

Player Paraphernalia

KNOTTY
WORKS

STUDENTS
OF LORE AND MAGIC
OPTIONAL SPELL-CASTING
RULES

#98

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #98

BY THE KNOTTY-WORKS



Welcome to issue ninety-eight 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 an optional system of spell casting available to classes normally not granted any type of spell-casting ability.

Students of Lore and Magic

Spell-casting is one of the cornerstones of the Pathfinder Roleplaying Game™, and there is a plethora of classes and options that more than adequately convey rules regarding how magic and spells are handled. As a result, adventures are designed with the premise that at least one player will have a spell-caster based class, preferably one arcane based caster and one divine based caster. However, based on the number of players available as well as the desire to play specific character tropes, it is very possible that such a spell caster will not be available. The option for such a situation is to either provide a non-player character run by the game master or to revise adventure scenarios to take the omission of a spell caster into account. This is where the following optional rules come into play, presenting Students of Lore and Magic.

Learning Magic the Hard Way

Magic is generally regarded the playground for only those classes that grant spells as a class feature, whether arcane or

divine. But given the skill system provided, it is possible for a character to gain knowledge in spell casting through both the **Spellcraft** skill and the requisite **Knowledge** skill. Taking up the study of spell casting in this method is limited to those characters that take class levels in a non-spell casting class. For the purposes of these rules, a non-spell casting class is any class that does not provide a spell class feature directly at any point of the class' 20 level progression.

Building a Foundation

To begin learning how to cast spells through this method of study and initiation, a character must choose the appropriate neophyte feat (see below). These feats require a certain number of ranks in **Spellcraft** and ranks in at least **Knowledge** based skill. As with normal spell-casting classes, there is a base attribute prerequisite as well.

Neophyte Feats

The following feats are required to grant a character that has no spell-casting ability to attempt to learn and cast spells. Characters that have at least one level in a class that grants spell casting at some point during the class progression may not take this feat. If a character takes an initiate feat and then later takes at least one level in a spell-casting class, he no longer gains access to the feat or any spells they have previously learned

to cast. The Player may replace the feat with another with the GM's permission.

Characters may only study in one of the branches of lore and magic (arcane, nature, or religious).

Advanced Arcane Study (Neophyte Feat)

You have mastered the highest level of arcane spells for someone not committed to the craft.

Prerequisites: Int 15+, 12 or more ranks in **Knowledge** (arcana) and **Spellcraft**, no class levels in a class with the spell casting feature, Improved Arcane Study.

Benefit: You may attempt to learn 3rd level arcane spells from the Arcane Study list and cast them based on the limitations of the optional rules governing casting spells for students of lore and magic. You must store known spells in your spellbook.

Advanced Nature Study (Neophyte Feat)

Your commitment to the precepts of the spiritual world of nature have been rewarded with even more spells of power, Improved Nature Study.

Prerequisites: Wis 15+, 12 or more ranks in **Knowledge** (nature) and **Spellcraft**, no class levels in a class with the spell casting feature, Improved Nature Study.

Benefits: You can now access a limited set of 3rd level druidic spells from the Spells of Nature Study list provided below and cast them based on the limitation of the optional rules governing casting spells for students of lore and magic.

Advanced Religious Study (Neophyte Feat)

You wield the favor of your deity or faith that can nearly rival those fully ordained for service.

Prerequisites: Wis 15+, 12 or more ranks in **Knowledge** (religion) and **Spellcraft**, no class levels in a class with the spell casting feature, Improved Religious Study.

Benefits: You may now petition for access to 3rd level divine spells from the Spells of Religious Study list and cast them

based on the limitation of the optional rules governing casting spells for students of lore and magic.

Arcane Study (Neophyte Feat)

Your intense study of the occult and arcane has opened options to the arcane arts not available to other non-practitioners.

Prerequisites: Int 11+, 5 or more ranks in **Knowledge** (arcana) and **Spellcraft**, no class levels in a class with the spell casting feature.

Benefits: You may attempt to learn 0 level and 1st level arcane spells from the Spells of Arcane Study list and cast them based on the limitations of the optional rules governing casting spells for students of lore and magic. You must also acquire a spellbook to store any spells you study and the rules regarding reading magical writings and adding spells to your spell book apply.

Improved Arcane Study (Neophyte Feat)

You have unlocked the next level of arcane spells for someone of your aptitude.

Prerequisites: Int 13+, 9 or more ranks in **Knowledge** (arcana) and **Spellcraft**, no class levels in a class with the spell casting feature, Arcane Study.

Benefit: You may attempt to learn 2nd level arcane spells from the Arcane Study list and cast it based on the limitations of the optional rules governing casting spells for students of lore and magic. You must store known spells in your spellbook.

Improved Nature Study (Neophyte Feat)

The spirits of nature have rewarded you for your continued service and devotion, granting access to greater secrets.

Prerequisites: Wis 13+, 9 or more ranks in **Knowledge** (nature) and **Spellcraft**, no class levels in a class with the spell casting feature, Nature Study.

Benefits: You can now access a limited set of 2nd level druidic spells from the Spells of Nature Study list provided below and cast them based on the limitation of the optional

rules governing casting spells for students of lore and magic.

Improved Religious Study (Neophyte Feat)

Your prayers and service have been rewarded and your spiritual reserves have been energized by your faith.

Prerequisites: Wis 13+, 9 or more ranks in **Knowledge** (religion) and **Spellcraft**, no class levels in a class with the spell casting feature, Religious Study.

Benefits: You may now petition for access to 2nd level divine spells from the Spells of Religious Study list and cast them based on the limitation of the optional rules governing casting spells for students of lore and magic.

Nature Study (Neophyte Feat)

Your communion with and devotion to mother nature has been blessed with the ability to harness her spirit for your own needs.

Prerequisites: Wis 11+, 5 or more ranks in **Knowledge** (nature) and **Spellcraft**, no class levels in a class with the spell casting feature.

Benefits: Your communion and ties with nature grant you access to a limited set of 0 level and 1st level druidic spells from the Spells of Nature Study list provided below and cast them based on the limitation of the optional rules governing casting spells for students of lore and magic.

Religious Study (Neophyte Feat)

Your time spent in contemplation and study have rewarded your faith with a sliver of your deity's blessing.

Prerequisites: Wis 11+, 5 or more ranks in **Knowledge** (religion) and **Spellcraft**, no class levels in a class with the spell casting feature.

Benefits: You may petition your deity with the ability to cast 0 and 1st level divine spells from the Spells of Religious Study list and cast them based on the limitation of the optional rules governing casting spells for students of lore and magic.

The Study of Magic

Once a character has chosen a neophyte feat, they may attempt to cast a spell based on the feat taken. In the case of arcane study, the character must also have a spell book to record and prepare his spells. The student of lore and magic must prepare his spells at the beginning of the day after 8 hours of rest, either requesting the spell from his deity, gathering the spiritual power of mother nature, or memorizing the spell from his spell book.

The character must have the requisite minimum ability score to cast the spell equal to 10 + the spell's level; however, as the prerequisites for the neophyte feats incorporate ability score minimums this should not pose an issue. The selection of spells granted to the student of lore and magic is limited compared to normal spell-casters and students may only

access spells of 3rd level or less.

The student of lore and magic may only cast a certain number of spells per day, based on his class level, similar to normal spell-casting classes.

The character will gain additional spells for an exceptionally high attribute related to the neophyte feat chosen as given on the Ability Modifiers and Bonus Spells table found in the Pathfinder Roleplaying Game Core Rule Book™.

Students of the Arcane Study use Intelligence, while students of the Nature

Student of Lore and Magic Spell Progression Chart

Class Level	Spells per Day			
	0	1 st	2 nd	3 rd
1st	–	–	–	–
2nd	–	–	–	–
3rd	–	–	–	–
4th	–	–	–	–
5th	2	1	–	–
6th	3	1	–	–
7th	3	1	–	–
8th	3	2	–	–
9th	3	2	1	–
10th	4	2	1	–
11th	4	2	1	–
12th	4	3	1	–
13th	4	3	2	–
14th	4	3	2	–
15th	4	3	2	1
16th	4	4	2	1
17th	4	4	3	1
18th	4	4	3	2
19th	4	4	3	2
20th	4	4	4	3





Study or Religious Study use their Wisdom to determine bonus spells.

A student of lore and magic that gains spell access does not qualify for feats that include the prerequisite of spell-casting. This includes all metamagic feats and item **creation** feats. In addition, the student of lore and magic's effective caster level is $\frac{1}{2}$ his class level in regards to the spell's range and effects as well as any checks required for concentration or overcoming **spell resistance**. The Difficulty Class for any saving throws associated with spells cast by the student of lore and magic is equal to $10 + \text{the level of the spell} + \text{the modifier for the ability score associated with the spell being cast}$.

The student of lore and magic also does not qualify as a spell-caster or the ability to cast spells in regards to spell-triggered magic items such as wands. However, the **Use Magic Device** skill may be used to use such items. Students may use scrolls as long as the spell is on their list of available spells based on their area of study. All students of lore and magic must use **Read Magic** or attempt to interpret the scroll using **Spellcraft**.

Students that take up the neophyte feats of Religious Study or Nature Study may

petition the associated divinity or spirit for any spell on their limited spell list. The student of lore and magic that takes up Arcane Study must create his own spell book (or acquire one from another arcane spell-caster) and he must make a spellcraft check ($DC\ 20 + \text{spell's level}$) in order to fully interpret and understand the spell before he may cast it. If the student fails the spellcraft check, he may try again the next day. Once the student of lore and magic gains the use of **Read Magic**, he may use that in place of spellcraft to learn a new spell.

The Art of Casting

Once a student of lore and magic has prepared his spells for the day, he may attempt to cast those spells as desired. If the character is not in a stressful situation, he may cast the spell without requiring a concentration check. The effects of severe weather and movement also apply in regards to making a concentration check to successfully cast a spell.

If the student of lore and magic in combat (this is the generalization of the situation and does not refer to actually being threatened by an opponent), under an **enchantment**, or suffering from a negative condition, he must make a concentration check to cast the spell. The DC to cast a spell while under these conditions is equal to $10 + \text{the spell level}$. The DC for casting spells for other conditions related to weather or movement apply as listed in the Pathfinder Roleplaying Game Core Rule Book™.

If student of lore and magic is being threatened in combat, he may attempt to cast defensively, otherwise the character will provoke an **attack of opportunity** while casting the spell. In the case of an **attack of opportunity**, the opponent's attack is resolved before the character makes a concentration check to cast the spell.

If the student of lore and magic fails his concentration check, the spell is lost. In the case of 0-level spells, the character does not lose the spell and may attempt to cast it again as desired.

Spell-caster Transitions

If the student of lore and magic ever takes a level in a class that grants spell-casting (regardless of the level that access is normally granted), he immediately loses access to his spell-casting ability granted by his neophyte feat. If the character had the Arcane Study

feat and then took a level as a wizard, he still possesses his spellbook and does not lose any spells from it, though he may only cast spells by level based on his class level as a wizard. Otherwise the spellbook becomes useless to the character, though the student of lore and magic may sell or part with the book as desired.

Spells of Arcane Study

0 Level Spells

Arcane Mark
Dancing Lights
Detect Magic
Flare
Ghost Sound
Light
Mage Hand
Mending
Message
Open/Close
Prestidigitation
Read Magic

1st Level Spells

Alarm
Animate Rope
Burning Hands
Charm Person
Comprehend Languages
Detect Secret Doors
Disguise Self
Endure Elements
Erase
Feather Fall
Grease
Identify

Jump
Magic Weapon
Mount
Obscuring Mist
Protection From (Chaos/Evil/
Good/Law)
Shield
Shocking Grasp
Silent Image
Sleep
Ventriloquism

2nd Level Spells

Alter Self
Arcane Lock
Bear's Endurance
Bull's Strength
Cat's Grace
Darkvision
Eagle's Splendor
Fog Cloud
Fox's Cunning
Gust of Wind
Invisibility
Knock
Locate Object
Make Whole

Minor Image
Obscure Object
Owl's Wisdom
Pyrotechnics
Resist Energy
Scorching Ray
Shatter

3rd Level Spells

Arcane Sight
Daylight
Deep Slumber
Dispel Magic
Gaseous Form
Heroism
Lightning Bolt
Magic Circle Against (Chaos/
Evil/Good/Law)
Major Image
Nondetection
Protection from Energy
Secret Page
Sleet Storm
Tiny Hut
Tongues
Water Breathing
Wind Wall

Spells of Nature Study

0 Level Spells

Create Water
Detect Magic
Detect Poison
Know Direction
Light
Mending
Purify Food and Drink
Read Magic

1st Level Spells

Detect Animals or Plants
Detect Snares and Pits

Endure Elements

Entangle
Goodberry
Jump
Keen Senses
Longstrider
Magic Stone
Obscuring Mist
Pass without Trace
Produce Flame
Shillelagh
Speak with Animals

2nd Level Spells

Animal Messenger
Barkskin
Bear's Endurance
Cure Light Wounds
Delay Poison
Fog Cloud
Gust of Wind
Heat Metal
Owl's Wisdom
Resist Energy
Restoration, Lesser
Tree Shape

3rd Level Spells

Cure Moderate Wounds
Daylight
Meld into Stone
Neutralize Poison
Plant Growth
Quench
Remove Disease
Sleet Storm
Speak with Plants
Stone Shape
Water Breathing
Wind Wall



Spells of Religious Study

0 Level Spells

Create Water
Detect Magic
Detect Poison
Know Direction
Light
Mending
Purify Food and Drink
Read Magic

1st Level Spells

Bane
Bless
Bless Water
Comprehend Languages
Cure Light Wounds

Curse Water

Doom
Endure Elements
Inflict Light Wounds
Magic Weapon
Obscuring Mist
Protection From (Chaos/Evil/Good/Law)
Remove Fear
Sanctuary
Shield of Faith

2nd Level Spells

Aid
Augury
Bear's Endurance
Calm Emotions

Consecrate

Cure Moderate Wounds
Delay Poison
Desecrate
Inflict Moderate Wounds
Make Whole
Owl's Wisdom
Resist Energy
Restoration, Lesser
Shield Other
Status

3rd Level Spells

Bestow Curse
Continual Flame

Create Food and Water

Cure Serious Wounds
Inflict Serious Wounds
Locate Object
Magic Circle Against (Chaos/Evil/Good/Law)
Obscure Object
Prayer
Protection from Energy
Remove Curse
Remove Disease
Speak with Dead
Water Breathing
Water Walk



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