



**THE**  
**CERVUSAN**

Honorbound warriors who serve their lords  
with both blade and magic.



# CERVUSAN

The Mountainous regions of the far east are home to many mysteries and species that are not yet known to the rest of the inhabited world. One such civilization, the Cervusan, take pride in their stoicism, honor, and traditions. Though they resemble common deer with their long horns and slender face, these highly intelligent peoples share very little in common with the prey animals of the forest. Many have honed both their battle and magical capabilities with rigorous repetition and training. While they are peaceful by choice, those who would seek to invade their lands have been met with their full fury of blade and spell. So fierce are they in combat prowess, that they've held their borders for what some historians believe to be hundreds of years with no successful incursions so far.

Societally, the Cervusan live quiet lives. Many adopt strict routines that they practice and follow from day to day. Training in the morning air is often followed by a peaceful lunch, afterwards some tend to their homes and affairs while

others practice their magics or swordsmanship. Evenings are often spent in quiet meditation, or in the company of friends in and family. Agrarians of their societies tend their fields, understanding the importance of their duty to feed their communities. Warriors protect their walls and ride their lands searching for threats. Weapon and armor smiths conduct their practice with unrivaled precision knowing that their work directly impacts the safety of their village. It is through a shared understanding of community that the Cervusan succeed. Each person serving their purpose to the best of their efforts.

***In Service of Society.*** While many from the outside may find it odd that such successful warriors would gladly serve any lord, there is a fundamental misunderstanding in how the society of Cervusan functions. The lords of this land are merely those who have served the community they inhabit most fiercely through their life. Some of the lords of Cervusan lands were former cobblers, smiths, farmers, or other such professions. When one lord passes, the community gathers

## CERVUSAN

## CREATURE 7

LG MEDIUM HUMANOID CERVUSAN

**Perception** +15

**Languages** Common, Cervusan; plus 2 others

**Skills** Arcana +17, Athletics +17, Nature +17, Society +17

**Str** +2, **Dex** +4, **Con** +3, **Int** +6, **Wis** +2, **Cha** +0

**Practiced Stance** ♦ (manipulate); **Effect** The Cervusan has mastered an offensive and defensive stance which it can choose between when it rolls initiative and again when it uses this ability. While maintaining its offensive stance, it gains access to its Honed Strikes ability. While maintaining its defensive stance, it gains access to its Patient Defense ability.

**Items** +1 striking katana, +1 scale mail, minor healing potion, spellbook (contains all prepared spells)

**AC** 25; **Fort** +12, **Ref** +18, **Will** +18

**HP** 112

**Attack of Opportunity** ⤵

**Patient Defense** ⤵ **Trigger** A creature targets the Cervusan with a melee strike. **Effect** The creature must attempt a DC 22 Reflex saving throw. On a failure, the degree of success of the strike is lowered by one.

**Speed** 25 feet

**Melee** ♦ katana +18 (finesse, magical, versatile P), **Damage** 2d8+8 slashing

**Arcane Prepared Spells** DC 22, attack +14 ; **4th** chromatic ray, flicker; **3rd** ghostly weapon, paralyze, slow; **2nd** dispel magic, mirror image; **cantrips (4th)** caustic blast, electric arc, phase bolt, shield

**Honed Strikes** ♦ **Effect** The Cervusan makes two melee strikes with its katana.

**Honorable Duel** ♦♦ **Frequency** Once per day; **Effect** The Cervusan bows to a creature within 30 feet of it, challenging that creature to an honorable duel and naming them as its dueling partner. For the next minute, or until the Cervusan attacks another creature, it gains a +2 circumstance bonus to AC against creatures that are not its dueling partner.



and puts forth names for the next to serve. The lords of Cervusan communities view serving their people as a duty rather than a privilege. Many still spend time tending to their fields or plying their wares in their former trade. They must care for their people in the best way they know, which often means getting their hands dirty.

**Practiced in Sword and Spell.** Cervusan warriors are uniquely gifted in both their swordsmanship as well as their control of magics. Possessing some latent magical prowess in their horns, these fighters train in both practiced combat as well as honing their casting. The Cervusan see the magics they have innately as an ancient gift, bestowed upon them by a long lost progenitor. They defend their lands with might and magic, offering little chance for those who stand in their way. On very rare occasions, Cervusan may gift their shed horns to others who aid them greatly. This is considered the highest honor the Cervusan can bestow.

## TACTICS

In combat, Cervusan are often patient and rarely caught off guard. They are extremely practiced in both sword and magic making them difficult to control.

- Practiced stance should always be chosen at the start of combat and serves as the basis for how the Cervusan function in a fight. Switch between stances and utilize openings with spells.
- Patient defense is extremely useful for swatting away unwanted attacks. It can be a difficult wall to cut through.
- Utilize their spells early and often. The Cervusan are powerful casters and are not afraid to show that.
- Honorable duel is a great way to slow down combat and should the Cervusan be bested, they may just surrender and offer aid rather than fight.

## SUGGESTED PAIRINGS

Cervusan rarely travel alone and coming across one usually means there are more around.

- Having Cervusan enter combat while mounted offers them a number of advantages to cast spells early before they dismount later for more tactical combat.
- I would recommend considering pets that they might have trained and kept with them. This could range from giant salamanders to hunting dogs or other such creatures. Birds of prey are often a good option as well.



### STAGHORN SHAKO

ITEM 7

UNCOMMON INVESTED MAGICAL

Price 350 gp

Usage worn headwear; Bulk L

The Cervusan, deer-like warriors of the far reaches are said to be honorable duelists, practiced in both sword and spell. This traditional helmet of layered red leather, is tinged with golden accents and bears the discarded horns of a Cervusan warrior. Though they are no longer attached to the creature, they still carry with them some of the latent magics of the Cervusans themselves.

While invested in this headwear, you gain a +1 bonus to Arcana skill checks made to recall knowledge or identify an item.

**Activate** ◇ envision; **Frequency** Twice per day; **Effect**

The horns on this helmet begin to glow until the end of your turn. If you cast a spell that targets no more than 1 creature during this turn, you can instead choose to target a melee weapon in your inventory, channeling the spell into it. The spell does not cast immediately and is instead stored in the weapon. The next time you successfully strike a creature with a weapon that is imbued with a spell, the spell casts targeting that creature. You and the target make any relevant spell attack rolls or saving throws when the spell is released from the weapon. The spell dissipates and is lost if you do not strike a creature with an imbued weapon by the time you finish your next daily preparations.

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