

Obrist Lang

Male human fighter 3/magus 8 (phalanx soldier, skirmir)

N Medium humanoid

Init +3; **Senses** Perception +11

Languages Common, Goblin, Orc

DEFENSE

AC 36, touch 13, flat-footed 33 (+11 armor, +3 Dex, +3 natural, +9 shield)

hp 103 (11 HD)

Fort +16, **Ref** +10, **Will** +12

OFFENSE

Speed 20 ft. (4 squares)

Melee +3 *keen naginata* +18/+13 (1d8+9/19-20/×4) with one hand, or
+3 *keen naginata* +15/+10 (1d8+15/19-20/×4) with one hand and
Power Attack, or
+3 *keen naginata* +18/+13 (1d8+12/19-20/×4) with two hands, or
+3 *keen naginata* +15/+10 (1d8+21/19-20/×4) with two hands and Power Attack, or
+5 *heavy steel shield* +16/+11 (1d4+6 plus vampiric touch) or
+5 *heavy steel shield* +13/+8 (1d4+12 plus vampiric touch) with Power Attack

Ranged chakram +11 (1d8+6) or
chakram +13 (1d8+8) with Arcane Pool

Space 5 ft., **Reach** 5 ft. (10 ft. with naginata)

Special Attacks arcane pool (7 points, +2 bonus), shielded spell combat, spellstrike

Magus Spells Prepared (CL 8th; Concentration +11)

3rd (2/day) – *fly*, *haste*

2nd (4/day) – *acid arrow*, *defensive shock*^{UM}, *mirror image*, *rime frostbite*^{UM}

1st (4/day) – *enlarge person*, *shocking grasp*, *true strike*, *vanish*

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

STATISTICS

Abilities Str 22 (+6), Dex 14 (+2), Con 14 (+2), Int 16 (+3), Wis 10 (+0), Cha 10 (+0)

Base Atk +9; **CMB** +15; **CMD** 27

Feats Combat Reflexes^B (3 AoO's/round), Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Greater Shield Focus^B, Improved Shield Bash^B, Power Attack^B (–3 attack, +3/+6/+9 damage), Rime Spell, Shield Focus^B

Skills Knowledge (arcana) +17, Knowledge (dungeoneering) +17, Knowledge (planes) +17, Perception +11, Spellcraft +17, Survival +14; **Armor Check Penalty** –5

SQ arcane bond (shield), magus arcana (concentrate, enduring blade), medium armor, shield pool, sorcerous shield, spellshield

Gear +5 *steel lamellar*, +5 *heavy steel shield* (currently holding *vampiric touch*), +3 *keen naginata*, *amulet of natural armor* +3, *belt of giant strength* +4, chakram (10), *cloak of resistance* +5, *construct guardians* (2, see below), guard dog, *pearls of power* (1st 5, 2nd 2), spellbook (51 pages left), spell component pouch

Spellbook 3rd—*fly*, *haste*, *lightning bolt*, *vampiric touch*; 2nd—*acid arrow*, *defensive shock*^{UM}, *fire breath*^{APG}, *fog cloud*, *mirror image*, *scorching ray*; 1st—*enlarge person*, *feather fall*, *frostbite*^{UM}, *magic missile*, *obscuring mist*, *shocking grasp*, *silent image*, *true strike*, *unseen servant*, *vanish*; 0—all magus spells

Encumbrance light 173 lb., medium 346 lb., heavy 520 lb.; **Weight Carried** 77 lb.

SPECIAL ABILITIES

Arcane Bond (Su) If you attempt to cast a spell without your bonded shield worn or in hand, you must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. A bonded shield can be used once per day to cast any one spell that you have in your spellbook and are capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by you, including



casting time, duration, and other effects dependent on your caster level. This spell cannot be modified by metamagic feats or other abilities. The magic properties of your bonded shield, including any magic abilities added to the object, only function for you.

Arcane Pool (Su) You have a reservoir of mystical arcane energy that you can draw upon to fuel your powers and enhance your weapon or shield (which must be fueled independently of one another). This arcane pool has a number of points equal to $\frac{1}{2}$ your magus level (minimum 1) + your Intelligence modifier. The pool refreshes once each day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon or shield you are holding a +2 enhancement bonus for 1 minute. These bonuses can be added to the weapon or shield, stacking with existing enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. These bonuses can be used to add any of the following weapon or shield properties: animated, arrow catching, arrow deflection, bashing, blinding, dancing, flaming, flaming burst, fortification (any), frost, icy burst, keen, reflecting, shock, shocking burst, speed, spell resistance (any), or vorpal. Adding these properties consumes an amount of bonus equal to the property's cost. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time you use this ability. These bonuses do not function if the weapon is wielded by anyone other than you. You can only enhance one weapon in this way at one time. If you use this ability again, the first use immediately ends.

Concentrate (Ex) You can reroll any concentration check you have just made with a +4 bonus. You must use this ability after the roll is made, but before the roll's outcome is determined. You must take the second roll, even if it is worse. You can use this ability once per day.

Diminished Spellcasting A skirnir casts one fewer spell of each level than normal. If this reduces the number to 0, you may cast spells of that level only if your Intelligence allows bonus spells of that level.

Enduring Blade (Su) Whenever you enchant your weapon or shield using your arcane pool, you may spend 1 additional point from your arcane pool to increase the duration to 1 minute per magus level.

Medium Armor (Ex) You can cast magus spells while wearing light or medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, when using a shield or wearing heavy armor you incur a chance of arcane spell failure if the spell in question has a somatic component.

Phalanx Fighting (Ex) When you wield a shield, you can use any polearm or spear of your size as a one-handed weapon.

Shield Pool (Ex) As a free action, you may spend 1 point from your arcane pool to add your shield bonus to AC (not including enhancement bonuses) on a concentration check to cast defensively. You may also use a touch attack or shield bash with your shield in conjunction with any pool strike magus arcana.

Shielded Spell Combat (Su) You learn to cast spells and wield your weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, you must have one hand holding a shield, while wielding a light or one-handed melee weapon in the other hand. As a full-round action, you can make all of your attacks with your melee weapon at a -2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If you cast this spell defensively, you can decide to take an additional penalty on your attack rolls, up to your Intelligence bonus, and add the same amount as a circumstance bonus on your concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. You can choose to cast the spell first or make the weapon attacks first, but if you have more than one attack, you cannot cast the spell between weapon attacks. You may use your shield hand to perform somatic components for magus spells, forfeiting the shield's bonus to AC until the beginning of your next turn; if the bonded shield is a buckler, you retain its bonus to AC.

Sorcerous Shield (Ex) You are proficient with all types of shields, including tower shields, and do not suffer an arcane spell failure chance when casting magus spells while using a shield. You treat your magus levels as fighter levels for the purpose of qualifying for shield-related feats.

Spellshield (Su) As a standard action, you may store a magus spell in your shield by spending 1 point from your arcane pool per level of the spell. This functions as the spell storing weapon special ability, but activates only on a successful shield bash by you and is not limited to spells of 3rd level or less.

Spellstrike (Su) Whenever you cast a spell with a range of “touch” from the magus spell list, you can deliver the spell through any weapon you are wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, you can make one free melee attack with your weapon (at your highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If you make this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon’s critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Stand Firm (Ex) You gain a +1 bonus to CMD against bull rush, overrun, and trip attempts. This bonus also applies on saves against trample attacks.

Animated Steel Lamellar Armor

Medium Animated Object

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception –5

Languages obeys creator

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 natural, +2 shield)

hp 36 (3 HD)

Fort +1, **Ref** +1, **Will** –4

Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 30 ft. (6 squares)

Melee mwk naginata +6 (1d8+3/×4) or

slam +5 (1d6+3) or

mwk heavy steel shield +6 (1d4+2)

Space 5 ft., **Reach** 5 ft. (10 ft. with naginata)

Special Attacks weapon modifications (masterwork naginata, masterwork heavy steel shield)

STATISTICS

Abilities Str 14, Dex 10, Con –, Int –, Wis 1, Cha 1

Base Atk +3; **CMB** +5; **CMD** 15

SQ construction points (2 points: metal)

Gear guard dog (set to defend construct), masterwork heavy steel shield, masterwork naginata

Encumbrance light 58 lb., medium 116 lb., heavy 174 lb.; **Weight Carried** 24 lb.

CONSTRUCTION

Price 5,155gp; **CL** 11th; **Requirements** Craft Construct, *animate objects*; **Skill** Spellcraft or Craft (armor); **Cost** 2,905gp

