

# Player Paraphernalia

KNOTTY  
WORKS

WARRIOR  
WIZARDRY SCHOOLS  
THREE NEW ARCANE SCHOOLS

#102

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.  
System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.  
Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.  
Pathfinder Roleplaying Game Core Rulebook. ©2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.  
Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.  
Pathfinder Roleplaying Game Ultimate Magic. ©2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.  
Anger of Angels. ©2003, Sean K Reynolds.  
Book of Fiends. ©2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.  
Monte Cook's Arcana Unearthed. ©2003, Monte J. Cook.  
Path of the Magi. ©2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.  
Skreyn's Register: The Bonds of Magic. ©2002, Sean K Reynolds.  
The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.  
The Book of Hallowed Might. ©2002, Monte J. Cook.  
Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.  
Angel, Monadic Deva from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.  
Angel, Movanic Deva from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.  
Brownie from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.  
Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.  
Daemon, Derghodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.  
Daemon, Hydrodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.  
Daemon, Piscodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.  
Frogemoth from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.  
Ice Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene.  
Iron Cobra from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.  
Marid from the Tome of Horrors III. ©2005, Necromancer Games, Inc.; Author: Scott Greene.  
Mihstu from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.  
Nabasu Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.  
Necrophidius from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.  
Sandman from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.  
Scarecrow from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.  
Shadow Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.  
Wood Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.  
Player Paraphernalia #102 Warrior Wizardry Schools, Three New Arcane Schools © 2017, The Knotty-Works; Author: John Buckley.  
d20pfsrd.com. Copyright 2010, John Reyst.

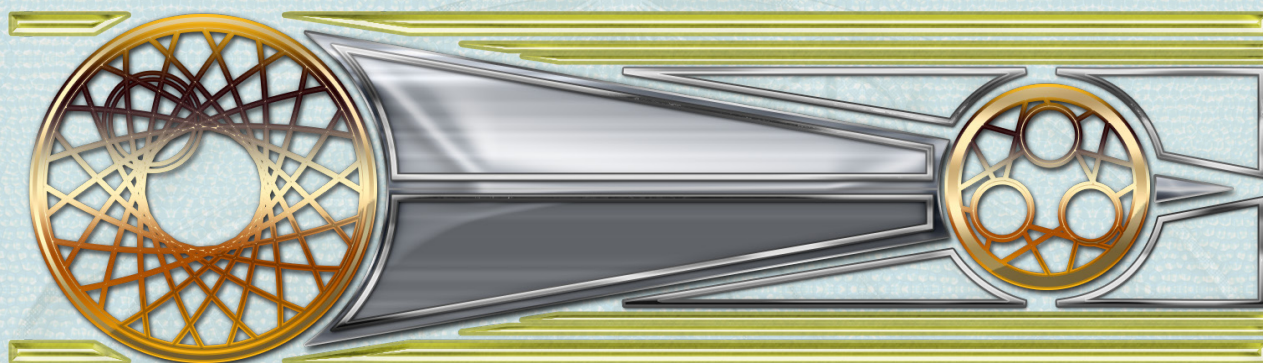
Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.



# PLAYER PARAPHERNALIA #102

## BY THE KNOTTY-WORKS



Welcome to issue one hundred and two of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces warrior wizardry schools, alternate schools for wizard that mix martial prowess with eldritch power.

---

### WARRIOR WIZARDRY SCHOOLS

---

While most wizards seek to master one of the eight classical schools of magic or learn to become a general practitioner, a handful choose to harness their arcane knowledge while pursuing a martial discipline instead. While rare, enclaves of warrior wizardry may be sought out, and those that manage to pass the strenuous tests to ensure they can endure the rigors of such training may find an alternate means of practicing their arts.

These wizard adepts spend nearly as much time learning to handle their weapon of choice as they do delving into the secrets of eldritch power. Many of the students find their path resides more with the discipline of steel and flesh than magic and become magi. But a few go on to become full wizards, having unique abilities to channel their energies through their chosen discipline.

A wizard chooses a warrior wizardry school at 1<sup>st</sup> level in lieu of a normal arcane school. She gains bonus spells as listed for each school and powers related to the weapon chosen. The wizard must choose one other

school as an opposition school, and spells from that school consume two spell slots while being prepared and cast. However, she only suffers a -2 penalty on any skill checks when attempting to craft items involving spells from that school.

Students of the warrior wizardry school are rewarded a bonus school spell when they achieve a class level that grants access to a new spell level, including 1<sup>st</sup> level. Students of the warrior wizardry school also gain one additional spell slot per day per spell level that have access, though it must be filled with the bonus school spell.

While most wizards gain access to discoveries and metamagic or item creation feats as bonus feats, at 5<sup>th</sup> level and every five levels thereafter, students from the warrior wizardry school choose from feats associated with their school. Students never learn Scribe Scroll as their 1<sup>st</sup> level bonus feat, but are taught a feat associated with their discipline. The wizard does not need to meet the prerequisites for the 1<sup>st</sup> level feat, but does need to meet any prerequisites for any higher level bonus feats.

Schools of warrior wizardry provide students with martial skills with a specific weapon that works both as a focus and implement for spell casting. As a result, each school grants the student proficiency with a distinct weapon not normally granted to wizards. While students learn how to handle their signature weapon, they are still limited to the need of making complex gestures so they





gain no proficiencies with standard armors or shields. Wizards that don armor or heft shields suffer the penalties for non-proficiency as well as the normal chance of arcane spell failure while casting spells with somatic components.

If the student from the warrior wizardry school may choose either an arcane bond with a familiar or an object. But, if an object is chosen, it must be with her chosen weapon based on the warrior wizardry school.

## Arcane Archery

The student of arcane archery learns that magic must be focused on hitting the target, regardless of the obstacles in the way. Students spend hours of target practice in a variety of situations both with spell and bow, learning how to meld their style to use both as one.

### Weapon Proficiency

Students must choose one type of bow at 1<sup>st</sup> level, gaining martial proficiency with that weapon. The wizard's Base Attack Bonus for the chosen weapon is equal to  $\frac{3}{4}$  her class level.

### Bonus Feats

#### 1<sup>st</sup> level Feat

Point-Blank Shot

#### Every 5th Level Thereafter

Clustered Shots, Craft Magic Arms and Armor, Deadly Aim, Enlarge Spell, Far Shot, Focused Shot, Improved Precise Shot, Manyshot, Precise Shot, Rapid Shot, Reach Spell, Weapon Focus (must be the chosen bow type).

### Bonus Spells

1<sup>st</sup> level: *Gravity Bow*, 3<sup>rd</sup> level: *Protection from Arrows*, 5<sup>th</sup> level: *Flame Arrow*, 7<sup>th</sup> level: *Named Bullet*, 9<sup>th</sup> level: *Interposing Hand*, 11<sup>th</sup> level: *Greater Named Bullet*, 13<sup>th</sup> level: *Walk Through Space*, 15<sup>th</sup> level: *Stormbolts*, 17<sup>th</sup> level: *Meteor Swarm*

### School Powers

The wizard of the arcane archery school gains the following powers.

## Magic Arrows (Su)

At 1<sup>st</sup> level, when the wizard fires an arrow from her bow, it immediately gains a +1 **enhancement bonus**. This bonus will stack with any enhancement bonuses from her bow to a maximum of +5. This bonus does not stack with any enhancement bonuses on the actual arrow.

At 5<sup>th</sup> level, the wizard may also grant the arrow an elemental weapon special ability: **flaming**, **frost**, or **shock**. At 10<sup>th</sup> level, the wizard adds **flaming burst**, **icy burst**, or **shocking burst** to the list of weapon special abilities. At 15<sup>th</sup> level the wizard adds **bane**, lesser designating, and **seeking** to his list of weapon special abilities. The wizard may grant a total number of weapon special abilities per day equal to  $\frac{1}{2}$  her class level + her Intelligence modifier. Arrows may have multiple special abilities but duplicate abilities do not stack.

## Charge Arrow (Su)

At 1<sup>st</sup> level, the wizard may place a spell that has a range of touch or close on an arrow before firing it, using the arrow to deliver the effects of the spell as part of the spell casting as long as the casting time is a **standard action** or less. If the arrow misses or is not fired the round the spell is cast, the spell is lost.

## Rain of Terror (Su)

At 8<sup>th</sup> level, the wizard may take a single shot as a **standard action** to attack a number of targets up to her class level. Each attack is made separately, using the wizard's highest base attack bonus. Opponents may only be targeted by one arrow and opponents may not be more than 30 ft. apart from each other. Special abilities possessed by the arrow are included in each individual attack, but spells cannot be transferred in this fashion. The wizard may use this ability a number of times per day equal to 3 + her Intelligence modifier.

## Arcane Swordsmanship

The student of arcane swordsmanship learns that combat is more than brute strength and raw power. True masters use finesse and intuition, not just reacting to those around him but anticipating the





opponent's moves and having the means to counter it while effectively bypassing the opponent's defenses to deliver the true strike.

### Weapon Proficiency

Students must choose one weapon from the following list at 1<sup>st</sup> level, gaining proficiency with that weapon: bastard sword, falchion, great sword, khopesh, longsword, rapier, scimitar, short sword, and temple sword. If the campaign allows eastern weapons, the student may choose from the katana, nine ring broadsword, nodachi, pata, seven-branched sword, or wakazashi as well. The wizard's Base Attack Bonus for the chosen weapon is equal to  $\frac{3}{4}$  her class level.

### Bonus Feats

#### 1<sup>st</sup> Level

Combat Expertise

#### Every 5<sup>th</sup> Level Thereafter

Craft Magic Arms and Armor, Dazing Spell, Empower Spell, Greater Disarm, Greater Feint, Greater Trip, Improved Disarm, Improved Feint, Improved Trip, Piercing Spell, Tripping Strike, Weapon Focus (must be the chosen weapon granted by the school's weapon proficiency).

### Bonus Spells

1<sup>st</sup> level: *Magic Weapon*, 3<sup>rd</sup> level: *Silk To Steel*, 5<sup>th</sup> level: *Greater Magic Weapon*, 7<sup>th</sup> level: *Dimension Door*, 9<sup>th</sup> level: *Hostile Juxtaposition*, 11<sup>th</sup> level: *Battlemind Link*, 13<sup>th</sup> level: *Mage's Sword*, 15<sup>th</sup> level: *Moment of Prescience*, 17<sup>th</sup> level: *Foresight*

### School Powers

The wizard of the arcane swordsmanship school gains the following powers.

#### Empower Sword (Su)

At 1<sup>st</sup> level, the wizard may grant her chosen weapon a +1 **enhancement bonus** as a **swift action**. This bonus does stack with other enhancement bonuses possessed by the sword, though the maximum bonus is restricted to +5. She may maintain the **enhancement bonus** as a **free action**, but if the weapon ever leaves her hand, the enhancement immediately ends.

The wizard may only enhance one weapon at a time, even if she is wielding two weapons.

At 5<sup>th</sup> level, the wizard may add one of the following weapon special abilities to her sword: **defending**, **flaming**, **frost**, or **shock**. At 10<sup>th</sup> level, the wizard may also choose from these weapon special abilities as well: **flaming burst**, **icy burst**, **shocking burst**, or **wounding**. And at 15<sup>th</sup> level, the following weapon special abilities may be selected: **dancing**, **speed**, **vorpals**. The wizard may add the chosen special ability to a weapon that already has a special ability, but duplicating effects do not stack.

#### Imbue Sword (Su)

At 1<sup>st</sup> level, the wizard may cast a spell through her chosen sword similar to the magus' Spellstrike class feature. The spell must have a range of "touch" and can only be done with a spell whose casting time is a **standard action** or less. If the wizard is wielding her chosen weapon, she uses a **swift action** to make a single attack at her highest base attack bonus after the spell is cast. She must roll to strike the target and if the weapon misses its mark, the spell is lost unless it normally allows the caster to retain it until discharged. A successful attack results in the target suffering damage from the weapon, any special abilities of the weapon, and the spell's effects. If the wizard successfully makes a critical strike against the target and the spell does damage, it is doubled. The critical damage for the weapon is determined normally.

#### Whirling Strike (Su)

At 8<sup>th</sup> level, the wizard learns how to strike all opponents at once in a single round as part of a **standard action**. The wizard may make a single attack at each opponent within reach using her highest base attack bonus. Each attack causes normal damage, including any special abilities empowering the weapon. The effects of this power cannot be combined with the Imbue Sword school ability. The wizard may use this ability 3 + her Intelligence modifier times per day.





## Arcane Battery

The best way to deal with a problem is head on. Students of the arcane battery learn techniques both with their spells and their weapons to brutally handle any problem that comes their way.

### Weapon Proficiency

Students must choose from dire flail, flail, great club, heavy flail, heavy mace, light hammer, light mace, morning star, and warhammer at 1<sup>st</sup> level, gaining proficiency with that weapon. If the campaign allows eastern weapons, the student may choose bo staff, dan bong, hanbo, jutte, nine-section whip, nunchaku, sai, sansetsukon, tetsubo, or tonfa as well. The wizard's Base Attack Bonus for the chosen weapon is equal to  $\frac{3}{4}$  her class level.

### Bonus Feats

#### 1<sup>st</sup> Level Feat

Power Attack

#### Every 5<sup>th</sup> Level Thereafter

Cleave, Craft Magic Arms and Armor, Craft Staff, Greater Bull Rush, Great Cleave, Improved Bull Rush, Improved Sunder, Intensified Spell, Maximize Spell, Sundering Strike, Vital Strike, Weapon Focus (must be the chosen weapon granted by the school's weapon proficiency).

### Bonus Spells

1<sup>st</sup> level: *Unerring Weapon*, 3<sup>rd</sup> level: *Kinetic Reverberation*, 5<sup>th</sup> level: *Versatile Weapon*, 7<sup>th</sup> level: *Telekinetic Charge*, 9<sup>th</sup> level: *Telekinesis*, 11<sup>th</sup> level: *Transformation*, 13<sup>th</sup> level: *Grasping Hand*, 15<sup>th</sup> level: *Clenched Fist*, 17<sup>th</sup> level: *Wooden Phalanx*

### School Powers

The wizard of the arcane battery school gains the following powers.

#### Arcane Bludgeoning (Su)

At 1<sup>st</sup> level, the wizard can expend a spell slot and increase the damage of her chosen weapon by one die per spell level of the expended slot as a *swift action*. The damage bonus remains in effect

until the wizard makes a successful strike with the weapon or a number of rounds equal to his Intelligence modifier, whichever comes first.

If the weapon is not magical, it is treated as such as far as overcoming *damage reduction* when this power is in effect. At 5<sup>th</sup> level, the weapon is also treated as silver and cold iron in regards to overcoming *damage reduction*. At 10<sup>th</sup> level, the wizard may also choose to treat his weapon as aligned that matches one aspect of his own alignment.

At 15<sup>th</sup> level, the wizard may also treat the weapon as adamantine to overcome *damage reduction* and bypassing hardness.

#### Repeating Beating (Su)

The wizard may recall the moves of her physical attack the previous round and repeat the attack on the same opponent or another adjacent foe at 1<sup>st</sup> level. The wizard is limited to a standard attack action and uses the same roll used the previous round. If the roll was a critical threat, the wizard must re-roll to confirm the threat. The wizard may use this ability 3 + her Intelligence modifier times per day.

#### Power Blast (Su)

At 8<sup>th</sup> level, the wizard may forcefully strike the ground with her chosen weapon as a *standard action*. This strike releases a wave of energy determined at the time the ground is struck and may be cold, electricity, or sonic. Everyone within 10 ft. other than the wizard must make a *Reflex* save with a DC equal to 10 +  $\frac{1}{2}$  the wizard's class level + her Intelligence modifier. If anyone within range fails their saving throw, they suffer 10d6 points of damage based on the energy chosen and they fall prone. Anyone that makes a successful saving throw only suffers  $\frac{1}{2}$  damage and remains on their feet.

The wizard may use this ability 3 + her Intelligence modifier times per day.





# OTHER KNOTTY WORKS PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

