

WIZARD (LEVEL 1)

A pragmatist, skeptic, and atheist, the self-taught wizard Ezren often comes across as gruff and curmudgeonly, but his mastery of the arcane arts makes him a valued member of the Pathfinder Society.

EZREN

Male human wizard 1

NG Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 8 (1d6+2)

Fort +3, **Ref** +2, **Will** +3; +1 vs. divine spells

OFFENSE

Speed 30 ft.

Melee mwk cane +1 (1d6) or

dagger +0 (1d4/19–20)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks hand of the apprentice (7/day; +7 to hit, 1d6 damage)

Wizard Spells Prepared (CL 1st; concentration +7 [+11 to cast defensively])

1st—*burning hands* (DC 16), *magic missile*

0 (at will)—*acid splash*, *detect magic*, *light*

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 12

Feats Combat Casting*, Great Fortitude*, Spell Focus (evocation)*

Skills Appraise +8, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (planes) +8, Linguistics +8, Spellcraft +8

Traits focused mind*, history of heresy*

Languages Common, Draconic, Goblin, Infernal, Osiriani, Terran

SQ arcane bond (cane)

Combat Gear *scroll of mage armor*, tanglefoot bag; **Other Gear**

dagger, light crossbow with 10 bolts, masterwork cane, backpack, scroll case, spell component pouch, spellbook (contains all 0-level spells; 1st—*burning hands*, *color spray*, *expeditious retreat*, *grease*, *mage armor*, *magic missile*, *sleep*), 15 gp

* The effects of this ability have already been calculated into Ezren's statistics.

SPECIAL ABILITIES

Arcane Bond If Ezren attempts to cast a spell without wielding his cane, he must make a concentration check (DC 20 + the spell's level) or lose the spell. Once per day, Ezren may use his cane to cast any single spell from his spellbook, even if the spell hasn't been prepared, as if he had memorized it that morning.

Hand of the Apprentice As a standard action, Ezren can make a single attack with his cane at a range of 30 feet, the weapon flying from his hand to strike a foe and then instantly returning to him. This attack is treated as a ranged attack with a thrown weapon, with a +5 bonus to hit. This ability cannot be used to perform combat maneuvers.

Spells Ezren can cast the following spells (either from memory or from his spellbook). For full spell descriptions of these and the unprepared spells in his spellbook, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

Acid Splash: Ranged touch attack (+2 to hit, range 25 feet) dealing 1d3 points of acid damage.

Burning Hands: 15-foot cone of fire dealing 1d4 points of fire damage to all within range (Reflex save for half damage).

Detect Magic: Detects all spells and magic items within a 60-foot cone.

Light: Touched object shines like a torch for 10 minutes.

Mage Armor: Subject gains a +4 armor bonus for 1 hour.

Magic Missile: Dart of force automatically hits target within 110 feet, dealing 1d4+1 points of force damage.

Born to a successful spice merchant in one of Absalom's more affluent districts, Ezren lived a pleasantly safe childhood. He enjoyed the comforts of a well-to-do family, lived in a neighborhood relatively safe from crime, and seemed poised for a life of mediocrity.

That changed when his father was taken away and charged with heresy by the church of Abadar. Though his father escaped excommunication, the damage had been done—his father's business fell to pieces. Convinced his father was innocent, Ezren spent his adult life trying to repair his father's reputation. When Ezren finally uncovered irrefutable proof of his father's guilt and realized he'd wasted his life on a lie, he turned his evidence over to the church and said goodbye to his home, his family, and his former life.

At his advanced age, Ezren knows he's missed his adulthood, yet looks forward to discovering the world. His dissatisfaction with family, religion, and government left him precious little to trust but his own intellect—in fighting for his father's redemption, he had become a gifted researcher, scholar, and intellectual. He hoped to join one of several prestigious schools of wizardry. Yet time and time again, he was turned away due to his age. So Ezren was forced to strike out on his own once again.

Over the next decade, Ezren studied where he could, picking up tricks of the wizard's trade here and there. The combination of arcane study mixed with his worldly experiences has given him an edge over young wizards fresh out of apprenticeship.



“Some say knowledge flows from sweat and blood. I prefer a tidier approach.”

WIZARD (LEVEL 4)

A pragmatist, skeptic, and atheist, the self-taught wizard Ezren often comes across as gruff and curmudgeonly, but his mastery of the arcane arts makes him a valued member of the Pathfinder Society.

EZREN

Male human wizard 4

NG Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)

hp 34 (4d6+16)

Fort +6, **Ref** +4, **Will** +6; +1 vs. divine spells

OFFENSE

Speed 30 ft.

Melee mwk cane +3 (1d6) or

dagger +2 (1d4/19–20)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks hand of the apprentice (7/day; +9 to hit, 1d6 damage)

Wizard Spells Prepared (CL 4th; concentration +10 [+14 to cast defensively])

2nd—*glitterdust* (DC 16), *scorching ray*, *spider climb*

1st—*burning hands* (DC 16), *mage armor*, *magic missile*, *obscuring mist*

0 (at will)—*acid splash*, *detect magic*, *light*, *mage hand*

STATISTICS

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

Base Atk +2; **CMB** +2; **CMD** 15

Feats Combat Casting*, Great Fortitude*, Spell Focus (evocation)*, Toughness*

Skills Appraise +11, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (nature) +11, Knowledge (planes) +11, Linguistics +11, Spellcraft +11

Traits focused mind*, history of heresy*

Languages Abyssal, Common, Draconic, Giant, Goblin, Infernal, Keleshite, Osiriani, Terran

SQ arcane bond (cane)

Combat Gear *oil of magic weapon*, *pearl of power* (1st level spell), *potions of cure light wounds* (2), *potion of fly*, *scroll of blur*, *scroll of charm person*, *scroll of comprehend languages*, *wand of magic missile* (50 charges), tanglefoot bag; **Other Gear** dagger, light crossbow with 10 bolts, masterwork cane, *cloak of resistance* +1, *ring of protection* +1, backpack, scroll case, spell component pouch, spellbook (contains all prepared spells plus all 0-level spells; 1st—*charm person*, *color spray*, *expeditious retreat*, *shield*, *sleep*; 2nd—*bull's strength*), 65 gp

* The effects of this ability have already been calculated into Ezren's statistics.

SPECIAL ABILITIES

Arcane Bond If Ezren attempts to cast a spell without wielding his cane, he must make a concentration check (DC 20 + the spell's level) or lose the spell. Once per day, Ezren may use his cane to cast any single spell from his spellbook, even if the spell hasn't been prepared, as if he had memorized it that morning.

Hand of the Apprentice As a standard action, Ezren can make a single attack with his cane at a range of 30 feet, the weapon flying from his hand to strike a foe and then instantly returning to him. This attack is treated as a ranged attack with a thrown weapon, with a +5 bonus to hit. This ability cannot be used to perform combat maneuvers.

Spells Ezren can cast the following 1st- or 2nd-level spells from memory. For full spell descriptions of these, spells on scrolls Ezren carries, and the unprepared spells in his spellbook, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

Burning Hands: 15-foot cone of fire deals 4d4 points of fire damage to all within range (Reflex save for half damage).

Glitterdust: Golden particles cover everything in a 10-foot-radius spread, blinding creatures and outlining invisible things (Will save negates).

Mage Armor: Subject gains a +4 armor bonus for 1 hour.

Magic Missile: Two darts of force automatically hit one or more targets within 140 feet, dealing 1d4+1 points of force damage each.

Obscuring Mist: A 20-foot-radius cloud obscures all sight and grants concealment to those inside it.

Scorching Ray: Ranged touch attack (+4 to hit, range 35 feet) dealing 4d6 points of fire damage.

Spider Climb: Touched creature gains a climb speed of 20 feet for 40 minutes.

Ezren was born to a successful spice merchant in one of Absalom's affluent districts, but his father was taken away and charged with heresy by the church of Abadar. Though his father escaped excommunication, his father's business fell to pieces. Ezren spent his adult life trying to repair his father's reputation, but when he uncovered irrefutable proof of his father's guilt, he realized he'd wasted his life on a lie. He turned his evidence over and said goodbye to his home, his family, and his former life. Ezren knows he's missed his adulthood, yet looks forward to discovering the world. In fighting for his father's redemption, he had become a gifted researcher, scholar, and intellectual, but after being refused acceptance to wizard schools due to his age, he's had to pick up magical techniques here and there.



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WIZARD (LEVEL 7)

A pragmatist, skeptic, and atheist, the self-taught wizard Ezren often comes across as gruff and curmudgeonly, but his mastery of the arcane arts makes him a valued member of the Pathfinder Society.

EZREN

Male human wizard 7

NG Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 16, touch 15, flat-footed 13 (+2 deflection, +2 Dex, +1 dodge, +1 natural)

hp 58 (7d6+28)

Fort +8, **Ref** +6, **Will** +8; +1 vs. divine spells

OFFENSE

Speed 30 ft.

Melee +1 cane +4 (1d6+1) or
dagger +3 (1d4/19–20)

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

Special Attacks hand of the apprentice (8/day; +11 to hit, 1d6+1 damage)

Wizard Spells Prepared (CL 7th; concentration +14 [+16 to cast defensively])

4th—*dimension door*, *shout* (DC 21)

3rd—*dispel magic*, *fireball* (DC 20), *haste*

2nd—*glitterdust* (DC 17), *knock*, *scorching ray*, *spider climb*

1st—*burning hands* (DC 17), *expeditious retreat*, *mage armor*,
magic missile, *obscuring mist*, *shield*

0 (at will)—*acid splash*, *detect magic*, *light*, *mage hand*

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 20, **Wis** 12, **Cha** 10

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

Feats Combat Casting*, Dodge*, Great Fortitude*, Greater Spell Focus (evocation)*, Spell Focus (evocation)*, Spell Penetration, Toughness*

Skills Appraise +15, Fly +12, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (nature) +15, Knowledge (planes) +15, Linguistics +15, Spellcraft +15

Traits focused mind*, history of heresy*

Languages Abyssal, Celestial, Common, Draconic, Elven, Giant, Goblin, Ignan, Infernal, Kelish, Osiriani, Terran, Undercommon

SQ arcane bond (cane)

Combat Gear *pearl of power* (1st-level spell), *potion of cat's grace*, *potion of cure moderate wounds*, *potion of fly*, *potion of tongues*, *scroll of blur*, *scroll of charm person*, *scroll of magic weapon*, *wand of magic missile* (50 charges), tanglefoot bag; **Other Gear** +1 cane, dagger, masterwork light crossbow with 10 bolts, *ring of protection* +2, *amulet of natural armor* +1, *cloak of resistance* +2, *headband*

of vast intelligence +2, backpack, scroll case, spell component pouch, spellbook (contains all prepared spells plus all 0-level spells; 1st—*charm person*, *color spray*, *sleep*; 3rd—*lightning bolt*), 40 gp

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SPECIAL ABILITIES

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Spell Penetration Ezren adds a +2 bonus on all caster level checks to overcome spell resistance.

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