

BOOK OF BEASTS



Magus Codex

PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**



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All game terms in this book not defined in the *Pathfinder Roleplaying Game Core Rulebook* are denoted by a superscript. Those superscripts refer to the following books:

ACG	<i>Pathfinder Roleplaying Game: Advanced Class Guide</i>	UC	<i>Pathfinder Roleplaying Game: Ultimate Combat</i>
APG	<i>Pathfinder Roleplaying Game: Advanced Player's Guide</i>	UE	<i>Pathfinder Roleplaying Game: Ultimate Equipment</i>
ARG	<i>Pathfinder Roleplaying Game: Advanced Race Guide</i>	UM	<i>Pathfinder Roleplaying Game: Ultimate Magic</i>
HA	<i>Pathfinder Roleplaying Game: Horror Adventures</i>	BoHRAC	<i>Book of Heroic Races: Advanced Compendium</i>

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Introduction

Welcome to the second installment of the **Character Codex** series! Each individual PDF in this series provides gamemasters of the First Edition of the *Pathfinder Roleplaying Game* with twenty new stat blocks for characters of a given class—one each for levels 1 through 20—giving you ready access to NPC concepts that are both unique and effective. No matter the challenge rating you need for an NPC, this series has you covered.

NPCs of odd-numbered levels utilize more typical builds for characters of that class, while the NPCs of even-numbered levels are further afield, often incorporating class archetypes. These NPCs can be easily adjusted for your game by adding or subtracting class levels (or using a simple template.

Half of the NPC races are from the *Pathfinder Core Rulebook*, and the other half are from the *Pathfinder Roleplaying Game: Advanced Race Guide*. These race choices do not align with the same odd/even class level breakdown described above—rather, we’ve selected what we feel are appropriate race choices for each NPC’s overarching concept.

This entry in the series focuses on the magus class from *Pathfinder Roleplaying Game: Ultimate Magic*. This wizard-fighter hybrid has its origins in the earliest version of D&D, back when elves were a class. In Pathfinder, this class focuses on evocation and transmutation spells, increasing attacks and damage with martial weapons as well as being a decent arcane spellcaster. What the class lacks in arcane versatility it makes up for in the punch it delivers to its targets.

One of the things we strive to do at JBE is to show characters of all genders in our products. We strive to have equal numbers of male and female NPCs and generally add extra women

when we have odd numbers. We also believe that all genders belong at the gaming table and want to include transgender characters who are not defined by their transitions. We’ve included two transgender magi within: a tiefling fiend hunter who has cast off all traces of her former presentation and a male samsaran planar traveler whose chosen surname comes from a past life as a female. Additionally, we’ve included two genderless characters, a goblin outcast and a wyrwood elder, both of cultures we’re presenting as not having more familiar gender roles.

If you follow our blog at JonBrazer.com, you’ll know that we are working on new spells for the magus. While working on this installment, we discovered a shortage of magus-optimized spells. If there is anything else you desire for PF1e, please let us know at our website, Twitter, Facebook, Discord, or anywhere else you see us.

How to Use This Book

Each character presented herein uses the following format: Stat Block, Description, and Character Details. Each NPC is listed by class level, going from lowest to highest (warpriest 1 precedes warpriest 2, and so on).

The stat block details the character’s essential suite of attributes and abilities, with any buffs or class options the character might use before combat already factored in. Their base stats—free of any adjustments from spells or class options that temporarily modify the character’s abilities—are also listed in the Tactics section of the stat block.

A short description of the type of character represented follows each stat block.

As room on the page permits, we also name a representative character of each given build and offer details on their personality or potential story hooks that match their concept.

Apprentice Mage**CR 1/2****XP 200**

Elf magus 1

CN Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +1**DEFENSE****AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)**hp** 9 (1d8+1)**Fort** +3, **Ref** +3, **Will** +1; +2 vs. enchantments**Immune** sleep**OFFENSE****Speed** 30 ft.**Melee** rapier +3 (1d6+1/18–20)**Ranged** dagger +3 (1d4+1/19–20)**Special Attacks** arcane pool (+1, 3 points), spell combat**Magus Spells Prepared** (CL 1st; concentration +3)1st—*magic missile*, *shocking grasp*0 (at will)—*daze* (DC 12), *detect magic*, *ray of frost***TACTICS****During Combat** The magus opens combat with *magic missile* and then engages in melee combat, enhancing attacks from the arcane pool.**STATISTICS****Str** 12, **Dex** 17, **Con** 12, **Int** 15, **Wis** 8, **Cha** 10**Base Atk** +0; **CMB** +1; **CMD** 14**Feats** Weapon Finesse**Skills** Climb +3, Knowledge (arcana) +6,

Knowledge (planes) +6, Perception +1,

Spellcraft +6 (+8 to identify magic item

properties), Use Magic Device +4; **Racial****Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties**Languages** Common, Elven, Goblin, Orc**SQ** elven magic**Combat Gear** *scroll of blur*, alchemical grease^{APG}, poison ward salve ^{ACG}, weapon blanch(silver) ^{APG}; **Other Gear** chain shirt, dagger(2), rapier, *ioun torch* ^{APG}, magus spellbook(contains all 0-level spells and all prepared spells plus 1st—*chill touch*, *returning weapon*^{UC}, *shield*), 16 gp

Having only begun their training, an apprentice mage makes up for their lack of knowledge with an abundance of eagerness.

Oparena Freebreeze

The young Freebreeze has little patience for studying and desires to explore the world, making a name for herself as an adventurer. Armed with a quick blade and a smattering of reliable spells, Oparena is confident that she can face any challenge the future may hold.

Earthen Lieutenant**CR 1****XP 400**Oread ^{ARG} magus 2

LE Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +1**DEFENSE****AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)**hp** 16 (2d8+4)**Fort** +4, **Ref** +1, **Will** +4**Resist** acid 5**OFFENSE****Speed** 20 ft.**Melee** +1 *warhammer* +5 (1d8+4/×3)**Ranged** +1 *sling* +3 (1d6+4 plus 1d6+1 vs undead)**Special Attacks** arcane pool (+1, 3 points), spell combat, spellstrike**Oread Spell-Like Abilities** (CL 2nd; concentration +0)1/day—*magic stone***Magus Spells Prepared** (CL 2nd;

concentration +4)

1st—*corrosive touch* ^{UM}, *stone fist* ^{APG},*thunderstomp* ^{ACG}0 (at will)—*acid splash*, *detect magic*, *flare* (DC 12), *ray of frost***TACTICS****Before Combat** The magus uses *magic stone* to enhance three bullets.

During Combat The magus uses *thunderstomp*, the sling, and the *scroll of stone discus*. Once out of ranged attacks, the magus enhances melee attacks from the arcane pool and delivers *corrosive touch* with the warhammer using spellstrike.

Base Statistics Without arcane pool and *magic stone*, the magus has the following stats: **Melee** mwk warhammer +5 (1d8+3/×3); **Ranged** sling +2 (1d4+3).

STATISTICS**Str** 17, **Dex** 13, **Con** 12, **Int** 14, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +4; **CMD** 15**Feats** Combat Casting**Skills** Climb +7, Intimidate +3, Knowledge

(planes) +7, Spellcraft +7

Languages Common, Dwarven, Ignan, Terran**SQ** stone in the blood ^{ARG}

Combat Gear *potion of enlarge person*, *scroll of stone discus* ^{ACG}; **Other Gear** mwk chain shirt, mwk warhammer, sling, sling bullets (10), magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*grease*, *returning weapon* ^{UC}, *true strike*, *unerring weapon* ^{UC}), 17 gp, 9 sp

As a lieutenant in a shaitan genie's forces, this magus serves on the front lines of the battle against the Ignan hordes.

Arcane Raider**CR 2****XP 600**

Hobgoblin magus 3

LE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)**hp** 26 (3d8+9)**Fort** +5, **Ref** +3, **Will** +3**OFFENSE****Speed** 60 ft.**Melee** +1 scimitar +5 (1d6+3/18–20)**Special Attacks** arcane pool (+1, 3 points), magus arcana (spell shield ^{UM}), spell combat, spellstrike**Magus Spells Prepared** (CL 3rd; concentration +5)1st—*corrosive touch* ^{UM}, *expeditious retreat*, *magic weapon*, *vanish* ^{APG} (DC 13)0 (at will)—*daze* (DC 12), *detect magic*, *mage hand*, *ray of frost***TACTICS****Before Combat** The magus casts *expeditious retreat* and *magic weapon*.**During Combat** The magus delivers *corrosive touch* spellstrikes with the scimitar and defends with spell shield, casting *vanish* when retreating.**Base Statistics** Without *expeditious retreat*, *magic weapon*, and spell shield, the magus has the following stats: **AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex), **Speed** 30 ft., **Melee** mwk scimitar +5 (1d6+2/18–20).**STATISTICS****Str** 15, **Dex** 14, **Con** 15, **Int** 14, **Wis** 10, **Cha** 8**Base Atk** +2; **CMB** +4; **CMD** 16**Feats** Combat Casting, Improved Initiative**Skills** Climb +7, Knowledge (arcana, dungeoneering) +8, Spellcraft +8, Stealth +5;**Racial Modifiers** +4 Stealth**Languages** Common, Draconic, Dwarven, Goblin**Combat Gear** *elixir of hiding*, *potion of cure moderate wounds*, *potion of misdirection*, thunderstone; **Other Gear** mwk chain shirt, mwk scimitar, *bandages of rapid recovery* ^{APG}, magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*flare burst* ^{APG}, *jump*, *ray of enfeeblement*, *reinforce armaments* ^{UC}, *shocking grasp*), 5 gp

Hobgoblins value a strong arm and swift reactions over raw intelligence, leaving few powerful arcane casters among their population. Those few who study these eldritch secrets blend them with martial prowess, amplifying a raiding party's abilities when sacking human and elven towns. A trained arcane raider presents a significant danger to peacekeeping forces in outlying provinces.

Wild Skirmisher**CR 3****XP 800**Gnome magus (eldritch scion ^{ACG}) 4

CG Small humanoid (gnome)

Init +3; **Senses** low-light vision; Perception +1**DEFENSE****AC** 19, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 size)**hp** 33 (4d8+12)**Fort** +6, **Ref** +4, **Will** +3; +2 vs. illusions**Defensive Abilities** defensive training**OFFENSE****Speed** 20 ft.**Melee** +1 rapier +11 (1d4+1/18–20)**Special Attacks** bloodline powers (confusing critical ^{ACG} [DC 14], leaping charger ^{ACG}), eldritch pool (+1, 5 points), hatred, magus arcana (arcane accuracy ^{UM}), spell combat, spellstrike**Gnome Spell-Like Abilities** (CL 4th; concentration +7)1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals***Magus (Eldritch Scion) Spells Known** (CL 4th; concentration +7)2nd (2/day)—*fire breath* ^{APG} (DC 15), *frigid touch* ^{UM}1st (4/day)—*chill touch* (DC 14), *color spray* (DC 15), *frostbite* ^{UM}, *longshot* ^{UC}0 (at will)—*daze* (DC 13), *disrupt undead*, *flare* (DC 13), *mage hand*, *prestidigitation*, *ray of frost***Bloodline Fey****TACTICS****Before Combat** The magus enhances the rapier with eldritch pool.**During Combat** The magus uses arcane accuracy and casts spells like *chill touch*, *frigid touch*, and *frostbite* to enhance melee attacks.**Base Statistics** Without arcane accuracy and eldritch pool, the magus has the following stats: **Melee** mwk rapier +8 (1d4/18–20).**STATISTICS****Str** 10, **Dex** 16, **Con** 15, **Int** 10, **Wis** 8, **Cha** 16**Base Atk** +3; **CMB** +2; **CMD** 15**Feats** Combat Casting, Weapon Finesse**Skills** Craft (glass) +9, Perception +1, Spellcraft +5, Use Magic Device +10; **Racial Modifiers** +2 Craft (glass), +2 Perception**Languages** Common, Gnome, Sylvan**SQ** bloodrager bloodline (fey ^{ACG}), gnome magic**Combat Gear** *scroll of vanish* ^{APG}; **Other****Gear** +1 chain shirt, masterwork rapier, *dust of tracelessness*, *scabbard of honing* ^{UE}, masterwork glassblowing tools

A fierce protector of wildlands and every denizen within them, a wild skirmisher will not stand for civilization encroaching upon their home.

Moon Knight

CR 4

XP 1,200

Half-elf (elf-raised ^{ARG}) magus 5

CN Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +7

DEFENSE

AC 19, touch 11, flat-footed 18 (+4 armor, +1 Dex, +4 shield)

hp 36 (5d8+10)

Fort +5, **Ref** +2, **Will** +4; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 *flaming keen bastard sword* +10
(1d10+6/17–20 plus 1d6 fire)

Special Attacks arcane pool (+2, 5 points),
magus arcana (silent magic ^{UM}), spell combat,
spell recall, spellstrike

Magus Spells Prepared (CL 5th;
concentration +8)

2nd—*alter self*, *bull's strength*, *glitterdust* (DC 15)

1st—*blend* ^{ARG}, *ray of enfeeblement* (DC 14),
shield, *shocking grasp* (2)

0 (at will)—*daze* (DC 13), *detect magic*, *flare*
(DC 13), *read magic*

TACTICS

Before Combat The magus casts *blend* and *bull's strength* and uses arcane pool to add *flaming* and *keen* properties to the weapon.

During Combat The magus casts *shield* and uses spell combat to add *shocking grasp* to the damage, using spell recall to cast it again and again.

Base Statistics Without arcane pool, *blend*, *bull's strength*, and *shield*, the magus has the following stats: **AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex), **Melee** +1 *bastard sword* +8 (1d10+4/19–20); **Str** 16; **CMB** +6; **CMD** 17; **Skills** Stealth +5.

STATISTICS

Str 20, **Dex** 12, **Con** 13, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +8; **CMD** 19

Feats Combat Casting, Exotic Weapon

Proficiency (bastard sword), Power Attack,
Weapon Focus (bastard sword)

Skills Knowledge (dungeoneering) +11,
Perception +7, Spellcraft +11, Stealth +5 (+9
when moving at half speed), Use Magic Device
+7; **Racial Modifiers** +2 Perception

Languages Common, Elven, Goblin, Orc, Tengu

SQ arcane training ^{APG}, elf blood

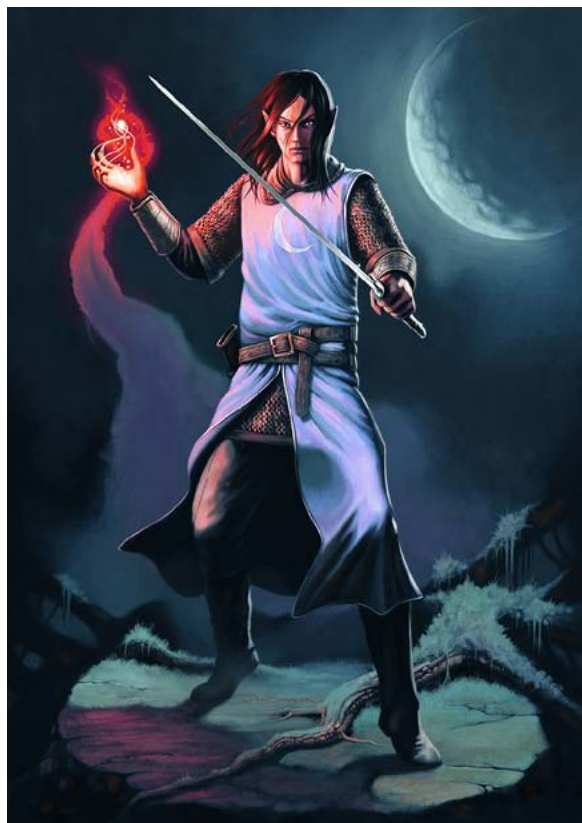
Combat Gear *potion of cure light wounds*,
potion of enlarge person, *potion of heroism*;

Other Gear mwk chain shirt, +1 *bastard sword*, magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*flare burst* ^{APG}, *frostbite* ^{UM}, *thunderstomp* ^{ACG}, *true strike*, *unerring weapon* ^{UC}, *vanish* ^{APG}, 2nd—*invisibility*), 15 gp

Hunting by wan moonlight and twinkling stars, a moon knight respects no laws and cares not for the struggles between good and evil. Rather, a moon knight is a defender of all elvenkind, keeping vigil through long nights so that others may sleep peacefully. Their grateful wards pay them tribute in food and supplies. Those who harm anyone in an elven settlement quickly discover that there is nowhere you can hide and no distance you can travel to escape the avenging blade of a moon knight.

Kyran Dreamseer

Kyran Dreamseer can never seem to win the approval of his elven sire—no matter how exceptional his performance, his father has never acknowledged Kyran's accomplishments. This was his greatest motivation for joining the Order of Lunasa, where he hoped to advance his skills with both sword and spell and thereby finally gain his father's admiration. Kyran has a reputation as an attention-seeker and a disobedient individualist. When ordered to stand guard at a location, he often seeks a better vantage point elsewhere. When told to stay in formation, he strays to help the locals get out of the line of fire. When practicing swordplay, he always wields the biggest blade he can lay his hands on. His superiors and fellow Lunasans consider Kyran difficult to work with, but none can deny that his unorthodox methods yield results.



MAGUS CODEX

Clan Outcast**CR 5****XP 1,600**Goblin ^{ARG} magus 6

CE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 21, touch 15, flat-footed 17 (+4 armor, +4 Dex, +2 shield, +1 size)**hp** 54 (6d8+24)**Fort** +7, **Ref** +6, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** +2 *flaming short sword* +12 (1d4/19–20 plus 4d6 fire)**Special Attacks** arcane pool (+2, 7 points), magus arcana (pool strike ^{UM}, spell shield ^{UM}), spell combat, spell recall, spellstrike**Magus Spells Prepared** (CL 6th; concentration +8)2nd—*fire breath* ^{APG} (DC 14), *molten orb* ^{ACG}, *scorching ray*, *web* (DC 14)1st—*burning hands* (DC 13), *long arm* ^{ACG}, *mudball* ^{ARG} (DC 13), *touch of combustion* ^{ARG} (DC 13), *vanish* ^{APG} (DC 13)0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *ray of frost***TACTICS****Before Combat** The magus enhances the short sword with arcane pool.**During Combat** The magus spends arcane pool points first on spell shield to increase AC, then on pool strike to increase short sword damage, and then targets enemies with ranged spells.**Base Statistics** Without arcane pool, pool strike, or spell shield, the magus has the following stats: **AC** 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size); **Melee** +1 *short sword* +11 (1d4–1/19–20).**STATISTICS****Str** 6, **Dex** 19, **Con** 14, **Int** 14, **Wis** 10, **Cha** 10**Base Atk** +4; **CMB** +1; **CMD** 15**Feats** Extra Arcane Pool ^{UM}, Toughness, Weapon Finesse, Weapon Focus (short sword)**Skills** Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Ride +8, Spellcraft +11, Stealth +18; **Racial Modifiers** +4 Ride, +4 Stealth**Languages** Draconic, Dwarven, Goblin**Combat Gear** *pearl of power* (1st level), *potion of cure light wounds*, *potion of jump*, *potion of protection from good*, *potion of remove fear*, alchemist's fire; **Other Gear** mithral chain shirt, +1 *short sword*, magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*color spray*, *corrosive touch* ^{UM}, *expeditious retreat*, *feather fall*, *shield*, *true strike*), 20 gp

Goblins are notoriously illiterate; a goblin that has not only learned to read but to do so well enough to cast arcane spells is absolute anathema to their culture. No matter how far removed from goblin society they may be, such a clan outcast retains an innate obsession with flame—and their spell choices invariably reflect that. Whether delivering touch spells through their blade or casting and attacking in tandem, the goblin always favors fire-based spells and grants their short sword the *flaming* quality whenever possible.

Blargg Firespitter

Goblins survive by staying in tight-knit groups, knowing that a lone goblin will eventually succumb to wild animals, dangerous monsters, wandering adventurers, or simply a fleeting impulsive decision. An inability to speak Common makes living among humans almost impossible, and dwarves and elves are equally loath to accept a pyrophiliac goblin with authority issues into their midst. So instead, Blargg sought out a black dragon and made a deal with it: in exchange for being allowed to live in the wyrm's marsh cave, Blargg agreed to deal with any smaller threats or weaker adventurers that might find their way into the dragon's lair.

Their temperaments have proven to be well-suited for each other. Blargg makes good money from killing adventurers since they don't have to divide any treasure gained from such an encounter with clan fellows, even though the goblin still gives the dragon the vast majority of the treasure in tribute. The magus also greatly values the wyrm's tutelage in their arcane studies. Although the dragon's spells are more acidic in nature than they are fiery, Blargg has learned far more about shaping and harnessing eldritch power than would be possible on their own or among their former clan fellows.

When adventurers or monsters wander into the cave, the dragon and Blargg fight together. Few adventurers are prepared to deal with fire-based magicks when delving into the cave of a black dragon, and this combination of raw draconic power and fiery evocations from Blargg has proven to be deadly to all such comers thus far. That doesn't stop Blargg from preparing *vanish* every day just in case the fight goes badly and the goblin needs to leave the dragon to die alone, though—after all, Blargg found a new home once, and they are fully prepared to do so again should the need arise.

Back Alley Avenger**CR 6****XP 2,400**

Human magus 7

LE Medium humanoid (human)

Init +5; **Senses** Perception –1**DEFENSE****AC** 19, touch 15, flat-footed 14 (+4 armor, +5 Dex)**hp** 56 (7d8+21)**Fort** +7, **Ref** +8, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** +3 rapier +14 (1d6+5/18–20)**Special Attacks** arcane pool (+2, 5 points), magus arcana (arcane accuracy ^{UM}, concentrate ^{UM}), spell combat, spell recall, spellstrike**Magus Spells Prepared** (CL 7th;

concentration +9)

3rd—*slow* (DC 15)2nd—*alter self*, *cat's grace*, *scorching ray*, *web* (DC 14)1st—*burning hands* (DC 13), *feather fall*, *magic missile*, *shocking grasp* (2)0 (at will)—*arcane mark*, *detect magic*, *flare* (DC 12), *ghost sound* (DC 12), *light***TACTICS****Before Combat** The magus enhances rapier attacks with arcane pool and casts *cat's grace*.**During Combat** The magus saves arcane pool points for concentration checks, and delivers spellstrikes with *shocking grasp*, *slow*, and *web*.**Base Statistics** Without arcane pool and *cat's grace*, the magus has the following stats: **AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); **Ref** +6; **Melee** +1 rapier +10 (1d6+3/18–20); **Dex** 16; **CMD** 22; **Skills** Ride +13, Stealth +10.**STATISTICS****Str** 15, **Dex** 20, **Con** 12, **Int** 14, **Wis** 8, **Cha** 10**Base Atk** +5; **CMB** +7; **CMD** 24**Feats** Combat Casting, Defensive Combat Training, Step Up, Toughness, Weapon Finesse, Weapon Focus (rapier)**Skills** Intimidate +10, Knowledge (dungeoneering) +12, Ride +15, Spellcraft +12, Stealth +12**Languages** Common, Dwarven, Elven**SQ** knowledge pool, medium armor**Combat Gear** *bandages of rapid recovery*, *elixir of hiding*, *elixir of tumbling*, *potion of darkvision*; **Other Gear** +1 studded leather, +1 rapier, *cloak of resistance* +1, *dust of tracelessness*, *elixir of vision*, magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*expeditious retreat*, *reduce person*, *shield*, *silent image*, *true strike*, 2nd—*invisibility*, *mirror image*, 3rd—*lightning bolt*), 5 gp

Fighting for justice throughout the night down streets most citizens dare not trespass, a back alley avenger hunts down lawbreakers. Their method of peacekeeping is harsh, but they believe the ends justify the means.

Lauren Nightfire

Lauren Nightfire is tirelessly dedicated to both her eldritch studies and her sword fighting, spending her every waking moment either training or hunting criminals. She has joined a number of adventuring parties over the years; her impatience with those she deems less dedicated to their own paths pushes many away, however. Her abject cruelty towards enemies—particularly those her partners would prefer to capture alive—drives away the rest. More often than not, she hunts alone now.

Lauren has several warrants out for her arrest for assaulting those she mistook for her quarry. Someone matching her description is also wanted for the murder of a city guard. (The fact that said guard was unmasked as an enforcer for an organized crime syndicate was, naturally, omitted from the wanted posters.) She is available for hire by adventurers in need of an extra blade or additional arcane support—provided they can stomach her methods.



Aerobic Spellsword CR 7**XP 3,200**Elf magus (spell dancer ^{ARG}) 8

CE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +1**DEFENSE****AC** 23, touch 18, flat-footed 17 (+5 armor, +4 Dex, +2 dodge, +2 insight); +4 dodge vs. attacks of opportunity**hp** 55 (8d8+16)**Fort** +8, **Ref** +8, **Will** +6; +2 vs. enchantments**Immune** sleep**OFFENSE****Speed** 65 ft.**Melee** +1 rapier +12/+12/+7 (1d6+2/15–20)**Special Attacks** arcane pool (7 points), improved spell combat, magus arcana (concentrate ^{UM}, prescient attack ^{UC}), spell recall, spellstrike**Magus (Spell Dancer) Spells Prepared** (CL 8th; concentration +11)3rd—*fly*, *haste*, *keen edge*2nd—*blur*, *frigid touch* ^{UM} (2), *mirror image*, *tactical acumen* ^{UC}1st—*chill touch* (DC 14), *expeditious retreat*, *shocking grasp*, *touch of combustion* ^{ARG} (DC 14), *vanish* ^{APG} (DC 14)0 (at will)—*arcane mark*, *daze* (DC 13), *detect magic*, *light*, *ray of frost***TACTICS****Before Combat** The magus casts *keen edge* and spends a point from the arcane pool to begin a spell dance.**During Combat** The magus casts *haste* while attacking with prescient attack. Additional attacks deliver spells like *chill touch*, *frigid touch*, and *shocking grasp* with spellstrike.**Base Statistics** Without arcane pool, *haste*, and *keen edge*, the magus has the following stats:**AC** 22, touch 17 (+5 armor, +4 Dex, +1 dodge, +2 insight); **Ref** +7; **Speed** 35 ft.; **Melee** +1 rapier +11/+6 (1d6+2/18–20).**STATISTICS****Str** 12, **Dex** 18, **Con** 12, **Int** 16, **Wis** 8, **Cha** 10**Base Atk** +6; **CMB** +7; **CMD** 25**Feats** Dodge, Fleet, Mobility, Weapon Finesse**Skills** Acrobatics +15 (+19 to move through a threatened square or enemy's space), Knowledge (arcana) +14, Perception +1, Perform (dance) +11, Spellcraft +14 (+16 to identify magic item properties), Use Magic Device +11; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties**Languages** Common, Draconic, Elven, Orc, Sylvan**SQ** arcane movement, elven magic, knowledge pool, spell dance**Combat Gear** *escape dust* ^{ARG}, *potion of enlarge person*, *potion of shield of faith* +2, *quick runner's shirt* ^{UE}; **Other Gear** +1 mithral chain*shirt*, +1 rapier, *belt of tumbling* ^{UE}, *cloak of resistance* +1, magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*corrosive touch* ^{UM}, *jump*, *long arm* ^{ACG}, *magic missile*, *true strike*, 2nd—*defensive shock* ^{UM}, *twisted space* ^{UC}, 3rd—*fireball*), 180 gp

Hand-springing their way through a battlefield, the aerobic spellsword's true passions lie in gymnastics and magic. As a spell dancer, they combine both disciplines into a deadly fighting style. Unpredictable and improvisational, the aerobic spellsword uses the whole of the battlefield to their advantage. Whether swinging from a vine or sliding down a drain pipe, they get around the battlefield with ease—and look good doing it.

Talandrea Cendrearbre

As an assassin for hire, Talandrea Cendrearbre does not just mercilessly kill her targets—she toys with them first. While a well-placed *fireball* can easily roast a mark, it brings her little joy, and such crude methods are her last resort. Instead, she performs a dance of death around her targets, slicing them to ribbons with her rapier before they know what hit them. Her preferred method of attack is to perform a series of flips, strike, and then make a flashy exit. Each deft move she makes across a battlefield is meant to impress as much as mortally wound.

Combat Encounters: Despite being hired to kill quickly and clandestinely, Talandrea loves an audience. As a result of this vanity, she will often choose a strike location that allows her to be as showy as possible, with lots of rooftops, stairways, clotheslines, or other handholds that allow her to showcase her full suite of skills. She may even do so at a time of day where crowds draw to watch the violence unfold. That this is also likely to draw attention from city guards who might intervene often doesn't occur to her in the moment of impulse.

Roleplaying Suggestions: Trained from childhood to kill dispassionately or face severe corporal punishment, Talandrea has been conditioned to believe that failure to eliminate a mark will result in torture from her superior or employer (despite having killed her handlers decades ago as revenge for their cruel methods of rearing). A charismatic and cunning PC who can talk her out of this panic might be able to turn her against whoever hired her, even if only temporarily. Conversely, a more compassionate PC may want to attempt a long-term course of reconditioning to help readjust Talandrea's moral compass and heal the immense psychological damage she bears.

Helltouched Archer

CR 8

XP 4,800

Tiefling ^{ARG} magus 9

NG Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 21, touch 14, flat-footed 17 (+7 armor, +4 Dex)

hp 71 (9d8+27)

Fort +8, **Ref** +7, **Will** +6

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee spear +7/+2 (1d8+1/×3)

Ranged +1 *speed composite longbow* +11/+11/+6 (1d8+2/×3) or javelin +10/+5 (1d6+1) or spear +10/+5 (1d8+1/×3)

Special Attacks arcane pool (+3, 7 points), improved spell combat, magus arcana (arcane accuracy ^{UM}, arcane edge ^{UC}, empowered magic ^{UM}), spell recall, spellstrike

Tiefling Spell-Like Abilities (CL 9th; concentration +7)
1/day—*darkness*

Magus Spells Prepared (CL 9th; concentration +12)

3rd—*cloak of winds* ^{APG} (DC 16), *fireball* (DC 16), *lightning bolt* (DC 16), *versatile weapon* ^{APG} (DC 16)

2nd—*acid arrow*, *flaming sphere* (DC 15), *scorching ray*, *spider climb*, *stone call* ^{APG}

1st—*burning hands* (DC 14), *expeditious retreat*, *feather fall*, *hydraulic push* ^{APG}, *returning weapon* ^{UC}, *true strike*

0 (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 13), *ray of frost*

TACTICS

Before Combat The magus casts *cloak of winds* and *spider climb*, then hides high up on a wall.

During Combat If facing evil outsiders, the magus casts *versatile weapon* on arrows, enhances the bow with arcane pool, and uses the *oil of bless weapon* if necessary to bypass DR. When fighting humanoids or similar, the magus throws javelins or spears and casts spells with spell combat, spending the arcane pool on spell recall.

Base Statistics Without arcane pool, the magus has the following stats: **Ranged** +1 *composite longbow* +11/+6 (1d8+2/×3).

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 16, **Wis** 10, **Cha** 6

Base Atk +6; **CMB** +7; **CMD** 21

Feats Far Shot, Manyshot, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot

Skills Bluff +0, Climb +11, Knowledge (arcana, planes) +15, Spellcraft +15, Stealth +13; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Dwarven, Elven, Infernal

SQ knowledge pool, medium armor, prehensile tail ^{ARG}

Combat Gear *oil of bless weapon*, *potion of cure moderate wounds*, *potion of jump*, *potion of shield of faith* +2; **Other Gear** +1 mithral chainmail, +1 *composite longbow* (+1 Str), *efficient quiver* containing arrows (60), javelin (18), spear (6), magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*abjuring step* ^{UC}, *color spray*, *ray of enfeeblement*, *unerring weapon* ^{UC}, 2nd—*molten orb* ^{ACG}, 3rd—*haste*, *slow*), 117 gp

A helltouched archer seeks out evil outsiders as well as humanoids who willingly make deals with such creatures. Such mortals, the archer surmises, are either far too cruel and selfish to suffer to live, or have been deluded by the outsider's trickery and need to be shown the truth. Although not a bearer of divine power, the helltouched archer melds eldritch power with expert marksmanship to dispatch demons and devils with prejudice.

Trueheart

Trueheart never speaks the name given to her at birth, for the person it describes was but a performance she once put on for the sake of others. Her chosen purpose is to end the corruption which abyssal and infernal beings leave upon the material world. She works to undo the destruction they usher into mortal lives, the oppression they wield like a dagger, and the seeds of hatred they sow into the hearts of any souls they touch.

Trueheart relies not upon the gods for help, instead trusting only in her own knowledge and discipline. She is convinced that the gods have a vested interest in sustaining evil, making mortals dependent upon divine intervention for deliverance. To Trueheart, it is better for mortals to find the necessary courage and strength to vanquish evil on their own and be free of the gods' meddling.

Roleplaying Suggestions: Trueheart never kills a mortal without first attempting to convince them to abandon their wickedness and correct their misdeeds. She tells them all the lurid details of the Abyss and the Hells and of the fates that await mortals who make pacts with the denizens of those dark pits.

Windborne Warrior CR 9**XP 6,400**

Wyvaran magus 10

LN Medium dragon

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12**DEFENSE****AC** 20, touch 16, flat-footed 14 (+4 armor, +4 Dex, +2 dodge)**hp** 78 (10d8+30)**Fort** +9, **Ref** +8, **Will** +9**Immune** paralysis, sleep**OFFENSE****Speed** 60 ft., fly 60 ft. (clumsy)**Melee** +2 *shocking burst rapier* +14/+14/+9 (1d6+4/15–20 plus 1d6 electricity)**Special Attacks** arcane pool (+3, 8 points), improved spell combat, magus arcana (arcane accuracy ^{UM}, arcane edge ^{UC}, close range ^{UM}), slapping tail, spell recall, spellstrike**Magus Spells Prepared** (CL 10th; concentration +13)
4th—*greater invisibility*
3rd—*haste*, *keen edge*, *ray of exhaustion* (DC 16), *slow* (DC 16)
2nd—*acid arrow* (2), *bull's strength*, *scorching ray*, *web* (DC 15)
1st—*chill touch* (DC 14), *feather fall*, *ray of enfeeblement* (DC 14), *shock shield* ^{UC}, *shocking grasp*, *true strike*
0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *mage hand*, *open/close* (DC 13)**TACTICS****Before Combat** The magus enhances the rapier with arcane pool and *keen edge*, then casts *bull's strength*.**During Combat** The magus casts *greater invisibility* and *haste* and attacks with flying charges. Should *greater invisibility* be dispelled, the magus casts ranged spells while flying.**Base Statistics** When not doing a flying charge and without arcane pool, *bull's strength*, and *keen edge*, the magus has the following stats: **Speed** 30 ft., fly 30 ft. (clumsy); **Melee** +1 *rapier* +12/+7 (1d6+1/18–20); **Str** 10; **CMB** +7; **CMD** 22.**STATISTICS****Str** 14, **Dex** 18, **Con** 14, **Int** 16, **Wis** 14, **Cha** 8**Base Atk** +7; **CMB** +9; **CMD** 25**Feats** Death From Above ^{UC}, Dodge, Flyby Attack, Mobility, Weapon Finesse, Wingover**Skills** Fly +9, Perception +12, Sense Motive +12, Spellcraft +16, Use Magic Device +12**Languages** Common, Draconic, Dwarven, Elven, Gnome**SQ** fighter training (fighter level 5), knowledge pool, medium armor**Combat Gear** *potion of barkskin* +2, *potion of heroism*; **Other Gear** +1 studded leather, +1 rapier, *belt of incredible dexterity* +2,*headband of vast intelligence* +2, magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*corrosive touch* ^{UM}, *magic missile*, *touch of combustion* ^{ARG}, *blur*, *molten orb* ^{ACG}, 3rd—*fireball*, *lightning bolt*, 4th—*black tentacles*), 205 gp

The windborne warrior swoops down invisibly and precisely to strike at agents of chaos. Their arcana is justice distilled; their blade, an extension of absolute rule. A windborne warrior thwarts the efforts of criminals and anarchists without exception—even those who believe their cause is ultimately just. Order is the pinnacle of a windborne warrior's values, and they fight to preserve the societal structures they believe to best benefit the majority of civilization.

Harrakai Marenotherin Makindara

Harrakai, third-hatched of Renotherin, is no adventurer.

He merely sojourns farther than his other broodmates in defense of their proud community atop the Crag. A tireless sentinel and a disciplined warrior, he regiments every aspect of his life in search of perfection. He must defend the Crag before all else.

Yet his desire to master the arcane arts is far too great an instinct to subjugate. For Harrakai, no situation is too dangerous if it offers him an opportunity to further his understanding of magic. So he routinely delves into the foul nests of harpy covens, wars with elemental soldiers emerging from the Auran planar rifts, and assaults the demesnes of other skyward threats to the Crag.

Not for their tomes or trinkets, he tells anyone who asks. But for the good of the community.

Because Harrakai is no adventurer.



Weaponbreaker

CR 10

XP 9,600

Half-orc magus 11

CE Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 86 (11d8+33)

Fort +10, **Ref** +4, **Will** +7

Defensive Abilities orc ferocity; **Resist** fire 2

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee +1 cold iron speed scimitar +13/+13/+8 (1d6+5/15–20), bite +7 (1d4+4 plus 1 bleed)

Special Attacks arcane pool (+3, 8 points), improved spell combat, improved spell recall, magus arcana (accurate strike ^{UC}, arcane accuracy ^{UM}, empowered magic ^{UM}), spellstrike

Magus Spells Prepared (CL 11th; concentration +14)

4th—*detonate* ^{APG} (DC 19), *dragon's breath* ^{APG} (DC 19)

3rd—*fireball* (DC 18), *force punch* ^{UM} (DC 18), *keen edge*, *slow* (DC 16), *vampiric touch*

2nd—*blood blaze* ^{ARG} (2), *fire breath* ^{APG} (2, DC 17), *savage maw* ^{ARG}

1st—*enlarge person* (DC 14), *shield*, *thunderstomp* ^{ACG}, *touch of combustion* ^{ARG} (2, DC 16), *true strike*

0 (at will)—*acid splash*, *arcane mark*, *daze* (DC 13), *flare* (DC 15), *ray of frost*

TACTICS

Before Combat The magus uses arcane pool and *keen edge* on the scimitar and casts *savage maw*.

During Combat The magus rushes towards enemies and uses spell combat attacks to sunder enemy weapons and cast spells like *detonate*, *dragon's breath*, and *fire breath* to target as many opponents as possible. The magus spends arcane points on accurate strike or arcane accuracy when casting touch spells through the scimitar.

Base Statistics Without arcane pool, *keen edge* and *savage maw*, the magus has the following stats: **Melee** +1 cold iron scimitar +13/+8 (1d6+5/18–20).

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 16, **Wis** 8, **Cha** 12

Base Atk +8; **CMB** +12 (+14 sunder); **CMD** 22 (24 vs. sunder)

Feats Cleave, Great Cleave, Greater Spell Focus (evocation), Improved Critical (scimitar), Improved Initiative, Improved Sunder, Power Attack, Spell Focus (evocation)

Skills Climb +14, Craft (weapons) +19,

Intimidate +17, Spellcraft +17, Use Magic

Device +15; **Racial Modifiers** +2 Intimidate

Languages Abyssal, Common, Giant, Goblin, Orc

SQ fighter training (fighter level 5), fire-forged steel, knowledge pool, medium armor, orc blood

Combat Gear *necklace of fireballs II*, *potion of cat's grace*, *potion of resist fire 10*; **Other Gear** +1 fire-forged steel ^{UE} chainmail, +1 cold iron scimitar, belt of giant strength +2, cloak of resistance +1, masterwork weaponsmithing tools, magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*chill touch*, *corrosive touch* ^{UM}, *magic weapon*, *shocking grasp*, *stone fist* ^{APG}, *true strike*, 2nd—*acid arrow*, *bull's strength*, *scorching ray*, 3rd—*dispel magic*, 4th—*black tentacles*, *greater invisibility*), 15 gp

A weaponbreaker magus reduces their enemy to ash after sundering their weapons and shields to useless slag. Augmenting their attacks with spells like *detonate* makes their targeted strikes highly effective.

Harukar Bloodtusk

Harukar plots to become his tribe's next chief. Although not the strongest among his people, he is undoubtedly the most cunning. Despite his uncommon composure and relative physical deficiency in comparison to his kinfolk, Harukar remains unmatched by any opponent he has faced. He distinguishes himself on every raid he joins, repelling both paladins and mercenaries single-handedly. The only question remaining is whether Harukar can defeat the current chief in trial by combat.

Rejecting an impulsive strike against his leader, Harukar instead bides his time, following the chief's every order without fail. In doing so, Harukar gains more glory for his tribe—but, more importantly, for himself as well. Although he is sure the chief has sent him on some missions from which he was not expected to return, Harukar has always triumphed, and he has never let on that he is aware of the scheme.

During these raids, Harukar seeks out more magic items to bolster his power. Only once he has amassed enough such tools and is perfectly confident in his ability to succeed will he attempt to topple the chief. Drawing such powerful items out of the human strongholds requires a massive threat to their territory, however, and Harukar engineers such threats so that they can't be traced back to his tribe. After all, the last thing Harukar wants is for the humans to ignore him and target the orcish civilians—otherwise, he'll have no one to rule over when he does stage his coup.

MAGUS CODEx

Hailstorm Harrier**CR 11****XP 12,800**Sylph ^{ARG} magus (staff magus ^{UM}) 12

NE Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception –1**DEFENSE****AC** 22, touch 16, flat-footed 16 (+4 armor, +6 Dex, +2 shield)**hp** 93 (12d8+36)**Fort** +10, **Ref** +10, **Will** +7**Resist** electricity 5**OFFENSE****Speed** 30 ft., fly 60 ft. (good)**Melee** +2 *spark staff* +19/+14 (1d6+4/19–20)or +2 *spark staff* +17/+12 (1d6+4/19–20), +2*spark staff* +17 (1d6+3/19–20)**Special Attacks** arcane pool (+3, 11 points), improved spell combat, improved spell recall, magus arcana (arcane accuracy ^{UM}, disruptive ^{UC}, spellbreaker ^{UC}, wand mastery ^{UM}, wand wielder ^{UM}), spellstrike**Sylph Spell-Like Abilities** (CL 12th;

concentration +12)

1/day—*feather fall***Magus (Staff Magus) Spells Prepared** (CL 12th; concentration +17)4th—*dragon's breath* ^{APG} (DC 19), *ice storm*, *shout* (DC 19)3rd—*fly*, *force punch* ^{UM} (2, DC 18), *vampiric touch*, *wind wall*2nd—*acid arrow* (2), *bear's endurance*, *cat's grace*, *euphoric cloud* ^{ACG} (2, DC 17)1st—*burning hands* (DC 16), *chill touch* (DC 16), *jump*, *magic missile*, *shocking grasp*, *windy escape* ^{ARG}0 (at will)—*arcane mark*, *daze* (DC 15), *detect magic*, *light*, *ray of frost***TACTICS****Before Combat** The magus casts *bear's endurance*, *cat's grace*, and *fly*, then uses the *wand of fox's cunning* and the *wand of mage armor*.**During Combat** The magus flies above the target to gain a higher ground bonus to attacks and uses arcane accuracy each round to gain an insight bonus to attacks. When not using spellstrike, the magus stays close to spellcasting, disrupting their spells. Spellstrike attacks include *chill touch*, *force punch*, *vampiric touch*, *wand of hostile levitation*, and *wand of poison*, plus intensified *shocking grasp* from the *spark staff*.**Base Statistics** Without arcane accuracy and *bear's endurance*, *cat's grace*, *fly*, *fox's cunning*, and *mage armor*, the magus has the following stats: **AC** 16, touch 14, flat-footed 12 (+4 Dex, +2 shield); **hp** 69 (12d8+12); **Fort** +8, **Ref** +8; **Speed** 30 ft.; **Melee** +2 *spark staff* +14/+19 (1d6+4/19–20) or +2 *spark staff* +12/+7 (1d6+4/19–20), +2 *spark staff* +12 (1d6+3/19–20); **Spells** Reduce all DCs by 2; **Dex** 18, **Con** 10, **Int** 17; **CMD** 25; **Skills** Fly +13, Knowledge (arcana, planes) +18, Ride +13, Spellcraft +22; **Combat Gear** Reduce all wand DCs by 2.**STATISTICS****Str** 14, **Dex** 22, **Con** 14, **Int** 21, **Wis** 8, **Cha** 10**Base Atk** +9; **CMB** +11; **CMD** 27**Feats** Combat Casting, Death From Above ^{UC}, Disruptive, Disruptive Recall ^{UC}, Extra Arcana ^{UM}, Improved Critical (quarterstaff), Magical Aptitude, Quarterstaff Master ^{UM}, Spellbreaker, Two-Weapon Fighting, Weapon Focus (quarterstaff)**Skills** Fly +21, Knowledge (arcana, planes) +20, Ride +15, Spellcraft +24, Use Magic Device +19**Languages** Auran, Common, Elven, Ignan, Terran**SQ** knowledge pool, quarterstaff defense, staff weapon, storm in the blood ^{ARG}**Combat Gear** *spark staff* ^{ACG}, *wand of cure critical wounds* (5 charges), *wand of death knell* (DC 17, 5 charges), *wand of fox's cunning* (10 charges), *wand of hostile levitation* (DC 18, 8 charges), *wand of mage armor* (10 charges), *wand of poison* (DC 19, 7 charges); **Other Gear** magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*blade lash* ^{ACG}, *feather fall*, *frostbite*, *sundering shards* ^{ACG}, 2nd—*gust of wind*, *levitate*, 3rd—*haste*, *stinking cloud*, 4th—*ball lightning*, *elemental body I*, *greater invisibility*), 10 gp

Sewer Protector**CR 12****XP 19,200**

Ratfolk magus 13

NG Small humanoid (ratfolk)

Init +9; **Senses** darkvision 60 ft.; Perception +3**DEFENSE****AC** 24, touch 17, flat-footed 18 (+7 armor, +5 Dex, +1 dodge, +1 size)**hp** 127 (13d8+65)**Fort** +13, **Ref** +11, **Will** +10**OFFENSE****Speed** 40 ft.**Melee** +5 returning dagger +22/+22/+17

(1d3+6/17–20) or dagger +17/+17/+12

(1d3+1/17–20)

Ranged +5 returning dagger +22/+22/+17

(1d3+6/17–20) or dagger +17/+17/+12

(1d3+1/17–20)

Special Attacks arcane pool (+4, 10 points), improved spell combat, improved spell recall, magus arcana (arcane accuracy ^{UM}, enduring blade ^{UC}, familiar ^{UM}, hasted assault ^{UM}), spellstrike, swarming**Magus Spells Prepared** (CL 13th; concentration +17)5th—*baleful polymorph* (DC 19)4th—*black tentacles*, *dimension door*, *dragon's breath* ^{APG} (DC 18), *greater invisibility*3rd—*dispel magic*, *lightning bolt* (DC 17), *sickening strikes* ^{ARG} (DC 17), *slow* (DC 17), *vampiric touch*2nd—*bear's endurance*, *minor image* (DC 16), *scorching ray*, *shatter* (DC 16), *stone discus* ^{ACG}, *web* (DC 16)1st—*blurred movement* ^{ACG}, *corrosive touch* ^{UM}, *expeditious retreat*, *hydraulic push* ^{APG}, *ray of enfeeblement* (DC 15), *shocking grasp*0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *prestidigitation*, *read magic***TACTICS****Before Combat** The magus uses the familiar to scout ahead, casting *bear's endurance* and enhancing the magical dagger with arcane pool.**During Combat** The magus sneaks in close, using hasted assault and turning invisible before throwing daggers and casting spells from a distance. The magus flees with *dimension door* when low on hit points.**Base Statistics** Without arcane pool, *bear's endurance*, and hasted assault, the magus has the following stats: **AC** 23, touch 16, flat-footed 18 (+7 armor, +5 Dex, +1 size); **hp** 101 (13d8+39); **Fort** +11, **Ref** +10; **Speed** 20 ft.; **Melee** +1 returning dagger +17/+12 (1d3+2/17–20) or dagger +16/+11 (1d3+1/17–20); **Ranged** +1 returning dagger +17/+12 (1d3+2/17–20) or dagger +16/+11 (1d3+1/17–20), **Con** 14; **CMB** +7; **CMD** 22.**STATISTICS****Str** 8, **Dex** 20, **Con** 18, **Int** 19, **Wis** 12, **Cha** 8**Base Atk** +9; **CMB** +8; **CMD** 23**Feats** Go Unnoticed ^{APG}, Improved Critical (dagger), Improved Initiative, Point-Blank Shot, Precise Shot, Quick Draw, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger)**Skills** Climb +14, Knowledge (arcana, dungeoneering) +20, Perception +3, Spellcraft +20, Stealth +21, Use Magic Device +17; **Racial Modifiers** +2 Perception, +2 Use Magic Device**Languages** Aklo, Common, Elder Thing, Orc, Undercommon**SQ** fighter training (fighter level 6), heavy armor, knowledge pool, rodent empathy**Combat Gear** *potion of barkskin* +2, *sandals of quick reaction* ^{UE}; **Other Gear** +1 mithral breastplate, +1 returning dagger, dagger (4), *belt of incredible dexterity* +2, *cloak of resistance* +1, *headband of vast intelligence* +2, magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*magic missile*, *obscuring mist*, *shield*, *thunderstomp* ^{ACG}, *vanish* ^{APG}, 3rd—*force punch* ^{UM}, *ray of exhaustion*, 4th—*arcana theft* ^{UM}, 5th—*wall of force*), 190 gp

Underneath humanoid cities, the sewer protector lives in the waterways and sewage systems meant to keep the streets clean. Subsisting off discarded food from the surface, they keep in check creature populations dependent on those same food sources that threaten sentient life aboveground. While this ecological role benefits all involved, a sewer protector's true motivation is to guard their own homes and loved ones. Because ratfolk typically fight in overwhelming numbers, the sewer protector magus focuses on spells that either attack in a straight line or target specific enemies.

Phineas Crumb

Officially the leader of the local sewer protectors, Phineas also holds the titles of Mayor Pro Tempore of the Crumb Ratfolk Collective, Head of the Human Outreach Initiative, and the Chief Sneak, just to name a few. When problems arise in the local ratfolk collective, Phineas is the first one his people call upon for direction.

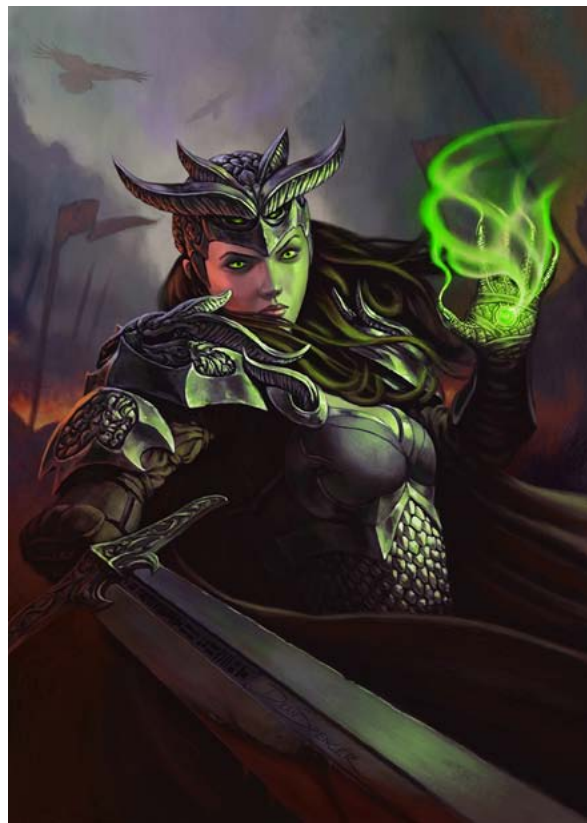
Roleplaying Suggestions: Should the PCs venture their way into the sewers to handle smaller problems like otyugh clusters or morlock tribes, Phineas will assign younger community members to assist and guide them. Mayor Crumb himself will only join adventurers when larger problems like demonic incursions, underground cults, and forgotten or runaway constructs arise. Good-aligned adventurers who find their way beneath the city streets on a quest will find Crumb and his people to be reliable allies indeed.

Curse Commander**CR 13****XP 25,600**Human magus (hexcrafter ^{UM}) 14

NE Medium humanoid (human)

Init +1; **Senses** low-light vision; Perception +4**DEFENSE****AC** 22, touch 12, flat-footed 20 (+10 armor, +1 Dex, +1 dodge); +2 vs. humans**hp** 122 (14d8+56)**Fort** +14, **Ref** +8, **Will** +11**DR** 2/— vs. humans**OFFENSE****Speed** 60 ft., fly 70 ft. (good)**Melee** +5 *spell storing longsword* +23/+23/+18 (1d8+11/19–20)**Special Attacks** arcane pool (+4, 11 points), greater spell combat, hex arcana (cackle ^{APG}, charm ^{APG}, enduring blade ^{UC}, healing ^{APG}, misfortune ^{APG}, weather control ^{APG}), spellstrike**Magus (Hexcrafter) Spells Prepared** (CL 14th; concentration +18)5th—*cloudkill* (DC 19), *overland flight*4th—*bestow curse* (DC 19), *black tentacles*, *greater brand* ^{APG} (DC 19), *ice storm* (2)3rd—*force hook charge* ^{UM}, *haste*, *keen edge*, *slow* (DC 18), *vampiric touch*2nd—*bear's endurance*, *blindness/deafness* (DC 17), *bull's strength*, *disfiguring touch* ^{UM} (DC 17), *effortless armor* ^{UC}, *frigid touch* ^{UM}1st—*ill omen* ^{APG}, *long arm* ^{ACG}, *mount*, *shield*, *true strike*, *vanish* ^{APG} (DC 15)0 (at will)—*acid splash*, *brand* ^{APG} (DC 15), *detect magic*, *mage hand*, *ray of frost***TACTICS****Before Combat** The magus drinks the *potion of heroism*, uses arcane pool to enhance the weapon, and casts *effortless armor*, *mount*, and *overland flight*. Additionally, the magus casts *bear's endurance* and *bull's strength* on their cohort. The magus also casts *keen edge* on the arrows of any archers under their command.**During Combat** The magus casts *haste* before charging into battle, attacking with the sword while mounted or casting area-effect spells such as *black tentacles*, *cloudkill*, and *ice storm* while flying.**Base Statistics** Without arcane pool, the *potion of heroism*, *effortless armor*, *haste*, and *overland flight*, the magus has the following stats: **AC** 21, touch 11 (+10 armor, +1 Dex); **Fort** +12, **Ref** +5, **Will** +9; **Speed** 20 ft. (30 ft. without armor); **Melee** +1 *spell storing longsword* +16/+11 (1d8+7/19–20); **CMB** +14; **CMD** 25; **Skills** Diplomacy +13, Fly –4, Intimidate +16, Knowledge (arcana, dungeoneering) +21, Linguistics +18, Perception +2, Ride +13, Spellcraft +21, Use Magic Device +16.**STATISTICS****Str** 19, **Dex** 12, **Con** 16, **Int** 18, **Wis** 10, **Cha** 8**Base Atk** +10; **CMB** +17; **CMD** 26**Feats** Combat Casting, Critical Focus, Extra Hex ^{APG}, Fast Learner ^{ARG}, Leadership, Spell Focus (necromancy), Spell Focus (transmutation), Surge Of Success ^{ARG}, Weapon Focus (longsword), Weapon Specialization (longsword)**Skills** Diplomacy +15, Fly +12, Intimidate +18, Knowledge (arcana, dungeoneering) +23, Linguistics +20, Perception +4, Ride +18, Spellcraft +23, Use Magic Device +18**Languages** Abyssal, Aklo, Aquan, Auran, Common, Cyclops, Daemonic, Dark Folk, Draconic, Dwarven, Elder Thing, Giant, Gnoll, Goblin, Ignan, Infernal, Orc, Terran, Worg**SQ** fighter training (fighter level 7), heavy armor, hex arcana, hex magus, knowledge pool**Combat Gear** *potion of heroism*; **Other Gear** +1 human-defiant full plate, +1 *spell storing longsword*, *belt of physical might* +2 (Str, Con), *eyes of keen sight* ^{UE}, *headband of vast intelligence* +2, magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*crafter's curse* ^{APG}, *grease*, *shocking grasp*, *touch of combustion* ^{ARG}, 3rd—*heart of the metal* ^{ACG}, 4th—*dimension door*, 5th—*corrosive consumption* ^{UM}, *wall of force*), 85 gp

Combining spells, swordplay, and hexes, the curse commander leads evil forces to crush their liege's enemies. After the enemy's leaders are hexed into uselessness, the curse commander's forces can easily wipe out the remaining opposition. A curse commander lives to crush their enemies and see them driven before them.



Well-Traveled Scholar CR 14

XP 38,400

Samsaran magus 15

LG Medium humanoid (samsaran)

Init +5; **Senses** low-light vision; Perception +15

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 86 (15d8+15)

Fort +10, **Ref** +6, **Will** +9; +2 vs. death effects, negative energy effects, negative levels

Defensive Abilities lifebound

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee +3 *adamantine shocking burst battleaxe* +18/+13/+8 (1d8+6/×3 plus 1d6 electricity)

Special Attacks arcane pool (+4, 13 points), greater spell combat, improved spell recall, magus arcane (close range ^{UM}, concentrate ^{UM}, maximized magic ^{UM}, prescient attack ^{UC}, quickened magic ^{UM}), spellstrike

Magus Spells Prepared (CL 15th; concentration +21)

5th—*baleful polymorph* (DC 21), *corrosive consumption* ^{UM}, *interposing hand*, *wall of stone*

4th—*arcana theft* ^{UM}, *ball lightning* ^{APG} (DC 20), *dimension door*, *greater invisibility*, *wall of ice* (DC 20)

3rd—*dispel magic*, *fireball* (DC 19), *force hook charge* ^{UM}, *force punch* ^{UM} (DC 19), *greater magic weapon*, *slow* (DC 19)

2nd—*acid arrow*, *blur*, *frigid touch* ^{UM} (3), *glitterdust* (DC 18), *mirror image*

1st—*burning hands* (DC 17), *corrosive touch* ^{UM}, *shocking grasp*, *sundering shards* ^{ACG} (DC 17), *thunderstomp* ^{ACG}, *true strike*, *vanish* ^{APG} (DC 17)

0 (at will)—*arcane mark*, *daze* (DC 16), *detect magic*, *flare* (DC 16), *read magic*

TACTICS

Before Combat The magus casts *sundering shards*.

During Combat The magus activates arcane pool and casts *wall of ice* or *wall of stone* to isolate enemies. Then the magus casts range spells like *baleful polymorph*, *fireball*, and *slow* while sundering weapons. The magus uses their scrolls to expand their options.

Base Statistics Without arcane pool, the magus has the following stats: **Melee** +1 *adamantine battleaxe* +16/+11/+6 (1d8+4/×3).

STATISTICS

Str 16, **Dex** 12, **Con** 12, **Int** 23, **Wis** 10, **Cha** 10

Base Atk +11; **CMB** +14 (+18 sunder, +16 trip); **CMD** 25 (27 vs. sunder, trip)

Feats Combat Casting, Combat Expertise, Greater Sunder, Improved Initiative, Improved Sunder, Improved Trip, Magical Aptitude,

Power Attack, Skill Focus (Use Magic Device), Weapon Focus (battleaxe)

Skills Appraise +26, Knowledge (arcana, dungeoneering, planes) +24, Linguistics +21, Perception +15, Sense Motive +20, Spellcraft +28, Use Magic Device +28; **Racial Modifiers** +2 Appraise, +2 Sense Motive

Languages Abyssal, Aklo, Aquan, Boggard, Celestial, Common, Cyclops, Dark Folk, Draconic, Dwarven, Elven, Giant, Gnome, Gribpli, Halfling, Ignan, Infernal, Orc, Samsaran, Sylvan, Tengu, Terran, Treant

SQ fighter training (fighter level 7), heavy armor, knowledge pool, shards of the past (Appraise, Sense Motive)

Combat Gear *scroll of breath of life*, *scroll of dismissal*, *scroll of dominate person*, *scroll of heal*, *scroll of hold monster*, *scroll of plane shift*, *scroll of scrying*; **Other Gear** +1 *expeditious* ^{UE} *restful* ^{ACG} *full plate*, +1 *adamantine battleaxe*, *belt of giant strength* +2, *headband of vast intelligence* +4, magus spellbook (contains all 0-level spells, all prepared spells, plus 1st—*color spray*, *flaring burst* ^{APG}, *obscuring mist*, *ray of enfeeblement*, *shield*, *sunder breaker* ^{ACG}, 2nd—*effortless armor* ^{UC}, 4th—*shout*, 5th—*fire snake* ^{APG}), 240 gp

The well-traveled scholar has seen things that few humans would believe. They saw Auran sky ships ablaze near the Magma Shoulders in the City of Brass. They fought sea beings glittering in the dark near Neptune's Gate. Now they fear that all these moments will be lost when they reincarnate, describing these forgotten memories as "tears in the rain." Before it is their time to die, they are recording their tale.

Zonar Sendra

Zonar lived a boring life until the age of 88, after every last human he'd known since childhood had died. He couldn't bear to leave his adoptive siblings wondering if he was alive or dead from some ill-considered venture. Once the last of them was gone, he sold off most of his belongings and went out into the world. Now, Zonar Sendra wants his life to be anything but boring.

Combat Encounters: Zonar's obsession with obtaining long-forgotten relics may put him at odds with adventuring groups. If he can't convince them to trade for another item from his former lives, he may duel them to a yield in order to obtain a suitably rare treasure.

Roleplaying Suggestion: Zonar seeks to delve into a series of tombs on other planes which he has a faint memory of having sealed up in several former lives. He might welcome an adventuring group with a reliable way to travel the planes—if he trusts them enough to join him.

Burgling Magician**CR 15****XP 51,200**

Halfling magus 16

CN Small humanoid (halfling)

Init +6; **Senses** Perception +1**DEFENSE****AC** 27, touch 19, flat-footed 19 (+4 armor, +6 Dex, +2 dodge, +4 shield, +1 size)**hp** 123 (16d8+48)**Fort** +13, **Ref** +13, **Will** +10; +2 vs. fear**Defensive Abilities** cold shield (1d6+15 fire, DC 18)**OFFENSE****Speed** 50 ft.**Melee** +4 *dispelling keen rapier*

+25/+25/+20/+15 (1d4+1/15–20)

Special Attacks arcane pool (+4, 12 points), counterstrike, greater spell combat, improved spell recall, magus arcana (close range ^{UM}, enduring blade ^{UC}, hasted assault ^{UM}, maneuver mastery ^{UM} [dirty trick], quickened magic ^{UM}), spellstrike**Magus Spells Prepared** (CL 16th;

concentration +20)

6th—*mislead* (DC 21)5th—*baleful polymorph* (DC 19), *telekinesis*(DC 19), *vampiric shadow shield* ^{ACG}4th—*dimension door*, *fire shield*, *greater invisibility*, *phantasmal killer* (DC 19), *wreath of blades* ^{UC} (DC 18)3rd—*displacement*, *force punch* ^{UM} (2, DC 17), *major image* (DC 18), *monstrous physique I* ^{UM}, *versatile weapon* ^{APG} (DC 17)2nd—*alter self*, *mirror image*, *scorching ray*, *stone call* ^{APG} (2), *tactical acumen* ^{UC}1st—*disguise weapon* ^{ACG}, *expeditious retreat*, *long arm* ^{ACG}, *magic missile*, *negative reaction* ^{UC} (DC 16), *shield*, *shocking grasp* (4), *touch of combustion* ^{ARG} (DC 15)0 (at will)—*daze* (DC 14), *detect magic*, *ghost sound* (DC 15), *prestidigitation*, *ray of frost***TACTICS****Before Combat** The magus spends 2 arcane pool points to enhance the rapier and casts *expeditious retreat*, *fire shield*, and *shield*.**During Combat** The magus begins by casting *greater invisibility*, then strikes targets and blinds foes with dirty tricks. The magus also uses the *dispelling rapier* to remove a target's buffs.**Base Statistics** Without *expeditious retreat*, *fire shield*, and *shield*, plus hasted assault and the arcane pool, the magus has the following stats: **AC** 22, touch 18, flat-footed 15 (+4 armor, +6 Dex, +1 dodge, +1 size); **Defensive Abilities** —; **Speed** 20 ft.; **Melee** +1 *dispelling rapier* +21/+16/+11 (1d4+1/18–20); **CMB** +17 (+25 dirty trick); **CMD** 28 (34 vs. dirty trick).**STATISTICS****Str** 10, **Dex** 22, **Con** 14, **Int** 18, **Wis** 8, **Cha** 12**Base Atk** +12; **CMB** +18 (+26 dirty trick); **CMD** 29 (35 vs. dirty trick)**Feats** Agile Maneuvers, Combat Expertise, Combat Reflexes, Dodge, Greater Dirty Trick ^{APG}, Improved Dirty Trick ^{APG}, Quick Dirty Trick ^{UC}, Spell Focus (illusion), Weapon Finesse, Weapon Focus (rapier)**Skills** Acrobatics +8, Climb +21, Disable Device +24, Knowledge (dungeoneering) +23, Perception +1, Spellcraft +23, Stealth +31, Use Magic Device +20; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception**Languages** Abyssal, Common, Dark Folk, Dwarven, Elven, Halfling**SQ** fighter training (fighter level 8), heavy armor, knowledge pool**Combat Gear** *elixir of hiding*, *elixir of tumbling*, *wand of grease* (25 charges), *wand of true strike* (50 charges); **Other Gear** +2 *shadow leather armor*, +1 *dispelling rapier*, *belt of incredible dexterity* +4, *elixir of swimming*, *elixir of vision*, *headband of vast intelligence* +2, *ring of wizardry I*, masterwork thieves' tools, magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*color spray*, *ray of enfeeblement*, *vanish*, 2nd—*invisibility*, 3rd—*dispel magic*, 4th—*shout*, 5th—*cone of cold*, *interposing hand*, *teleport*, 6th—*true seeing*), 45 gp

A compulsive purloiner, the burgling magician especially prizes eye-catching items, be they sparkly, shiny, or with a hint of a glow. In their younger days, a burgling magician might have snatched anything not nailed down—and a few things that were!—but more venerable magi of this persuasion only steal something if both the prize and the challenge to obtain it are worth the trouble. After all, anything that's *too* easy to steal probably isn't worth stealing.

Rilka Stankfoot

Members of the Stankfoot family do not typically go into the thieving lifestyle, for obvious reasons. Rilka decided to defy her family name (and tradition) by washing them daily. This allowed her to get into places no other halfling of her line could have. The Stankfoots school their younglings in both swordplay and magic, expecting them to eventually pick a discipline to focus on. Rilka has instead combined them into a unique blend of deadly legerdemain that augments her natural sneakiness.

Combat Encounters: If there's one thing Rilka hates, it's a fair fight. She focuses on causing distractions, throwing sand, or doing anything else to hamper foes. Combining her brutal street smarts with her skilled illusions, she only attacks when she is sure she can win—and she's not above cheating to do it.

Retired Adventurer**CR 16****XP 76,800**

Half-elf magus 17

CG Medium humanoid (elf, human)

Init +1; **Senses** darkvision 60 ft.; Perception +1**DEFENSE****AC** 20, touch 12, flat-footed 18 (+4 armor, +1 Dex, +1 dodge, +4 natural)**hp** 165 (17d8+85)**Fort** +16, **Ref** +9, **Will** +13; +2 vs.

enchancements, +2 competence bonus vs. air- and electricity-based effects

Resist fire 20; **Immune** sleep**OFFENSE****Speed** 90 ft., fly 60 ft. (poor), swim 60 ft.**Melee** +5 bite +25/+25 (1d8+15), 2 claws +20 (1d6+7), 2 wings +15 (1d4+3)**Special Attacks** arcane pool (+5, 14 points), breath weapon (30-ft. cone, 6d8 fire, Reflex DC 20 half), counterstrike, greater spell combat, improved spell recall, magus arcana (close range ^{UM}, concentrate ^{UM}, lingering pain ^{UC}, maximized magic ^{UM}, quickened magic ^{UM}), spellstrike**Magus Spells Prepared** (CL 17th; concentration +21)6th—*disintegrate* (DC 20), *form of the dragon I*5th—*acidic spray* ^{UM} (DC 19), *cone of cold*(DC 20), *corrosive consumption* ^{UM}, *burning fireball* (DC 18)4th—*detonate* ^{APG} (DC 19), *dimension door*,*dragon's breath* ^{APG} (DC 19), *monstrous physique II* ^{UM}, *pellet blast* ^{UC} (DC 18)3rd—*dispel magic*, *fireball* (DC 18), *force punch* ^{UM} (2, DC 18), *haste*, *vampiric touch*2nd—*acid elemental burning hands* (DC 16), *elemental touch* ^{APG} (2), *fire breath* ^{APG} (DC 17), *twisted space* ^{UC} (2, DC 16)1st—*burning hands* (DC 16), *corrosive touch* ^{UM}, *enlarge person* (DC 15), *ray of enfeeblement* (DC 15), *shocking grasp*, *vanish* ^{APG} (DC 15)0 (at will)—*acid splash*, *detect magic*, *light*, *ray of frost*, *read magic***TACTICS****Before Combat** The magus drinks a *potion of mage armor*, casts *form of the dragon I* to turn into a gold dragon, and enhances bite attacks from the arcane pool.**During Combat** The magus casts *haste* before engaging in spellstrike melee attacks as a dragon.**Base Statistics** Without arcane pool, *form of the dragon I*, *haste*, and the *potion of mage armor*, the magus has the following stats:**Senses** low-light vision; Perception +3; **AC** 21, touch 11, flat-footed 20 (+10 armor, +1 Dex); **hp** 148 (17d8+68); **Fort** +15, **Ref** +8;**Resist** —; **Speed** 20 ft. (30 ft. without armor); **Melee** +1 *grounding planar longsword*

+19/+14/+9 (1d8+8/17–20 plus 1d6 vs. air

subtype); **Special Attacks** breath weapon —; **Str** 20, **Con** 16; **CMB** +17; **CMD** 28; **Skills** Fly –4, Perception +3; **Racial Modifiers** +2 Perception.**STATISTICS****Str** 24, **Dex** 12, **Con** 18, **Int** 18, **Wis** 12, **Cha** 8**Base Atk** +12; **CMB** +20; **CMD** 31**Feats** Burning Spell ^{UM}, Combat Casting, Combat Expertise, Elemental Spell (acid) ^{APG}, Eschew Materials, Extra Arcane Pool ^{UM}, Gang Up ^{APG}, Improved Critical (longsword), Skill Focus (Spellcraft), Spell Focus (evocation), Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)**Skills** Fly –3, Knowledge (arcana, dungeoneering, planes) +24, Linguistics +21, Perception +1, Spellcraft +30, Use Magic Device +19**Languages** Abyssal, Aklo, Aquan, Auran, Celestial, Common, Dark Folk, Draconic, Dwarven, Elder Thing, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Protean, Sylvan, Tengu, Terran, Treant, Undercommon**SQ** arcane training ^{APG}, elf blood, fighter training (fighter level 8), heavy armor, knowledge pool**Combat Gear** *earth elemental gem*, *lesser disruptive metamagic rod* ^{APG}, *lesser maximize metamagic rod*, *potion of cure serious wounds* (2), *potion of mage armor*; **Other Gear** +1 *spell dodging full plate*, +1 *grounding* ^{UE} *planar* ^{UE} *longsword*, *belt of physical might* +2 (Str, Con), *boots of the cat* ^{UE}, *cloak of resistance* +2, *headband of mental prowess* +2 (Int, Wis), *pellets* (adamantine, cold iron, silver), magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*expeditious retreat*, *line in the**sand* ^{ACG}, *mirror strike* ^{UC}, *true strike*, *unerring weapon* ^{UC}, 2nd—*frigid touch* ^{UM}, *gust of wind*, *mirror image*, 3rd—*ray of exhaustion*, 4th—*ice storm*, 5th—*undead anatomy II* ^{UM}, *vampiric shadow shield* ^{ACG}, *wind blades* ^{ARG}, 6th—*acid fog*, *greater dispel magic*, 535 gp

MAGUS CODEX

Ignan General**CR 17****XP 102,400**Ifrit ^{ARG} magus 18

CE Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 26, touch 11, flat-footed 25 (+11 armor, +1 dodge, +4 shield)**hp** 156 (18d8+72); fire in the blood**Fort** +15, **Ref** +8, **Will** +12**Immune** dazzled; **Resist** cold 10, electricity 10, fire 5**OFFENSE****Speed** 60 ft., fly 60 ft. (good)**Melee** +5 *bane flaming mighty cleaving planar battleaxe* +28/+28/+23/+18 (1d8+11/19–20/×3 plus 1d6 fire and 2d6 vs. one creature type)**Special Attacks** arcane pool (+5, 13 points), counterstrike, greater spell combat, improved spell recall, inflict fire vulnerability, magus arcana (arcane accuracy ^{UM}, bane blade ^{UC}, close range ^{UM}, concentrate ^{UM}, enduring blade ^{UC}, spell shield ^{UM}), spellstrike**Ifrit Spell-Like Abilities** (CL 18th; concentration +21)1/day—*burning hands* (DC 14)**Magus Spells Prepared** (CL 18th; concentration +22)6th—*chains of fire* ^{ARG} (DC 22), *disintegrate* (DC 20), *flesh to stone* (DC 20)5th—*corrosive consumption* ^{UM}, *flaring dragon's breath* ^{APG} (DC 20), *fire snake* ^{APG} (DC 21), *interposing hand*4th—*elemental body I*, *flaring fireball* (DC 19), *greater invisibility*, *shout* (DC 19), *solid fog*, *wall of fire*3rd—*fly*, *force punch* ^{UM} (2, DC 18), *haste*, *slow* (DC 17), *vampiric touch*2nd—*effortless armor* ^{UC}, *fire breath* ^{APG} (DC 18), *fog cloud*, *scorching ray*, *flaring shocking grasp*, *flaring touch of combustion* ^{ARG} (DC 17)1st—*abjuring step* ^{UC}, *burning hands* (DC 17), *corrosive touch* ^{UM}, *shield*, *shocking grasp*, *vanish* ^{APG} (DC 15)0 (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 15), *read magic***TACTICS****Before Combat** The magus spends 3 points from the arcane pool to enhance their battleaxe, make the enhancement last longer, and add *bane*. The magus also casts *effortless armor*, *fly*, and *shield*.**During Combat** The magus begins combat by casting *greater invisibility* and *haste* then uses offensive spells and melee attacks, activating arcane accuracy against difficult foes.**Base Statistics** Without the arcane pool enhancements, *effortless armor*, *fly*, *haste*, and *shield*, the magus has the following stats: **AC** 22, touch 11, flat-footed 21 (+11 armor, +1dodge); **Speed** 20 ft. (30 ft. without armor); **Melee** +1 *mighty cleaving planar battleaxe* +19/+14/+9 (1d8+7/19–20/×3); **Skills** Fly +16.**STATISTICS****Str** 18, **Dex** 10, **Con** 16, **Int** 18, **Wis** 10, **Cha** 16
Base Atk +13; **CMB** +18; **CMD** 28**Feats** Combat Casting, Elemental Focus (fire) ^{APG}, Elemental Jaunt ^{ARG}, Firesight ^{ARG}, Flaring Spell ^{UM}, Improved Critical (battleaxe), Improved Initiative, Power Attack, Pushing Assault ^{APG}, Spell Focus (evocation), Weapon Focus (battleaxe), Weapon Specialization (battleaxe)**Skills** Fly +29, Intimidate +24, Knowledge (arcana, planes) +25, Spellcraft +25, Use Magic Device +24**Languages** Aquan, Common, Dwarven, Ignan, Infernal, Terran**SQ** fighter training (fighter level 9), heavy armor, knowledge pool**Other Gear** +2 *cold resistance dragonhide full plate*, +1 *mighty cleaving planar* ^{UE} *battleaxe*, *amulet of the spirits* (flame) ^{ACG}, *belt of physical might* +2 (Str, Con), *cloak of resistance* +1, *headband of mental superiority* +2, *ring of energy shroud* (electricity) ^{UE}, magus spellbook (contains all 0-level spells and all prepared spells plus the following: 1st—*enlarge person*, *expeditious retreat*, *jump*, *obscuring mist*, 2nd—*bear's endurance*, *bull's strength*, 3rd—*dispel magic*, 5th—*elemental body II*, *teleport*, 6th—*elemental body III*, *forceful hand*, *greater dispel magic*), 390 gp

Bearing the marks of endless war, an Ignan general has survived multiple bloody campaigns raging across the planar rifts. Their demonstrations of deftness on the battlefield serve to earn glory for the Grand Efreeti's empire, but the deadliest fights these generals have survived are the assassination attempts from the ambitious commanders beneath them.

Jalahmei Blazing Eyes

Before Jalahmei attained the rank of colonel, no other ifrit had risen so high. Assassination attempts accounted for some of those who had faltered on that path, but most were simply never promoted beyond major. For Jalahmei, it helped that the Grand Efreeti had sired her own grandsire, yet that alone could not and did not secure her the rank of general: her streak of battlefield wins is longer than that of any other Ignan commander in over one thousand years. The eyes of all the Ignan hordes are upon her as she continues to break through the “chill-shield ceiling,” and many of the true efreet endeavor to end her influence and prestige in an effort to keep the “fiery mortals” down. Jalahmei, well aware of such plots, seems unconcerned about them.

Wizard-Trained Elder CR 18

XP 153,600

Wyrwood ^{ARG} magus 19

N Small construct

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 25, touch 14, flat-footed 22 (+11 armor, +3 Dex, +1 size); +2 vs. humans

hp 118 (19d8+29)

Fort +11, **Ref** +12, **Will** +12

Immune construct traits

OFFENSE

Speed 30 ft.

Melee +5 *flaming speed rapier*

+25/+25/+20/+15 (1d4+9/15–20 plus 1d6 fire)

Special Attacks arcane pool (+5, 15 points), counterstrike, greater spell combat, improved spell recall, magus arcana (accurate strike ^{UC}, close range ^{UM}, maximized magic ^{UM}, quickened magic ^{UM}, wand mastery ^{UM}, wand wielder ^{UM}), spellstrike

Magus Spells Prepared (CL 19th; concentration +25)

6th—*disintegrate* (DC 24), *greater dispel magic*, *shadow walk* (DC 22), *symbol of sealing* ^{UM}, *walk through space* ^{UC}

5th—*baleful polymorph* (2, DC 23), *passwall*, *permanency*, *wall of force* (2)

4th—*arcana theft* ^{UM}, *black tentacles*, *calcific touch* ^{APG} (2, DC 22), *detonate* ^{APG} (DC 20), *touch of slime* ^{UM} (DC 20)

3rd—*dispel magic*, *force punch* ^{UM} (DC 19), *keen edge*, *sands of time* ^{UM}, *slow* (DC 21), *tongues*
2nd—*acid arrow* (2), *effortless armor* ^{UC}, *ghoul touch* (DC 18), *make whole*, *stone discus* ^{ACG} (2)

1st—*detect secret doors*, *jump*, *shield*, *shocking grasp*, *touch of combustion* ^{ARG} (DC 17), *touch of gracelessness* ^{APG} (DC 19), *true strike*
0 (at will)—*detect magic*, *mending*, *ray of frost*, *read magic*, *touch of fatigue* (DC 16)

TACTICS

Before Combat The magus casts *effortless armor* and *keen edge*.

During Combat The magus enhances the rapier with arcane pool and casts *walk through space*. Spellstrikes deliver attacks such as *arcana theft*, *baleful polymorph*, *calcific touch*, *disintegrate*, *dispel magic*, *force punch*, *greater dispel magic*, *shocking grasp*, and *touch of gracelessness*.

Base Statistics Without arcane pool, *effortless armor*, *keen edge*, the magus has the following stats: **Speed** 20 ft. (30 ft. without armor); **Melee** +1 *speed rapier* +21/+21/+16/+11 (1d4+5/18–20).

STATISTICS

Str 15, **Dex** 18, **Con** —, **Int** 22, **Wis** 13, **Cha** 8

Base Atk +14; **CMB** +15; **CMD** 29

Feats Combat Casting, Craft Staff, Craft

Wand, Destructive Dispel ^{UC}, Greater Spell Focus (transmutation), Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (transmutation), Vital Strike, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Appraise +25, Craft (calligraphy, sculpture) +30, Knowledge (arcana, dungeoneering, planes) +28, Spellcraft +28, Use Magic Device +21

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Orc

SQ fighter training (fighter level 9), greater spell access, heavy armor, knowledge pool

Combat Gear *animate staff* ^{UE}, *wand of force punch* (5 charges); **Other Gear** +2 *humanoid (human)-defiant* ^{UE} *mithral full plate*, +1 *speed rapier*, *belt of physical might* +2 (Str, Dex), *headband of vast intelligence* +2, *treeform cloak* ^{UE}, masterwork calligraphy tools, masterwork sculpting tools, magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*corrosive touch* ^{UM}, *magic missile*, 2nd—*mirror image*, *spider climb*, *stone call* ^{APG}, 3rd—*arcane sight*, *lightning bolt*, *locate weakness* ^{UC}, 4th—*fire shield*, 5th—*acidic spray* ^{UM}, *corrosive consumption* ^{UM}, 6th—*chain lightning*, *true seeing*, *wall of iron*), 145 gp

Schooled in magic by their creator, the wizard-trained elder is a fixture in the wyrwood community, helping to steward a society ruled entirely by their own kind. While a wizard-trained elder is happy to work with others when their goals align, these magi will neither bend their knee nor lower their head to any from outside their community.

Unbent Bough

Unbent Bough chose their name at age 215 instead of age two as newly animated wyrwoods do now. They did so after winning freedom from their human creator's descendents. Although that happened over a thousand years ago, the wyrwood remembers every moment of what it was like to be owned—and will never forcibly serve another again.

Roleplaying Suggestions: Unbent Bough trains young wyrwoods who desire to learn martial combat, spellcasting, or both. The secretive elder is willing to train non-wyrwoods, should they prove worthy of the time. Yet he has taken only two students in the past century: a gnome crafter seeking to forge unique weaponry, and a dwarven priest in need of martial training. Those looking for Unbent Bough will have to talk to either of these two.

Infernal Dealmaker CR 19**XP 204,800**

Dwarf magus 20

LE Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; Perception +4 (+6 to notice unusual stonework)**DEFENSE****AC** 25, touch 13, flat-footed 23 (+11 armor, +1 deflection, +1 Dex, +1 dodge, +1 natural)**hp** 153 (20d8+60)**Fort** +16, **Ref** +11, **Will** +19; +2 vs. poison, +4 vs. spells and spell-like abilities**Defensive Abilities** defensive training**OFFENSE****Speed** 20 ft.**Melee** +4 *bane vorpal scimitar* +27/+22/+17 (1d6+11/15–20 plus 2d6 vs. one creature type)**Special Attacks** arcane pool (+5, 14 points), counterstrike, hatred, improved spell recall, magus arcana (*bane blade* ^{UC}, *close range* ^{UM}, *critical strike* ^{UM}, *enduring blade* ^{UC}, *reflection* ^{UM}, *spell shield* ^{UM}, *spellbreaker* ^{UC}), *spellstrike*, true magus**Magus Spells Prepared** (CL 20th; concentration +24)6th—*conjure black pudding* ^{UM}, *disintegrate* (DC 20), *greater dispel magic*, *form of the dragon I*, *planar binding* (DC 20)5th—*baleful polymorph* (DC 19), *fire snake* ^{APG} (DC 21), *lesser planar binding* (DC 19), *summon monster V*, *vampiric shadow shield* ^{ACG}4th—*control summoned creature* ^{UM} (2, DC 18), *dimensional anchor*, *fire shield* (2), *greater invisibility*3rd—*force punch* ^{UM} (2, DC 19), *haste*, *rain of frogs* ^{UM} (2), *silver darts* ^{ACG} (DC 17)2nd—*sonic scream* ^{ACG} (2, DC 18), *summon monster II* (2), *summon swarm*, *tactical acumen* ^{UC}1st—*chill touch* (2, DC 15), *long arm* ^{ACG}, *protection from good*, *shocking grasp*, *summon monster I*0 (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *disrupt undead*, *ray of frost***TACTICS****Before Combat** The magus brings in a barbed devil with *planar binding* and a bearded devil with *lesser planar binding* as time permits. The magus uses arcane pool, bane blade, and enduring blade to enhance the scimitar.**During Combat** The magus casts *summon monster V* followed by *haste* on the devils and himself. The magus then attacks with spell combat, first with *disintegrate*. The magus casts *form of the dragon I* only when the battle is going poorly.**Base Statistics** Without *haste*, arcane pool, and bane blade, the magus has the following stats: **AC** 24, touch 12, flat-footed 23 (+11 armor, +1 deflection, +1 Dex, +1 natural); **Ref** +10; **Melee**+1 *vorpal scimitar* +23/+18/+13 (1d6+8/15–20); **CMB** +20; **CMD** 32 (36 vs. bull rush, 36 vs. trip).**STATISTICS****Str** 20, **Dex** 12, **Con** 12, **Int** 19, **Wis** 18, **Cha** 6
Base Atk +15; **CMB** +21; **CMD** 33 (37 vs. bull rush, 37 vs. trip)**Feats** Bleeding Critical, Combat Casting, Critical Focus, Extra Arcana ^{UM}, Greater Spell Focus (evocation), Greater Weapon Focus (scimitar), Improved Critical (scimitar), Improved Initiative, Spell Focus (evocation), Spellbreaker, Steel Soul ^{APG}, Toughness, Weapon Focus (scimitar), Weapon Specialization (scimitar)
Skills Appraise +4 (+6 to assess nonmagical metals or gemstones), Bluff +18, Intimidate +21, Knowledge (arcana, planes) +27, Knowledge (religion) +24, Perception +4 (+6 to notice unusual stonework), Spellcraft +27; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework**Languages** Common, Dwarven, Giant, Gnome, Infernal, Terran**SQ** fighter training (fighter level 10), greater spell access, heavy armor, knowledge pool**Combat Gear** *buffering cap* ^{UE}; **Other Gear** +2 *determination* ^{UE}, *full plate*, +1 *vorpal scimitar*, *amulet of natural armor* +1, *belt of giant strength* +4, *cloak of resistance* +3, *earth root boots* ^{UE}, *headband of mental prowess* +2 (Int, Wis), *iron spike of safe passage* ^{UE}, *ring of protection* +1, magus spellbook (contains all 0-level spells and all prepared spells plus 1st—*blurred movement*, *enlarge person*, *jump*, *magic missile*, *obscuring mist*, *shield*, *true strike*, 2nd—*blur*, *web*, 3rd—*dispel magic*, 4th—*shout*, *solid fog*, 6th—*mass bear's endurance*, *flesh to stone*, *stone to flesh*), 35 gp

While it is true that the infernal dealmaker conjures devils, they believe they are doing so for the greater good. They want nothing more than for their communities to live in peace—and their bound devils will impose order on any who would incite chaos through dissent.

Reugrind Brokenaxe

The entire Brokenaxe clan has long been disgraced by their practice of devilry. Reugrind was believed to lack the aptitude necessary to perform the rites that summoned up the foul beings. But now that Reugrind has mastered such spellcraft, he can exact revenge upon both those who exiled his family and the curs who dismissed him as a medium-talent magus.

Combat Encounter: Reugrind sends others to deal with threats. When forced to fight, the dwarf never faces conflict alone or without surprises held in reserve.

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