

Player Paraphernalia

KNOTTY
WORKS

THE MAGICIAN
PART DEUX
NEW ARCHETYPES

#93

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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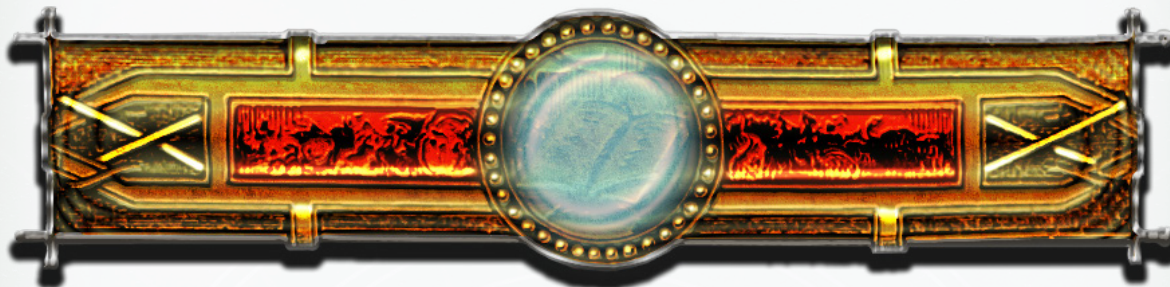
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PLAYER PARAPHERNALIA #93

BY THE KNOTTY-WORKS



Welcome to issue ninety-three 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 the another version of the Magician. Where last issue looked at archetypes that focused on prestidigitation and performance than actual magic, this magician takes the opposite approach and provides a more cinematic version of the arcane spellcaster.

Arcane Magician (Wizard Archetype)

The study of magic is the purview of those of great intelligence and learned discipline. These great magicians learn to wield magic through the arduous study of the arcane secrets of old, pouring over tomes and scrolls of ancient spellcasters and philosophers. While most must take time to study their spells ahead of time, the arcane magician finds that casting spells directly from his spellbook make him much more flexible, but they find the rigors of battle difficult when trying to draw forth the arcane energies bound within.

Spontaneous Preparation (Sp)

The arcane magician does not need to prepare his spells ahead of time, but may cast his spells from his spellbook "on the fly". The casting time for any spell cast this way increases the casting time to the next lengthy period. Casting a spell normally as a [standard action](#) becomes a [full round action](#), spells that require a full round

[action](#) require a round, and spells that require a full round require a full round plus a [standard action](#). Spells requiring a longer casting time than a full round are not impacted. Spells with a casting time of a [swift action](#) or less require at least a [move action](#) for the casting.

Spells cast in this fashion may not be altered with metamagic feats unless the arcane magician uses his arcane pool (see below).

In addition, the arcane magician must have his hands free of items other than his spellbook, which must be out and opened to the spell being cast. Spells cast in this manner always provoke [attacks of opportunity](#) and cannot be cast defensively unless the arcane magician uses his arcane pool.

The number of spells that the arcane magician may cast per day is not affected by this feature, and the arcane magician may choose to prepare some or all of his spells ahead of time as desired. The arcane magician may use metamagic feats on such spells, the time of casting is not altered, and he may cast them defensively. However, the arcane magician may not use his arcane pool to alter spells prepared ahead of time (though he may use his arcane pool to spontaneously cast a spell in place of a prepared spell, see below).

This feature modifies the wizard's normal spell casting ability as noted above.



Spellcrafting (Sp)

Beginning at 1st level, the arcane magician gains the ability to alter his spells as he casts them through his *spontaneous preparation*.

By spending a point from his arcane pool (see below), the arcane magician may either increase the DC of any spell cast by one or increase his effective caster level for any related spell effects based on caster level by one. The arcane magician may not apply any metamagic feats to the spell altered, but may spend additional points from his arcane pool when casting spontaneously prepared spells.

At 5th level, the arcane magician learns how to cast spells from a scroll without actually activating the energy contained within the papyrus. The arcane magician must spend a point from his arcane pool and be of sufficient level to cast the spell. If the scroll contains a spell whose level is higher than that normally accessible by the arcane magician, he cannot spontaneously prepare the scroll's spell and it is expended normally.

Spontaneously preparing a spell from a scroll has the same limitations regarding time and [concentration](#) as casting from the arcane magician's spellbook.

At 10th level, the arcane magician may attempt to combine the effects of two separate spells from his spellbook. He must spend a full round to prepare the effect and then cast the spell as a spontaneous prepared spell, including the extended casting time and other limitations. The spells must be of the same school (and sub school as applicable) and have the same range and area of effect, but may be different spell levels.

The arcane magician spends 1 point from his arcane pool and the spell consumes a spell slot equal to one level higher than the highest level spell being combined. He must make a [concentration check](#) with a DC equal to 10 + the spell level for each spell and if the arcane magician

fails the [concentration check](#), the spells do not activate but the spell slot used is still consumed. The arcane magician may not apply any metamagic effects, but may spend additional points from his arcane pool when casting spontaneously prepared spells.

At 15th level, the arcane magician may improvise the effects from his existing spells to emulate another spell he does not have written down in his spellbook. The spell must be of the same school (and subschool as appropriate) as a spell the arcane magician has in his spellbook and can be found on the [sorcerer/wizard](#) spell list. The arcane magician must spend a full round articulating the desired spell effects before he may cast the spell and spend 1 point from his arcane pool. He then casts the spell as a spontaneously prepared spell, and must make a [concentration check](#) with a DC equal to 10 + twice the level of the spell being cast. If he fails the [concentration check](#) by 5 or less, the spell is not triggered but still consumes a spell slot of the level of the spell attempted.

By failing the [concentration check](#) by more than 5 points, the arcane magician's spell does go off, but the caster has no control as to where or who it affects. If the spell has an effect of personal or touch, it instead affects an individual within 30 ft. of the arcane magician (randomly determined if more than one individual is within range). Any effect with a longer range is randomly determined for both direction and distance. Roll a d8 to determine the direction based on the position of the arcane magician and roll a d% to determine the effective distance based on its maximum range emanating from the arcane magician's location.

The arcane magician may not apply a metamagic effect to the spell or alter it with other effects from his arcane pool.

This feature does not grant the arcane magician the ability to add the spell to his spellbook, though he may acquire the



spell through normal means including spell research or copying it from other sources.

At 20th level, the arcane magician no longer needs to make a **concentration check** when attempting to combine spell effects or emulating the effects of a spell he does not currently have in his spellbook.

This feature replaces the bonus feats granted to the wizard at 1st level, 5th level, and every five levels thereafter.

Arcane Pool (Sp)

The arcane magician gains a pool of arcane energy that he may call upon to improve his spellcasting ability while using his *spontaneous preparation*. Beginning at 1st level, the arcane magician gains a number of points after getting 8 hours of rest equal to $\frac{1}{2}$ his class level (minimum of 1) + his Intelligence modifier. He may use these points to enhance his spontaneous spellcasting abilities such as casting the arcane magician's spell without increasing the casting time, applying metamagic feats, etc. Multiple effects may be used by spending the requisite required points from the arcane magician's arcane pool.

The arcane magician qualifies for any feats or magic items that require access to an arcane pool, include the **Extra Arcane Pool** feat.

At 1st level, the arcane magician may spend 1 point from his arcane pool to attempt to cast his spell on the defensive while casting from his *spontaneous preparation*.

At 3rd level, the arcane magician may spend 1 point from his arcane pool to avoid the extra time required while casting from his *spontaneous preparation*.

At 5th level, the arcane magician may spend 1 point from his arcane pool to apply the effects of a metamagic feat. When using his arcane pool to empower his metamagic feat, he does increase the casting time of the spell due to the use of the metamagic feat as a standard spontaneous caster. The effective spell level of the spell enhanced by the



metamagic feat is also increased, based on the metamagic feat used.

At 7th level, the arcane magician may spend 1 point from his arcane pool to cast the last spontaneously prepared spell again without increasing the casting time and he may cast the spell defensively.

At 9th level, the arcane magician may spend 1 point from his arcane pool to convert a previously prepared spell into a spontaneous slot that he may then use his *spontaneous preparation* instead.

At 11th level, the arcane magician may apply two effects gained from previous levels at the cost of 1 point from his arcane pool.

At 13th level, the arcane magician does not increase the casting time when applying one or more metamagic feats to the spell cast using his *spontaneous preparation*.

At 15th level, the arcane magician may recast the last spell spontaneously prepared by spending points equal to the level of the spell from his arcane pool without expending a spell slot.

At 17th level, the arcane magician may use points from his arcane pool to pay for the cost of a metamagic feat rather than increasing the effective spell level of the spell that has the metamagic feat applied. He may only use his arcane pool when applying a single metamagic effect to a spell, though other effects may be used by



increasing the effective spell level of the spell.

At 19th level, as long as the arcane magician has at least one point in his arcane pool, he may cast a spell from his spellbook with his *spontaneous preparation* without increasing the overall casting time.

This class feature replaces the wizard's arcane bond and arcane school features gained at 1st level.

Magician Arcanist (Arcanist Archetype)

While the arcanist seeks to bend or break the laws of magic in their search to unlock their own power, the magician arcanist focuses on the ability to quickly adapt his innate energies to nearly any situation. While most arcanists must prepare their spells ahead of time, the magician arcanist has discovered the secret processes of quickly ingesting the initiate rites of a spell to cast them directly from his spellbook.

Spontaneous Preparation (Sp)

While the magician arcanist may cast his prepared spell without expending it, he may also cast his spells from his spellbook "on the fly". The casting time for any spell cast this way increases the casting time to the next lengthy period. Casting a spell normally as a *standard action* becomes a *full round action*, spells that require a *full round action* require a round, and spells that require a full round require a full round plus a *standard action*. Spells requiring a longer casting time than a full round are not impacted. Spells with a casting time of a *swift action* or less require at least a *move action* for the casting.

Spells cast in this fashion may not be altered with metamagic feat, though the magician arcanist has access to certain exploits that may be used to enhance his spontaneously prepared spell (see below).

In addition, the magician arcanist must have his hands free of items other than his spellbook, which must be out and opened to the spell being cast. Spells cast

in this manner always provoke *attacks of opportunity* and cannot be cast defensively unless the magician arcanist has the appropriate exploit.

The number of spells that the magician arcanist may cast per day is not affected by this feature, and the magician arcanist may choose to prepare some or all of his spells ahead of time as desired. The magician arcanist may use metamagic feats on such spells, the time of casting is not altered, and he may cast them defensively. However, the magician arcanist may not use any exploits that alter his spontaneously prepared spells for those prepared before hand. And likewise, he may not use any exploits with his spontaneously prepared spell other than those listed specifically for the magician arcanist (see below).

This feature modifies the arcanist's normal spell casting ability as noted above.

Magician Arcanist Exploits

The following arcanist exploits are available only to the magician arcanist. Unlike other arcane exploits, the magician arcanist may apply multiple exploits while casting from his *spontaneous preparation* ability. He may not apply these exploits to other exploits unrelated to his *spontaneous preparation* he may possess.

Bolstered Spontaneous Preparation (Sp)

The magician arcanist may spend 1 point from his arcane reservoir to increase the DC of the spell cast while using his *spontaneous preparation* by 1.

Defensive Spontaneous Preparation (Ex)

The magician arcanist may spend 1 point from his arcane reservoir to attempt to cast his spell on the defensive while casting from his *spontaneous preparation*.

Echoed Spontaneous Preparation (Sp)

The magician arcanist may spend 1 point from his arcane reservoir to cast the last spontaneously prepared spell again without increasing the casting time



and he may cast the spell defensively. The magician arcanist must have the Defensive Spontaneous Preparation and Quick Spontaneous Preparation exploits before he may take this exploit.

Empowered Spontaneous Preparation (Sp)

The magician arcanist may spend 1 point from his arcane reservoir to increase his effective caster level by 1 in regards to the variable effects of the spell being cast from his *spontaneous preparation*.

Metamagic Spontaneous Preparation (Sp)

The arcane magician may spend 1 point from his arcane pool to apply the effects of a metamagic feat. When using his arcane pool to empower his metamagic feat, he does increase the casting time of the spell due to the use of the metamagic feat as a standard spontaneous caster. The effective spell level of the spell enhanced by the metamagic feat is also increased, based on the metamagic feat used.

Quick Spontaneous Preparation (Ex)

The magician arcanist may spend 1 point from his arcane reservoir to avoid the extra time required while casting from his *spontaneous preparation*.

Spontaneous Scroll Preparation (Sp)

The magician arcanist learns to cast spells from a scroll without actually activating the energy contained within the papyrus. The magician arcanist must spend a point from his arcane reservoir and be of sufficient level to cast the spell. If the scroll contains a spell whose level is higher than that normally accessible by the magician arcanist, he cannot spontaneously prepare the scroll's spell and it is expended normally.

Spontaneously preparing a spell from a scroll has the same limitations regarding time and *concentration* as casting from the magician arcanist's spellbook.

Magician Arcanist Greater Exploits

The following arcanist greater exploits are available only to the magician arcanist. Unlike other greater arcane exploits, the magician arcanist may apply multiple exploits and greater exploits while casting from his *spontaneous preparation* ability. He may not apply these greater exploits to other exploits unrelated to his *spontaneous preparation* he may possess.

Greater Echoed Spontaneous Preparation (Sp)

The magician arcanist may recast the last spell spontaneously prepared by spending points equal to the level of the spell from his arcane pool without expending a spell slot. The magician arcanist must have the Echoed Spontaneous Preparation exploit before he may choose this greater exploit.

Greater Metamagic Spontaneous Preparation (Sp)

The arcane magician may use points from his arcane reservoir to pay for the cost of a metamagic feat rather than increasing the effective spell level of the spell that has the metamagic feat applied. He may only use his arcane reservoir when applying a single metamagic effect to a spell, though other effects may be used by increasing the effective spell level of the spell. The magician arcanist must have the Improved Metamagic Spontaneous Preparation exploit before he may choose this greater exploit.

Greater Quick Spontaneous Preparation (Ex)

As long as the magician arcanist has at least one point in his arcane reservoir, he may cast a spell from his spellbook with his *spontaneous preparation* without increasing the overall casting time. The magician arcanist must have the Quick Spontaneous Preparation exploit before he may choose this greater exploit.

Improved Metamagic Spontaneous Preparation (Sp)

The magician arcanist does not increase the casting time when applying one or more metamagic feats to the spell cast using his *spontaneous preparation*.





He must have the Metamagic spontaneous preparation exploit before the magician arcanist may choose this greater exploit.

Overloaded Spontaneous Preparation (Su)

The magician arcanist may apply two effects exploits that enhance his spontaneous preparation at the cost of 1 point from his arcane reservoir. The magician arcanist must possess two exploits that modify his *spontaneous preparation*.

Arcane Magister (Magus Archetype)

For some, mastering the art of spell casting in the heat of battle is a fluid condition, requiring the ability to choose their spells at the moment's notice rather than preparing them ahead of time. The arcane magister open the door to providing a dynamic role on the battlefield, whether with the sword or the word. Over time, his skill to quickly peruse his spellbook while fending off an opponent becomes nearly the equal to those magi that layout their spells for the day.

Spontaneous Preparation (Sp)

The arcane magister does not need to prepare his spells ahead of time, but may cast his spells from his spellbook "on the fly". The casting time for any spell cast this way increases the casting time to the next lengthy period. Casting a spell normally as a **standard action** becomes a **full round action**, spells that require a **full round action** require a round, and spells that require a full round require a full round plus a **standard action**. Spells requiring a longer casting time than a full round are not impacted. Spells with a casting time of a **swift action** or less require at least a **move action** for the casting.

Spells cast in this fashion may not be altered with metamagic feats.

In addition, the arcane magister must have his hands free of items other than his spellbook, which must be out and opened to the spell being cast. Spells cast in this manner always provoke **attacks of opportunity** and cannot be cast defensively unless the arcane magister uses his



arcane pool. Another result of casting a spell in this fashion prevents the arcane magister from using his Spellstrike feature unless he uses the adaptive spontaneous preparation magus arcana (see below).

The number of spells that the arcane magister may cast per day is not affected by this feature, and the arcane magister may choose to prepare some or all of his spells ahead of time as desired. The arcane magister may use metamagic feats on such spells, the time of casting is not altered, and he may cast them defensively. However, the arcane magister may not use magus arcana that specifically alter spontaneously prepared spells with spells prepared ahead of time (though he may use his arcane pool to spontaneously cast a spell in place of a prepared spell, see below).

This feature modifies the magus' normal spell casting ability as noted above.

Spellcrafting (Sp)

Beginning at 5th level, the arcane magister gains the ability to alter his spells as he casts them through his *spontaneous preparation*. The arcane magister may attempt to combine the effects of two separate spells from his spellbook. He must spend a full round to prepare the effect and then cast the spell as a spontaneous prepared spell, including the extended casting time and other limitations. The spells must be of the same school (and sub school as applicable) and have the same range and area of effect, but may be different spell levels.

The arcane magister spends 1 point from his arcane pool and the spell consumes a spell slot equal to one level higher than the highest level spell being combined. He must make a **concentration check** with a DC equal to 10 + the spell level for each spell and if the arcane magician fails the **concentration check**, the spells do not activate but the spell slot used is still consumed. The arcane magician may not apply any metamagic effects, but may spend additional points from his

arcane pool when casting spontaneously prepared spells.

At 11th level, the arcane magister may improvise the effects from his existing spells to emulate another spell he does not have written down in his spellbook. The spell must be of the same school (and subschool as appropriate) as a spell the arcane magister has in his spellbook and can be found on the **magus** spell list. The arcane magister must spend a full round articulating the desired spell effects before he may cast the spell and spend 1 point from his arcane pool. He then casts the spell as a spontaneously prepared spell, and must make a **concentration check** with a DC equal to 10 + twice the level of the spell being cast. If he fails the **concentration check** by 5 or less, the spell is not triggered but still consumes a spell slot of the level of the spell attempted.

By failing the **concentration check** by more than 5 points, the arcane magister's spell does go off, but the caster has no control as to where or who it affects. If the spell has an effect of personal or touch, it instead affects an individual within 30 ft. of the arcane magister (randomly determined if more than one individual is within range). Any effect with a longer range is randomly determined for both direction and distance. Roll a d8 to determine the direction based on the position of the arcane magister and roll a d% to determine the effective distance based on its maximum range emanating from the arcane magister's location.

The arcane magister may not apply a metamagic effect to the spell or alter it with other effects from his arcane pool.

This feature does not grant the arcane magister the ability to add the spell to his spellbook, though he may acquire the spell through normal means including spell research or copying it from other sources.

At 17th level, the arcane magister no longer needs to make a **concentration check** when attempting to combine spell effects or emulating the effects of a spell he does not currently have in his spellbook.



This feature replaces the bonus feats granted to the magus at 5th level, 11th level, and 17th level.

Arcane Magister Magus Arcana

The following magus arcana are available only to arcane magisters. The arcane magister may apply multiple arcana while casting from his *spontaneous preparation* ability as long as they are directly related to the act of *spontaneous preparation*. He may not apply these magus arcana to other arcana unrelated to his *spontaneous preparation* he may possess unless otherwise defined within the arcana description.

Adaptive Spontaneous Preparation (Ex)

Prerequisites: Quick Spontaneous Preparation magus arcana.

Benefit: The arcane magister may spontaneously prepare a spell from his spellbook with one hand while wielding a light or one-handed melee weapon. The *standard action* casting time to use a spell in the same action as part of his full-round action must still be met, requiring the use of the Quick Spontaneous Preparation magus arcana as well.

Bolstered Spontaneous Preparation (Sp)

Benefit: The arcane magister may spend 1 point from his arcane pool to increase the DC of the spell cast while using his *spontaneous preparation* by 1.

Defensive Spontaneous Preparation (Ex)

Benefit: The arcane magister may spend 1 point from his arcane pool to attempt to cast his spell on the defensive while casting from his *spontaneous preparation*. If the arcane magister has the *Concentrate* arcana, its effects apply to any *concentration checks* for casting defensively.

Echoed Spontaneous Preparation (Sp)

Prerequisites: Defensive Spontaneous Preparation and Quick Spontaneous Preparation arcana.

Benefit: The arcane magister may spend 1 point from his arcane pool to cast the

last spontaneously prepared spell again without increasing the casting time and he may cast the spell defensively.

Empowered Spontaneous Preparation (Sp)

Benefit: The arcane magister may spend 1 point from his arcane pool to increase his effective caster level by 1 in regards to the variable effects of the spell being cast from his *spontaneous preparation*.

Greater Defensive Spontaneous Preparation (Ex)

Prerequisites: Magus 12, Defensive Spontaneous Preparation.

Benefit: The arcane magister may spend 1 point from his arcane pool while casting a spell that was spontaneously prepared, gaining a bonus to his *concentration check* equal to his Dexterity modifier. If the arcane magister has the *Concentrate* arcana, its effects apply to any *concentration checks* for casting defensively.

Greater Quick Spontaneous Preparation (Ex)

Prerequisites: Arcane Magister 12, Quick Spontaneous Preparation arcana.

Benefit: As long as the arcane magister has at least one point in his arcane pool, he may cast a spell from his spellbook with his *spontaneous preparation* without increasing the overall casting time.

Quick Spontaneous Preparation (Ex)

Benefit: The arcane magister may spend 1 point from his arcane pool to avoid the extra time required while casting from his *spontaneous preparation*.

Spontaneous Conversion (Sp)

Prerequisites: Arcane Magister 9

Benefit: The arcane magister may spend 1 point from his arcane pool to convert a previously prepared spell into a spontaneous slot that he may then use his *spontaneous preparation* instead.



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