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ABANDONED ARTS[©] PRESENTS:

CLASS ACTS: MAGI

THIRTY-TWO NEW MAGUS ARCANA FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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MAGUS ARCANA

As described in the Pathfinder[®] Roleplaying Game: Ultimate Magic [™] sourcebook, magus arcana are arcane secrets designed to blend a magus' martial and magical skills. Starting at 3rd level, a magus gains one magus arcana. He or she gains one additional magus arcana for every three levels of magus gained after 3rd level. Unless otherwise specified, a magus cannot select any given magus arcana more than once, and magus arcana that affect spells can only be used to modify spells from the magus spell list.

AIR LEAP (SU): You can spend 1 point from your arcane pool as a swift action to gain Flyby Attack as a bonus feat for 1 round, and a fly speed equal to your land speed for an equal amount of time. While using this ability to fly, your maneuverability category is "good." You must be at least 6th level before selecting this magus arcana.

ARCANE TRANSLOCATION (SU): You can spend 1 or more points from your arcane pool to use a *dimension door* effect with a range of 10 ft. as a move action. For every additional point beyond the first that you spend to activate this ability, the range of the dimension door effect is increased by 10 ft. You must be at least 9th level before selecting this magus arcana.

ARCANE BLAST (SU): You gain Arcane Blast as a bonus feat (see the Pathfinder® Roleplaying Game: Advanced Player's Guide [™]). You must be at least 12th level before selecting this magus arcana.

BLADE DANCER (SP): Once per round as a move action, you can grant a melee weapon with the *dancing* property the ability to fight under its own power for one additional round. The weapon must be active and fighting within 30 feet of you, and must be under your control. This ability can maintain a *dancing* weapon indefinitely as long as you spend a move action every round to extend the duration by 1 round. You must be at least 15th level before selecting this magus arcana.

BLADE WEAVER (SP): As long as you wield a light or one-handed melee weapon, you can spend 1 point from your arcane pool to create a *hypnosis* effect with your weapon as a spell-like ability by weaving your weapon through the air in a supernaturally-fascinating pattern. Alternately, you may direct a *dancing* weapon under your control to perform the hypnotic, weaving pattern, causing affected creatures to be fascinated by the weapon instead. The caster level of this spell-like ability is equal to your class level.

CAUSTIC BLADE (SU): Whenever you enchant your weapon using your arcane pool, you may spend 1 additional point from your arcane pool to add the *corrosive* and *corrosive burst* special abilities to the list of available options (see the *Pathfinder® Roleplaying Game: Advanced Player's Guide*[™] for a description of those special abilities). You must be at least 9th level before selecting this magus arcana.

DEFENDING BLADE (SU): Whenever you enchant your weapon using your arcane pool, you may spend 1 additional point from your arcane pool to add the *defending* and *merciful* special abilities to the list of available options. You must be at least 9th level before selecting this magus arcana.

ELEMENTAL SPLASH (SU): As long as you wield a melee weapon, you can spend 1 point from your arcane pool to fill one space within the reach of a weapon that you wield with dangerous elemental energy. When you use this ability, choose acid, cold, electricity, or fire damage. Creatures within the five-foot space that you target take 2d6 points of the selected energy damage and are entitled to a Reflex saving throw for half damage. The DC of this Reflex saving throw is equal to 10 + half your class level + your Intelligence modifier. Creatures (such as swarms) vulnerable to area effects and spells are vulnerable to this attack as well. If you also possess the thunderous pool strike magus arcana (see the *Pathfinder® Roleplaying Game: Ultimate Combat* TM sourcebook), you may choose to deal sonic damage with this ability.

At 6th level, then again at every three levels thereafter, the amount of damage dealt by this attack increases by 1d6.

HEALING POOL (SU): As long as your arcane pool is full (no points are expended from it), you gain fast healing 1. You must be at least 6th level before selecting this magus arcana.

INSIGHT POOL (SU): As long as your arcane pool is full (no points are expended from it), you gain a +2 insight bonus on all Perception skill checks based on sight, and an insight bonus on initiative checks equal to the number of points in your arcane pool.

MAGELIGHT (SU): As long as you have at least 1 point in your arcane pool, you and your allies gain a +1 insight bonus on weapon damage rolls made against creatures illuminated by a *light* spell that you cast. The illuminated area is relative to each individual viewer, meaning that a creature with low-light vision effectively benefits from a wider area of effect, and a blind creature gains no benefit from this ability.

MAGIC MANEUVERS (EX): You may use your magus caster level in place of your base attack bonus for the purposes of qualifying for the following feats: Greater Bull Rush, Greater Dirty Trick, Greater Disarm, Greater Drag, Greater Feint, Greater Grapple, Greater Overrun, Greater Reposition, Greater Steal, Greater Sunder, Greater Trip, and each of the "Improved" versions of the feats listed above.

MAGI'S MARK (SU): As long as you have at least 1 point in your arcane pool, creatures marked by an *arcane mark* spell that you cast become more susceptible to your attacks and spells, and take a -2 penalty to their Armor Class against attacks, spells, and effects that you perform or control. This benefit extends to *dancing* weapons, *phantom steeds*, summoned creatures, and to all other effects under your immediate control. Furthermore, the DC to remove your *arcane mark* with an *erase* spell is increased by +5.

MATERIAL WAND (SU): You can expend 1 charge from a wand that you wield to gain the benefits of the Eschew Materials feat for 1 round, and Spellcraft skill checks made to identify your spell take a -2 penalty.

MIRROR MAGI (SU): You can spend 1 point from your arcane pool as a swift action to create one or more illusory copies of yourself with which to distract and confuse opponents as to your exact location. This ability functions like a *mirror image* spell with a caster level equal to your class level, except that the images last for only 1 round, and you create only one image plus one additional image for every three magus class levels that you possess. You must be at least 6th level before selecting this magus arcana.

NULL ARCANA (SU): You can spend 1 point from your arcane pool as a swift action to gain a +4 bonus on targeted dispel checks for 1 round.

ORIFLAMME WEAPON (SU): As long as you wield a melee weapon with the *flaming* or *flaming burst* magic weapon properties, you can hoist your weapon high in an impressive pyrotechnic display designed to inspire your allies. Using a weapon in this way is a move action that provokes an attack of opportunity. Allies (including yourself) that witness the inspiring display are bolstered for 1 round gaining a +1 morale bonus on saving throws against charm and fear effects, and an equal bonus on attack weapon damage rolls against any creatures that you attack in the same round that you activate this ability.

At 6th level, and then again at 12th and at 18th levels, the morale bonuses granted by this effect are increased by +1.

PENETRATING STRIKE (SU): You can spend 1 point from your arcane pool as a swift action to make the next melee attack that you make before the end of your turn a penetrating strike. If your attack fails to hit the creature, but is successful enough to hit the creature's touch AC, your attack deals an amount of damage equal to your Strength modifier as your attack partially phases through the target's armor.

RIMEFROST WEAPON (SU): As long as you wield a melee weapon with the *frost* or *icy burst* magic weapon properties, you can use your weapon to make a melee touch attack as a standard action. If the touch attack hits, the target must succeed on a Fortitude saving throw or become entrapped in a thick crust of icy rime. This ability works like the "entrap" universal monster ability. The rime has 0 hardness and hit points equal to your class level. If not destroyed before 1d10 minutes have passed, this magical ice melts, regardless of ambient temperature. The DC of this Fortitude saving throw is equal to 10 + half your class level + your Intelligence modifier.

SEVER ABJURATION (SU): When you use your dispelling strike magus arcana, your attack ignores any and all protective abjuration effects currently affecting the target, with one exception: this attack grants you no ability to harm a creature warded by an abjuration (such as a sanctuary spell effect) that would prevent you from making an attack against it in the first place. You must be at least 12th level and have the dispelling strike magus arcana before selecting this magus arcana.

SNEAKY SPELLS (SU): You can spend 1 point from your arcane pool as a swift action to render a spell that you cast before the end of your turn impossible to identify with a Spellcraft skill check. The effects of your spell may still be identifiable after the act of casting is finished.

SOLVENT WEAPON (SU): As long as you wield a melee weapon with the *caustic* or *caustic burst* magic weapon properties, you can spend 1 point from your arcane pool to touch your weapon to a helpless or willing creature or an inanimate, unattended object as a move action, affecting the target as though you had applied a dose of *universal solvent* to it, dissolving any adhesives on or affecting it.

SPELL BLADE (SU): You can spend 1 point from your arcane pool as a swift action to gain a +4 bonus on all caster level checks made to overcome the spell resistance of creatures that you successfully hit with a melee attack before the end of your turn.

SPELL METTLE (SU): You gain a +4 bonus on saving throws against the effects of spells that you currently have prepared.

SPELL RESISTANCE (SU): As long as your arcane pool is full (no points are expended from it), you gain spell resistance equal to the number of points in your arcane pool.

SPELL SYNCHRONICITY (SU): As long as you have an empty spell slot, you can spend 1 point from your arcane pool as a full-round action to instantaneously memorize and prepare a spell that you have cast within or since the previous round. You must have an empty spell slot of the appropriate spell level to memorize the spell. This ability does not allow you to prepare any additional spells per day. You must be at least 12th level before selecting this magus arcana.

STEALTH POOL (SU): Stealth is a class skill for you, and you gain an enhancement bonus on all Stealth skill checks equal to the number of points in your arcane pool.

SUNDER ARTIFICE (SU): You can attempt to perform a special sunder maneuver as a standard action by spending 1 point from your arcane pool. If your attempt is successful in giving a magic item the broken condition, that item loses its magical properties until it is repaired. You must be at least 15th level before selecting this magus arcana.

THUNDEROUS WEAPON (SU): As long as you wield a melee weapon with the *shocking* or *shocking burst* magic weapon properties, you can spend 1 point from your arcane pool as a standard action to make a single, cacophonously distracting attack against an opponent within reach. For 1 round, creatures attempting to cast a spell within 30 feet of the target of your attack must succeed on a concentration check (DC 15 + spell level) or lose the spell.

WARDING BARRIER (SU): Whenever an opponent provokes an attack of opportunity from you, you can spend 1 point from your arcane pool as an immediate action to gain a +4 shield bonus to your Armor Class against that creature's attacks for 1 round.

WARMAGE (SU): You can spend 1 point from your arcane pool as an immediate action to cause a single creature damaged by one of your magus spells this turn to take an additional amount of force damage equal to your Intelligence modifier. This is a force effect.

WEAPON WARD (SU): As long as you have at least 1 point in your arcane pool, you are magically protected, gaining a +2 luck bonus to Armor Class against attacks made with manufactured weapons.

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