

## Bumiahma Britoris Orpheus, the Magnificent Lord of the Fey

*“Me, a sorcerer? Bah! Anyone can pick up a brush and paint, call themselves an artist even. A sorcerer is like a child with paints, barely understanding what they are doing. I have studied with fey lords and am an accomplished master of the great arts of enchantment!”*

Bumiahma Britoris Orpheus is the wild-eyed, eccentric, self-proclaimed king of the First World and all the fairy courts therein. If his wild stories are to be believed, when he was a young child, he was spirited away by members of the fairy court where he lived and danced for close to a century. While still a young boy, Bumiahma tricked an erlking into giving up lordship over his realm, for which the erlking happily dubbed him “a mad genius” (a title that Bumiahma seems to appreciate) before naming the young boy as his immediate successor.

Although Bumiahma often seems senile to others, he knows his own mind, and is actually a brilliant and patient tactician. Much like the erlking who raised him, he is willing to wait patiently, using deception to unravel his enemies’ resolve, before striking at an opportune moment. Even so, so ingrained into his wild personality are Bumiahma’s peculiar mannerisms, that they continue to persist unabated whether he is enjoying a simple meal with his “family” or when they are fighting for their lives against a heavy assault. Accustomed to possessing the authority of lordship and of being amongst the aloof fey, he rarely bothers to explain his actions or activities to others, something that often infuriates those around him—much to his own amusement.

As Bumiahma describes it, he simply grew tired of being lord of a lawless land, and escaped to Golarion on the material plane through the Forestheart Rift in order to make a “big splash” before his eventual retirement. If true, this would make him one of the only beings to have discovered how to go through the rift the way he came. Going through the rift backwards had severe repercussions, however, and Bumiahma’s age has magically caught up with him, causing him to devolve from a young, carefree child into a wrinkly, carefree old man. Despite this metamorphosis, Bumiahma remains as energetic and overactive as a young boy.

Quite healthy in this old age despite his frail appearance, Bumiahma nevertheless insists on playing the part of an old man, either rolling about in a primitive wheelchair of his own design, or having an indentured ogre servant carry him about—a peculiar habit that often misleads associates and enemies alike into believing him to be completely crippled. From time to time he will suddenly stand up and bolt across the battlefield or dance his way over to a nearby platter in order to happily munch on a pile of delectable crumpets—much to the astonishment of astute onlookers.

Bumiahma learned a great deal from his time with the fey, and is now a master of enchantments feared far and wide for his ability to bend a person’s will as easily as a strong man can bend straw. His faithful servant, an ogre nurse formerly known as “the Scourge of Port Peril,” does little to dissuade such a reputation. Ever boastful, Bumiahma proudly and frequently calls himself “the most powerful enchanter you’re ever like to see.” His unabashed behavior, obnoxious mirth, eccentric innocence, and utter lack of fear of anything ensures that wherever he goes, excitement and trouble are sure to follow.



## Bumiahma Britoris Orpheus

Male venerable human sorcerer 1/enchanter 1/arcanist 10 (spell specialist)

CG Medium humanoid

**Init** +2; **Senses** Perception +14

**Aura** aura of despair (30 ft., 11 rounds/day)

**Languages** Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Giant, Ignan, Infernal, Sylvan, Terran

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### DEFENSE

**AC** 16, touch 16, flat-footed 12 (+4 armor, +2 Dex); *mage armor*

**hp** 80 (12 HD)

**Fort** +10, **Ref** +10, **Will** +18; +2 vs. death effects

**DR** 10/cold iron 1/day for 1 minute

**Weaknesses** +1 damage from cold iron weapons

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### OFFENSE

**Speed** 30 ft. (6 squares), 10 ft. in wheelchair

**Melee** dazing touch +4 touch (dazed for 1 round) or

laughing touch +4 touch (limited to move actions for 1 round)

**Ranged** by weapon +7

**Special Attacks** arcane reservoir (8/day, 13 max)

**Arcane School Spell-Like Abilities** (CL 11<sup>th</sup>; Concentration +22)

14/day – dazing touch

**Bloodline Spell-Like Abilities** (CL 11<sup>th</sup>; Concentration +14)

6/day – laughing touch

11 rounds/day – fleeting glance

**Arcanist Spells Prepared** (CL 12<sup>th</sup>; Concentration +23, or +27 with signature spells)

5<sup>th</sup> (4/day) – *dominate person* (signature spell)

4<sup>th</sup> (6/day) – *charm monster* (signature spell), *greater invisibility*

3<sup>rd</sup> (7/day) – *haste*, *heroism*, *lightning bolt* (signature spell)

2<sup>nd</sup> (7/day) – *alter self*, *gust of wind* (signature spell), *knock*, *see invisibility*

1<sup>st</sup> (7/day) – *charm person* (signature spell), *mage armor*, *magic missile*, *shield*, *silent image*

0 (at will) – *mage hand*, *mending*, *message*, *open/close*

**Sorcerer Spells Known** (CL 1<sup>st</sup>; Concentration +4)

1<sup>st</sup> (4/day) – *enlarge person*, *reduce person*

0 (at will) – *dancing lights*, *ghost sound*, *light*, *prestidigitation*

**Wizard Spells Prepared** (CL 1<sup>st</sup>; Concentration +12)

1<sup>st</sup> (5/day) – ~~*endure elements*~~, *feather fall*, *mount*, *sleep*, *true strike*

0 (at will) – *detect magic*, *detect poison*, *read magic*

**Arcane School** enchantment (controller); **Bloodline** fey; **Opposition Schools** evocation, necromancy

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### STATISTICS

**Abilities** Str 8 (–1), Dex 14 (+2), Con 14 (+2), Int 32 (+11), Wis 14 (+2), Cha 16 (+3)

**Base Atk** +5; **CMB** +4; **CMD** 16

**Feats** Craft Wondrous Item, Fey Foundling, Fey Friend, Greater Spell Focus (enchantment), Leadership (19 base, 18 cohort, 18 followers), Primal Ancestry, Spell Focus (enchantment)

**Skills** Bluff +22 (+24 vs. fey), Diplomacy +19 (+21 vs. fey), Disguise +15, Intimidate +22 (+24 vs. animals, fey, or plant creatures), Knowledge (arcana, geography, nature, planes) +26, Knowledge (nobility) +24, Perception +14, Perform (dance, sing) +15, Sense Motive +14 (+16 vs. fey), Spellcraft +26, Survival +14

**SQ** arcanist exploits (bloodline development, potent magic, school of understanding), bloodline arcana (+2 DC of compulsion spells), consume spells (3/day), signature spells (*blindness/deafness*, *charm monster*, *charm person*, *dominate monster*, *lightning bolt*), traits (lord of the fey, magical knack: arcanist), woodland stride



**Gear** *blessed book* with *bookplate of recall* (295 pages remaining, buried far away), *cloak of resistance* +5, gems (400gp worth), collapsible wheel chair, *headband of vast intellect* +6 (knowledge: geography, knowledge: nature, survival), *mantle of immortality*, spell component pouch, tender (30gp, 100sp), *tome of clear thought* +1 (already read, mocked up to look like a spellbook)

**Spellbook** all core sorcerer/wizard spells of 5<sup>th</sup>-level and lower plus *compassionate ally*<sup>UM</sup>, *curse of disgust*<sup>UM</sup>, *delusional pride*<sup>UM</sup>, *lock gaze*<sup>UM</sup>, *malicious spite*<sup>UM</sup>, *miserable pity*<sup>UM</sup>, *oppressive boredom*<sup>UM</sup>, *overwhelming grief*<sup>UM</sup>, *reckless infatuation*<sup>UM</sup>, *smug narcissism*<sup>UM</sup>, *terrible remorse*<sup>UM</sup>, *unadulterated loathing*<sup>UM</sup>

**Encumbrance** light 26 lb., medium 53 lb., heavy 80 lb.; **Weight Carried** 11 lb. (excluding tender)

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## SPECIAL ABILITIES

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**Arcane Reservoir (Su)** You have an innate pool of magical energy that you can draw upon to fuel your arcanist exploits and enhance your spells. Your arcane reservoir can hold a maximum amount of magical energy equal to 3 + your arcanist level. Each day, when preparing spells, your arcane reservoir fills with raw magical energy, gaining a number of points equal to 3 + ½ your arcanist level. Any points you had from the previous day are lost. You can also regain these points through the consume spells class feature and some arcanist exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost. Points from the arcane reservoir are used to fuel many of your powers. In addition, you can expend 1 point from your arcane reservoir as a free action whenever you cast an arcanist spell. If you do, you can choose to increase the caster level by 1 or increase the spell's DC by 1. You can expend no more than 1 point from your reservoir on a given spell in this way.

**Aura of Despair (Su)** You can emit a 30-foot aura of despair for a number of rounds per day equal to your wizard level. Enemies within this aura take a –2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive. This is a mind-affecting effect.

**Bloodline Development** Your arcanist levels stack with your sorcerer levels when determining the powers and abilities of your bloodline.

**Consume Spells (Su)** You can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if you had used it to cast a spell. You can use this ability a number of times per day equal to your Charisma modifier (minimum 1). Doing this adds a number of points to your arcane reservoir equal to the level of the spell slot consumed. You cannot consume cantrips (0 level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

**Dazing Touch (Sp)** You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your wizard level are unaffected. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Dismiss (Su)** You can dismiss a signature spell as a swift action instead of a standard action. Alternatively, you can dismiss a signature spell that has a duration but isn't normally dismissible.

**Enchanting Smile (Su)** You gain a +4 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks.

**Fleeting Glance (Sp)** You can turn invisible for a number of rounds per day equal to your sorcerer level. This ability functions as *greater invisibility*. These rounds need not be consecutive.

**Laughing Touch (Sp)** You can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

**Lord of the Fey** You are an undisputed lord of the fey, and creatures of the natural world fear or respect your authority. This homebrew trait is the equivalent to the Unnatural Revenge trait in that you gain a +2 trait bonus on all Intimidate checks against creatures of the animal, fey, or plant type, and Intimidate is always a class skill for you.

**Magical Knack** Your caster level in the Arcanist class gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

**Ongoing Spells** If ever targeted or caught in the area of a spell or effect that deals energy damage, you become subject to a *protection from energy* spell against the incoming energy type. This effect comes into effect fast enough to prevent some or all of the incoming damage. Effects that cause energy damage, but don't specifically target you (such as deliberately walking into a fire), do not activate this contingency. The following spells are also regularly active upon your person: *endure elements* and *mage armor*. All ongoing spell effects function at 12<sup>th</sup>-caster level (and thus require a DC 23 caster level check to dispel) and their effects are included in the above stats where appropriate.

**Potent Magic (Su)** Whenever you expend 1 point from your arcane reservoir to increase the caster level of a spell, the caster level increases by 2 instead of 1. Whenever you expend 1 point from your arcane reservoir to increase the spell's DC, it increases by 2 instead of 1.

**School Understanding** Your arcanist levels stack with your wizard levels when determining the powers and abilities of your school.

**Signature Spells** You can cast your signature spells without preparing them, in the same way a sorcerer casts spells spontaneously. Even though you do not need to prepare these spells, they still counts against the number of arcanist spells you can prepare, reducing the number of spells of each level you can prepare each day by 1. You can swap out a single signature spell for another spell of the same level when gaining a class level. The DC for signature spells increases by 1. You gain a +4 bonus on concentration checks when casting signature spells. Additionally, you can apply the Dismiss, Spell Bender, or Spellwarp class features on your signature spells by spending 1 point from your arcane reservoir.

**Spell Bender (Su)** You can bend the line of a spell that has a line area of effect up to 90 degrees at any single point along the line's length.

**Spellwarp (Su)** You can reduce the radius of a spread or burst effect or shorten the length of a cone. All changes must occur in 5-foot increments, to a minimum of 5 feet. Alternatively, you can change the area of effect of a cone spell to a line with a length equal to the spell's range.

**Woodland Stride (Ex)** You can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

## Reese (aka “Legs”)

*“Yes, little snack, I know your words—now what was it you called me?”*

“Legs,” as Bumiahma likes to call him, was once a fierce bar brawler from the Shackles that was unfortunate enough to run afoul of Bumiahma in Port Peril. Due to Bumiahma’s kind treatment of the ogre during his court-ordered time as an indentured servant—and Bumiahma’s knack for drawing dangerous trouble to himself—Legs grew to genuinely enjoy Bumiahma’s company. Legs continues to carry his “brain” (as he likes to refer to Bumiahma) around even though his term of service has long since expired (along with a few of Bumiahma’s magical charms). He now considers the old man and the young pixie, Trix, to be members of his familial tribe (the latter of the two he likely would have been eaten long ago if not for her charm arrows).



Though he is quite infamous in various ports around the Shackles as a champion bar brawler, Reese has recently become even more well-known for his mysterious strength-increasing intoxicant he calls “ogre draught,” the recipe of which, he claims is a closely guarded family secret. There are many who would seek to claim this secret from him by force, and it is chiefly this growing threat that has given him cause to befriend a powerful spellcaster for mutual protection.

In all other ways, Legs is a fairly typical representative of his kind (brutish, stupid, and wholly unafraid of violating societal taboos) save three notable exceptions: his penchant for unchecked violence has greatly diminished since his forced servitude under Bumiahma first began, he is now capable of speaking the common tongue and of reading and writing thanks to Bumiahma’s many lessons, and he is far cleaner and less smelly than most ogres due to Bumiahma’s constant harassment.



## Reese, the Scourge of Port Peril

Male ogre brawler 3/barbarian 1/fighter 2 (mutation warrior)

CN Large humanoid (giant)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +12

**Languages** Common, Giant

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### DEFENSE

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**AC** 22, touch 11, flat-footed 20 (+6 armor, +1 Dex, +1 dodge, +5 natural, –1 size)

**hp** 92 (10 HD)

**Fort** +12, **Ref** +4, **Will** +2; +1 vs. fear

**Defensive Abilities** bravery +1

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### OFFENSE

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**Speed** 50 ft. (10 squares)

**Melee** mwk greatsword +19/+14 (3d6+15/19-20) or

mwk greatsword +16/+11 (3d6+24/19-20) with Power Attack, or  
unarmed strike +19/+14 (2d6+12) or

unarmed strike +17/+17/+12 (2d6+12) with Brawler's Flurry, or  
unarmed strike +23/+18 (2d6+16) while raging, or

unarmed strike +21/+21/+16 (2d6+16) with Brawler's Flurry while raging

**Ranged** chakram +10 (2d6+8)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** brawler's flurry (two-weapon fighting), maneuver training (disarm +1), rage (8 rounds/day),  
unarmed strike (2d6)

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### STATISTICS

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**Abilities** Str 30 (+10), Dex 12 (+1), Con 18 (+4), Int 6 (–2), Wis 12 (+1), Cha 4 (–3)

**Base Atk** +9; **CMB** +20 (+21 with disarm); **CMD** 32 (33 vs. disarm)

**Feats** Catch Off-Guard, Combat Expertise<sup>B</sup>, Combat Reflexes<sup>B</sup>, Dodge, Improved Unarmed Strike<sup>B</sup>,  
Intimidating Prowess, Power Attack<sup>B</sup>, Weapon Focus (unarmed strike), Weapon Specialization  
(unarmed strike)

**Skills** Intimidate +19, Linguistics –1, Perception +12; **Armor Check Penalty** –1

**SQ** brawler's cunning, fast movement, martial flexibility 5/day, martial training, mutagen (20 minutes,  
DC 9)

**Gear** +0 *furious amulet of mighty fists*, +2 *chain shirt*, alchemy crafting kit, *belt of giant strength* +4, *blessed book* (a backup copy of Bumiahma's spellbook), chakram (10), spell component pouch (a spare for Bumiahma), tender (150sp)

**Encumbrance** light 1,064 lb., medium 2,128 lb., heavy 3,200 lb.; **Weight Carried** 92 lb. (excluding tender)

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### SPECIAL ABILITIES

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**Bravery (Ex)** You gain a +1 bonus on Will saves against fear effects.

**Brawler's Cunning (Ex)** If your Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

**Brawler's Flurry (Ex)** You can make a brawler's flurry as a full-attack action. When doing so, you have the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or weapons with the "monk" special feature. You do not need to use two different weapons to use this ability. You apply your full Strength modifier to your damage rolls for all attacks made with brawler's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. You can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of brawler's flurry. A brawler with natural weapons can't use such weapons as part of brawler's flurry, nor can you make natural weapon attacks in addition to her brawler's flurry attacks.

**Brawler's Strike (Ex)** Your unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction.



**Fast Movement (Ex)** Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying your speed because of any load carried or armor worn. This bonus stacks with any other bonuses to your land speed.

**Maneuver Training (Ex)** You gain a +1 bonus on combat maneuver checks when attempting to disarm and a +1 bonus to your CMD when defending against disarm combat maneuvers.

**Martial Flexibility (Ex)** You can take a move action to gain the benefit of a combat feat you don't possess. This effect lasts for 1 minute. You must meet all the feats' prerequisites. You may use this ability a number of times per day equal to  $3 + \frac{1}{2}$  your brawler level (minimum 1). You can use this ability again before the duration expires in order to replace your combat feat with another choice. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

**Martial Training (Ex)** You count your total brawler levels as both fighter levels and monk levels for the purpose of qualifying for feats. You also count as both a fighter and a monk for feats and magic items that have different effects based on whether the character has levels in those classes (such as Stunning Fist and a *monk's robe*). This ability does not automatically grant feats normally granted to fighters and monks based on class level, namely Stunning Fist.

**Mutagen (Su)** You can create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time—if you brew a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, you take a –2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A non-alchemist who drinks a mutagen must make a Fortitude save (DC  $10 + \frac{1}{2}$  your effective alchemist level + your Intelligence modifier) or become nauseated for 1 hour—a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the “stolen” mutagen immediately cease.) The effects of a mutagen do not stack. Whenever you drink a mutagen, the effects of any previous mutagen immediately end.

**Rage (Ex)** You can enter a rage as a free action for 8 rounds each day. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a –2 penalty to Armor Class. The increase to Constitution grants you 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and you become fatigued afterwards for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

**Bumiahma's Other Followers:** Though he claims to have ruled over vast swaths of the First World with thousands of followers, Bumiahma's power is much reduced on the material plane as only a few servants were able to follow him there. Those few servants who do continue to serve him primarily consist of weak fey creatures of CR 4 or lower, including at least one pixie named "Trix" whom Bumiahma regards as a little sister. What's more, they rarely like to make their presence known to any of Bumiahma's other associates, further flaming the widespread belief that Bumiahma's wild tales are simply the ramblings of a crazy old man. Additionally, Bumiahma is also often guarded by dominated individuals, what he commonly refers to as "indentured servants" pressed into service by the authority of the fairy court for crimes against his person. Such "servants" unless irredeemably evil, are always treated well.

