

Book of Magic

Insurgency of Summer

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Book of Magic

Insurgency of Summer



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How To Use This Book

This book presents a number of options you can use to create a character doing battle with the reigning forces of Winter. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

This supplement references a number of books other than the Pathfinder Core Rulebook. The notation for these books is as follows:

^{APG} – Pathfinder Roleplaying Game: Advanced Player's Guide

^{UM} – Pathfinder Roleplaying Game: Ultimate Magic

INTRODUCTION

As someone who primarily plays spellcasters, producing spells to combat the rule of the winter witch seemed like a natural fit, and that was how this book started. However, it didn't take me long to start pondering different class options that a spellcaster could take to be even more effective in a game where ice and fire are destined to clash. We hope that these new options help you to enjoy your character and your game all the more.

This is the first book that we are producing in a printer-friendly size as well as a laptop/tablet-optimized layout. After spending the better part of last year trying to use nothing except my tablet at the gaming table, I observed a number of strengths and weaknesses about the format. Most noticeable to me was the size. No matter what, a ten-inch tablet is smaller than an eleven-inch piece of paper, so doing a layout for a landscaped piece of letter paper doesn't make much sense. The tablet-optimized version of this book is designed from the ground up with the dimensions of the iPad, Asus Transformer and other 10-inch tablets in mind. We would like to know what you think of it and how you use it. Would you rather see this built with a seven-inch tablet (such as the Kindle Fire) in mind? Do you feel this would help you get more use out of your PDF books this way? Please leave your feedback at the blog on JonBrazer.com, send us a tweet, or post to our page over at Facebook or Google+ with your thoughts. And let us know how you used these character options in your game, too, while you're at it!

Dale C. McCoy, Jr.

January 2013

ALCHEMIST SPELLS

2nd-Level Alchemist Spells

Fire Mark: Target gains a Dex bonus until it releases a ray of fire.

4th-Level Alchemist Spells

Fire Brand: Target gains fire resistance and a Dex bonus until it launches a flood of fire.

DRUID SPELLS

3rd-Level Druid Spells

Fire Mark: Target gains a Dex bonus until it releases a ray of fire.

4th-Level Druid Spells

Rain of Fire: Fiery rocks fall from the sky, burning all within and releasing smoke.

5th-Level Druid Spells

Fire Brand: Target gains fire resistance and a Dex bonus until it launches a flood of fire.

6th-Level Druid Spells

Summon Flight of Eagles: Summon 1d4+1 giant eagles.

8th-Level Druid Spells

Magma Wave: A line of molten rock deals fire damage and knocks creatures prone

MAGUS SPELLS

2nd-Level Magus Spells

Fire Mark: Target gains a Dex bonus until it releases a ray of fire.

3rd-Level Magus Spells

Campfire Forge: A campfire gives your weapons the *flaming* quality.

4th-Level Magus Spells

Fire Brand: Target gains fire resistance and a Dex bonus until it launches a flood of fire.

5th-Level Magus Spells

Fiery Blast: A cone of fire deals 1d6 points of fire damage/level.

6th-Level Magus Spells

Blood Spray: A cone of bloody fire sprays from your wound.

Incinerate Creature: Target catches on fire and is panicked.

Repeating Fireball: Release 1 *fireball* each round /4 levels.

RANGER SPELLS

4th-Level Ranger Spells

Summon Flight of Eagles: Summon 1d4+1 giant eagles.

SORCERER/WIZARD SPELLS

2nd-Level Sorcerer/Wizard Spells

Fire Mark: Target gains a Dex bonus until it releases a ray of fire.

3rd-Level Sorcerer/Wizard Spells

Campfire Forge: A campfire gives your weapons the *flaming* quality.

4th-Level Sorcerer/Wizard Spells

Fire Brand: Target gains fire resistance and a Dex bonus until it launches a flood of fire.

Rain of Fire: Fiery rocks fall from the sky, burning all within and releasing smoke.

5th-Level Sorcerer/Wizard Spells

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Incinerate Creature: Target catches on fire and is panicked.

Repeating Fireball: Release 1 *fireball* each round /4 levels.

Summon Flight of Eagles: Summon 1d4+1 giant eagles.

8th-Level Sorcerer/Wizard Spells

Magma Wave: A line of molten rock deals fire damage and knocks creatures prone

SUMMONER SPELLS

4th-Level Summoner Spells

Summon Flight of Eagles: Summon 1d4+1 giant eagles.

WITCH SPELLS

6th-Level Witch Spells

Blood Spray: A cone of bloody fire sprays from your wound.

BLOOD SPRAY

School evocation [fire]; **Level** magus 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, F (+1 *flaming dagger*, worth 8,000 gp or more)

Range 90 ft.

Area cone-shaped burst

Duration instantaneous

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

As part of the spell's casting, the caster must stab herself with a +1 *flaming dagger* (no attack roll required), dealing the dagger's normal damage plus 1 point of Constitution damage. This damage can be lessened or negated through damage reduction, fire resistance and similar means, but the Constitution damage cannot be negated. Blood from the wound sprays forth in a 60-foot cone, dealing 1d8 points of fire damage per caster level (maximum 15d8) plus 1d6 points of Constitution damage. If a creature with the cold subtype successfully saves against this spell, the Constitution damage is not halved, although the fire damage is still halved as normal.

CAMPFIRE FORGE

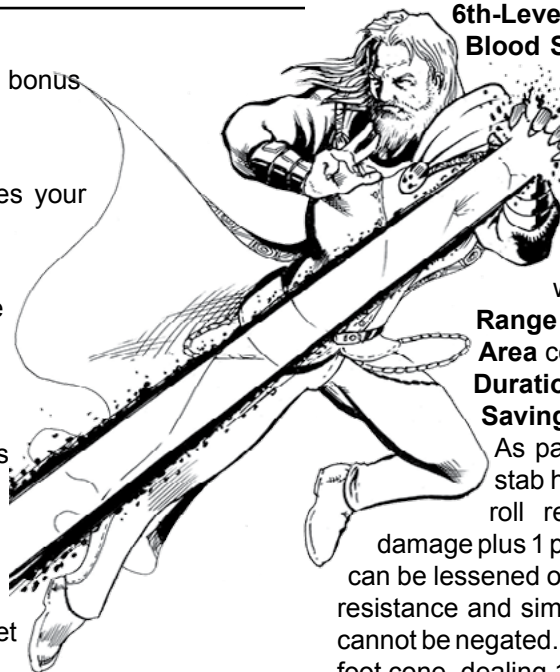
School evocation [fire]; **Level** magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (three logs)

Range touch

Target one campfire pit



Duration 1 hour/level (D); see text

Saving Throw none; **Spell Resistance** no

This spell burns the logs in a camp fire over the course of the spell's duration, providing light and heat as a normal campfire. This fire can be extinguished as a normal fire. If a metal weapon is placed within the fire for a minimum of 10 minutes, the weapon gains the *flaming* quality. If the weapon already possesses the *flaming* quality, the weapon gains the *flaming burst* quality. This quality lasts for 1 round per caster level, starting on the round during which the weapon is removed from the fire. Once so affected, a weapon cannot regain this quality by the use of this spell for 24 hours. A maximum of 1 weapon per 2 caster levels can be affected by this spell. A weapon does not have to be masterwork or magical to gain this quality.

FIERY BLAST

School evocation [fire]; **Level** magus 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (pinch of sulfur and candle wax)

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

Fiery blast creates an area of extreme heat and flame, originating at your hand and extending outward in a cone, dealing 1d6 points of fire damage per caster level (maximum 15d6).

FIRE BRAND

School evocation [fire]; **Level** alchemist 4, druid 5, magus 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 10 min./level or until discharged

Saving Throw Will negates (harmless), Reflex half; see text; **Spell Resistance** yes (harmless)

Glowing red tattoos appear all over the body of the touched creature. These glowing tattoos provide 20 points of fire resistance and a +2 enhancement bonus to Dexterity for the spell's duration or until the spell is discharged by the affected creature. When discharged, the affected creature chooses a point within medium range (100 feet + 10 ft./level) and *fire brand* floods a 20-foot radius burst from that point with flames. All creatures in the area sustain 6d6 points of fire damage. A successful Reflex saving throw halves the damage. Unattended flammable objects in the area catch on fire.

FIRE MARK

School evocation [fire]; **Level** alchemist 2, druid 3, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 10 min./level or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The energy of this spell creates a red, flame-shaped brand on the face, hand or other prominent feature of any creature, living or undead. The creature bearing this mark gains a +2 enhancement bonus to Dexterity. The creature also possesses the ability to cast from the palm of the hand a ray of fire that deals 3d6 points of fire damage. A creature affected by this spell may make a successful ranged touch attack against a target within medium range (100 feet + 10 ft./level) with the ray of fire. Using this ray of fire ability is a standard action that immediately dismisses the *fire mark*.

INCINERATE CREATURE

School evocation [fear, fire]; **Level** magus 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (hand full of ash)

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration one round per 5 caster levels (D)

Saving Throw Will partial; see text; **Spell Resistance** yes

A lance of fiery energy shoots from your fingertip and ignites the target creature.

Upon a successful ranged touch attack, the target creature ignites in flames, suffering 5d6 points of fire damage each round. The target creature can attempt a Will saving throw each round. A failed save means the creature is panicked for the round. A creature that is not panicked can choose to lay prone on the ground and roll around, taking half damage for the round. If the target spends two rounds in a row rolling on the ground, the fire is extinguished. Creatures that attack the ignited creature with a natural weapon or an unarmed strike suffer 1d6 points of fire damage. Creatures immune to fear effects are not panicked but still take damage from being

ignited on fire. This spell has no effect on creatures immune to fire damage.

MAGMA WAVE

School evocation [fire]; **Level** druid 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (piece of lavastone)

Range 20 ft./level

Area line

Duration instantaneous

Saving Throw Reflex half; see text; **Spell Resistance** yes
A 10-foot high wave of volcanic magma emerges from the caster and travels down a straight line towards its targets, dealing 1d6 points of fire damage per caster level (to a maximum of 20d6). Additionally, the caster can make a CMB check (with a bonus equal to her caster level + her Intelligence, Wisdom, or Charisma bonus, whichever is highest, and a +8 circumstance bonus) to knock affected creatures prone. If a target successfully saves against this



spell, the creature suffers only half damage but still can be knocked prone. A creature that fails its saving throw can only take a standard action or a move action for its next turn as the magma on its body hardens. A solid barrier, such as a wall, struck by the wave sustains the fire damage. If the barrier is not broken by the damage, the *magma wave* ends at the barrier. However, if the damage is enough to break through the barrier, the *magma wave* continues.

RAIN OF FIRE

School conjuration (creation) [fire]; **Level** druid 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (extinguished torch)

Range long (400 ft. + 40 ft./level)

Area cylinder (20-ft. radius, 40 ft. high)

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Flaming rocks rain down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of fire damage to every creature in the area and igniting all unattended flammable objects in the area. For the remaining duration of this spell, creatures and objects in the area suffer 2d6 points of fire damage each round, and all Perception checks made within the affected area suffer a –4 penalty due to the heat and smoke. At the end of the spell's duration, the flames extinguish and the rocks meld with the earth.

REPEATING FIREBALL

School evocation [fire]; **Level** magus 6, sorcerer/wizard 6

Casting Time 1 standard action

Duration 1 round/4 levels; see text

This spell functions like *fireball*, except that the *fireball* generated only deals 5d6 points of fire damage and it generates 1 *fireball* every round, to a maximum of 4 rounds. Aiming a *fireball* in subsequent rounds requires a move action. If the caster does not use a *fireball* in a given round of the spell's duration, that *fireball* is lost.

SUMMON FLIGHT OF EAGLES

School conjuration (summoning); **Level** druid 6, ranger 4, sorcerer/wizard 6, summoner 4

Casting Time 1 round

Components V, S, DF/F (gold feather worth 100 gp)

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

Effect 1d4+1 summoned creatures

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You summon 1d4+1 giant eagles to serve as mounts for creatures you designate. The summoned birds do not fight independently, but they willingly carry their riders into battle as if trained for combat.

NEW ANIMAL COMPANIONS

The following are new vermin companions for a druid or ranger. For full rules on the vermin companions, see the *Pathfinder Roleplaying Game: Ultimate Magic*.

ANT, FIRE

Starting Statistics: **Size** Small; **Speed** 20 ft., climb 20 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus 1d2 fire); **Ability Scores** Str 10, Dex 12, Con 15, Int —, Wis 12, Cha 10; **Special Qualities** low-light vision, scent; **CMD** trip +8.

4th-Level Advancement: **Attack** bite (1d6 plus 1d4 fire), sting (1d3 plus poison); **Ability Scores** Str +2, Con +2; **Special Attacks** poison (*frequency* 1 round [4], *effect* 1d3 fire damage, *cure* 1 save, Con-based DC).

BEE, GIANT

Starting Statistics: **Size** Medium; **Speed** 20 ft., fly 60 ft. (good); **AC** +2 natural armor; **Attack** sting (1d6 plus poison); **Ability Scores** Str 10, Dex 14, Con 11, Int —, Wis 13, Cha 4; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1 Con damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision; **CMD** trip +8.

7th-Level Advancement: **Size** Large; **AC** +1 natural armor; **Attack** sting (1d8 plus poison); **Ability Scores** Str +8, Dex –2, Con +4; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1d2 Con damage, *cure* 2 consecutive saves, Con-based DC).

NEW BARD MASTERPIECE

The following is a new bard masterpiece a talented bard can learn or create. For full rules, see the *Pathfinder Roleplaying Game: Ultimate Magic*.

MELT THE HEART WITH LOVE (ORATORY, SING)

Your tale is said to stir the coldest heart, allowing it to feel love again.

Prerequisite: Perform (oratory) 7 ranks or Perform (sing) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: The tale, whether spoken or sung, stirs the hearts of all those that listen, igniting a fire within. When you complete the performance, all enemies within 30 feet who can hear your performance suffer a –4 penalty to saving throws against emotion or fire effects. Additionally, an affected creature is treated as taking fire damage that round for the purposes of stopping regeneration. This is a language-dependent effect.

Use: 2 bardic performance rounds plus 1 bardic performance round per additional round.

Action: 2 move actions.

NEW SUBDOMAINS

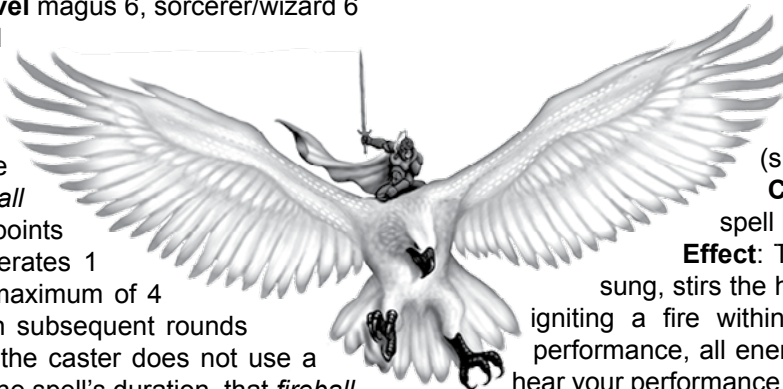
The following are new subdomains choosable for classes that gain domain abilities. See the *Pathfinder Roleplaying Game: Advanced Player's Guide* for rules regarding subdomains.

BELTANE SUBDOMAIN

Associated Domain: Sun.

Replacement Power: The following granted power replaces the nimbus of light power of the Sun domain.

Beltane Dance (Su): At 8th level, you can dance the dance of Beltane, granting you and your allies within a 30-foot radius protection for a number of rounds per day equal to



your cleric level. You and your allies within this radius gain a +1 deflection bonus to AC and resistance 5 against cold. The deflection bonus increases by +1 for every four cleric levels you possess beyond 8th. At 14th level, the resistance against cold increases to 10. These rounds do not need to be consecutive.

Replacement Domain Spells: 2nd—*snapdragon fireworks* ^{UM}, 6th—*summon flight of eagles*

RAINBOW SUBDOMAIN

Associated Domain: Weather.

Replacement Power: The following granted power replaces the storm burst power of the Weather domain.

Rainbow Light (Su): You can cause a living creature to become dazzled for 1d4 rounds as a melee touch attack as rainbows swirl around in the creature's vision. Creatures with more Hit Dice than your cleric level are unaffected. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. Multiple uses of this ability on a single creature increase the duration.

Replacement Domain Spells: 7th—*prismatic spray*, 8th—*prismatic wall*, 9th—*prismatic sphere*

SUMMER SUBDOMAIN

Associated Domain: Fire.

Replacement Power: The following granted power replaces the fire resistance power of the Fire domain.

Summer Warmth (Ex): Your body is filled with the warmth of summer, keeping the chill of winter away. At 6th level, you gain resist cold 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold.

Replacement Domain Spells: 1st—*endure elements*, 4th—*detonation* ^{APG} (fire only), 6th—*fiery blast*

NEW WITCH PATRONS

The following are new patrons that grant the witch her power.

Blood: 2nd—*inflict light wounds*, 4th—*boiling blood* ^{UM}, 6th—*vampiric touch*, 8th—*bloody claws* ^{APG}, 10th—*cure critical wounds*, 12th—*blood spray*, 14th—*regenerate*, 16th—*blood mist* ^{UM}, 18th—*transmute blood to acid* ^{UM}.

Summer: 2nd—*endure elements*, 4th—*resist energy* (fire only), 6th—*fireball*, 8th—*firefall* ^{APG}, 10th—*fire snake* ^{APG}, 12th—*elemental body III* (fire elemental only), 14th—*control weather*, 16th—*sunburst*, 18th—*fiery body* ^{APG}.

NEW IMPROVED FAMILIARS

The following are new familiars that can be chosen by a spellcaster with the Improved Familiar feat.

Familiar	Alignment	Level
Mechanical Owl	Any	7th
Young Phoenix	Neutral good	7th

MECHANICAL OWL

CR 2

XP 600

Any alignment (same as creator) Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 16 (3d10)

Fort +1, **Ref** +5, **Will** +2

Defensive Abilities construct traits

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee 2 talons +4 (1d3-1 plus 1d3 bleed)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 14, **Con** —, **Int** 14, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +0; **CMD** 12

Feats Lightning Reflexes, Skill Focus (Stealth)

Skills Fly +13, Knowledge (geography) +13, Perception +8, Stealth +20; **Racial Modifiers** +9 Knowledge (geography), +4 Perception, +4 Stealth

Languages Common (cannot speak); telepathic link

SQ directional awareness

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Directional Awareness (Su) A mechanical owl always knows which way is north. As long as the mechanical owl is within 1,500 feet of its creator, the creator is always aware which way is north. Also, the mechanical owl receives a +8 racial bonus to Knowledge (geography).

Telepathic Link (Su) A mechanical owl cannot speak, but the process of creating one links it telepathically with its creator. A mechanical owl knows what its master knows and can convey to him everything it sees and hears, out to a distance of 1,500 feet.

More than anything else, a mechanical owl is a specialized homunculus. It is a miniature servant that serves its creator as a spy, messenger and scout. Typically a creator chooses to make a mechanical owl because it reflects its personality or it resembles some other aspect of himself.

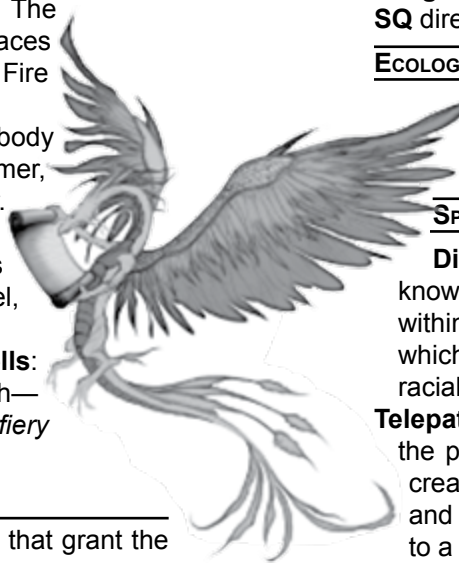
It is said that the first mechanical owl was given to its owner by the gods themselves. The legends tell of one of the mortal children of the gods who was on a quest to slay a kraken; the mechanical owl was a replica of the pet owl kept by one of the gods. The mechanical owl helped its owner by serving as a guide and scout through unfamiliar terrain.

MECHANICAL OWL

CL 7th; **Price** 4,050 gp

CONSTRUCTION

Requirements Craft Construct, *arcane eye*, *know direction*, *mending*; **Skill** Craft (sculpture) DC 13; **Cost** 2,050 gp.



YOUNG PHOENIX**CR 2****XP 600**

NG Tiny magical beast (fire)

Init +6; **Senses** darkvision 60 ft., *detect magic*, low-light vision; Perception +15

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 16 (3d10); regeneration 2 (cold or evil)

Fort +3, **Ref** +5, **Will** +2

Immune fire

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee 2 talons +7 (1d2-1 plus 1d2 fire), bite +7 (1d3-1 plus 1d2 fire)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks burning feathers

Spell-like Abilities (CL 2nd; concentration +3)

Constant—*detect magic*

3/day—*continual flame*

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 16, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +0; **CMD** 12

Feats Improved Initiative, Weapon Finesse

Skills Diplomacy +4, Fly +16, Knowledge (nature) +6, Perception +15, Sense Motive +4; **Racial Modifiers** +8 Perception

Languages Auran, Celestial, Common, Ignan

ECOLOGY

Environment warm desert and hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Burning Feathers (Su) A young phoenix can cause its feathers to ignite as a free action. As long as its feathers are burning, it inflicts an additional 1d2 points of fire damage with each natural attack (included in the damage for each natural attack). A creature that attacks the young phoenix with a natural weapon takes 1d2 points of fire damage with each successful hit.

Phoenixes seldom reproduce since they reincarnate. When they do, they entrust the care of their young to spellcasters they deem worthy. Because the phoenix is so young, it does not have the ability to reincarnate yet and is in need of protection from a spellcaster that can appreciate the trust the phoenix possesses. These select spellcasters tend to be wizards specializing in fire magic.

NEW MAGIC ITEM

The following is a new magic item for players to create or acquire on their adventures.

HOLOCAUST CLOAK

Aura strong evocation; **CL** 7th

Slot shoulders; **Price** 50,400 gp; **Weight** 1 lb.

DESCRIPTION

When the command word is given, this unassuming, ink black cloak becomes enveloped in flames and increases the light level by one step within a 10-foot radius. These flames do not damage the wearer; however, the wearer is granted either cold resistance 10 or fire resistance 10, chosen at the time of activation. Any creature that attacks the wearer with a natural weapon or an unarmed strike sustains 1d6+7 points of fire damage. This effect lasts for 10 rounds/day. These rounds do not need to be consecutive.

The wearer can choose to use 2 rounds of the *holocaust cloak*'s activation time to instead flood the area with fire. When used in this manner, all creatures within 10 feet of the wearer sustain 7d6 points of fire damage (Reflex save DC 16 for half). The wearer does not take any damage from this effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *fire shield*; **Cost** 25,200 gp

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