

A Kreighton of Our Very Own

Kreighton is not a formidable combatant by any means, but he can cast spells on the group's behalf. This instance of Kreighton Shaine has an AC of 20 and 47 hp, and he keeps to the rear in any combat encounters.

The copies of Kreighton Shaine don't possess the full spellcasting abilities of the Master of Scrolls. Instead, he has a limited number of spells prepared, and he can cast only a few of them. He can cast only a number of spells whose combined spell level equals the table's APL + 1. His caster level is 10th, and he can cast the following spells:

4th – *greater invisibility, solid fog, wall of stone*

3rd – *fly, haste, tongues*

2nd – *bear's endurance, bull's strength, resist energy*

1st – *enlarge person, identify, shield [personal]*

Lady Arodeth's Spellbook

5th – *corrosive consumption, wall of force*

4th – *black tentacles, death ward, dimension door, greater invisibility, ice storm, stonewall*

3rd – *arcane sight, fly, haste, lightning bolt, slow, vampiric touch*

2nd – *cat's grace, defensive shock, frigid touch, mirror image, scorching ray, web*

1st – *corrosive touch, enlarge person, expeditious retreat, magic missile, magic weapon, obscuring mist, ray of enfeeblement, reduce person, shocking grasp, true strike*

0 - *acid splash, arcane mark, dancing lights, daze, detect magic, disrupt undead, flare, ghost sound, light, mage hand, open/close, prestidigitation, ray of frost, read magic, spark*

Quarterstaff Master (Combat)

You can wield a quarterstaff as either a two-handed or one-handed weapon.

Prerequisites: Weapon Focus (quarterstaff), base attack bonus +5.

Benefit: By employing a number of different stances and techniques, you can wield a quarterstaff as a one-handed weapon. At the start of your turn, you decide whether or not you are going to wield the quarterstaff as a one-handed or two-handed weapon. When you wield it as a one-handed weapon, your other hand is free, and you cannot use the staff as a double weapon. You can take the feat Weapon Specialization in the quarterstaff even if you have no levels in fighter.

Tripping Staff (Combat)

You can make a trip attack with your quarterstaff.

Prerequisites: Int 13, Combat Expertise, Improved Trip, Weapon Focus (quarterstaff), base attack bonus +6.

Benefit: You treat quarterstaves as if they had the trip special feature.

Special: If you are a magus with the staff magus archetype, you can use spellstrike on any trip combat maneuver you make with the staff.

CORROSIVE CONSUMPTION

School conjuration (creation) [acid]; **Level** magus 5, sorcerer/ wizard 5

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 3 rounds

Saving Throw none; **Spell Resistance** yes

With a touch, this spell causes a small, rapidly growing patch of corrosive acid to appear on the target. On the first round, the acid deals 1 point of acid damage per caster level (maximum 15). On the second round, the acid patch grows and deals 1d4 points of acid damage per caster level (maximum 15d4). On the third and final round, the acid patch covers the entire creature and deals 1d6 points of acid damage per caster level (maximum 15d6). The target can spend a full-round action to scrape off the acid, or can wash it off with at least 1 gallon of liquid to halve the damage for that round and negate the remaining rounds of the spell.

CORROSIVE TOUCH

School conjuration (creation) [acid]; **Level** magus 1, sorcerer/ wizard 1, summoner 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Your successful melee touch attack deals 1d4 points of acid damage per caster level (maximum 5d4).

FRIGID TOUCH

School evocation [cold]; **Level** druid 2, magus 2, sorcerer/ wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of cold damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead.