

# Magnus

*The Grey Blade; the Unarmed Archmage*

**Class:** Wizard 17      **Race:** Human (Weohstan)      **Background:** Sage      **Alignment:** Neutral Good  
**Age:** 46 at death (deceased)      **Gender:** Male      **Height:** 5'11"      **Weight:** 170 lbs

<b>12</b> Armor Class	<b>89</b> Hit Points	<b>30 ft</b> Speed	<b>+1</b> Initiative	<b>+6</b> Prof. Bonus	<b>13</b> Passive Perc.
<b>STR 10</b> +0	<b>DEX 12</b> +1	<b>CON 14</b> +2	<b>INT 20</b> +5	<b>WIS 16</b> +3	<b>CHA 13</b> +1

## Saving Throws

- +0 Strength
- +1 Dexterity
- +2 Constitution
- +11 Intelligence
- +9 Wisdom
- +1 Charisma

## Skills

- +1 Acrobatics (DEX)
- +3 Animal Handling (WIS)
- +11 Arcana (INT)
- +0 Athletics (STR)
- +1 Deception (CHA)
- +11 History (INT)
- +9 Insight (WIS)
- +1 Intimidation (CHA)
- +11 Investigation (INT)
- +3 Medicine (WIS)
- +5 Nature (INT)
- +3 Perception (WIS)
- +1 Performance (CHA)
- +1 Persuasion (CHA)
- +5 Religion (INT)
- +1 Sleight of Hand (DEX)
- +1 Stealth (DEX)
- +3 Survival (WIS)

## Spellcasting

**Class:** Wizard      **Spell Save DC:** 18      **Spell Attack:** +10

1st Level 4 slots	2nd Level 3 slots	3rd Level 3 slots	4th Level 3 slots	5th Level 3 slots	6th Level 1 slots	7th Level 1 slots	8th Level 1 slots	9th Level 1 slots
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## Cantrips

Mage Hand, Message, Minor Illusion, Prestidigitation, Resistance

## Level 1 Spells

Detect Magic, Mage Armor, Shield

## Level 2 Spells

Arcane Lock, Detect Thoughts, Misty Step, See Invisibility

## Level 3 Spells

Counterspell, Dispel Magic, Magic Circle

## Level 4 Spells

Arcane Eye, Banishment, Otiluke's Resilient Sphere

## Level 5 Spells

Bigby's Hand, Planar Binding, Wall of Force

## Level 6 Spells

Globe of Invulnerability

## Level 7 Spells

Forcecage

## Level 8 Spells

Mind Blank, Antimagical Field

## Level 9 Spells

Power Word Kill, Wish

## Features & Traits

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### Arcane Recovery

Once per short rest, recover up to 9 spell slot levels.

### School of Abjuration

Magnus specialized in abjuration, though he found it philosophically ironic to do so.

### Spell Mastery

Counterspell and Dispel Magic can be cast at their lowest level without using a spell slot.

## Equipment

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Item	Qty	Notes
Grey Robe of the Arcane Orders	1	Worn at death. Location of remains unknown.
Magnus's Spellbook	1	Lost during the Time of Nightmares. Not destroyed. See GM notes.

## Personality

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Personality Traits	Ideals
Absolutely calm in a crisis. Talks to people he is about to kill the same way he talks to people he is about to help: as though they are interesting.	The Orders exist because individuals cannot be trusted with the full extent of arcane power. That includes me.
Bonds	Flaws
Weohstan trusted me with more than he should have. I will not waste that.	He told Weohstan what he wanted to hear, once. Only once. He spent the rest of his life making certain it never happened again, and was not always kind about it.

## Languages & Proficiencies

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**Languages:** Common, Sacred Magi, Elvish, Dwarvish, Infernal, Draconic

**Tool Proficiencies:** Calligrapher's Supplies

**Distinguishing Features:** Always wore his Grey Robe tied with a plain cord rather than the silver chain typically used by senior wizards. Carried no weapons, ever.

## Backstory

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Magnus was the Grey-Robe companion and chief arcane advisor to the last human Emperor of Venn, Weohstan. He survived the Fall of Venn, spent the Time of Nightmares quietly establishing the early framework of what would become the Orders of Wizardry, and died fighting a renegade archmage who called himself Artemis Wyrm.

He died unarmed. This is the detail the Orders carry forward in ceremony -- the ceremonial dagger that every Order member receives at induction is not a weapon. It is a reminder that the wizard whose sacrifice established the precedent for all arcane regulation in Kyrell died without drawing one.

Magnus was not a martyr in the theatrical sense. He knew Artemis Wyrm's vulnerabilities. He knew the

encounter would likely be his last. He chose to end it the way he did because the alternative -- a fully armed archmage of his caliber killing a man he had once taught -- would have established the wrong precedent for the nascent Orders. The rule that the Orders exist to govern, not to dominate, had to be demonstrated, not merely stated. Magnus demonstrated it.

The Orders of Wizardry carry a ceremonial dagger in his name and tell his story at induction. Most initiates find it moving. A handful find it troubling. Magnus would have preferred the latter group.