

Peter's Magical Mysteries

Medium Humanoid

Hit Dice: 5d4+10 (25 hp)

Initiative: +2

Speed: 30 ft. (8 squares), fly 30 ft (average, w/ spell)

Armor Class: 12/17 (+2 Dex, +5 w/spell), touch 12/17, flat-footed 10/15

Base Attack/Grapple: +2/+3

Attack: Masterwork dagger +4 melee (2d6+7) or Ranged Touch +4 (spell)

Full Attack: Masterwork dagger +4 melee (2d6+7) or Ranged Touch +4 (spell)

Space/Reach: 5 ft/5 ft.

Special Attacks: Spells (35 MP)

Special Qualities: Resist Fear (+4 vs Fear), Tradition Skills (Tumble, Bluff), Magically Empowered (+3 Tumble)

Saves: Fort +4, Ref +4, Will +7

Abilities: Str 13, Dex 15, Con 14, Int 16 (18), Wis 14, Cha 17 (19)

Skills: Balance +4, Bluff +12, Concentration +10, Diplomacy +6, Dispel Magic +12, Divination +10, Intimidate +6, Jump +3, Knowledge (Magic) +9, Listen +5, Spellcraft +14, Spot +10, Tumble +13

Feats: Eldritch Training, Spell List Focus (Evoke Air), Intense Spell, Still Spell

Environment: Originally West Nycia, Time Spent at <SchoolName>, Now Wonderlust

Organization: Solitary or troupe (Peter, Nylik, <Angel>, Lato)

Challenge Rating: 5 (XP: 13,500)

Treasure: Goods

Alignment: Chaotic <GoodEvil>

Appearing as a young boy on the cusp of puberty, Peter floats towards you. His dress—a simple loincloth with flowery adornments—seems almost fey and his manner certainly childlike. Though he is flying, it would feel possible to dismiss him as a mere boy if you couldn't feel a sense of sheer potency wafting from him.

He has few reservations about any anything, doing whatever feels important at the time. He goes to great pains to avoid boredom. He has committed, and enjoys committing, most vices--with the exception of any form of drug--and looks for every opportunity to do so. Especially if it will cause discomfort to those around him.

Combat

Preferring to remain invisible during combat whenever possible, Peter is perfectly willing to flee when necessary (using *That's not Good*). He acts as most forms of support for other characters (Healing, Buffing, Invisibility) and looks first to enhancing their abilities before using his own offensive spells.

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Signature Spells: [Glory of Youth, Lesser](#); [Little Lecherous Liar, Lesser, Still](#); [Peter's Liling Command](#); [Peter's Heavy Breathing](#); [Peter's Wondrous View](#); [Protect the Fallen](#); [That's Not Good](#); [Touch of Healing, Greater](#).

Items Of Significance

Acorn Necklace of Intelligence +2, Leather Wristbands of Charisma +2, Loincloth of Resistance (Belt) +1

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	Abjure/Hex	Charm	Compel	Create	Evoke	Heal	Illusion	Infuse/Drain	Move	Summon	Transform
Elements											
Acid		-	-							-	
Air		-	-	4 th	2 nd			3 rd	1 st	-	
Crystal		-	-							-	
Death		-	-							-	
Earth		-	-							-	
Fire		-	-					1 st		-	
Force		-	-					4 th		-	
Ice		-	-							-	
Lava		-	-							-	
Life		-	-		2 nd	1 st				-	
Light		-	-							-	
Lightning		-	-							-	
Metal		-	-							-	
Mist		-	-							-	
Nature	2 nd	-	-	1 st						-	
Ooze		-	-							-	
Shadow		-	-				3 rd			-	
Sound		-	-							-	
Space		-	-						5 th	-	
Time		-	-							-	
Void		-	-							-	
Water		-	-							-	
Creature											
Aberration				-	-	-	-	-	-		
Animal				-	-	-	-	-	-		
Construct				-	-	-	-	-	-		
Dragon				-	-	-	-	-	-		
Elemental				-	-	-	-	-	-		
Fey				-	-	-	-	-	-		
Giant				-	-	-	-	-	-		
Humanoid		1 st	1 st	-	-	-	-	-	-		
M. Beast				-	-	-	-	-	-		
M. Human				-	-	-	-	-	-		
Ooze				-	-	-	-	-	-		
Outsider				-	-	-	-	-	-		
Plant				-	-	-	-	-	-		
Undead				-	-	-	-	-	-		
Vermin				-	-	-	-	-	-		
Alignment											
Balance		-	-	-			-		-	-	-
Chaos		-	-	-	5 th		-		-	-	-
Evil		-	-	-			-		-	-	-
Good		-	-	-			-		-	-	-
Law		-	-	-			-		-	-	-

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Signature Spells

Glory of Youth, Lesser

Infuse Fire 3/Infuse Air 1/Gen 1

Total MP: 5

Range: Touch

Duration: 10 Minutes

By casting this spell, using an appropriate command word (or words), you can add a +4 enhancement bonus to Charisma and a +2 enhancement bonus to Dexterity. *Costs:* Enhance Ability Score 5 MP, Duration 1 MP.

Little Lecherous Liar, Lesser, Still

Infuse Fire 2/Metamagic 2/Gen 1

Total MP: 5

Range: Touch

Duration: 10 Minutes

By casting this spell, using an appropriate command word (or words), you can add a +9 to all bluff checks for the duration. No gestures are necessary. *Costs:* Enhance Skill 2, Still Spell 2 MP, Duration 1 MP.

Oft used command words: "C'mon, you believe me, right?" "Believe Me" "What?" or any other simple phrase.

Peter's Liling Command

Charm Humanoid 3 / Gen 1

Total MP: 4

Range: 30 ft

Duration: One Minute

HD Threshold: 6 HD

You give the target a one or two-word command, which it obeys, though it may distort your intent. If the order is dangerous, the target receives a +2 to his save and if the order is obviously suicidal, the target automatically resists. The target does not receive additional saving throws each round. *Costs:* 0 MP Simple Language Command, 3 MP Subtle Enchantment, 1 MP Range.

Peter's Heavy Breathing

Evocate Air 3/ Gen 2

Total MP: 5

Range: 30 ft, Discerning

Duration: Instantaneous

Saving Throw: Reflex Half and Fortitude Partial

You create explosion of Air in a central point, dealing 3d6 pts of damage (Reflex Half). In addition, those affected must make a Fortitude save or be knocked back 5 ft in a direction chosen by the caster. All targets must move the same direction (creatures

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moving up move $\frac{1}{4}$ the distance). For every 5 pts the creature fails its saving throw, the creature moves an additional 5 ft. Creatures who move more than 10 ft fall over as if tripped.

The caster must choose 5 creatures who are affected by this spell. *Costs:* 1 MP Mild Side Effect (Knockback), 2 MP Fire Damage, 1 MP Discerning, 1MP Range.

Peter's Wondrous View

Move Air 4 / Gen 1

Total MP: 5

Range: Touch

Duration: 10 Minutes

You grant a creature touched a fly speed equal to their base speed with average maneuverability. *Costs:* Move Air 6 MP, Duration 8 MP.

Protect the Fallen

Illusion Shadow 3/Heal 1/Gen 0

Total MP: 4

Range: Touch

Duration: 1 Minute

The affected creature is protected by a complex visual illusion and is healed for 1d6 HP. If the affected creature deals damage to, or casts a spell and has it resisted by, another creature, that creature is allowed to attempt to disbelieve automatically, with a +4 bonus. Designed to protect allies who've been sent into unconsciousness, this spell proves useful in other situations. *Costs:* 3 MP Complex Visual Illusion, 1 MP Curing.

That's Not Good

Move Space 4/Illusion Shadow 1/Gen 0

Total MP: 5

Range: Touch

Duration: 1 Minute

Teleport up to 150 ft away and become partially invisible, granting a +10 bonus to Sneak checks made to avoid being seen. The teleport effect can be activated once at any time during the spell. *Costs:* Teleport 4 MP, Standard Visual Illusion 1 MP.

Touch of Healing, Greater

Heal 1/ Gen 0

Total MP: 0

Range: Touch

Heal 2d6 pts of damage to target touched. *Costs:* Cure Damage 1 MP.

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Spells Known

Essence of Life

Heal 5/ Gen 0

Total MP: 5

Range: Touch

Heal 6d6 pts of damage to target touched. *Costs:* Cure Damage 5 MP.

Essence of Life, Ranged

Heal 4/ Gen 1

Total MP: 5

Range: 30 ft

Heal 5d6 pts of damage to target. *Costs:* Cure Damage 4 MP, Range 1 MP.

Germain's All-Consuming Defense

Abjure Nature 4/Gen 1

Total MP: 5

Range: Touch

Duration: 10 Minutes

+5 enhancement bonus to all armor classes (normal, touch, flat-footed). Does not stack with any other enhancement bonuses. *Costs:* Armor Class Nature 4 MP, Duration 1 MP.

Grapes Are Good

Create Nature 0/Gen 3

Total MP: 3

Range: Touch

Duration: 1 Hour

You create a massive pile of grapes in a large wooden bowl. At the end of the spell, grapes that were consumed disappear, leaving you with an empty stomach. *Costs:* Food 0 MP, duration 3 MP.

I See You

Divination 5/ Gen 0

Total MP: 5

Make a Divination check, DC 10 + Time Modifier (pg 53). If you succeed you gain an overview of the history (or future) of the subject up to the limits of the time modifier in a given span of time. The shorter the span of time, the more details you receive; the longer, the more general the information. For example, if you sought the details on a sword for one week's worth of time, you will see what battles it has been used in and who it has killed. If you look to the past 100 years you'll only get a vague recollection of its owners. If you succeed the DC by 10 or more you gain more specific information (though never the full history).

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Little Lecherous Liar, Lesser

Infuse Fire 4//Gen 1

Total MP: 5

Range: Touch

Duration: 10 Minutes

By casting this spell, using an appropriate command word (or words), the target can add a +15 to all bluff checks for the duration. *Costs:* Enhance Skill 4, Duration 1 MP.

Oft used command words: "C'mon, you believe me, right?" "Believe Me" "What?" or any other simple phrase.

Make it Count

Infuse Force 3/Gen 2

Total MP: 5

Range: Touch

Duration: 1 Minute

Area: 10 ft Radius

Choose up to 5 creatures within the area receive a +3 to attack and damage rolls. *Costs:* Enhance Attack 4 MP, Area 1 MP, Discerning 1 MP.

Peter's Deliquescing Wink, Lesser

Infuse Fire 2/ Gen 3

Total MP: 5

Range: Touch

Duration: One Hour

Target gains a +9 to all Seduction checks. *Costs:* Enhance Skill 2 MP, Duration 3 MP.

Peter's Twinkling Eyes, Lesser

Spellcraft 0/ Gen 1

Total MP: 1

Range: Personal

Area: 10 ft Radius

Casting Time: 1 Minute

Sky blue eyes appear as if clouds are flowing through them. Make a Spellcraft check (DC 0). If you succeed you know if there is any magic in the area of effect. If you succeed by 10 or more, you know roughly how many different magical effects there are and what their general power levels are (ambient 1 MP, faint 5 MP, moderate 10 MP, strong 20 MP, overwhelming 21+ MP). You also know whether any given creature in the area of effect has spellcasting, spell-like, or supernatural abilities. If there are more than 8 spells you learn the range of power from weakest to strongest but need to make an individual check for each item. You may make an additional check each round during the casting time, keeping the highest (except as noted above). *Costs:* Detect Magic 0 MP, 1 MP Area.

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Touch of Healing

Heal 0/ Gen 0

Total MP: 0

Range: Touch

Heal 1d6 pts of damage to target touched. *Costs:* Cure Damage 1 MP.

Wet, Snapping, Towel

Create Nature 0/Gen 0

Total MP: 0

Range: Touch

Duration: 1 Minute

Creates a soft, clean cotton towel. The towel can be soapy or clean, and scented in a wide variety of floral scents. Additionally, a small discolored patch in the corner can be sucked on to provide nutrients (you'd need to add the Enduring Life enhancement for the nutrients to last longer than the spell's duration). The towel has additional properties based on other spell lists that you know as follows:

Create Water: The towel can be any reasonable degree of wet, useful for cleaning yourself off or snapping fellow party members who annoy you.

Create Fire: The towel can be any reasonable degree of warmth.

Create Ice: The towel can be any reasonable degree of cold.. obviously not at the same time.

Spells Sot After

Glory of Youth

Infuse Fire 5/Infuse Air 3/Gen 1

Total MP: 9

Range: Touch

Duration: 10 Minutes

By casting this spell, using an appropriate command word (or words), you can add a +6 enhancement bonus to Charisma and a +4 Enhancement bonus to Dexterity. *Costs:*

Enhance Ability Score 5 MP, Duration 1 MP.

Glory of Youth, Greater

Infuse Fire 11/Infuse Air 5/Gen 1

Total MP: 17

Range: Touch

Duration: 10 Minutes

By casting this spell, using an appropriate command word (or words), you can add a +10 enhancement bonus to Charisma and a +6 enhancement bonus to Dexterity. *Costs:*

Enhance Ability Score (Cha) 11 MP, Enhance Ability Score (Dex) 5 MPDuration 1 MP.

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Grapes Are Good, Satiating

Create Nature 1/Create Life 2/Gen 3

Total MP: 5

Range: Touch

Duration: 1 Hour and Persistent

You create a massive pile of grapes in a large wooden bowl. The grapes that are consumed become part of you and are considered nourishment. *Costs:* Food 1 MP, enduring enchantment 2 MP, duration 3 MP.

Little Lecherous Liar

Infuse Fire 6/Gen 1

Total MP: 7

Range: Touch

Duration: 10 Minutes

By casting this spell, using an appropriate command word (or words), you can add a +21 to all bluff checks for the duration. *Costs:* Enhance Skill 6, Duration 1 MP.

Appropriate command words: "C'mon, you believe me, right?" "Believe Me" "What?" etc.

Little Lecherous Liar, Greater

Infuse Fire 10/Gen 1

Total MP: 11

Range: Touch

Duration: 10 Minutes

By casting this spell, using an appropriate command word (or words), you can add a +33 to all bluff checks for the duration. *Costs:* Enhance Skill 6, Duration 1 MP.

Appropriate command words: "C'mon, you believe me, right?" "Believe Me" "What?" etc.

Peter's Busty Women

Summon Humanoid 4/Gen 3

Total MP: 7 MP

Range: Touch

Duration: 1 Hour

You summon two busty female identical twins (of any age) who will do your bidding. Each woman is CR ½. It's recommended that you use Create Nature to get yourself some grapes. *Costs:* Summon Humanoid 2 MP, Obedient 2 MP, Duration 3 MP.

Peter's Deliquescing Wink

Infuse Fire 5/ Gen 3

Total MP: 8

Range: Touch

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Duration: One Hour

Gain a +18 to all Seduction checks. *Costs:* Enhance Skill 5 MP, Duration 3 MP.

Peter's Deliquescing Wink, Greater

Infuse Fire 8/ Gen 3

Total MP: 11

Range: Touch

Duration: One Hour

Gain a +27 to all Seduction checks. *Costs:* Enhance Skill 8 MP, Duration 3 MP.

Peter's Perfect View

Move Air 6 / Gen 8

Total MP: 14

Range: Touch

Duration: 1 Day

You grant a creature touched a fly speed equal to their base speed with perfect maneuverability. *Costs:* Move Air 6 MP, Duration 8 MP.

Peter's Sybarite Harem

Summon Humanoid 10/ Gen 3

Total MP: 13

Range: Touch

Duration: 1 Hour

You summon 5 women of CR ½ each. You may choose the general physical proportions—though they all look exactly the same. Each one obeys your orders and seeks to serve you. *Costs:* Summon Humanoid 5 MP, Obedient 5 MP, Duration 3 MP.

In Progress

Peter's Impertinent Playhouse

Some form of Magnificent Mansion (May or may not include women and playground equipment).

Peter's Twinkling Eyes, Greater

Identify (Spellcraft rules):

Sky blue eyes appear as if clouds are flowing through them.

Well, I'm Safe

Move Space /Heal 1/Gen

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Possible Names

A True Sybarite

Person Devoted to Luxury and Pleasure

Death's Evanescent Sting

Liable to vanish or pass away like vapor; fleeting.

Immure

1. To enclose within walls, or as if within walls; hence, to shut up; to imprison; to incarcerate.
2. To build into a wall.
3. To entomb in a wall.

Now, That's Xenophobia

One Handsome Lad

Onset of Ennui

A feeling of weariness and dissatisfaction arising from lack of interest; boredom.
on-WEE

Tenebrous

Dark; Gloomy.

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History

Appearance

- Sky blue eyes with a bit of a twinkle.

Original Teacher: Germain

- The quintessential philomath, he gave Peter the nickname “Tyro” or “Beginner in Learning.”
- Known for using exactly 3 words (never hyphenated) for each spell he used, Germain was an obsessive compulsive.
 - He'd spend years developing every spell, tweaking out effects and discovering combinations that astounded Enchanters across the continent. Usually because each spell involved some sort of hygiene affect. Really, it's quite astonishing.
 - It's rumored that he would change the name of other's work to suite his personal obsession—though he would never claim it as his own.
 - Peter, who would never admit it—and psychiatrists have been known to debate whether he's even aware—has continued the “tradition.”
- Took up a position at <SchoolName>