 1d8 points of sonic damage and must succeed at a DC 19 Fortitude save or be stunned for 1 round.

Spark Alahazra can catch an unattended object within 40 feet on fire. The object must be Fine (roughly the size of a coin).

Stabilize Alahazra can stabilize any target within 40 feet. The target stops dying but remains unconscious.

Alahazra was born in a small Rahadoumi town east of Manaket. Her hometown is one of the many way stations on the caravan route known as the Path of Salt, which leads from Azir all the way to distant Sothis and takes its name from the waves of the Inner Sea and the dried tears of the slave chains that march along it. The daughter of a wealthy and widowed wainwright, Alahazra wanted for nothing growing up. She had the best tutors money could buy, and was groomed for a lucrative marriage or, potentially, induction into the Occularium, Manaket's prestigious wizard's college.

All of that changed the day 16-year-old Alahazra woke to find herself suddenly and inexplicably blind, her eyes clouded by a white mist that gave her only vague outlines of her surroundings. Beside himself with grief, her father called in the best healers to be found in the godless land, only to discover that the situation was worse than he could have imagined. For when the bards with the healing touch reached out to the fevered child, they were suddenly cast back by a blast of flames that burned the girl's sickbed but left her magically unharmed. Yet, even this might have been bearable had the fleeing bards not revealed the rest of their discovery: the girl's flames bore no hint of sorcery or arcana. Though Alahazra's staunchly atheist father could scarcely believe it, his proper Rahadoumi household harbored a burgeoning cleric. Blind, weak, and weeping, Alahazra stumbled southeast into the desert badlands.

Staring up through milky cataracts at the burning ball of the sun and letting the wind slowly bury her in the dunes, Alahazra had her first revelation. A vision of debilitating color suddenly exploded. In it, Alahazra saw herself not as she was, but as she one day would be—strong, proud, and fierce. In that moment, she understood that she was a force of the desert—a voice of sun, sand, and flame—and she would bring its truth to the people. Baking in the hot coals of the great Garundi desert, Alahazra came to know herself, and in doing so harnessed the magical flames inside her.