

MAGUS LEVEL 1

For years, Seltziel sat rotting in a dungeon, listening to the dark whispers that fanned his sense of anger and betrayal. Now released, he wields the magic he has learned in a quest for vengeance.

SELTZIEL

Male half-elf magus 1 (*Pathfinder RPG Ultimate Magic* 9)

LN Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 13 (1d8+5)

Fort +3, **Ref** +2, **Will** +2; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee scimitar +3 (1d6+3/18–20)

Ranged sling +2 (1d4+3)

Special Attacks arcane pool (4 points, +1), spell combat, spellstrike

Magus Spells Prepared (CL 1st; concentration +6)

1st—*color spray* (DC 14), *shocking grasp*

0 (at will)—*arcane mark*, *detect magic*, *light*

STATISTICS

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

Base Atk +0; **CMB** +3; **CMD** 15

Feats Skill Focus (Use Magic Device)*, Toughness*

Traits Focused Mind^{APG,*}, Reactionary^{APG,*}

Skills Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (planes) +7, Perception +2, Spellcraft +7, Use Magic Device +6; **Racial Modifiers** +2 Perception; **Armor Check Penalty** –2

Languages Common, Draconic, Elven, Ignan, Infernal

SQ elf blood

Combat Gear *scroll of shield*; **Other Gear** chain shirt, scimitar, sling with 10 bullets, backpack, spellbook (contains all prepared spells and all 0-level spells plus the following 1st-level spells—*burning hands*, *enlarge person*, *grease*, *shield*), spell component pouch, sunrod, 9 sp

* The effects of these abilities are calculated into Seltziel's statistics.

SPECIAL ABILITIES

Alignment As a precondition for joining the Pathfinder Society, Seltziel had to reform some of his crueler tendencies. For the purposes of the organized play campaign, he is lawful neutral rather than lawful evil.

Arcane Pool Seltziel has a reservoir of mystic arcane energy that he can draw upon in battle. He can spend 1 point from his arcane pool as a swift action to enhance his scimitar, granting it a +1 enhancement bonus on attack and damage rolls for 1 minute.

Elf Blood As a half-elf, Seltziel counts as both an elf and a human for any effect related to race.

Spell Combat Seltziel can cast spells and wield his scimitar at the same time. As a full-round action, he can make his weapon attacks and can also cast any spell he has prepared. If he does so, he takes a –2 penalty on all attack rolls during his turn. If he casts the spell defensively, he can choose to take an additional penalty of up to –3 on his attack rolls to add the same amount as a circumstance bonus on his concentration check.

Spellstrike Whenever Seltziel casts a spell with a range of touch, he can deliver the spell through his scimitar as a part of a melee attack. Instead of the free melee touch attack normally allowed to deliver a spell, he can make a free melee attack with his scimitar at his full attack bonus as a part of casting the spell. If successful, this melee attack inflicts its normal damage as well as the effects of the spell. The spell uses the scimitar's critical range (18–20). Seltziel's prepared touch spells are marked with a superscript "1."

Spells and Gear Seltziel's spells and fear are described below.

Arcane Mark¹ Seltziel marks a touched target with his rune.

Color Spray Seltziel releases a 15-foot cone of beautiful colors.

All creatures that can see it attempt a Will save. If they fail and have 1 or 2 Hit Dice, they are knocked unconscious for 2d4 rounds, then stunned and blinded for 1d4 rounds, then stunned for 1 round. If they have 3 or 4 HD, they are stunned and blinded for 1d4 rounds, then stunned for 1 round. Otherwise, they are stunned for 1 round. This is a mind-affecting illusion, so it doesn't work on all creatures.

Detect Magic Seltziel can notice magic in a 60-foot cone.

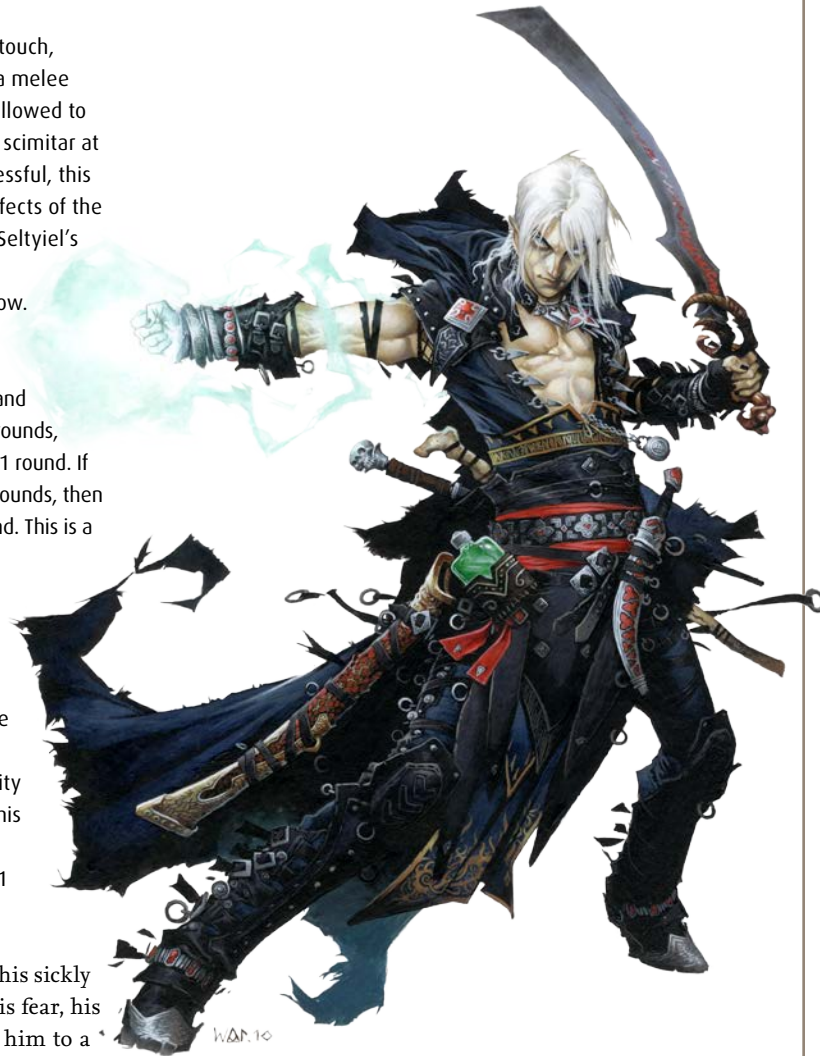
If he concentrates, he can find how many magic auras there are on the next round. On the round after that, he can try to find out more about one aura.

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

Shocking Grasp¹ A touched target takes 1d6 points of electricity damage. Seltziel gains a +3 bonus on his attack roll with this spell if the target is wearing metal armor.

Shield Seltziel's scroll grants him a +4 shield bonus to AC for 1 minute.

Born from a dead mother amid screams and disgrace, this sickly half-elf is haunted by whispers. They remind him of his fear, his violent youth, his betrayal, and his loathing. They led him to a great discovery: a tattered book of magic. He learned its runes and gained a measure of control over the cantrips within. He swore he'd have riches, influence, respect, fear—and revenge.



"I will have riches and influence. I will have respect and fear. But most of all, I will have revenge."

MAGUS LEVEL 4

For years, Selyiel rotted in a dungeon, listening to dark whispers. Now free, he wields the magic he has learned in a quest for vengeance.

SELYIEL

Male half-elf magus 4 (*Pathfinder RPG Ultimate Magic* 9)

LN Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 32 (4d8+9)

Fort +6, **Ref** +4, **Will** +5; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 scimitar +7 (1d6+4/18–20)

Ranged mwk composite longbow +6 (1d8+3/×3)

Special Attacks arcane pool (5 points, +1), magus arcana (spell shield), spell combat, spell recall, spellstrike

Magus Spells Prepared (CL 4th; concentration +9)

2nd—*glitterdust* (DC 15), *mirror image*

1st—*enlarge person* (DC 14), *grease*, *shocking grasp* (2)

0 (at will)—*arcane mark*, *detect magic*, *light*, *prestidigitation*

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 17, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 18

Feats Combat Casting, Skill Focus (Use Magic Device)*, Toughness*

Traits Focused Mind^{APG,*}, Reactionary^{APG,*}

Skills Climb +6, Intimidate +3, Knowledge (arcana) +10, Knowledge (dungeoneering) +7, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nature) +4, Knowledge (planes) +7, Knowledge (religion) +4, Perception +2, Spellcraft +10, Use Magic Device +9;

Racial Modifiers +2 Perception; **Armor Check Penalty** –1

Languages Common, Draconic, Elven, Ignan, Infernal

SQ elf blood

Combat Gear *pearl of power* (1st level), *scroll of fly*, *scroll of true strike*, *wand of cure light wounds* (8 charges); **Other Gear** mwk chain shirt, +1 scimitar, mwk composite longbow (+3 Str) with 50 cold iron arrows, *cloak of resistance* +1, backpack, spellbook (contains all prepared spells and all 0-level spells plus the following: 1st—*burning hands*, *color spray*, *magic weapon*, *shield*, *true strike*, *unseen servant* 2nd—*invisibility*, *pyrotechnics*, *web*), spell component pouches (2), sunrod, 16 gp

*The effects of these abilities are calculated into Selyiel's statistics.

SPECIAL ABILITIES

Alignment As a precondition for joining the Pathfinder Society, Selyiel

had to reform some of his crueler tendencies. For the purposes of the organized play campaign, he is lawful neutral rather than lawful evil.

Arcane Pool Selyiel has a reservoir of mystic arcane energy that he can draw upon in battle. He can spend 1 point from his arcane pool as a swift action to enhance his scimitar, granting it an additional +1 enhancement bonus on attack and damage rolls for 1 minute.

Spell Recall As a swift action, Selyiel can recall one spell he has already cast today by expending a number of points from his arcane pool equal to the spell's level. The spell is prepared again, as if he had never cast it.

Spell Shield Selyiel can spend one point from his arcane pool as an immediate action to grant himself a +3 shield bonus to AC until the end of his next turn.

Combat Casting Selyiel gains a +4 bonus on concentration checks to cast spells on the defensive or while grappled.

Elf Blood As a half-elf, Selyiel counts as both an elf and a human for any effect related to race.

Spell Combat Selyiel can cast spells and wield his scimitar at the same time. As a full-round action, he can make all of his weapon attacks and also cast any spell he has prepared. If he does so, he takes a –2 penalty on all attack rolls during his turn. If he casts the spell defensively, he can choose to take an additional penalty of up to –3 on his attack rolls to add the same amount as a circumstance bonus on his concentration check.

Spellstrike Whenever Selyiel casts a spell with a range of touch, he can deliver the spell through his scimitar as a part of a melee attack. Instead of the free melee touch attack normally allowed to deliver a spell, he can make a free melee attack with his scimitar at his full attack bonus as a part of casting the spell. If successful, this melee attack inflicts its normal damage as well as the effects of the spell. The spell uses the scimitar's critical range (18–20). Selyiel's prepared touch spells are marked with a superscript "T."

Spells and Gear Selyiel's spells and gear are described below.

Arcane Mark¹ Selyiel marks a touched target with his personal rune.

Cure Light Wounds Selyiel's wand heals a touched target for 1d8+1 points of damage. He needs Use Magic Device to activate this wand (DC 20).

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

Enlarge Person After 1 full round of casting, Selyiel can make a humanoid target within 40 feet become one size larger for 4 minutes,



"I will have riches and influence. I will have respect and fear. But most of all, I will have revenge."

gaining +2 Strength, -2 Dexterity, a +1 size bonus to CMD and on combat maneuver checks, a -1 size penalty to hit and to AC, a -4 size penalty on Stealth checks, and a -2 size penalty on Fly checks. Medium creatures such as Seltiel become Large and gain reach. Melee weapons increase in damage (Seltiel's scimitar's damage die goes up to 1d8).

Fly Seltiel's scroll grants the target a 60-foot fly speed and a +6 bonus on Fly checks (+7 total for Seltiel himself) for 5 minutes.

Glitterdust Creatures in a 10-foot radius take a -40 penalty on Stealth checks and lose the benefit of *invisibility* and the like for 4 rounds. They are also blinded if they fail a DC 16 Will saving throw, but at the end of each of their turns, they can attempt the Will saving throw again to end the blindness.

Grease Seltiel can grease a 10-foot-by-10-foot square of floor or an item within a range of 35 feet for 4 minutes. If he greases the ground, creatures in the area must succeed at a DC 14 Reflex saving throw or fall prone, and creatures walking through the area must succeed at a DC 10 Acrobatics check or stop moving and be forced to attempt the same Reflex saving throw (failing the Acrobatics check by 5 or more makes them fall with no Reflex saving throw). If he greases an attended object, the object's possessor can attempt a Reflex saving throw to make the grease miss the item. Otherwise, if the possessor was holding the object, she drops it and must attempt a Reflex saving throw each round to pick up or use the item. If he greases clothing, the wearer gains a +10 bonus on Escape Artist checks, on combat maneuver checks to escape grapples, and to CMD against grapples.

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

Mirror Image Seltiel's spell causes 1d4+1 copies of Seltiel to weave around him for 4 minutes. Any attack requiring an attack roll has an equal chance to hit and destroy each image, missing Seltiel, as it does to hit Seltiel (so with 3 images, there would be a 1 in 4 chance to hit Seltiel and a 3 in 4 chance of destroying an image). An attack that misses by 5 or less also destroys an image. If the enemy can't see the images, it is not fooled.

Pearl of Power Seltiel can activate the pearl as a standard action to recall a 1st-level spell he cast earlier in the day as if he hadn't cast it.

Prestidigitation Seltiel can perform simple magic tricks for 1 hour, such as cleaning his outfit or flavoring his meal.

Shocking Grasp¹ A touched target takes 4d6 points of electricity damage. Seltiel gains a +3 bonus on his attack roll with this spell if the target is wearing metal armor.

True Strike Seltiel's scroll grants him a +20 insight bonus on his next attack roll, as long as he makes it before the end of next round.

Born from a dead mother amid screams and disgrace, this sickly half-elf—bastard son of the duped Lady Phiaura Bhrostra and the brigand-sorcerer Lairsaph, the so-called Feign Prince of Cheliah's Whisperwood—Seltiel would never have lived had he remained in his stepfather's clutches. Through guile and illusion, he was conceived as a living disgrace to the sonless Bhrostra family, who had long hunted the woodland bandits. Two weeks before Seltiel's thirteenth birthday, with the bedridden youth already nursing a thrice-broken arm, a drunk and enraged Lord Bhrostra rampaged into the bastard's attic room. Catching the unsuspecting lord below the waist, the boy's blow sent him tumbling down the steep attic stairs. Seltiel stared down at his stepfather's unconscious body in terror. Without a word to his sister, the bloodied and crippled half-elf fled into the Whisperwood that night.

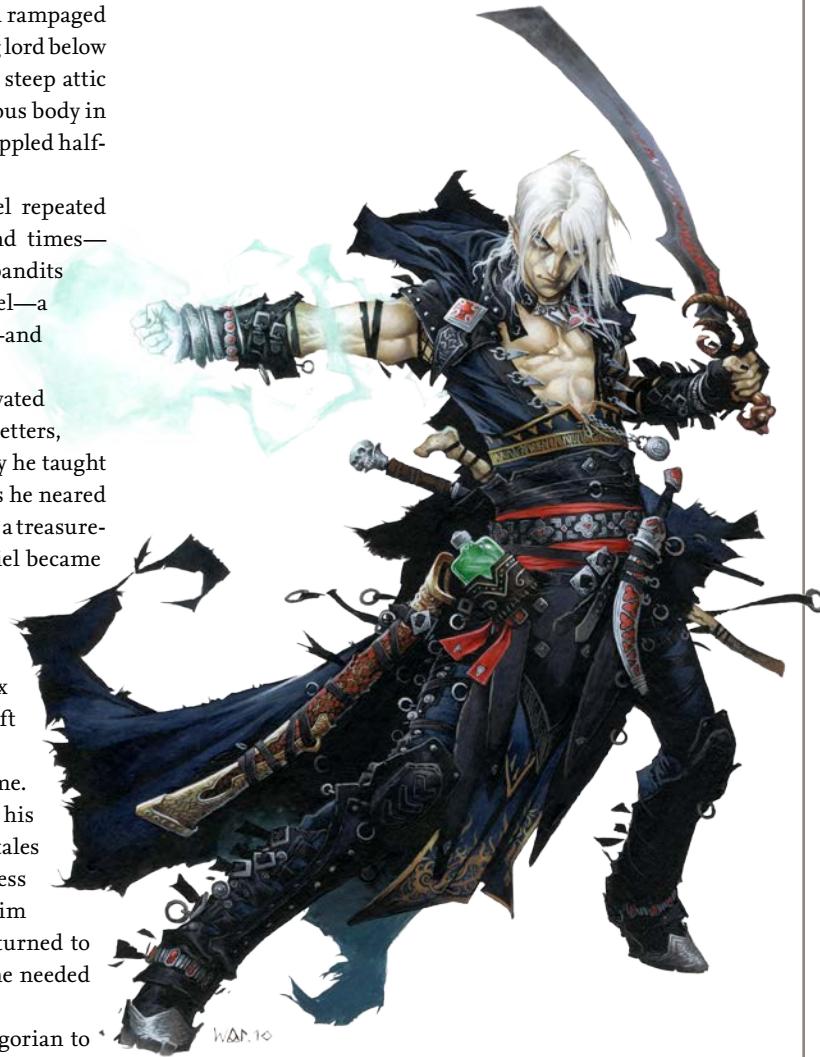
Three brigands found the youth. Terrified, Seltiel repeated the name he'd heard Lord Bhrostra curse a thousand times—Lairsaph—and as luck would have, Lairsaph was the bandits master. The Feign Prince gave the boy the name Seltiel—a corruption of the elven word for malicious humor—and sought a use for the youth.

Gradually, as the boy grew into a young man, he cultivated a quiet intellect and began collecting the merchants' letters, ledgers, and books, which the bandits discarded. Slowly he taught himself to read, first Taldane, then other languages. As he neared his twentieth birthday, he made his greatest discovery in a treasure-stripped caravan wagon: a book of simple magic. Seltiel became obsessed. For years, the bastard read the tome over and over, learning its runes and memorizing its symbols.

In the half-elf's twenty-third year, Lairsaph and his thugs made a daring robbery, stealing a fully loaded tax wagon headed to Egorian. Seltiel was captured and left to rot in a dank Chelish dungeon for nearly 5 years.

During Seltiel's imprisonment, the whispers came. They reminded him of his fear, his violent youth, his loathing, and his betrayal. They told him much: tales of ancient magic, paths to lost treasures with feckless guardians, and the names of beings who could teach him forbidden secrets. For years he listened, and his soul turned to steel. He knew that if he were to ever have anything, he needed to take it himself.

In 4707 AR, Seltiel was released. He walked from Egorian to Westcrown, murdering two thieves along the way, then bought passage on a ship, not caring about its destination. He decided to kill his fathers—but first, he would have power.



"I will have riches and influence. I will have respect and fear. But most of all, I will have revenge."

MAGUS LEVEL 7

For years, Seltziel sat rotting in a dungeon, listening to the dark whispers that fanned his sense of anger and betrayal. Now released, he wields the magic he has learned in a quest for vengeance.

SELTZIEL

Male half-elf magus 7 (*Pathfinder RPG Ultimate Magic* 9)

LN Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +2

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 53 (7d8+15)

Fort +7, **Ref** +5, **Will** +6; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 scimitar +11 (1d6+5/18-20)

Ranged mwk composite longbow +8 (1d8+4/x3)

Special Attacks arcane pool (7 points, +2), magus arcana (arcane accuracy, empowered magic, spell shield), spell combat, spell recall, spellstrike

Magus Spells Prepared (CL 7th; concentration +13)

3rd—*daylight*, *dispel magic*

2nd—intensified *corrosive touch*^{um}, *frigid touch*^{um}, *glitterdust* (DC 16), intensified *shocking grasp*

1st—*corrosive touch*^{um}, *enlarge person* (DC 15), *grease*, *shocking grasp* (2)

0 (at will)—*arcane mark*, *detect magic*, *light*, *prestidigitation*, *spark*^{APG} (DC 14)

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 19, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 21

Feats Combat Casting, Intensified Spell^{APG}, Power Attack, Skill Focus (Use Magic Device)^{*}, Toughness^{*}, Weapon Focus (scimitar)^{*}

Traits Focused Mind^{APG,*}, Reactionary^{APG,*}

Skills Climb +7, Fly +11, Intimidate +3, Knowledge (arcana) +14, Knowledge (dungeoneering) +8, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (planes) +14, Knowledge (religion) +5, Perception +2, Spellcraft +14, Use Magic Device +12; **Racial Modifiers** +2 Perception; **Armor Check Penalty** -1

Languages Common, Draconic, Elven, Ignan, Infernal

SQ elf blood, knowledge pool, medium armor^{*}

Combat Gear *pearl of power* (1st level), *scroll of bear's endurance*, *scroll of fly*, *scroll of mirror image* (CL 6th), *scroll of wind wall*, *wand of cure light wounds* (8 charges), *wand of haste* (3 charges), *wand of*

invisibility (3 charges); **Other Gear** +1 glamerd mithral breastplate, +1 scimitar, mwk composite longbow (+4 Str) with 50 cold iron arrows, belt of giant strength +2, cloak of resistance +1, headband of vast intelligence +2, backpack, spellbook (contains all prepared spells and all 0-level spells plus the following: 1st—*burning hands*, *color spray*, *magic weapon*, *obscuring mist*, *shield*, *true strike*, *unseen servant*; 2nd—*bear's endurance*, *invisibility*, *minor image*, *mirror image*, *pyrotechnics*, *web*), scroll cases (2), spell component pouches (2), sunrod, 86 gp

*The effects of these abilities are calculated into Seltziel's statistics.

SPECIAL ABILITIES

+1 Glamerd Mithral Breastplate Seltziel can make his armor appear as any normal set of clothing on command.

Alignment As a precondition for joining the Pathfinder Society, Seltziel had to reform some of his crueler tendencies. For the purposes of organized play, he is lawful neutral rather than lawful evil.

Arcane Pool Seltziel has a reservoir of mystic arcane energy that he can draw upon in battle. He can spend 1 point from his arcane pool as a swift action to enhance his scimitar, granting it an additional +2 enhancement bonus for 1 minute. He can grant his scimitar any of the *frost*, *keen*, or *shock* weapon properties in place of 1 point of enhancement bonus each. Alternatively, he can grant his scimitar the *icy burst* or *shocking burst* property in place of both points of enhancement bonus.

Arcane Accuracy Seltziel can spend 1 point from his arcane pool as a swift action to grant himself a +4 insight bonus on all attack rolls until the end of his next turn.

Knowledge Pool When Seltziel prepares his spells, he can spend up to 4 points from his arcane pool. For each point he spends, he may treat one magus spell that is not in his spellbook as if it were in his spellbook—this allows him to prepare the spell.

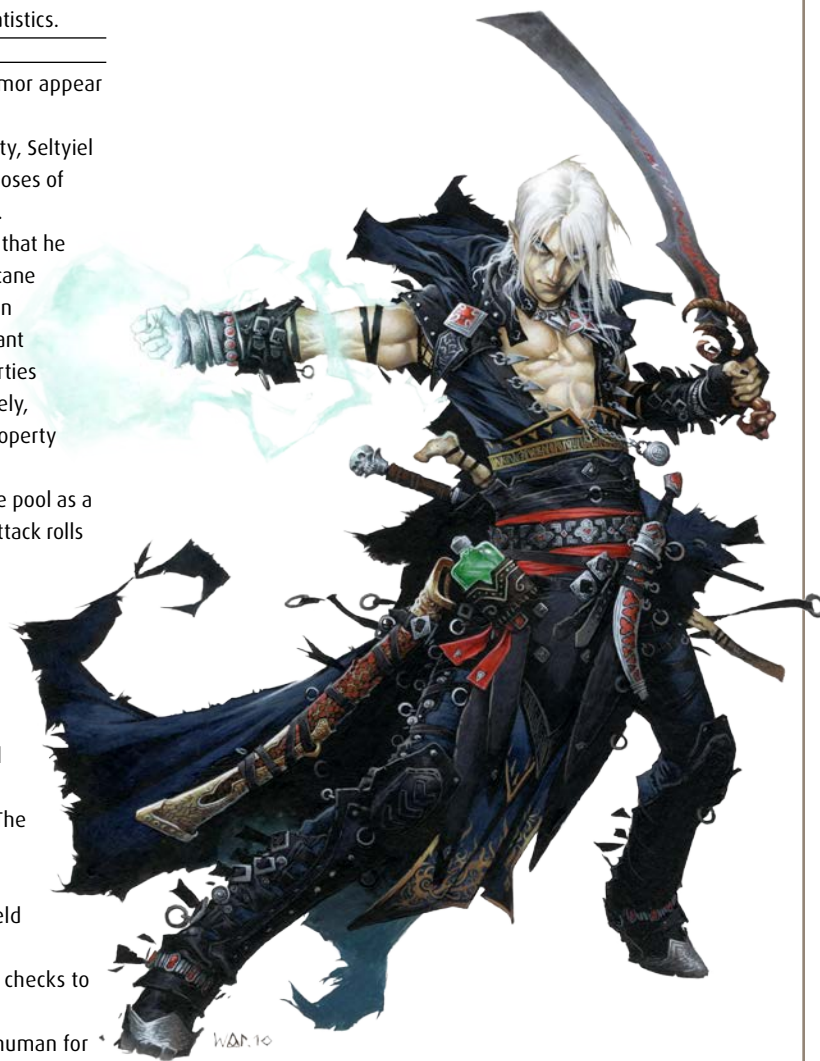
Spell Recall As a swift action, Seltziel can recall one spell he has already cast today by expending a number of points from his arcane pool equal to the spell's level. The spell is prepared again, as if he had never cast it.

Spell Shield Seltziel can spend one point from his arcane pool as an immediate action to grant himself a +4 shield bonus to AC until the end of his next turn.

Combat Casting Seltziel gains a +4 bonus on concentration checks to cast spells on the defensive or while grappled.

Elf Blood As a half-elf, Seltziel counts as both an elf and a human for any effect related to race.

Empowered Magic Seltziel can cast one spell per day as if it were modified by the Empower Spell feat, causing it to deal one and a



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half times as much damage as normal. This does not increase the casting time or level of the spell.

Intensified Spell Seltiyiel can cast intensified spells, increasing their maximum number of damage dice by 5 levels. An intensified spell takes up a spell slot one level higher than a standard spell.

Knowledge Pool This ability is listed under arcane pool.

Power Attack Seltiyiel can take a -2 penalty on attack rolls with his scimitar to deal 4 additional points of damage.

Spell Combat Seltiyiel can cast spells and wield his scimitar at the same time. As a full-round action, he can make all of his weapon attacks and also cast any spell he has prepared. If he does so, he takes a -2 penalty on all attack rolls during his turn. If he casts the spell defensively, he can choose to take an additional penalty of up to -4 on his attack rolls to add the same amount as a circumstance bonus on his concentration check.

Spellstrike Whenever Seltiyiel casts a spell with a range of touch, he can deliver the spell through his scimitar as a part of a melee attack. Instead of the free melee touch attack normally allowed to deliver a spell, he can make a free melee attack with his scimitar at his full attack bonus as a part of casting the spell. If successful, this melee attack inflicts its normal damage as well as the effects of the spell. The spell uses the scimitar's critical range (18-20). Seltiyiel's prepared touch spells are marked with a superscript "T."

Spells and Gear Seltiyiel's spells and gear are described below.

Arcane Mark^T A touched target is marked with Seltiyiel's personal rune.

Bear's Endurance Seltiyiel's scroll grants its target a +4 enhancement bonus to Constitution for 3 minutes, temporarily increasing its hit points by 2 per level and its Fortitude save bonus by +2.

Corrosive Touch^T A touched target takes 5d4 points of acid damage (7d4 for the intensified version).

Cure Light Wounds Seltiyiel's wand heals a touched target for 1d8+1 points of damage. He needs Use Magic Device to activate this wand (DC 20).

Daylight Seltiyiel's spell creates bright light for 60 feet and raises the light by one level for the next 60 feet for 70 minutes. If there is magic darkness in that area, the overlapping area is unaffected by either spell.

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

Dispel Magic Seltiyiel can attempt to end one ongoing spell cast on a creature or object, suppress a magic item, or counter another spellcaster's spell. If a spell is affecting a target or area, dispelling

it requires him to succeed at a dispel check (1d20+7) against a DC equal to 11 + the spell's or item's caster level, or the spell's DC.

Enlarge Person After 1 full round of casting, Seltiyiel can make a humanoid target within 40 feet become one size larger for 7 minutes, gaining +2 Strength, -2 Dexterity, a +1 size bonus to CMD and on combat maneuver checks, a -1 size penalty to hit and to AC, a -4 size penalty on Stealth checks, and a -2 size penalty on Fly checks. Medium creatures such as Seltiyiel become Large and gain reach. Melee weapons increase in damage (Seltiyiel's scimitar's damage die goes up to 1d8).

Fly Seltiyiel's scroll grants the target a 60-foot fly speed and a +6 bonus on Fly checks (+7 total for Seltiyiel himself) for 5 minutes.

Frigid Touch^T A touched target takes 4d6 points of cold damage and is staggered for 1 round (or 1 minute if the attack is a critical hit).

Glitterdust Creatures in a 10-foot radius take a -40 penalty on Stealth checks and lose the benefit of *invisibility* and the like for 7 rounds. They are also blinded if they fail a DC 16 Will saving throw, but at the end of each of their turns, they can attempt the Will save again to end the blindness.

Grease Seltiyiel can grease a 10-foot-by-10-foot square of floor or an item within a range of 40 feet for 7 minutes. If he greases the ground, creatures in the area must succeed at a DC 15 Reflex saving throw or fall prone, and creatures walking through the area must succeed at a DC 10 Acrobatics check or stop moving and be forced to attempt the same Reflex saving throw (failing the Acrobatics check by 5 or more makes them fall with no Reflex save). If he greases an attended object, the object's possessor can attempt a Reflex saving throw to make the grease miss the item. Otherwise, if the possessor was holding the object, she drops it and must attempt a Reflex saving throw each round to pick up or use the item. If he greases clothing, the wearer receives a +10 bonus on Escape Artist checks, on combat maneuver checks to escape grapples, and to CMD against grapples.

Haste Seltiyiel's wand can grant to up to 5 targets within 35 feet of Seltiyiel and all within 30 feet of each other a 30-foot enhancement bonus to movement speed, +1 on attack rolls, +1 on Reflex saving throws, a +1 dodge bonus to AC, and an extra attack at the highest bonus during any full attack. The benefits last for 5 rounds.

Invisibility Seltiyiel's wand causes a touched target to vanish for 3 minutes or until the target attacks. While the target is invisible, it gains a +20 bonus on Stealth checks (+40 if standing perfectly still). It also gains a +2 bonus on the attack roll for any attack it makes before becoming visible, and the enemy likely loses its Dexterity bonus to AC.

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

Mirror Image Seltiyiel's scroll causes 1d4+2 copies of Seltiyiel to weave around him for 6 minutes. Any attack requiring an attack roll has an equal chance to hit and destroy each image, missing Seltiyiel, as it does to hit Seltiyiel (so with 3 images, there would be a 1 in 4 chance to hit Seltiyiel and a 3 in 4 chance of destroying an image). An attack that misses by 5 or less also destroys an image. If the enemy can't see the images, it is not fooled.

Pearl of Power Seltiyiel can activate his pearl as a standard action to recall a 1st-level spell he cast earlier in the day as if he hadn't cast it.

Prestidigitation Seltiyiel can perform simple magic tricks for 1 hour, such as cleaning his outfit or flavoring his meal.

Shocking Grasp^T A touched target takes 5d6 points of electricity damage (or 7d6, for the intensified version). Seltiyiel gains a +3 bonus on his attack roll with this spell if the target is wearing metal armor.

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

Wind Wall Seltiyiel's scroll can create a vertical wall of wind up to 50 feet long and 25 feet high, shaped in whatever way he wants. The wall must be within 150 feet of him. Small or smaller flying creatures cannot pass through the wall, and neither can gases or very small projectiles like arrows and bolts. Other ranged weapons such as spears have a 30% chance to miss when passing through the wall, and enormous weapons such as boulders and ballista bolts automatically pass. The wall lasts for 5 rounds.

Born from a dead mother amid screams and disgrace, this sickly half-elf is haunted by whispers. They remind him of his fear, his violent youth, his loathing, and his betrayal. They also tell him tales of ancient magic more than the gods, paths to lost treasures with feckless guardians, and the names of beings who could teach him forbidden secrets. Long ago, he realized that if he were to ever have anything, he would need to take it himself.

The bastard son of the duped Lady Phiaura Bhrostra and the brigand-sorcerer Lairsaph—the so-called Feign Prince of Cheliah's Whisperwood—Seltiyiel was a living disgrace to the sonless Bhrostra family, who had long hunted the woodland bandits. After his adoptive father nearly killed him, he fled to the forest to find his real father, who proved just as cruel. Framed for a crime and imprisoned, he learned to wield magic while locked away in prison. Now released, the cold and determined magus roams the world, seeking the power he must seize before he can take revenge on both his fathers.