



Strago is a small, elderly man who wears loose-fitting clothes and a bright, red cape. His white hair is styled in Mohawk, and he has large bushy eyebrows, a white mustache and beard.

Strago is energetic and spirited, although clumsy and prone to make mistakes. He has a tendency to be protective of his allies, sometimes coming off as overbearing, though he means well. In combat, Strago tends to fight from a distance using his power staff. His spells often enfeeble foes or buff his allies, though he can blast foes when he needs to.

Strago Magus

CR 1

XP 400

Male Hume Blue Mage 1

CG Medium Humanoid

Init +6; Senses Perception +1

Defense

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

HP 10 (1d8+2); MP 5

Fort +1, Reflex +2, Will +3

Offense

Speed 30 ft.

Ranged Power Staff [Lightning] +2 (1d6+5)

Limit Breaks [Azure Summoning](#), [Dual Azure Mastery](#)

Black Mage Spells Known (CL 1st, Concentration +6)

- 1st – Goblin Punch (DC 17), Marrow Drain (DC 17)
- 0th – Detect Magic, Dancing Lights, Read Magic, Ten Needles (DC 16)

Tactics

During Combat Strago generally stays out of melee combat, providing cover with his power staff. He has a tendency to try to protect his allies and will use his spells to hinder enemies that are engaging weakened allies.

Statistics

Str 8, Dex 14, Con 12, Int 20, Wis 13, Cha 10

Base Atk +0; CMB -1; CMD 11

Feats Improved Initiative, Skill Focus ([Focused Study](#))

Skills Knowledge (Arcana) +12, Knowledge (Dungeoneering) +9, Knowledge (History) +9, Knowledge (Local) +9, Knowledge (Nature) +9, Knowledge (Planes) +9, Knowledge (Religion) +9, Knowledge (Technology) +9, Spellcraft +9, Stealth +3

Languages Common, plus 5 more.

SQ [Focused Study](#) [Knowledge (Arcana)], [Blue Magery](#) [Obscure Spell Mastery (1)], [Spell Proficiency](#)

Combat Gear Power Staff [Lightning], Cure Potion x2; Other Gear Backpack, Bedroll, Trail Rations x3, 1-Pint Flask

* Strago puts all of his favored class bonus into extra HP.

** If playing in a game where traits are allowed, Strago takes the “Reactionary”, and “Resilient Caster” traits.

Strago Magus

CR 5

XP 1,600

Male Hume Blue Mage 5

CG Medium Humanoid

Init +6; Senses Perception +2

Defense

AC 19, touch 14, flat-footed 15 (Armor +5, Deflect +1, Dex +2, Dodge +1)

HP 38 (5d8+10); MP 17

Fort +2, Reflex +3, Will +6

Offense

Speed 30 ft.

Ranged +1 Power Staff [Lightning] +6 (1d6+8)

Special Abilities [Scan](#) (DC 18), [Analysis](#) (9/day),

Limit Breaks [Azure Summoning](#), [Dual Azure Mastery](#)

Black Mage Spells Known (CL 5th, Concentration +11)

- **3rd** – Thousand Needles (DC 20)
- **2nd** – Choco Cure, Corrosive Web (DC 19), Impulse
- **1st** – Blood Drain (DC 18), Goblin Punch (DC 18), Marrow Drain (DC 18), Self-Destruct (DC 18), Umbral Gaze (DC 18)
- **0th** – Detect Magic, Dancing Lights, Read Magic, Resistance, Ten Needles (DC 17)

Tactics

During Combat Strago generally stays out of melee combat, providing cover with his power staff. He has a tendency to try to protect his allies and will use his spells to hinder enemies that are engaging weakened allies.

Statistics

Str 8, **Dex** 14, **Con** 12, **Int** 22, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +2; **CMD** 14

Feats Dodge, Point-Blank Shot, Improved Initiative, Skill Focus ([Focused Study](#))

Skills Acrobatics +9, Knowledge (Arcana) +17, Knowledge (Dungeoneering) +14, Knowledge (History) +14, Knowledge (Local) +14, Knowledge (Nature) +14, Knowledge (Planes) +14, Knowledge (Religion) +14, Knowledge (Technology) +14, Spellcraft +13, Stealth +7

Languages Common, plus 6 more.

SQ [Focused Study](#) [Knowledge (Arcana)], [Blue Magery](#) [Obscure Spell Mastery (1), Analysis Mastery (1)], [Spell Proficiency](#), [Azure Talents](#) [Improved Scan, Field of Study: Torpefy], [Armored Mage](#), [Azure Physical Training](#), [Clear Mind I](#), [Azure Learning](#)

Combat Gear +1 Power Staff [Lightning], +1 Chain Shirt, Headband of Vast Intelligence +2, Ring of Protection +1, Hi-Potion x1, Ether x1; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask

Strago Magus

CR 10

XP 9,600

Male Hume Blue Mage 10

CG Medium Humanoid

Init +6; **Senses** Perception +2

Defense

AC 22, touch 15, flat-footed 19 (Armor +7, Deflect +2, Dex +2, Dodge +1)

HP 73 (10d8+20); **MP** 53

Fort +4, **Reflex** +5, **Will** +9

Offense

Speed 30 ft.

Ranged +2 Double Charged Power Staff [Lightning] +11/+6 (2d6+10)

Special Abilities [Scan](#) (DC 22), [Analysis](#) (9/day), [Invoke](#) (DC 22), [Azure Counter](#), [Libra](#) (DC 22)

Limit Breaks [Azure Summoning](#), [Dual Azure Mastery](#)

Black Mage Spells Known (CL 10th, Concentration +17)

- **5th** – Bad Breath (DC 23), MP Absorb (DC 23)
- **4th** – Choco Esuna, Frog Song (DC 22), Lightning Armor
- **3rd** – Ecliptic Howl, Grave Reel (DC 21), Silver Powder (DC 21), Thousand Needles (DC 21), White Wind
- **2nd** – Acid Droplet (DC 20), Choco Cure, Corrosive Web (DC 20), Dream Pollen (DC 20), Electrocute (DC 20), Impulse
- **1st** – Blood Drain (DC 19), Engulfing Winds (DC 19), Goblin Punch (DC 19), Marrow Drain (DC 19), Self-Destruct (DC 19), Umbral Gaze (DC 19)
- **0th** – Detect Magic, Dancing Lights, Guidance, Ignite, Read Magic, Resistance, Ten Needles (DC 18)

Tactics

During Combat Strago generally stays out of melee combat, providing cover with his power staff while also buffing his allies or debuffing enemies with his spells. Strago will use his Analysis and Libra abilities during difficult encounters to turn the tide of battle.

Statistics

Str 8, **Dex** 15, **Con** 12, **Int** 24, **Wis** 14, **Cha** 10

Base Atk +7; **CMB** +6; **CMD** 18

Feats Dodge, Point-Blank Shot, Improved Initiative, Improved Power Weapons Wielder, Perceive Weakness, Skill Focus x2 ([Focused Study](#))

Skills Acrobatics +15, Appraise +20, Knowledge (Arcana) +28, Knowledge (Dungeoneering) +22, Knowledge (History) +22, Knowledge (Local) +22, Knowledge (Nature) +28, Knowledge (Planes) +22, Knowledge (Religion) +22, Knowledge (Technology) +20, Spellcraft +18, Stealth +12

Languages Common, plus 5 more.

SQ [Focused Study](#) [Knowledge (Arcana), Knowledge (Nature)], [Blue Magery](#) [Obscure Spell Mastery (1), Analysis Mastery (2)], [Spell Proficiency](#), [Azure Talents](#) [Improved Scan, Field of Study: Torpefy, Broad Analysis, Mage Accuracy, Empowered Magic], [Armored Mage](#), [Azure Physical Training](#), [Clear Mind II](#), [Azure Learning](#), [I Know that Trick](#), [Refined Knowledge](#)

Combat Gear +2 Double Charged Power Staff [Lightning], +3 Chain Shirt, Headband of Vast Intelligence +4, Ring of Protection +2, Elixir, Hi-Ether x2, Phoenix Down; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask

CG Medium Humanoid
Init +7; **Senses** Perception +2

Defense

AC 26, touch 17, flat-footed 22 (Armor +9, Deflect +3, Dex +3, Dodge +1)

HP 163 (15d8+85); **MP** 121

Fort +9, **Reflex** +8, **Will** +11

Immune Poison, Silence

Offense

Speed 30 ft.

Ranged +3 Triple Charged Power Staff [Lightning] +17/+12/+7 (3d6+12)

Special Abilities [Scan](#) (DC 25), [Analysis](#) (11/day), [Invoke](#) (DC 25), [Azure Counter](#), [Libra](#) (DC 25), Simulation (1/day, 11 rounds), [Doublecast](#) (1/day)

Limit Breaks [Azure Summoning](#), [Dual Azure Mastery](#)

Black Mage Spells Known (CL 15th, Concentration +23)

- **8th** – Dragon Force
 - **7th** – Multicast II, Weight of the Land (DC 27)
 - **6th** – Corruption (DC 26), Heaven's Cataract (DC 26), Whirlpool (DC 26)
 - **5th** – Bad Breath (DC 25), MP Absorb (DC 25), Pit of Despair (DC 25), Ten Thousand Needles (DC 25)
 - **4th** – Choco Esuna, Filth Cloud (DC 24), Frog Song (DC 24), Healing Flame (DC 24), Lightning Armor, Petrify (DC 24)
 - **3rd** – Ecliptic Howl, Grave Reel (DC 23), Greater Magic Hammer, Light Rays, Silver Powder (DC 23), Thousand Needles (DC 23), White Wind
 - **2nd** – Acid Droplet (DC 22), Choco Cure, Corrosive Web (DC 22), Dream Pollen (DC 22), Electrocute (DC 22), Impulse, Sandpit (DC 22)
 - **1st** – Blood Drain (DC 21), Engulfing Winds (DC 21), Goblin Punch (DC 21), Marrow Drain (DC 21), Self-Destruct (DC 21), Umbral Gaze (DC 21), Water Gun (DC 21)
 - **0th** – Detect Magic, Dancing Lights, Guidance, Ignite, Read Magic, Resistance, Ten Needles (DC 20)
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Tactics

During Combat Strago generally stays out of melee combat, providing cover with his power staff while also buffing his allies or debuffing enemies with his spells. Strago will use his Analysis and Libra abilities during difficult encounters to turn the tide of battle.

Statistics

Str 8, **Dex** 16, **Con** 18, **Int** 26, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +10; **CMD** 23

Feats Advanced Power Weapons Wielder, Dodge, Empower Spell, Maximize Spell, Point-Blank Shot, Improved Initiative, Improved Power Weapons Wielder, Perceive Weakness, Skill Focus x2 ([Focused Study](#))

Skills Acrobatics +21, Appraise +26, Fly +21, Knowledge (Arcana) +34, Knowledge (Dungeoneering) +28,

Knowledge (History) +28, Knowledge (Local) +28, Knowledge (Nature) +34, Knowledge (Planes) +28, Knowledge (Religion) +28, Knowledge (Technology) +28, Spellcraft +26, Stealth +18

Languages Common, plus 5 more.

SQ [Focused Study](#) [Knowledge (Arcana), Knowledge (Nature)], [Blue Magery](#) [Obscure Spell Mastery (2), Analysis Mastery (2)], [Spell Proficiency](#), [Azure Talents](#) [Improved Scan, Field of Study: Torpefy, Broad Analysis, Mage Accuracy, Empowered Magic], [Armored Mage](#), [Azure Physical Training](#), [Clear Mind II](#), [Azure Learning](#), [I Know that Trick](#), [Advanced Azure Talents \[Quick Check, Intel \(60-ft.-radius\)\]](#), [Easy Learning](#)

Combat Gear +3 Triple Charged Power Staff [Lightning], +5 Chain Shirt, Bronze Bangle, Crystal Gloves, Ring of Protection +3, Megalixer, Phoenix Down; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask