

INTO THE BREACH



the *magus*



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Into the Breach: The Magus

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About Into the Breach

“Into the Breach” is a series of “crunch-focused” books intended to expand the options available to the “Base Classes” (the alchemist, cavalier, gunslinger, inquisitor, magus, oracle, summoner, and witch).

This installment expands on Pathfinder’s answer to the gish: ***The Magus***. Within this guide you’ll find 11 new archetypes, 7 new arcana, 7 new feats, 8 new spells, and 1 new magus friendly prestige class. All of this is designed to add variety and enjoyment to the magus class.

For as long as there has been fantasy gaming, a warrior that blends magic and martial prowess has been in demand. We want our cake and to eat it too. Pathfinder delivered on this with the magus in a way that others have tried, yet always managed to fall short. More impressively this was done in a manner that was balanced and stepped on neither the fighter nor the wizard.

Table of Contents

New Archetypes.....	4
Prestige Classes.....	20
Expanded Arcana.....	22
New Spells.....	23
New Feats.....	26

About Archetypes

Class archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. Characters

may take more than one archetype as long as they meet all of the requirements.

New Archetypes

Agony Drinker Magus Archetype

Pain is a constant in the lives of many, often inflicted by the strong upon the weak. There are some however who take this woefully common act and go a step further. The agony they create is enjoyed as most would a fine wine, or a gourmet meal. Many shy from turning pain into power, but those vile enough to crave such can and do. There is a name for such people, agony drinkers; it is said that the very pain they inflict strengthens them, even as it weakens their victims.

Requirements

Alignment: Any non-good.

Class Features

An agony drinker has the following class features.

Skills

The agony drinker gains Survival as a class skill.

Spells

An agony drinker adds *inflict light wounds*, *inflict moderate wounds*, *inflict serious wounds*, *inflict critical wounds*, *mass inflict light wounds*, and *mass inflict moderate wounds* to their spell list.

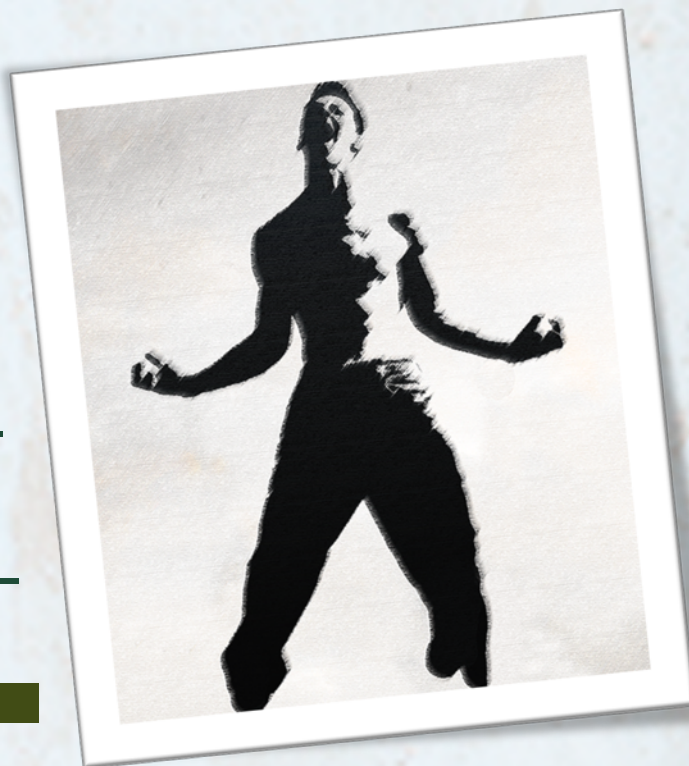
Negative Energy Affinity (Su)

An agony drinker is healed by negative energy and damaged by positive energy as the dhampir race. If the agony drinker already has this racial trait, they then take damage at one and a half times normal from positive energy.

Arcane Pool (Su)

At 5th level an agony drinker may add the following special properties to their weapon: *cruel*, *vicious*, and *wounding*. These properties are in addition to the standard properties any magus may add to their weapon by using their arcane pool.

This ability modifies arcane pool.



Meal of Pain (Su)

An agony drinker may expend one arcane pool point as a swift action to heal their own wounds by inflicting pain on others and then consuming it. When this ability is used the agony drinker heals an amount of hp equal to half their magus level plus their Intelligence modifier. This ability must be used as part of a melee weapon attack (slashing and piercing weapons only) or by casting an *inflict wounds* spell. If the agony drinker has a high enough base attack bonus to make more than one attack, and is able to make a full attack, they may spend an additional arcane pool point per attack to gain additional healing. This also applies to *mass inflict wounds* spells, and just as with multiple melee attacks costs an additional arcane point per additional target beyond the first.

At 7th level an agony drinker becomes able to absorb more of their victim's pain, and when using the meal of pain ability now gain hp equal to their magus level + their Intelligence modifier.

This ability replaces knowledge pool.

Sanguine Anointing (Su)

At 4th level an agony drinker may use another creature's blood he has just shed in a ritual that grants them an unnatural resistance to damage. As a full-round action the agony drinker may use the still hot blood to draw runes and sigils on their body, and once completed this ritual grants the agony drinker DR 1/-. This damage reduction increases by +1 for every four magus levels after 4th, and lasts for one minute per magus level. An agony drinker may use this ability a number of times per day equal to 1+ Intelligence bonus.

This ability replaces spell recall.

Blood Scent (Ex)

At 11th level the agony drinker gains the scent ability. This ability applies only to blood, therefore the agony drinker can only detect living creatures that have blood (which excludes constructs and plants mainly). Additionally an agony drinker gains a +4 competence bonus on Survival checks to track injured creatures.

This ability replaces improved spell recall.

Sanguine Rain (Su)

At 16th level the agony drinker has mastered the secrets of pain and misery. The agony drinker may expend two arcane pool points when they reduce a creature to less than 0 hit points using a melee attack (piercing and slashing weapons only) or *inflict wounds* type spells. This causes a 10 ft.-burst of blood dealing 1d6 negative energy damage per two Hit Dice of the creature reduced below 0 hp.

Those within this effect may attempt a Reflex saving throw for half damage. The DC is equal to 10 + 1/2 the agony drinker's level + their Intelligence modifier. The agony drinker may use this ability a number of times per day equal to 1 + his or her Intelligence modifier.

This ability has no effect on creatures able to make actions when their hp are less than 0 (this ability does not function at all).

This ability replaces counterstrike.

Arcane Artillerist Magus Archetype

An arcane artillerist forgoes the use of melee weapons and heavy armor to focus instead on ranged weapons, specifically bows and crossbows.

Class Features

An arcane artillerist has the following class features.

Ranged Spell Combat (Ex)

At 1st level, an arcane artillerist learns to cast spells and wield her weapons at the same time. As a full-round action, she can make all of her attacks with her ranged weapon at a –2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (or less). An arcane artillerist can choose to cast the spell first or make the weapon attacks first, but if she has more than one attack, she cannot cast the spell between attacks.

This ability replaces spell combat.

Spells (Su)

The arcane artillerist adds *gravity bow* to her 1st level spell list and *arrow eruption* to her 2nd level spell list.

Arcane Pool (Su)

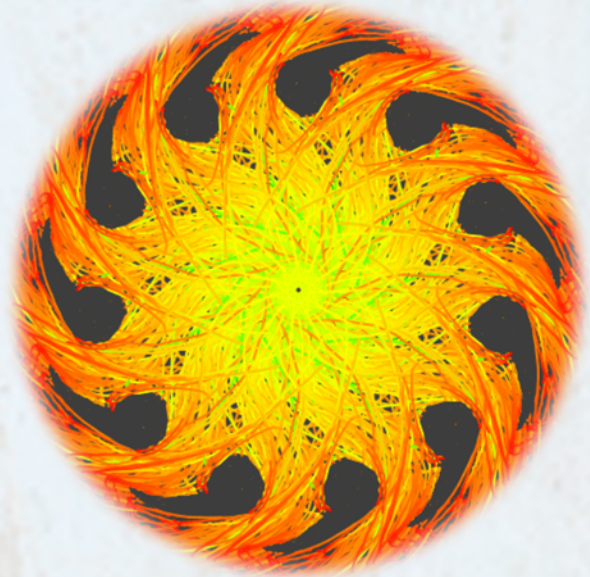
The arcane artillerist gains ranged weapon enhancements.

This ability replaces all melee weapon enhancements.

Ranged Spellstrike (Su)

At 2nd level, whenever an arcane artillerist casts a spell from her spell list, she can deliver the spell through any weapon she is wielding as part of a ranged attack that fires an arrow or bolt. Instead of the free melee touch attack normally allowed to deliver the spell, an arcane artillerist can make one free ranged attack with her weapon (at her highest base attack bonus) as part of casting this spell. If successful, this ranged attack deals its normal damage as well as the effects of the spell. If the arcane artillerist makes this attack in concert with spell combat, this ranged attack takes all the penalties accrued by spell combat ranged attacks. This attack uses the weapon's critical range but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

This ability replaces spellstrike.



Warding Bow (Ex)

At 7th level, the arcane artilleryist is treated as if wielding a melee weapon when she is wielding a ranged weapon. This only applies for determining her threatened area and whether she provokes attacks of opportunity when attacking with her ranged weapon.

This ability replaces medium armor proficiency.

Improved Ranged Spell Combat (Ex)

At 10th level, the arcane artilleryist no longer suffers penalties to use her ranged weapon when casting spells and she may cast her spell as part of a full attack action.

This ability replaces improved spell combat.

Precise Ranged Spellstrike (Ex)

At 14th level, the arcane artilleryist may make a single ranged weapon attack to deliver a spell from the magus spell list as a ranged touch attack, this attack deals full weapon damage and spell damage.

This ability replaces greater spell combat and heavy armor proficiency.

Artilleryists Counterstrike (Ex)

At 16th level, once per round, whenever an enemy within range of the magus successfully casts a spell, that enemy provokes an attack of opportunity from the magus after the spell is complete. This attack of opportunity does not disrupt the spell.

This ability replaces counterstrike.

Arcane Hurler Magus Archetype

Most think magi are strictly swords and lightning, but there are many styles by which men kill each other, and it is a fool who thinks that magi do not possess the same breadth of options. Thrown weapons have been with man since his dawn, when fire was mystical and the night long and dangerous. Thus it takes little imagination to guess that some combine not the sword with the spell, but the thrown weapon with magic.

Class Features

An arcane hurler has the following class features.

Skills

An arcane hurler adds Perception and Stealth to his class skill list.

Diminished Spell Casting

An arcane hurler casts one fewer spell of each spell level. If this reduces the number to 0, he may only cast spells of that level if his Intelligence allows bonus spells of that level.

Expanded Arcane Pool (Su)

At 1st level an arcane hurler has a greater reserve of arcane points than a normal magus. An arcane hurler calculates their arcane pool using 3/4 (rounded down) of their class level rather than 1/2.

At 1st level, an arcane hurler can expend one point from his arcane pool as a swift action to grant any thrown weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 4th level the arcane hurler may spend one arcane pool point to allow a thrown weapon to ignore the damage it would normally take when being used with the Arcane Imbuement class feature.

At 5th level, these bonuses can be used to add any of the following ranged weapon properties: *distance, flaming, flaming burst, frost, icy burst, returning, seeking, shock, shocking burst, thundering*.

This ability modifies arcane pool.

Hurling Spell combat (Ex)

This ability functions as spell combat except it applies to a light- or one-handed weapon which has a listed range increment instead of a light- or one-handed weapon.

This ability modifies spell combat.

Hurled Spell Strike (Su)

At 2nd level, whenever an arcane hurler casts a spell with a range of touch from the magus spell list, he can deliver the spell through any thrown weapon he or she is wielding as part of a ranged attack. Instead of the free melee touch attack normally allowed to deliver the spell, an arcane hurler can make one free ranged attack with his thrown weapon (at his highest base attack bonus) as part of casting this spell. If successful, this ranged attack deals its normal damage as well as the effects of the spell. If the arcane hurler makes this attack in concert with spell combat, this ranged attack takes all the penalties accrued by spell combat attacks. This attack uses the weapon's critical range but the spell effect only deals $\times 2$ damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Throw Anything (Ex)

At 2nd level the arcane hurler receives Throw Anything as a bonus feat.

Arcane Imbuement (Su)

At 4th level an arcane hurler may use arcane pool points to imbue a thrown weapon with unstable and damaging magical energy. For each arcane pool point used in this way, a thrown weapon gains +1d6 damage if it successfully strikes the target. This damage is un-typed magic damage, and there is no save, but a target's spell resistance applies. The weapon that was imbued in this way and then thrown also takes damage equal to half the amount of additional damage dealt with this ability; however hardness reduces this damage to a minimum of one. An arcane hurler may only spend a number of arcane pool points equal to $1/2$ their arcane hurler level when modifying a thrown weapon attack in this way. Using Arcane Imbuement is a full round action. The energy from this ability lasts for one minute per arcane hurler class level or is discharged by striking a creature or object.

At 7th level an arcane hurler learns further control of the volatile magic they call upon. By spending an additional arcane pool point (up to a total maximum of $1/2$ their arcane hurler level) when using arcane imbue, the hurler may choose to cause damage to a 2nd target that is adjacent to the intended target of the attack. This takes the form of a whip-like lash of arcane energy striking out from the first target. This lash deals exactly $1/2$ (rounded down) of the arcane damage dealt to the original target as long as the original attack hit its intended target; the second target may make a Reflex save for half damage, the original target still receives no save.

At 11th level the arcane hurler has become even more adept at shaping their arcane imbue effects. By spending two additional arcane pool points (up to a total maximum of $1/2$ their arcane hurler level) when using arcane imbue the hurler may cause a 10 ft. burst centered on the original target of their attack. This burst deals damage equal to $1/2$ (rounded down) of the total arcane damage dealt to the original target; these secondary targets may make Reflex saves for half damage.

At 16th level an arcane hurler has mastered the art of shaping pure magical energy and imbuing it into their thrown weapons. By spending three additional arcane pool points (up to a total maximum of $1/2$ their arcane hurler level) when using arcane imbue the hurler may cause the effects of arcane imbue to linger for one round after the initial attack is resolved. Each target that took damage from arcane imbue takes $1/2$ that damage on this second round, there is no save to resist this effect.

This ability replaces spell recall and knowledge pool.

Arcane Tactician Magus Archetype

Some magi prefer to be the center of attention, casting flashy spells and using magic and metal to become the most lethal weapon on the battlefield. Others understand that only by working together can the most difficult battles be won. Using their magical abilities, an arcane tactician can help shape the battlefield in their favor. When an arcane tactician takes command with his troops or his companions, they can beat the most improbable odds.

Class Features

An arcane tactician has the following class features.

Bonus Feats

An arcane tactician may choose Teamwork feats when gaining bonus feats. She must meet the prerequisites for these feats as normal.

Tactics Arcana (Su)

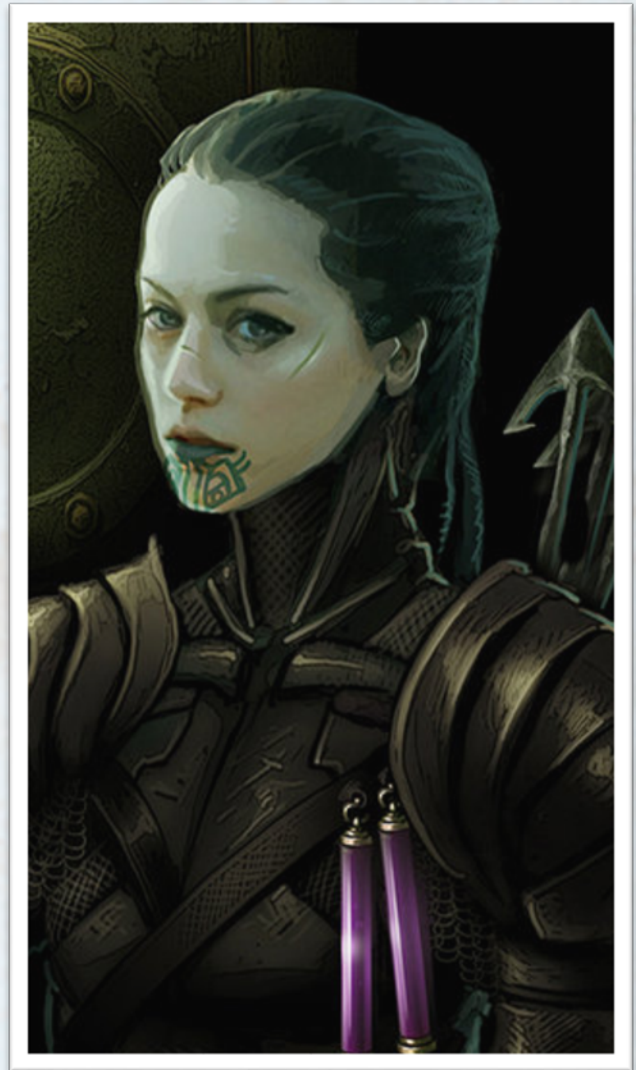
At 3rd level, an arcane tactician receives a Teamwork feat as a bonus feat. She must meet the prerequisites for this feat. By spending one point from her arcane pool and a standard action, the arcane tactician can grant this feat to all allies within 30 feet who can see and hear her. Allies retain the use of this bonus feat for a number of rounds equal to the arcane tactician's class level. Allies do not need to meet the prerequisites of these bonus feats.

This ability replaces the magus arcana normally gained at 3rd level.

Recall Tactics (Su)

At 4th level, by expending 1 point from her arcane pool as a swift action, an arcane tactician can recall one Teamwork feat she does not already know. She must meet the prerequisites for this feat and retains use of the feat for a number of rounds equal to her class level. This, and any other Teamwork feats she knows, may be used in conjunction with Tactics Arcana.

This ability replaces spell recall.



Battle Shift (Su)

At 7th level, by expending 1 point from her arcane pool as a swift action, an arcane tactician can cause a number of creatures equal to her Intelligence modifier to take a 5-foot step. These creatures must be within 30 ft. and unwilling creatures may resist this movement with a Will save (DC 10 + half her arcane tactician class level + her Intelligence modifier); this ability is mind-affecting. She cannot use this ability to move creatures into immediately harming areas such as off a cliff or into fire.

This ability replaces knowledge pool.

Battle Trance (Su)

At 11th level, the arcane tactician can enter a deep trance for a number of rounds equal to her Intelligence modifier. Entering the trance requires a full-round action and costs 2 points from her arcane pool. While in the trance, she creates a telepathic link with a number of willing allies equal to her Intelligence modifier, but leaves herself flat-footed to any attack. The trance allows her to see and hear everything her linked allies are experiencing, but they must remain within 60 ft. If they leave the area, they are no longer connected by the trance, but can gain access to it again by getting within 60 ft. of the arcane tactician.

For the duration of the trance, she can share all Teamwork Feats she knows with each member of the trance. She can also use Battle Shift once per round without expending additional arcane pool points, but she must target members of the trance only. Furthermore, she can communicate with them as if under the effects of a *message* spell. The trance requires as much concentration as casting a spell, and requires concentration checks under the same conditions as spell casting with a spell level equal to half the arcane tactician's class level. The arcane tactician may end the trance at any time as a free action.

At 19th level, the arcane tactician has mastered her battle trance and can telepathically link with a number of allies equal to double her Intelligence modifier. The range of the trance is extended to 1000 ft. and she communicates with her affected allies as if using the *sending* spell.

This ability replaces improved spell recall and greater spell access.

Bare-Knuckler Magus Archetype

Bare-knuckler's favor one weapon above all others—their fists. Masters of hitting hard and grappling, the bare-knuckler is rarely in perfect conditions for casting spells. However, unlike most casters, flailing about or locked limbs do not fully prevent him from casting a spell when the time is ripe.

Class Features

The bare-knuckler has the following class features.

Arcane Pool (Su)

At 1st level, a bare-knuckler can apply the enhancements from his arcane pool to his unarmed attacks and grapple Combat Maneuvers.

At 5th level, a bare-knuckler can add the effects of any weapon property that deals damage to his unarmed attacks and grapple checks which deal damage. For example, if he adds the *flaming* property to his unarmed strike and makes a successful grapple maneuver, he can apply the fire damage to the target.

This ability modifies arcane pool.

Opportune Casting (Ex)

At 1st level, a bare-knuckler gains a competence bonus to Concentration checks to cast a spell while grappled or pinned equal to $\frac{1}{2}$ his magus level (rounded up). The arcane pool enhancement bonus can be applied to this check.

This ability replaces spell combat.

Toe to Toe (Ex)

At 1st level, a bare-knuckler gains the Improved Unarmed Strike feat.

Up Close (Ex)

At 2nd level, a bare-knuckler gains the Improved Grapple feat even if he does not qualify for it.

This ability replaces spellstrike.



And Dirty (Ex)

At 8th level, a bare-knuckler gains the Greater Grapple feat even if he does not qualify for it. A bare-knuckler can choose to cast a spell instead of causing damage on a successful check to maintain the grapple.

This ability replaces improved spell combat.

Perfect Timing (Ex)

At 14th level, a bare-knuckler increases the competence bonus to Concentration checks he gains from opportune casting to equal his magus level. The arcane pool enhancement bonus can be applied to this check.

This ability replaces greater spell combat.

Anytime, Anywhere (Ex)

At 20th level, a bare-knuckler does not need to make Concentration checks to cast spells while grappled or pinned. A bare-knuckler can choose to cast two spells (expending only 1 spell slot) in lieu of causing damage on a successful check to maintain the grapple.

This ability replaces true magus.

Blood Mage Magus Archetype

From the blood flowing through his veins a blood mage can augment his spells with greater power and empower his weapons to deal greater amounts of damage.

Class Features

A blood mage has the following class features.

Hit Die: d10. A blood mage's use of his craft and mastery of his own vitality gives him a greater pool of health to draw from. As such a blood mage's rolls d10 when determining hit points.

This ability replaces the magus normal hit die.

Enchanted Blood (Su)

Due to the magical nature of his life force a blood mage regains only ½ the number of hit points he would normally gain when targeted by healing spells cast by others. Curing spells he casts on himself are treated as if empowered by the Empower spell metamagic feat (he gains 50% more than normal).

Blood Well (Ex)

When determining the amount of points in a blood mage's arcane pool a blood mage uses his Constitution modifier instead of his Intelligence modifier.

Bloody Arcana (Su)

At 5th level the blood mage may include *vicious* and *wounding* to his list of available weapon property bonuses.

Fast Healer (Su)

At 7th level a blood mage may spend 1 point from his arcane pool and gain fast healing 5 for a number of rounds equal to 1d4 + his Intelligence modifier.

This ability replaces medium armor proficiency.

Lifeblood Strike (Su)

At 13th level a blood mage may sacrifice one 5th level spell per day to augment his next melee attack. When the blood mage strikes his melee attack is considered to have a spell range of "touch". This attack ignores the target's AC and is instead rolled against the target's touch AC. This ability may only be used once per encounter.

This ability replaces heavy armor proficiency.



Echo Blade Magus Archetype

Echo blades hone combat techniques manipulating sound into a variety of effects.

Class Features

An echo blade has the following class features.

Diminished Spellcasting

An echo blade casts one fewer spell of each spell level. If this reduces the number to 0, she may only cast spells of that level if her Intelligence allows bonus spells of that level.

Flexible Arcana (Ex)

An echo blade can replenish her arcane pool by sacrificing spells. As a move action she gains 1 point for every spell level sacrificed. Furthermore the flexible arcane feature allows arcane points to be spent as spell levels for metamagic feats. The echo blade must still have the metamagic feat this ability simply allows for more flexibility.

Silent Spells (Su)

An echo blade gains the Silent Spell metamagic feat as a bonus feat at 1st level.

Sonic Arcana (Su)

At 5th level an echo blade adds *thundering* to the list of weapon properties she can enhance her weapon with.

Echoing Strike (Su)

At 7th level an echo blade adds *echoing* (see sidebar) to the list of weapon properties she can enhance her weapon with.

This ability replaces medium armor proficiency.

Greater Echoing Strike (Su)

At 13th level the echo blade can add the *greater echoing* special weapon property (see below) to the list of available properties to enhance a weapon.

This ability replaces heavy armor proficiency.

Echoing

A weapon with the *echoing* special property deals damage normally but also deals ½ the amount of damage it successfully dealt again at the end of the round. *Echoing* is equivalent to a +3 bonus for determining base price.

Greater Echoing

A weapon with the *greater echoing* special property deals damage normally but also deals the same amount of damage it successfully dealt again at the end of the round. *Greater echoing* is equivalent to a +4 bonus for determining base price.

Lodestone Blade Magus Archetype

A lodestone blade communes with magical forces inherent in steel thru meditation and arcane study. This allows the lodestone blade to create a variety of remarkable effects shaped by magnetism, which is blended with magic and martial prowess.

Requirements

A lodestone blade must wield a slashing weapon that is primarily made of metal.

Class Features

A lodestone blade has the following class features.

Diminished Spellcasting

A lodestone blade may cast one fewer spell of each level than normal. If this reduces the number to 0, she may only cast spells of that level if her intelligence allows bonus spells of that level.

Magnetic Aura (Su)

At 1st level, a lodestone blade gains a +1 deflection bonus to AC. This bonus increases by +1 every 3 levels thereafter (maximum +5). This bonus applies only vs. metal weapons or weapons which contain a significant amount of metal in their design.

Magnetic Sense (Ex)

A lodestone blade is keenly sensitive to magnetic fields; she always knows true north and can sense the presence of any ferrous metal within a 30'. Treat as constant *know direction* and scent with regards to metal.

Veil of Steel (Su)

Due to the lodestone blades uncanny sense of metal, starting at 3rd level she can deflect any missile made of metal, or which includes metal in its design as though she has the Deflect Arrows feat.

Skin of Steel (Ex)

At 4th level and every even level thereafter a lodestone blade reduces the armor check penalty and raises the maximum Dexterity modifier of metallic armors worn by one.

This ability delays spell recall to 11th level and replaces improved spell recall.



Personifier Magus Archetype

It is said that magic flows through all things all at once, unseen, titanic in its pull. Rather than bending magic to their will, personifiers let the magic tell them what it wishes to be, almost as if it were alive.

Class Features

A personifier has the following class features.

Spell Personification (Su)

At 2nd level, a personifier gains the ability to shape their spells, eventually progressing to mimicking life. By spending one point per level of the spell being cast from their arcane pool as part of their spell casting action, the personifier may ignore the normal effects of the spell and instead form the spell into a new shape. The form this “personified spell” takes is determined by the personifier and limited by class level.

At 1st level only one spell personification may be active at a time. Ending a spell personification is a standard action.

When this ability is in use the spell slot used to create the personified spell is lost until the effect ends, thus reducing the number of spells the personifier may cast of that level by one.

Regardless of the form, all spells modified by this ability that normally deal damage create weapons or creatures that deal the same damage type as the spell that created it. For spells that deal no damage, or un-typed damage, the weapon or creature created gains a magical enhancement bonus equal to $\frac{1}{2}$ the spell level used (minimum +1; maximum +3 from 6th level spells).

Creatures and weapons created using spell personification are immune to their own damage type (if any), and always have a weakness to the opposite element or magical effect (if such exists). Thus a fire wolf would be vulnerable to cold, and a sonic long sword would take damage from the *silence* spell, etc. For spells that do not have a damage type or do not deal damage, the creature created is considered “magic”, and is vulnerable to the spell *dispel magic* and similar dispelling effects. In cases where the creature’s vulnerability would normally not deal damage, when targeted with such a spell or effect and failing their save (if one is allowed) the personified spell creature or weapon takes 2d6 points of damage per level of the spell or effect.

The first personification form that a personifier may create is that of a weapon. The weapon may be any simple, martial, or exotic light or one-handed melee weapon the personifier is proficient with. The weapon created functions in all ways as a normal version of the weapon, and remains unless physically destroyed or the personifier chooses to end the effect.

At 3rd level a personifier may create armor. As with personified weapons, personified armor functions in all ways like mundane armor of its type, and remains until dismissed by the personifier. Personified armor additionally grants energy resistance equal to the personifier’s class level against the damage type (if any) of the spell used to create it. For spells that do not deal damage the armor instead gains an enhancement bonus to its AC equal to $\frac{1}{2}$ the level of the spell used to create it (minimum +1; maximum +3 from 6th level spells)

At 4th level a personifier may create a companion creature. The form of this creature must be one that is available from the druid animal companion list or familiar list. Additionally the personifier may only choose creatures whose challenge rating (CR) is not greater than ½ their personifier class level.

At 8th level a personifier may create more powerful companion creatures. The personifier may choose forms from the Improved Familiar list. These creatures function as normal examples of their kind, save they cannot use any spells or spell-like abilities.

At 12th level the personifier may create companions which mimic magical beasts or monstrous humanoids with a CR up to ½ their personifier level. The personified spell creature does not gain any spell casting, spell-like abilities, or abilities to summon other creatures the “real” creature otherwise possesses. Extraordinary and supernatural abilities are not lost however.

At 18th level the personifier may create companion creatures which mimic creatures of the Dragon or Aberration type with a CR up to ½ their personifier level. If the mimicked creature possesses a breath weapon, the personified version deals damage based on the spell that created it instead of the creature’s normal breath weapon damage type. For spells that deal no damage the breath weapon deals force damage.

This ability replaces spell strike.

Nullify Personification (Su)

Starting at 4th level when ending a spell personification the personifier may choose to have the currently personified spell return to its original form and effect(s) rather than simply be lost. This destroys the personification and immediately causes all of the effects of the spell that was cast to create the personification to discharge. The only change to the spell from its normal effects is that area of affect spells are centered on the location of the personified creature or the personifier’s space (in the case of personified weapons and armor.) The spell targets the closest hostile target, or affects their normal area of effect. All creatures in the area, including the caster, are affected as per the spell.

This ability replaces spell recall.

Multiple Personifications (SU)

At 7th level the personifier learns to maintain more than one personification at a time. The personifier may maintain two personifications at the same time, though they must be of different types.

At 16th level the personifier may maintain three personifications. All must be of different types.

This ability replaces knowledge pool and counterstrike.

Skilled Personifications (Ex)

At 11th level the personifier’s companion creatures gain the personifiers class skills as class skills in addition to those of the type of creature they mimic. In order to use certain skills the personified creature must have the appropriate form or limbs that would enable the use of the skill in question. The personification uses its own ability score modifiers but its master’s skill ranks when calculating the total skill modifier.

This ability replaces improved spell recall.

Primalist Magus Archetype

A primalist bonds with nature as part of her magical studies, calling on ancient magic that predates modern concepts. As such, she relies on her instincts as much as her magic.

Class Features

A primalist has the following class features.

Primordial Magic

The primalist's magic is closely interwoven with nature. Although still arcane in nature, many of her spells mimic druidic magic. Make the following changes to the primalist's spell list:

1st—*entangle* replaces *grease*, *longstrider* replaces *floating disk*, *produce flame* replaces *burning hands*, *speak with animals* replaces *unseen servant*.

2nd—*animal messenger* replaces *levitate*, *hold animal* replaces *minor image*, *flameblade* replaces *alter self*.

3rd—*meld into stone* replaces *arcane sight*, *dominate animal* replaces *major image*, *poison* replaces *baste*.

4th—*rusting grasp* replaces *shout*, *freedom of movement* replaces *dimension door*.

5th—*commune with nature* replaces *interposing hand*, *wall of thorns* replaces *wall of force*.

6th—*move earth* replaces *forceful hand*.



Nature's Bond (Ex)

At 3rd level, a primalist gains nature's bond as a druid of 2 levels lower.

This ability replaces the 3rd-level magus arcana.

Animalistic Fury (Ex)

At 5th level, a primalist gains a natural bite attack. If used as part of a full attack action, the bite attack is made at the primalist's full BAB –3, deals 1d4 damage (if Medium; 1d3 points of damage if Small) plus ½ Strength modifier. A primalist can make a bite attack as part of an action to maintain or break a grapple. This attack is resolved before the grapple check is made. If the attack is successful, further grapple checks made against the same opponent during the same round gain a +2 bonus.

This ability replaces the 5th level bonus feat.

Prestige Classes

Ki Magus

Role: A *ki* magus blends the mystic energies of the arcane with the supernatural force of *ki* to accomplish feats the blur the lines of martial and arcane prowess. The body and mind of the *ki* magus resolve conflicts together and magic is often spent at the impact of a fist.

Hit Dice: d8.

Requirements

- **Skills** Spellcraft 5 ranks
- **Abilities/Class features** Arcane Pool, Ki Pool
- **Feats** Improved Unarmed Strike

Class Skills

The *ki* magus class skills (and the key ability for each) are Acrobatics, Climb, Fly, Intimidation, Knowledge (arcana, religion, planes) Linguistics, Perception, Spellcraft, Stealth, and Swim.

Skill Ranks per Level: 2+Int



Table: Ki Magus

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Spells Per Day
1st	+0	+1	+0	+1	Unified pool, spellstrike flurry	+1 existing spellcasting class
2nd	+1	+1	+1	+1	Greater vanishing trick, advance either sneak attack or flurry of blows	+1 existing spellcasting class
3rd	+2	+2	+1	+2	Bonus feat, strike the chakra	+1 existing spellcasting class
4th	+3	+2	+1	+2	Abundant step, advance either sneak attack or flurry of blows	+1 existing spellcasting class
5th	+3	+3	+2	+3	Efficient expenditure, rob the chakra	+1 existing spellcasting class

Class Features

A *ki* magus has the following class features.

Spells Per Day/Spells Known

At the indicated levels, a *ki* magi gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the *ki* magi prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a *ki* magi, he must decide to which class he adds the new level for purposes of determining spells per day.

Unified Pool (Su)

The *ki* magus's *ki* and arcane pools are now intertwined. He may use arcane points as *ki* and *ki* points as arcane points, and *ki* magi levels stack with monk or ninja levels for the purpose of calculating *ki* pool.

Spellstrike Flurry (Ex)

The *ki* magus may spellstrike more than once a round as long as he spends an arcane point and can cast more than one spell in the round. He may use any weapon he is proficient with including unarmed attacks.

Greater Vanishing Trick (Sp)

The *ki* magus may use *ki* points or an arcane points to gain the effects of Greater Invisibility.

Advancing Flurry/or Sneak Attack (Ex)

At every even-numbered *ki* magus level the *ki* magi advances the progression of his flurry of blows ability as though gaining 2 monk levels if the *ki* pool was gained through monk levels or adds an additional die of damage to sneak attack if *ki* pool was gained via ninja levels.

If the *ki* magus gained the *ki* pool some other way (such as via a rogue talent) he gains sneak attack dice as though a rogue or ninja.

Bonus Feat (Ex)

The *ki* magus gains a bonus feat at 3rd level.

Strike the Chakra (Su)

On a critical hit a *ki* magus may choose to apply the extra damage to his opponent's arcane or *ki* pool points, reducing the number of points in the pool by an amount equal to the damage rolled. If the opponent has such a pool but no points remaining in it, the opponent takes 1d6 Wisdom damage instead.

Abundant Step (Su)

A *ki* magus may magically slip between spaces, as if using the spell *dimension door*. Using this ability is a move action which consumes 2 points from the *ki* magus' unified pool. The caster level is equal to the *ki* magus' level. The *ki* magus may not take additional creatures when using this ability.

Efficient Expenditure (Ex)

Starting at 5th level when a *ki* magus perform a swift action that expends *ki* or arcane points he may actually perform 2 swift actions. For example, a *ki* magus may spend an arcane point to give her weapon the *keen* property as a swift action and also expend a *ki* point to make an additional attack as his second swift action.

Rob the Chakra (Su)

When using strike the chakra ability to damage an opponent's point pool or Wisdom score half the damage dealt is returned to your unified pool.

Expanded Arcana

Arcane Sunder (Su)

By spending at least 1 arcane point the magus may reinforce and strengthen his blade to prevail against enemy equipment. For each point spent the weapon gains a +2 bonus when making sunder combat maneuvers for the round. A magus may spend a maximum of three arcane points in this manner. If the magus is a lodestone blade the bonus is +3 per arcane point spent as long as the weapon enhanced is metallic.

A magus must be at least 6th level to take this arcana.

Attract Item (Su)

As a swift action, the magus may spend 1 arcane point to call an unattended nonmagical object to her hand. The object must weigh 5 lbs. or less, be within 30 ft., and within line-of-sight.

She may also use this ability to perform ranged disarm combat maneuvers using her magus level in place of her BAB and her Intelligence modifier in place of Strength bonus to determine CMB.

The magus must be at least 6th level to take this arcana and be either a lodestone blade or have the flexible arcane class feature.

Bloody Edge (Su)

A magus' weapon trails blood as it swings through the air and always appears to have freshly spilt blood along its edge. The magus gains a +4 bonus to Intimidate checks when his weapon is in hand.

Clot (Su)

Upon taking damage that would reduce a magus' hit points to 0 or less a magus may reduce the amount of damage he takes by 1d6 + Con mod + ½ his magus level by spending an arcane point. This ability may be used once per encounter.

Hemorrhage (Ex)

Upon reducing an enemy to 0 hit points or less a magus may spend 1 point from his arcane pool to perform a coup de grace as a standard action. A magus must be at least 12th level before selecting this arcana.

Magnetic Shield

As a swift action, the magus may spend 1 arcane point to create a magnetic shield granting her a +4 deflection bonus to AC against weapons that include metal in their design or construction. In addition, missile attacks against her that contain metal have a 50% miss chance.

New Spells

Charge Breaker

School evocation [force]; **Level** bard 2, magus 2, sorcerer/wizard 2

CASTING

Casting Time 1 immediate action

Components S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature charging at you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

With one hand held palm outward, a shimmering barrier of force appears suddenly blocking your opponent's path, cutting him off mid-charge!

A small, immobile, shield of force appears in the path of an opponent charging you dealing it 1d8+1 force damage per caster level (maximum 1d8+5) and possibly knocking it prone.

Make a trip combat maneuver check against that opponent using your caster level as your CMB, and add your Intelligence or Charisma modifier (whichever is appropriate for your class) in place of your Strength or Dexterity modifier plus the damage rolled.

If the combat maneuver is successful the target is knocked prone and his charge ends. This combat maneuver attempt does not provoke an attack of opportunity from the target (but casting this spell might.)

Transfusion (Su)

Upon confirming a critical hit against an opponent the magus may spend 1 or more points from his arcane pool as a swift action to steal hit points from that enemy. The damage is equal to 1d4 + Int mod of per arcane point and the magus regains an equal amount of temporary hit points.

If the combat maneuver fails, the target takes the damage but its movement continues as normal.

Primal Curse of Flames

School evocation (fire) [curse]; **Level** druid 3, magus 3, witch 3

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target living creature touched

Duration instantaneous

Saving Throw Reflex ½ (see text); **Spell Resistance:** yes

DESCRIPTION

Your pointed finger glows with white hot flame which when touched to the target is touched they light like a match to gas.

The touched target creature takes 1d6 fire damage per caster level (maximum 10d6).

If the creature succeeds a Reflex saving throw, the damage is reduced by ½ and the spell ends with no additional effect.

If the creature fails the Reflex saving throw, the creature takes 1d6 additional fire damage per two caster levels (rounded down, maximum 5d6) at the beginning of the following round. There is no saving throw for the damage in the second round.

Primal Curse of Ice

School transmutation (polymorph) [curse]; **Level** druid 3, magus 3, witch 3

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target creature touched

Duration 1 round/level (maximum 10 rounds)

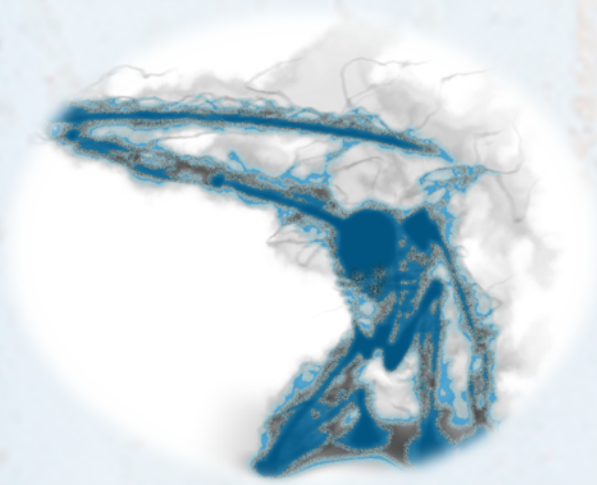
Saving Throw Fort negates (see text); **Spell Resistance:** no

DESCRIPTION

A sparkle emanates from your outstretched finger as you touch the creature, and an instant later it is covered in a thin layer of frost.

The touched target creature takes 1d6 cold damage each round for the duration of the spell. Metal items the creature is holding or wearing are affected as though by *chill metal*.

For each 10 points of damage it takes from this spell, it takes a -1 penalty on attack rolls, AC, and Reflex saves. If it takes at least 30 points of damage from this spell it also gains the staggered condition.



Primal Curse of Stone

School transmutation (polymorph) [curse]; **Level** druid 2, magus 2, witch 2

CASTING

Casting Time 1 standard action

Components V, S, M (a small pebble)

EFFECT

Range touch

Target single weapon touched

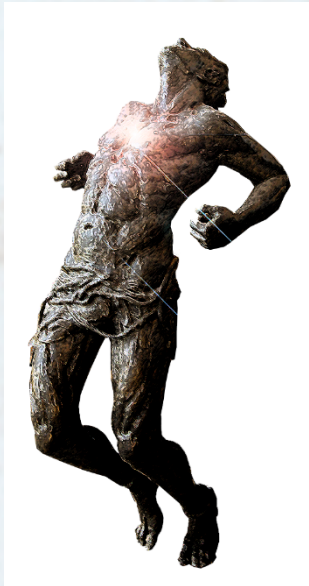
Duration 1 minute/level

Saving Throw Fort (negates); **Spell Resistance** no

DESCRIPTION

The touched weapon gains the appearance of stone yet retains its normal resilience.

The touched weapon gains the *calcifying* special weapon property for 1 minute per caster level and gains 5 charges. When a creature is struck by the weapon, a charge is expended. The weapon loses the calcifying property when either the duration expires or it has no remaining charges.



Sidebar: Calcifying Weapon Property

A creature struck by a calcifying weapon must make a Fortitude saving throw or become encrusted in stone, causing it to suffer a -1 penalty to Strength, Reflex saving throws, and armor class for 3 rounds. This has no effect on creatures immune to polymorph effects.

Primal Curse of Thorns

School conjuration (creation) [curse]; **Level** druid 2, magus 2, witch 2

CASTING

Casting Time 1 standard action

Components V, S, M (a small twig with thorns)

EFFECT

Range Touch

Target creature touched

Duration 1 round per caster level

Saving Throw Fort half; **Spell Resistance:** yes

DESCRIPTION

You conjure a sheath of barbed thorns which instantly wrap around the target's body.

The touched target creature takes 1d6 piercing damage per caster level (maximum 5d6) if it performs a move action, attempts a Reflex saving throw or makes an attack.



Primal Curse of Wood

School transmutation (polymorph) [curse]; **Level** druid 2, magus 2, witch 2

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of bark)

EFFECT

Range touch

Target living creature touched

Duration 1 min/level

Saving Throw Fortitude; **Spell Resistance** yes

DESCRIPTION

Your touched foe grows a thick bark.

The target suffers a -2 Dexterity penalty, -1 penalty to attacks and combat maneuvers, and gains vulnerability to fire.

Time Shift

School transmutation; **Level** magus 1, sorcerer/wizard 1, witch 1

CASTING

Casting Time 1 swift action

Components S

EFFECT

Range personal

Target you

Duration 1 round

DESCRIPTION

With a quick but complicated gesture, you are able to bend time around you.

You act as though *hasted* until the end of your next turn.

Thunder Shift

School conjuration (teleportation) [force]; **Level** magus 3, sorcerer/wizard 3, summoner 3, witch 3

CASTING

Casting Time 1 standard action

Components V, S, M (a broken piece of glass)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target personal

Duration instantaneous

Saving Throw Fortitude half (see text); **Spell Resistance** yes

DESCRIPTION

With a mighty boom you suddenly appear a short distance away.

You teleport to a point within range that you have line-of-sight to. You can't perform actions after you cast this spell until your next turn. All unattended objects and creatures (other than yourself) within a 10 ft. radius of where you appear take 1d4 points of force damage per caster level (maximum 10d4) when you appear. A successful Fortitude saving throw reduces this damage by half. Non-magical unattended objects receive no saving throw.

New Feats

Arcane Pool Strike (Combat)

Drawing upon your inner magic reserves you guide your weapon more precisely.

Prerequisite(s): Intelligence 13+, arcane pool class feature

Benefit: As a free action once per turn, you may spend 1 point from your arcane pool to gain a +2 insight bonus to your next attack and damage roll. When your base attack bonus reaches +4, and every 4 points thereafter, the bonus increases by +1.

Normal: Spending an arcane point only grants you a +1 to attack and damage rolls or a weapon property taken from the arcane pool list.

Concentration Spell (Metamagic +2)

You have applied techniques required for higher level spells to ensure the safe casting of lesser magic.

Prerequisite(s): Caster level 3rd, Combat Casting

Benefit: You are trained at casting spells regardless of distractions. You gain a +10 competence bonus to concentration checks made to cast a spell modified by this feat.

Level Increase: A concentration spell uses up a slot two levels higher than the spell's actual level.

Finishing Blow (Combat)

You never waste an opportunity to finish off an opponent.

Prerequisite(s): BAB +8

Benefit: Whenever a melee attack you make reduces a target to 0 hp or less but doesn't kill them, you may perform a coup de grace upon that target as a swift action instead of a full-round action. The coup de grace provokes an attack of opportunity as normal.

Normal: Performing a coup de grace is a full-round action.

Grapple Caster (Combat)

You are practiced in the art of grappling and casting spells simultaneously.

Prerequisite(s): Ability to cast 2nd level spells, Improved Grapple

Benefit: You may cast a spell that requires somatic and material components you don't have in hand instead of dealing damage on a successful grapple check. The spell must have a casting time of one standard action or less.

Normal: The only spells which can be cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand.

Metamagic Adaptability (Metamagic)

You are an expert in the use of metamagic and can change metamagic effects when needed.

Prerequisite(s): Intelligence 16+, any three metamagic feats

Benefit: When casting a spell modified by metamagic, you may choose to sacrifice a prepared spell (for prepared casters) or a spell slot (for spontaneous casters) of one level lower than the spell you are casting. If you do so, you may choose to apply a different metamagic feat you possess to the spell so long as the level increase of the new metamagic feat is equal to or less than that of the feat being exchanged.

For example, if you have an empowered *fireball* prepared and find yourself in an area of *silence*, you could sacrifice a 3rd level spell you have prepared to modify the spell with the Silent Spell metamagic feat instead of Empower Spell.

Reckless Spell Fortification (Combat)

You make a series of choreographed motions that leave an opening in your guard while increasing the potency of the spell your touch will deliver.

Prerequisite(s): Intelligence 13+

Benefit: You can choose to take a –1 penalty to your AC to increase the saving throw DC for a touch range spell you cast this round by +2. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the saving throw DC increases by +2. The penalty to your AC lasts until the beginning of your next turn.

Reflexive Caster (Combat)

You are able to cast spells suddenly when your opponent foolishly drops his guard.

Prerequisite(s): Combat Reflexes

Benefit: You may cast a touch range spell that has a casting time of 1 standard action or less as an immediate action when an opponent provokes an attack of opportunity from you. You must target the creature which provoked the attack of opportunity. If you cast a spell in this way you may not cast a spell during your next turn.

Teleportation Stow-Away (General)

When someone teleports away, you can follow them to their destination.

Prerequisite(s): Spellcraft 7 ranks, Step Up, Teleportation Tracking

Benefit: When a creature adjacent to you uses a teleportation effect, you may use Step Up to follow them through the magical rift before it closes. You appear adjacent to them when they appear. If their new location does not have adequate space for you to occupy, you are shunted to the next closest space within 30 ft. of their location. If there is still no available space for you to occupy you do not travel with them.

Teleportation Tracking (General)

Using your expertise with teleportation magic, you can determine the destination or origin of a teleportation spell or effect.

Prerequisite(s): Spell Focus (conjunction), Spellcraft 5 ranks

Benefit: As a full-round action (which provokes attacks of opportunity) you are able to study the astral echo of a teleportation spell or effect you have detected with *detect magic*. The spell or effect must have occurred within one round per level of the spell or effect. Make a Spellcraft check (DC 15 + caster level of the spell or effect). If successful you know the destination of the effect. You must be adjacent to the square the effect originated in.

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