



# LEGENDARY MAGUS

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

BY DAVE NELSON AND HAL KENNETTE





# LEGENDARY MAGUS





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# LEGENDARY MAGUS

## WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for *Paizo's Pathfinder Roleplaying Game*. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your *Pathfinder* campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABOUT LEGENDARY GAMES

*Legendary Games* is an all star team of authors and designers, founded by Clark Peterson of *Necromancer Games, Inc.* and headed up by Jason Nelson. *Legendary Games* uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game *Legendary*!

Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com).

The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks and other content:

ACG= *Pathfinder Roleplaying Game Advanced Class Guide*

APG= *Pathfinder Roleplaying Game Advanced Player's Guide*

AoP = *Archetypes of Power*

CotS = *Champions of the Spheres*

LOD = [Softcover companion for Pathfinder characters with a draconic legacy](#).

SoM=Spheres of Might

SoP=Spheres of Power

UC= *Pathfinder Roleplaying Game Ultimate Combat*

UE= *Pathfinder Roleplaying Game Ultimate Equipment*

UI= *Pathfinder Roleplaying Game Ultimate Intrigue*

UM= *Pathfinder Roleplaying Game Ultimate Magic*

UW= *Pathfinder Roleplaying Game Ultimate Wilderness*

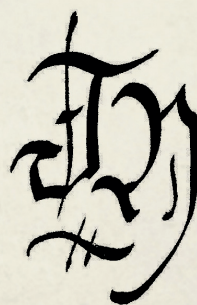




# WHAT YOU WILL FIND INSIDE LEGENDARY MAGUS

**Legendary Magus** is the latest volume in our new series of player-focused supplements, this time focusing on the master of spell and sword: the magus. This class debuted in *Pathfinder Roleplaying Game Ultimate Magic*, blending melee sword-swinging with an arcane sorcery, combining might and magic in one irresistible package. The **Legendary Magus** takes this composite class to the limit, redesigning the class from the ground up and combining classic arcana with new class features built around the eight eldritch tomes that guide each magus' study in the arts of combat and casting, allowing them to adapt their abilities to an array of fighting styles. You'll find eleven amazing archetypes within, from the fire breathing **Dragon Fang** to the teleporting **Warp Tempest**. The valiant **Drakeguard** wields lance and spell from the back of a draconic mount, while the **Legendary Kensai** abandons armor to become a true master of the sword. Better still, you'll find over 50 incredible arcana, feats, spells, and magic items, from Polymorphic Caster to Technique Specialization and from *arrow squall* to the *vambrace of pain*! Plus, you'll find a fully developed sample character, **Iris Pageknife**, ready to drop into your campaign and show off what the legendary magus can do!

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!







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# LEGENDARY MAGUS

"My abilities don't come from me asking nicely. They come from training. Long, grueling days in the weapon's yard, sleepless nights in the deserted library. So maybe the reason you've lost is because you borrowed your power, instead of earned it." Iris Pageknife, adamant atheist

A legendary magus can serve as a canny member in any adventuring group. Her choice of tome defines how she goes about combat and her arcane knowledge is a welcome addition to travelers. Magus arcana assist the legendary magus both in combat and in social situations, making them a well-rounded companion.

**Legendary Class:** While the theme of the magus remains intact, there are a couple key changes to legendary magus. The first is the inclusion of tomes, difficult-to-destroy spell books that grant upgrades to a chosen fighting style. Second is arcane potential, a pool that ebbs and flows in combat to fuel arcane techniques that change both spell and weaponcraft. Finally, magus arcana have been given a new list that includes both in and out of combat options.

**Alignment:** Any

**Hit Die:** d8

**Starting Wealth:**  $4d6 \times 10$  gp (average 140gp.) In addition, each character begins play with an outfit worth 10 gp or less.

**Class Skills:** The magus's class skills are [Climb](#) (Str), [Craft](#) (Int), [Fly](#) (Dex), [Intimidate](#) (Cha), [Knowledge](#) (arcana) (Int), [Knowledge](#) (dungeoneering) (Int), [Knowledge](#) (local) (Int), [Knowledge](#) (planes) (Int), [Perception](#) (Wis), [Profession](#) (Wis), [Ride](#) (Dex), [Spellcraft](#) (Int), [Swim](#) (Str), and [Use Magic Device](#) (Cha).

**Skill Ranks Per Level:**  $4 + \text{Int modifier}$

**Weapon and Armor Proficiencies:** A legendary magus is proficient with all simple and martial weapons. A legendary magus is also proficient with light and medium armor. She may cast magus spells while wearing light or medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a legendary magus wearing heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass

legendary magus still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** A legendary magus casts arcane spells drawn from the [magus spell list](#). A legendary magus must prepare her spells ahead of time, but unlike a [wizard](#), her spells are not expended when they're cast. Instead, she can cast any spell that she has prepared consuming a spell slot of the appropriate level, assuming she hasn't yet used up her spell slots per day for that level.

To learn, prepare, or cast a spell, the legendary magus must have an [Intelligence](#) score equal to at least  $10 + \text{the spell's level}$ . The saving throw DC against a legendary magus's spell is  $10 + \text{the spell's level} + \text{the legendary magus's Intelligence modifier}$ .

A legendary magus can only cast a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Legendary Magus under "Spells per Day." In addition, she receives bonus spells per day if she has a high [Intelligence](#) score.

A legendary magus may know any number of spells, but the number she can prepare each day is limited. At 1st level, she can prepare four 0-level spells and two 1st-level spells each day. At each new legendary magus level, the number of spells she can prepare each day increases, adding new spell levels as indicated on Table: Legendary Magus Spells Prepared. Unlike the number of spells she can cast per day, the number of spells a legendary magus can prepare each day is not affected by her [Intelligence](#) score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a legendary magus can prepare.

A legendary magus must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her spell book. While studying, the legendary magus decides what spells to prepare and refreshes her available spell slots for the day.

Like a [sorcerer](#), a legendary magus can choose to apply any [metamagic feats](#) she knows to a prepared spell as she casts it, with the same increase in [casting time](#) (see Spontaneous Casting and [Metamagic Feats](#)). However, she may also prepare a spell with any [metamagic feats](#) she knows and cast it without increasing [casting time](#) like a [wizard](#). She cannot combine these options—a spell prepared with [metamagic feats](#) cannot be further modified with another [metamagic feat](#) at the time of casting (unless she has the metamixing arcana, see below)

A legendary magus must study her tome each day to prepare her spells. She cannot prepare any spell not recorded in her tome except for [read magic](#), which all legendary magi can prepare from memory. A legendary magus begins play with a tome containing all [0-level magus spells](#) plus three [1st-level magus spells](#) of her choice. The magus also selects a number of additional [1st-level magus spells](#) equal to her [Intelligence](#) modifier to add to her tome. At each new magus level, she gains two new magus spells of any spell level or levels that





he can cast (based on her new legendary level) for his spell book. At any time, magus can also add spells found in or spell books to her own.

A legendary magus can from a [wizard's](#) spell a [wizard](#) can magus's

m a g u s  
a legendary  
other tomes

learn spells  
book, just as  
from a legendary  
tome. The spells  
learned must be on [the](#)  
[magus spell list](#), as normal.

An [alchemist](#) can learn formulae from a legendary magus's tome, if the spells are also on the [alchemist](#) spell list. A legendary magus cannot learn spells from an [alchemist](#).

**Cantrips:** Legendary magi can prepare a number of cantrips, or 0-level spells, each day as noted on Table: 1-2 Legendary Magus Spells Prepared. These spells are cast like any other spell, but they do not consume spell slots. As with her other spells, these spells are not expended when cast.

**Eldritch Tome (Su):** At 1st level a legendary magus devotes herself to studying a blend of martial and arcane combat that she learns from her tome. A tome's origin varies between legendary magi, but its composition is not of the natural world. A legendary magus tome has a number of hit points equal to half of the legendary magus'. If the tome is ever destroyed or otherwise separated from its owner, it appears among the legendary magus' possessions at dawn of the following day. Her tome functions as her spell book, but also grants additional powers at 1st level, 3rd level, and every 6 levels afterwards. A legendary magus selects her tome when she gains her 1st level of the class. Once this choice has been made it cannot be changed. The eldritch tomes a legendary magus can choose from are found [here](#).

**Armaments of the Magi:** At 1st level, the legendary magus gains [Arcane Strike](#) as a bonus feat, and she may activate her [Arcane Strike](#) as a free action at the beginning of each turn.







TABLE 1-1: LEGENDARY MAGUS

LEVEL	BASE ATTACK BONUS	FORT SAVE	REFLEX SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+0	+2	Arcane potential, armaments of the magi, eldritch tome, cantrips, potential techniques, spells
2nd	+1	+0	+0	+3	Spell combat
3rd	+2	+2	+1	+3	Armaments of the magi, magus arcana, tome ability magus arcana
4th	+3	+3	+1	+4	Combat casting
5th	+3	+0	+1	+4	Bonus feat
6th	+4	+3	+2	+5	Magus arcana
7th	+5	+3	+2	+5	Legendary combat casting, spell recall
8th	+6/+1	+1	+2	+6	Bonus feat, expanded potential techniques
9th	+6/+1	+3	+3	+6	Magus arcana, tome ability
10th	+7/+2	+4	+3	+7	Legendary combat casting
11th	+8/+3	+1	+3	+7	Bonus feat
12th	+9/+4	+4	+4	+8	Magus arcana
13th	+9/+4	+4	+4	+8	Legendary combat casting
14th	+10/+5	+1	+4	+9	Bonus feat
15th	+11/+6/+1	+4	+5	+9	Magus arcana, tome ability
16th	+12/+7/+2	+5	+5	+10	Improved spell recall, legendary combat casting
17th	+12/+7/+2	+2	+5	+10	Bonus feat
18th	+13/+8/+3	+5	+6	+11	Magus arcana
19th	+14/+9/+4	+5	+6	+11	Legendary combat casting
20th	+15/+10/+5	+2	+6	+12	Bonus feat, legendary apotheosis

At 3rd level, the legendary magus gains [Riving Strike](#)<sup>ACG</sup> as a bonus feat. When she uses her [Arcane Strike](#) ability with [Vital Strike](#), [Improved Vital Strike](#), or [Greater Vital Strike](#), the bonus on damage rolls for [Arcane Strike](#) is multiplied by the number of times (two, three, or four) she rolls damage dice for one of those feats. This ability does not stack with other abilities or feats that multiply the damage of Arcane Strike dealt as part of an attack action.

**Arcane Potential (Su):** At 1st level, a legendary magus learns to harness residual energy from spells she casts, called potential, and can use this stored energy to bolster her abilities in a variety of ways. A legendary magus starts her day with no potential, but can gain potential in the following ways (a legendary magus cannot gain potential from each of these more than once per round and a legendary magus must be in combat to gain potential):

- **Channelled Potential:** Whenever the legendary magus casts a magus spell she gains one point of potential.
- **Lingering Potential:** Whenever the legendary magus begins her turn under the effects of a magus spell she cast of 1st level or higher, she gains one point of potential. This spell must be one that affects her directly, not her weapons or equipment.
- **Suffered Potential:** Whenever the legendary magus takes damage from a spell or spell-like ability, or rolls a saving throw against a harmful spell or spell-like ability, she gains two points of potential.

Her potential goes up or down throughout the day, but usually cannot go higher than her Intelligence modifier (minimum 1), though some feats, abilities, and magic items may affect this maximum. At 3rd level and every three levels afterward, her maximum potential increases by 1. If a legendary magus spends 1 minute or longer outside of combat, she loses all potential she possesses.





TABLE 1-2: LEGENDARY MAGUS SPELLS PREPARED

LEVEL	SPELL PER DAY						SPELLS PREPARED						
	1ST	2ND	3RD	4TH	5TH	6TH	0	1ST	2ND	3RD	4TH	5TH	6TH
1st	1	-	-	-	-	-	4	2	-	-	-	-	-
2nd	2	-	-	-	-	-	5	3	-	-	-	-	-
3rd	3	-	-	-	-	-	6	4	-	-	-	-	-
4th	3	1	-	-	-	-	6	4	2	-	-	-	-
5th	4	2	-	-	-	-	6	4	3	-	-	-	-
6th	4	3	-	-	-	-	6	4	4	-	-	-	-
7th	4	3	1	-	-	-	6	5	4	2	-	-	-
8th	4	4	2	-	-	-	6	5	4	3	-	-	-
9th	5	4	3	-	-	-	6	5	4	4	-	-	-
10th	5	4	3	1	-	-	6	5	5	4	2	-	-
11th	5	4	4	2	-	-	6	6	5	4	3	-	-
12th	5	5	4	3	-	-	6	6	5	4	4	-	-
13th	5	5	4	3	1	-	6	6	5	5	4	2	-
14th	5	5	4	4	2	-	6	6	6	5	4	3	-
15th	5	5	5	4	3	-	6	6	6	5	4	4	-
16th	5	5	5	4	3	1	6	6	6	5	5	4	2
17th	5	5	5	4	4	2	6	6	6	6	5	4	3
18th	5	5	5	5	4	3	6	6	6	6	5	4	4
19th	5	5	5	5	5	4	6	6	6	6	5	5	4
20th	5	5	5	5	5	5	6	6	6	6	6	5	5

## WHAT COUNTS AS COMBAT?

With regard to Arcane Potential, combat counts as any situation where the legendary magus finds themselves in serious peril, such as a fight, or in a particularly threatening and energetic situation where they might have something to lose, like a chase scene. A legendary magus can never create “fake” combats, like pretending to fight their friend, to maintain their potential. A legendary magus only generates potential in particularly dangerous or exciting situations.

Ultimately, what is defined as a “combat” outside of a fight with monsters is up to the GM.

**Potential Techniques (Su):** A legendary magus can spend potential to imbue their body and weapons with incredible power. Each potential technique can only be used once per round. If an ability does not have an associated action listed, using it is a free action which can be done during anyone’s turn.

At 1st level, the legendary magus has access to the following potential techniques:

## 1 Potential

**Arcane Deflection:** As an immediate action when an attack is rolled against the legendary magus or an adjacent ally, the legendary magus can create a miniature projection of force granting herself or her ally a +1 circumstance bonus to AC against the attack for each point of potential spent on this ability. This technique is used after an attack is rolled, but before damage is dealt, allowing it to negate an attack if this technique would cause the attack to miss.

**Focused Concentration:** As a swift action, the legendary can select a single creature they can see and gain a +4 bonus to concentration checks against that creature until the beginning of her next turn. This applies to concentration





checks as a result of being injured by that creature, affected by its spells, being grappled by that creature, and for casting defensive in that creature's threatened area.

**Magician's Assault:** For each point of potential the legendary magus spends on this technique, she gains a +1 circumstance bonus to attack and damage rolls made with weapon attacks until the beginning of her next turn.

## 2 Potential

**Dimensional Jaunt:** As part of a move, withdraw, or charge action the legendary magus can step through space, allowing her to move up to 10 feet per 2 potential spent on this technique to a location she can see. This teleportation can be done at any point during the movement. If this ability is used during a charge, the legendary magus can teleport and then choose the target of their charge.

**Surging Strike:** The legendary magus uses their potential to cause their [Arcane Strike](#) to surge with power. Her arcane strike deals an additional 1d4 damage of the same type it would normally deal until the beginning of her next turn. This damage increases by 1d4 per 5 class levels she possesses. These additional dice are multiplied as part of [Vital Strike](#) using the armaments of the magi ability, but are not multiplied by critical hits.

**Spell Combat (Ex):** At 2nd level, a magus learns to cast spells and wield her weapons at the same time. As a full-round action, she can make all of her attacks with a one-handed weapon at a -2 penalty, as if she were making a full attack, and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If she casts this

spell defensively, she can decide to take an additional penalty on his attack rolls, up to her Intelligence bonus, and add the same amount as a circumstance bonus on her concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A legendary magus can choose to cast the spell first or make the weapon attacks first, but if she has more than one attack, she cannot cast the spell between weapon attacks.

**Combat Casting:** At 4th level the legendary magus gains [Combat Casting](#) as a bonus feat, and no longer provokes opportunity attacks for casting oth level magus spells during spell combat.

**Bonus Feats:** At 5th level, and every three levels thereafter, a legendary magus gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as [combat](#), [item creation](#), or [metamagic feats](#). She must meet the prerequisites for these feats as normal. In addition, a legendary magus counts her total legendary magus level - 4 as her fighter level for the purpose of qualifying for feats.

**Spell Recall:** At 7th level, the legendary magus can tap in to their arcane potential to cast a spell they have recently expended. As a swift action, the legendary magus can choose a spell they have cast during the current combat and spend a number of points of potential equal to three times its level, allowing them to cast it again this round without requiring or expending a spell slot. The legendary magus can only recall a spell once for each time it is cast and cannot recall a spell cast through this ability. The legendary magus does not gain a point of potential from casting this spell this round, or by casting it as part of spell combat, through their channeled potential ability. If this spell has a duration longer than instantaneous, its effect ends when her arcane potential empties after combat has ended.

**Legendary Combat Casting (Ex):** At 7th level, a legendary magus no longer provokes an attack of opportunity when casting a 1st level magus spell during spell combat. At 10th level and every three levels after, this ability extends to the next level of magus spells, to a maximum of 5th level spells at 19th level.

**Expanded Potential Techniques (Su):** At 8th level, the legendary magus' ability to spend their potential expands, granting them additional techniques with which to use their potential. The legendary magus gains the following potential techniques:







## 1 Potential

**Elemental Alteration:** Until the beginning of the legendary magus' next turn, whenever she deals acid, cold, electricity, or fire damage with an attack or spell, she can choose to deal damage of another of those types instead. This choice must be made before the damage is rolled, and before resistance or immunity is applied.

**Sorcerous Guard:** For each point of potential the legendary magus spends on this technique, she gains a +1 circumstance bonus to her Touch AC and saving throws against spells and spell-like abilities until the beginning of her next turn.

## 2 Potential

**Hastened Metamagic:** The legendary magus can add a [metamagic feat](#) that she knows to a spell as she casts it without affecting the [casting time](#) (though using a higher-level spell slot as normal). She can use this ability to add a [metamagic feat](#) to a spell that she prepared using a [metamagic feat](#), although she cannot add the same [metamagic feat](#) to a given spell more than once.

**Modulated Range:** As part of casting a magus spell, the legendary magus can modulate its range, increasing or decreasing its range by one step. If a spell requires a ranged touch attack and has its range reduced to touch, it now requires a melee touch. If a spell requires a melee touch attack and has its range increased to close, it now requires a ranged touch attack. The steps of range are as follows: Touch -> close (25 ft. + 5 ft./2 levels) -> medium (100 ft. + 10 ft./level) -> long (400 ft. + 40 ft./level). A spell cannot have its range increased beyond long, or reduced beyond touch.

**Rapid Spell Combat:** The legendary magus can perform their spell combat as a standard action, casting a single spell and making a only a single attack with their weapon. This ability is treated as spell combat for all purposes (including spell combat's penalty to attack rolls), is treated as an attack action, and may benefit from [Vital Strike](#), as well as other feats and abilities that affect an attack action.

## 3 Potential

**Arcane Redoubt:** The legendary magus can create a briefly lived wall of force interposed between themselves, or an adjacent ally, and an enemy of their choice. This wall is one inch thick, 5-ft wide, and 5-ft tall. This wall provides the legendary magus, or their ally, with [cover](#) from that enemy until the beginning of the legendary magus' next turn, granting them a +4 bonus to [Armor Class](#) and a +2 bonus on [Reflex](#) saving throws. If the opponent's attack misses them by 4 or less, the attack strikes the wall instead. The wall has [hardness](#) 10 and 5 [hit points](#) per level of the legendary magus. If the shield is destroyed, the wall crumbles away into nothingness. Spells and effects that damage an area deal damage to the wall.

**Shifting Position:** As a swift action, the legendary magus can cause their position to shift rapidly between nearby

spaces. Until the beginning of her next turn, the legendary magus can treat herself as being in any space adjacent to her when she casts spells, or makes an attack. She is treated as being in the chosen space for all purposes during that action, and then immediately returns to her original space after the action is resolved.

**Improved Spell Recall:** At 16th level, the legendary magus' ability to tap in to their arcane potential becomes more efficient, requiring them to only spend twice a spell's level in potential to recall it.

**Legendary Apotheosis:** At 20th level, the legendary magus has reached the apotheosis of their art. She can use her spell combat ability as a standard action (she can still make all of her available attacks with her weapon, as if she had used spell combat as a full round action), and whenever she uses spell combat she can choose to gain one of the following benefits:

- Grant herself a +4 bonus to concentration checks this turn.
- Grant herself a +4 bonus on checks made to overcome spell resistance this turn.
- Increase the DC to resist her spell cast as part of spell combat by +2.
- Grant herself a +2 bonus to attack rolls made this turn.

# ELDRITCH TOMES

*"Some people ask why my nose is always in a book. Sometimes they joke that I must have read it dozens of time by now. But tomes don't work like that. Every time I crack this cover, I always find something new." Lucian Keenwood, mage-knight of the 204th Legion*

## TOME OF THE BULWARK

### Bulwark Style

At 1st level, the legendary magus gains proficiency in shields (including tower shields) and does not incur arcane spell failure chance from a wielded shield while casting magus spells. The legendary magus treats a hand wielding a shield as a free hand for the purposes of casting spells with somatic components. She gains a bonus to her Reflex saving throws equal to her shield's bonus to AC (including its enhancement bonus if it has one). When using a buckler, the legendary magus only benefits from this tome if the buckler is providing her a bonus to her armor class. If it is not, she does not gain any of the tome's passive benefits, nor can she use the tome's abilities that cost actions or are used as part of an action.





### Storing Shield

At 3rd level, when the legendary magus casts a spell with a range of melee touch, instead of making a free attack she can choose to store the spell in her shield. If a creature would attack her, or an ally adjacent to her, she may make a melee touch attack against the attacking creature using her shield as an attack of opportunity, gaining a bonus to the attack roll equal to the shield's enhancement bonus to AC. On a hit, the creature is affected by the stored spell. Alternatively, she can deliver this spell using a shield bash in the same manner, using the shield's critical threat range and critical damage modifier for both the shield bash and the spell. She can use a tower shield with the touch attack portion of this ability but cannot use it to deliver a spell with a shield bash. This stored spell remains stored until used, until the legendary magus prepares their spells for the day, until she stops wielding the shield, or until she chooses to store a different spell in the shield.

### Shielding Emanation (Su)

At 9th level, the legendary magus adds her shield bonus to her touch AC. In addition, allies adjacent to her gain an enhancement bonus to their shield AC equal to her shield's enhancement bonus to AC, and applies this bonus to their touch AC as well. The bonus to touch AC provided by this ability applies against [incorporeal](#) touch attacks, since it is a force effect.

### Transpositional Aegis (Su)

At 15th level, the legendary magus' shield is imbued by potent arcane energies. The legendary magus' Tome of the Bulwark abilities now affect allies within 15 feet, rather than only affecting her adjacent allies. This includes her storing shield ability, allowing her to make a melee touch attack against a foe who attacks an ally within this range, even if it's not normally within her reach. If an ally within this area is targeted by an attack roll, as an attack of opportunity the legendary magus and that willing ally can switch positions, with the legendary magus becoming the target of this attack. This is a supernatural teleportation effect.

## TOME OF THE DEADEYE

### Deadeye Style

At 1st level, the legendary magus can wield any ranged weapon that she is proficient with  without interfering with magus spells she casts with somatic components. Additionally, she



can use two-handed ranged weapons with her spell combat class feature, and gains [Rapid Reload](#) as a bonus feat.

### Spell Volley

At 3rd level, when the legendary magus casts a spell with a range of close or longer using spell combat that does not normally require an attack roll, she can choose to deliver the spell using their wielded ranged weapon. This spell is placed upon a single piece of ammunition (or the weapon itself, if used with a thrown weapon). When the ammunition is fired, the spell's area is centered where the ammunition lands, even if the spell could normally be centered only on the caster. This ability allows the legendary magus to use their ranged weapons range rather than the spell's range. The ammunition must be fired during the round that the casting is completed or the spell is wasted. If this attack misses by 5 or more it is off target, striking in a square 1d6 x 5 feet away in a random direction, otherwise it lands in the targets square on a miss of 4 or less.

### Arcane Salvo

At 9th level, a legendary magus can fire a salvo of magical projectiles as a full-round action, targeting a number of enemies equal to her [Intelligence](#) modifier within the first range increment of her ranged weapon. This attack only uses a single piece of ammunition, however if this ammunition is magical its effects only apply to a single creature of the legendary magus' choice, determined before the attack is rolled. She rolls one attack at her highest attack bonus and applies it to the AC of each target. Before rolling for the attack, the legendary magus can choose to take a -2 to her attack roll and expend a spell slot as a free action, dealing an additional amount of damage equal to 1d10 per level of the expended spell slot. This damage is magical in nature and bypasses any damage reduction.

In addition, reloading a ranged weapon using Rapid Reload now reduces the time it takes to reload the weapon by an additional step, down to a [free action](#) for a heavy crossbow or one-handed firearm, and to a [move action](#) for a two-handed firearm.

### Impossible Shots (Su)

At 15th level, the legendary magus' ranged weapon attacks seek their targets with impossible accuracy, ignoring her target's cover (but not total cover) and concealment (but not total concealment), and the effects of wind (both magical and mundane). If the legendary magus fires her weapon into a square of a creature she can't see, or attacks a creature that has total concealment from another source (such as the [displacement](#) spell), the miss chance for doing so is reduced to 20%. In addition, once per round when the legendary magus misses their target with a ranged weapon attack, they can roll that attack again against a different target. This target must





be within a number of feet from the initial target equal to the range increment of the weapon that was used to make the initial attack. The legendary magus must be able to see this second target.

## TOME OF THE DUELIST

### Duelist Style

At 1st level, when the legendary magus is wielding a light weapon, or a one-handed melee weapon that allows her to use her [Dexterity](#) modifier in place of her [Strength](#) modifier for attack rolls (such as a rapier), in one hand while her other hand (or hands, for a legendary magus with multiple limbs) is free, she may use the higher of her [Intelligence](#) or [Strength](#) modifiers to determine her bonus to weapon damage rolls.

### Alacritous Defense (Su)

At 3rd level, when wielding a one handed weapon in one hand while her other hand (or hands) are free, the legendary magus can use their spell combat defensively in one of the following two ways:

The legendary magus can take an additional -2 penalty to her attack rolls when using spell combat to gain [concealment](#) (20% miss chance) until the beginning of her next turn.

The legendary magus can use her spell combat defensively, foregoing her weapon attacks to create a wall of blurred steel with her weapon. She does not provoke opportunity attacks when she casts a spell as part of this action (even if the spell makes a ranged attack), and gains a 50% miss chance as if she had [total concealment](#) for 1 round. Unlike actual [total concealment](#), this ability does not prevent enemies from targeting the legendary magus normally.

Opponents who cannot see the legendary magus ignore the [concealment](#) granted by both of these effects, however not being able to see the legendary magus often imposes penalties of its own.

### Biting Alacrity (Su)

At 9th level, whenever a creature within the legendary magus' reach misses her with an attack due to the [concealment](#) granted by her alacritous defense ability, she can spend an attack of opportunity to deal her weapon's damage to the foe, as if she hit it with an attack. She does not need to make an attack roll when dealing this damage, and this damage cannot critically hit.

### Archmage Defense (Su)

At 15th level, whenever a legendary magus begins her turn being threatened by only one creature she gains a 50% miss chance as if she had [total concealment](#) from that creature until the start of her next turn, and she treats this concealment as if it was granted by the alacritous defense ability for the

purposes of biting alacrity. Unlike actual [total concealment](#), this ability does not prevent enemies from targeting the legendary magus normally.

## TOME OF THE GEMINI

### Gemini Style

At 1st level, when a legendary magus is wielding a double weapon or one weapon in each hand with which she is proficient the weapons do not interfere for any magus spells she casts with somatic components. Additionally, she gains [Two-Weapon Fighting](#) as a bonus feat (she does not need to meet the prerequisites for this feat), and can use it as part of spell combat. If she does so, she reduces the penalty to attack rolls on the attacks made using her primary hand by 2.

### Gemini's Parry

At 3rd level, if the legendary magus hits with both her main hand and off-hand weapon in the same round, she gains a shield bonus equal to her Intelligence modifier until the start of her next turn.

### Bladeweave Casting

At 9th level, the legendary magus gains [Improved Two-Weapon Fighting](#) as a bonus feat. She does not need to meet the prerequisites for this feat. In addition, whenever the legendary magus casts a spell as a Standard action and is wielding a double weapon or one weapon in each hand with which she is proficient, she may make an attack with both her main and off-hand weapons (or an attack with both ends of a double weapon) as a swift action at a -4 penalty.

### Dancing Gemini

At 15th level, the legendary magus gains [Greater Two-Weapon Fighting](#) as a bonus feat. She does not need to meet the prerequisites for this feat. In addition, when the legendary magus uses spell combat, she can move up to her speed. This movement can be taken at any point during spell combat.

## TOME OF THE JUGGERNAUT

### Juggernaut Style

At 1st level, the legendary magus can wield any two-handed melee weapon that she is proficient with without interfering with magus spells she casts with somatic components. Additionally, she can use two-handed melee weapons with her spell combat class feature. She also gains her [Intelligence](#) bonus as a circumstance bonus to her CMD against being bullrushed, disarmed, overrun, repositioned or tripped while wielding a two-handed weapon





### Charging Cast

At 3rd level, the legendary magus can use their spell combat as part of a charge, however doing so only grants her a single attack as part of spell combat. This attack counts as an attack made using the attack action for feats and abilities such as [Vital Strike](#). She can choose to cast this spell before the movement of the charge or between the movement of the charge and the attack, if she wishes.

### Unstoppable Casting

At 9th level, damage the legendary magus takes while casting a spell cast does not cause her to make a [concentration](#) check or lose the spell. She still provokes opportunity attacks for casting, as normal, without casting defensively.

### Unstoppable Force (Ex and Su)

At 15th level, the legendary magus truly becomes an unstoppable force. She no longer has to make [concentration](#) checks when she is injured, affected by a spell, or while suffering from violent or vigorous motion or weather. When she charges, she can move through objects, difficult terrain, and creatures to reach her foe without impeding her or reducing her speed or suffering any harmful effects from dangerous terrain (she must still be able to see the foe she wishes to charge). This special movement is a supernatural effect and is stopped by effects that would prevent teleportation. Her damage dealt by attacks made as part of a charge, and any damage dealt by spells she casts as part of a spell combat as part of a charge, ignores the target's damage reduction, hardness, resistances, and immunities.

## TOME OF THE MAGISTER

### Magister Style

At 1st level, the legendary magus' tome becomes more than a point of study. To use the features of this tome, the legendary magus must be holding it in her off hand. She treats her tome as if it were a masterwork light shield with 0% Arcane Spell Failure and no armor check penalty. She is proficient in her tome, takes no improvised weapon penalty when using it to make attacks, and can enchant her tome as if it were a shield. She treats her hand wielding her tome as if it were free for the purposes of casting spells with somatic components. In addition, the legendary magus adds a spell to her tome from the [sorcerer/wizard](#) spell list. This spell must be of a level she can cast. For each level after first she adds an additional spell to her tome in the same way. These spells are added retroactively if the legendary magus gains the tome of the magister through the Expanded Training legendary arcana.

### Magister's Strike

At 3rd level, a legendary magus adds her [Intelligence](#) modifier to the damage of any spell she casts. This additional damage

is only applied once per spell and is the same type of damage as the spell.

### Arcane Combustion

At 9th level, shield bashes made using a legendary magus's tome now add its enhancement bonus to AC as an enhancement bonus to attack and damage rolls, and may use the higher of her [Strength](#) or [Intelligence](#) when determining her attack bonus. Once per round, on a successful hit, the legendary magus can choose to have a shield bash delivered by her legendary tome deal an extra 1d8 damage per level of the highest level spell she has prepared. This extra damage is magical in nature, bypassing her target's damage reduction, and is not multiplied on a critical hit.

### Arcane Burst

At 15th level, whenever a legendary magus casts a spell during spell combat, it is treated as if under the effect of one of the following metamagic feats, chosen when the spell is cast:

- [Empower Spell](#)
- [Persistent Spell](#)
- Both [Silent Spell](#) and [Still Spell](#)

This legendary magus cannot use this ability to apply the same metamagic to a spell twice.







## TOME OF THE PUGILIST

### Pugilist Style

At 1st level, the legendary magus gains [Improved Unarmed Strike](#) as a bonus feat. When the legendary magus uses her spell combat ability or makes a full attack, she can make an additional unarmed strike at a -2 penalty. This unarmed strike can be made even if her spell combat does not allow her to make her full allotment of attacks. This ability cannot be used in conjunction with the [Two-Weapon Fighting](#) feat.

### Spellflurry Combat

At 3rd level, when the legendary magus casts a spell with a range of “touch” using spell combat, she can deliver this spell using an unarmed strike she makes as part of spell combat, rather than the free touch attack granted by casting the spell. Instead of the free melee [touch attack](#) normally allowed to deliver the spell, she can make one free unarmed strike (at her highest [base attack bonus](#)) as part of casting this spell. If this unarmed strike is a critical hit, the spell is also a critical hit, using her unarmed strikes critical damage multiplier. If this spell allows the legendary magus to make multiple touch attacks, such as the [chill touch](#) spell, each of her unarmed strikes she makes can be used to deliver a touch attack of the cast spell.

### Pugilist's Response

At 9th level, whenever the legendary magus is damaged by a melee attack made by a creature within reach of her unarmed strike, she can make an unarmed strike against that creature as an immediate action. In addition, she gains the [Stunning Fist](#) feat (even if she does not meet its prerequisites), treating her magus level as her monk level for the purposes of determining the number of times she may use it each day, and uses her [Intelligence](#) to determine its DC.

### Pummeling Spellflurry

At 15th level, when the legendary magus uses her spell combat to deliver a touch spell with an unarmed strike, her unarmed strike deals an additional 1d6 damage per level of the spell delivered. This damage is the same type as the unarmed strike and is not multiplied on a critical hit. In addition, when she uses her pugilist style ability to make an additional unarmed strike, she can choose to instead make two unarmed strikes at a -4 penalty.

## TOME OF THE SPEARDANCER

### Speardancer Style

At 1st level, the legendary magus can wield any two-handed melee weapon that she is proficient with without interfering with magus spells she casts with somatic components.

Additionally, she can use two-handed melee weapons with her spell combat class feature. When the legendary magus uses spell combat with a weapon with the reach property, the legendary magus can attack adjacent foes by taking an additional -2 penalty on her attack roll made as part of spell combat.

### Lunging Touch

At 3rd level, when the legendary magus casts a spell with a range of “touch” as part of her spell combat, she can treat her reach for the purposes of making that touch attack as equal to the reach of her wielded weapon.

### Whirling Dancer

At 9th level, the legendary magus gains [Whirlwind Attack](#) as a bonus feat, even if she does not meet the feats prerequisites. If she already has this feat, she gains another bonus combat feat of her choice. When the legendary magus uses her spell combat as a full round action, rather than making her normal attacks she can instead choose to attack each opponent within her reach, as if she was using the [Whirlwind Attack](#) feat. These attacks still suffer from all the penalties that would normally apply to attacks made during spell combat.

### Dancer's Lunge

At 15th level, the legendary magus increases the reach of her weapons with the reach property by 5 ft. The legendary magus no longer takes a penalty to her attack rolls against adjacent foes while using her speardancer style.

## LEGENDARY MAGUS ARCANA

*“It’s never too late to pick up a new trick. Smarter folks came before you, smarter folks will be out to kill you. Learn everything, and you can lower the chance that you’ll run into one.” Carolynia Julianus, combat instructor*

### Adrenal Potential

**Benefit:** The thrill of combat fills the legendary magus with a surge of untapped potential. Upon rolling for initiative, the legendary magus gains 1 point of potential. This increases by 1 point at 6th level and every six levels thereafter, to a maximum of 4 points at 18th level.

### Arcane Strength (Su)

**Benefit:** While in combat the legendary magus’s body surges with an inner strength, allowing her to ignore the movement speed penalties imposed by armor or by





carrying a medium or heavy load. In addition, she gains the following potential technique:

**Arcane Strength [1 Potential]:** The legendary magus gains a +2 bonus on Strength checks, and treats her Strength score as 2 higher than normal when determining her carrying capacity, for each point of potential she spends on this technique for 1 round.

### Armored Mage

**Prerequisite(s)** Proficiency and ability to cast magus spells with medium armor

**Benefit:** The legendary magus gains proficiency with heavy armor and can cast magus spells in heavy armor without incurring the armors normal arcane spell failure chance.

### Bane Blade (Su, Blade)

**Prerequisite(s)** Legendary magus 15, [Arcane Strike](#)

**Benefit:** The legendary magus gains the following potential technique:

**Bane Blade (Blade) [3 Potential]:** As part of activating her [Arcane Strike](#) feat, the legendary magus can utilize this technique to grant her weapon the [bane](#) property for 1 round. The legendary magus can only use a single potential technique with the (Blade) tag each round.

### Blinkback Strike (Su)

**Prerequisite(s)** [Arcane Strike](#)

**Benefit:** The legendary magus' weapons are imbued with her arcane power, causing them to return to her hands after they are thrown. While under the effects of [Arcane Strike](#), whenever the legendary magus throws a weapon the weapon teleports back to her hand after the attack is resolved (unless it would be destroyed).

### Broad Study

**Prerequisite(s)** Legendary magus 6, levels in another spellcasting class

**Benefit:** The legendary magus selects another one of his spellcasting classes and can use her spell combat ability while casting spells from the spell list of that class and treats those spells as magus spells for the purposes of her channelled potential and lingering potential abilities. This does not allow her to cast arcane spells from that class's spell list without suffering the normal chances of arcane spell failure, unless the spell lacks somatic components.

### Broadened Armor Training

**Prerequisite(s)** Legendary magus 6, broad study legendary magus arcana

**Benefit:** The legendary magus treats spells of the spellcasting class chosen by her broad study arcana as magus spells for the purposes of determining if they suffer from arcane spell failure if she casts them while wearing armor.

### Cautious Arcana

**Benefit:** When using spell combat to cast a spell with an area of effect, a legendary magus can exclude a number of squares equal to her Intelligence modifier.

### Counterstrike (Ex)

**Benefit:** Whenever an enemy within reach of the legendary magus successfully casts a spell defensively, that enemy provokes an attack of opportunity from the legendary magus after the spell is complete. This attack of opportunity is made after the spells effects have been resolved, and thus it cannot interrupt it.

### Courtly Magus

**Benefit:** The legendary magus has trained in arts more social than magical. The legendary magus can select one of the following vigilante social talents<sup>UI</sup>, treating their legendary magus level as their vigilante level for the purposes of qualifying for the social talent: celebrity discount, celebrity perks, feign innocence, gossip collector, great renown, incredible renown, instant recognition, loyal aid, mockingbird, renown, safe house, or triumphant return. If the legendary magus has the Masked Magus legendary magus arcana (or the [dual identity](#) ability gained from another source), she can instead choose any vigilante social talent with this arcana, rather than only those listed above.

**Special:** The legendary magus can select this arcana multiple times. Its effects stack, granting a new vigilante social talent each time it is selected.

### Dynamic Study

**Prerequisites(s)** Legendary magus 9, rapid study legendary magus arcana

**Benefit:** While in the throes of combat, the legendary magus' mental acuity is enhanced by her arcane potential, allowing her to unlock her mind and change the spells she has prepared. The legendary magus gains the following potential technique:

**Dynamic Study [1 Potential]:** As a standard action, the magus can prepare a 0 or 1st level magus spell in place of another 0 or 1st level magus spell she has prepared. The prepared spell must be of the same level (or effective level, if metamagic is applied) as the spell it is replacing. For each point of potential she spends beyond the first, the maximum level of spell she can prepare using this technique is increased by 1 (to a maximum of 6th level spells). The legendary magus does not need to reference her spell book to prepare





a spell in this way, but the spell she prepares must be one she has in her spell book.

### Elemental Blade (Su, Blade)

**Prerequisite(s)** [Arcane Strike](#)

**Benefit:** The legendary magus gains the following potential techniques:



**Elemental Blade (Blade) [1 Potential]:** As part of activating her [Arcane Strike](#) feat, the legendary magus can utilize this technique to grant her weapon one of the following special properties for 1 round: [corrosive](#), [flaming](#), [frost](#), or [shock](#). In addition, the bonus damage dealt by her [Arcane Strike](#) matches the damage type of the special ability she chose this round. The legendary magus can only use a single potential technique with the (Blade) tag each round.

**Greater Elemental Blade (Blade) [2 Potential]:** As part of activating her [Arcane Strike](#) feat, the legendary magus can utilize this technique to grant her weapon one of the following special properties for 1 round: [corrosive burst](#), [flaming burst](#), [icy burst](#), or [shocking burst](#). In addition, the bonus damage dealt by her [Arcane Strike](#) matches the damage type of the special ability she chose this round. The legendary magus can only use a single potential technique with the (Blade) tag each round.

### Expanded Training

**Prerequisite(s)** Eldritch tome class feature

**Benefit:** The legendary magus has expanded her training, melding the teaching of another tome with her own. The legendary magus selects an eldritch tome she does not possess and gains its 1st-level benefits.

### Expanded Training, Greater

**Prerequisite(s)** Legendary magus 15, Any 9th level eldritch tome class ability, improved expanded training legendary magus arcana

**Benefit:** The legendary magus reaches the peak of her expanded training, effortlessly blending two disparate fighting styles together, granting her the 9th level ability of the tome she selected with expanded training.

### Expanded Training, Improved

**Prerequisite(s)** Legendary magus 9, Any 3rd level eldritch tome class ability, expanded training legendary magus arcana

**Benefit:** The legendary magus has expands her training further, granting her the 3rd level ability of the tome she selected with expanded training.

### Familiar

**Benefit:** The legendary magus gains a [familiar](#), using her legendary magus level as her effective [wizard](#) level. This [familiar](#) follows the rules for [familiars](#) presented in the [arcane bond wizard](#) class feature.





### Firearm Magician

**Benefit:** The legendary magus gains proficiency with all firearms, and gains [Gunsmithing](#)<sup>UC</sup> as a bonus feat. If she already has proficiency with all firearms, she gains a bonus combat feat of her choice. In addition, she gains the following potential technique:

### Firearm Prodigy

**Prerequisite(s)** Proficiency with firearms

**Benefit:** The legendary magus can reload firearms at incredible speeds. The time it takes her to reload a firearm is reduced to a [move action](#) (one-handed firearm), or a [standard action](#) (two-handed firearm). This reduction in reload speed stacks with the [Rapid Reload](#) feat, [alchemical cartridges](#)<sup>UC</sup>, and other similar abilities. Whenever she reloads a firearm, she reduces its misfire chance by 1 for that attack.

### Ghost Blade (Su, Blade)

**Prerequisite(s)** Legendary magus 9, [Arcane Strike](#)

**Benefit:** The legendary magus gains the following potential techniques:

**Ghost Blade (Blade) [1 Potential]:** As part of activating her [Arcane Strike](#) feat, the legendary magus can utilize this technique to grant her weapon the [ghost touch](#) special property for 1 round. The legendary magus can only use a single potential technique with the (Blade) tag each round.

**Ghost Blade (Blade) [3 Potential]:** As part of activating her [Arcane Strike](#) feat, the legendary magus can utilize this technique to grant her weapon the [brilliant energy](#) special property for 1 round. The legendary magus can only use a single potential technique with the (Blade) tag each round.

**Imbued Powder [1 Potential]:** Firearms the legendary magus wields have their misfire chance reduced by 2 until the beginning of her next turn.

### Lingering Adrenaline

**Prerequisite(s)** Adrenal potential legendary magus arcana

**Benefit:** Adrenaline continues to push through the legendary magus' body, bringing them potential where they might otherwise have had none. At the start of each turn beyond the first, if the legendary magus has no potential she gains 1 point of potential. This potential is gained before potential gains from other sources, such as her lingering potential ability.

### Magic Mask (Su)

**Prerequisite(s)** Masked magus legendary magus arcana

**Benefit:** The legendary magus has learned to use her magical abilities to change and hide her identity with greater speed and prowess. She can change between her vigilante identity and social identity in 5 rounds, though this improves to a standard action with the quick change social talent and a swift action with the immediate change social talent. In addition, the legendary magus can use her Intelligence in place of her Charisma for the Disguise skill and treats Disguise as a class skill.

### Maneuver Mastery (Ex)

**Benefit:** The legendary magus uses her class level in place of her base attack bonus when calculating her CMB and CMD. In addition, she can use the higher of her Intelligence or Dexterity modifier when calculating her CMD.

### Masked Magus (Ex)

**Benefit:** The legendary magus hides her true identity, whether it be for the protection of her friends and family, or simply for the thrill of acting anonymously. She gains the vigilante's<sup>UI</sup> [dual identity](#) and [seamless guise](#) abilities.

### Natural Spell Combat

**Benefit:** The legendary magus has adapted her spell combat to allow her to use her natural weapons as part of the technique. She can use any of her natural attacks as part of spell combat, following all of the normal rules for using natural attacks as part of a full-attack action. If her spell combat only allows her to make a single attack, she does not gain any additional natural attacks, but can choose to make a single attack with one of her natural weapons in place of a weapon attack.

### Polymorphic Caster

**Prerequisite(s)** Natural spell combat legendary magus arcana

**Benefit:** The legendary magus has adapted her magic so that she can cast spells while polymorphed. While under the effects of a polymorph spell she cast, the legendary magus can complete the verbal and somatic components of spells. She can also use any material components or focuses she possesses, even if such items are melded within her current form. This legendary magus arcana does not permit the use of magic items while she is in a form that could not ordinarily use them, and she does not gain the ability to speak while polymorphed into a shape that normally couldn't.

### Rapid Study

**Prerequisite(s)** Legendary magus 6

**Benefit:** The legendary magus has learned to [prepare](#) her spells rapidly. She can prepare all of her spells for the day in 15 minutes, rather than 1 hour, and her minimum preparation time is only 1 minute, rather than 15 minutes.





## Restless Scholar (Su)

**Prerequisite(s):** Legendary magus 6

**Benefit:** The legendary magus can go without eating or drinking for a number of days equal to her Intelligence modifier before she must make Constitution checks to avoid nonlethal damage. Additionally, she can spend 8 hours studying her tome instead of sleeping. This confers the same benefit as an 8 hour rest, but she is awake the entire time.

## School Study

**Benefit:** The legendary magus can select one [arcane school](#) from any of the schools available to a character with the [arcane school wizard](#) class feature, but does not have to select any opposition schools. The legendary magus gains one ability of that [arcane school](#) as though she were a 1st-level [wizard](#). The ability must be one gained at 1st level, and she treats her legendary magus level as her [wizard](#) level for the purposes of the chosen ability. If the chosen ability is one that she can use to affect no more than one opponent, when she successfully strikes a foe with a weapon attack, she can use her swift action to deliver the effects of the chosen school power to that opponent. Doing so provokes no [attacks of opportunity](#). If the legendary magus already has the chosen [arcane school](#) (or gains it later), taking this arcana allows her legendary magus levels to stack with the levels of the class that granted the chosen [arcane school](#) when determining the powers and abilities of her [arcane school](#).

## Spell Access

**Benefit:** The legendary magus has gained access to spells beyond the norm of their training. She learns and places 4 spells from the [sorcerer/wizard](#) spell list into her spell book as magus spells of their [sorcerer/wizard](#) level. These spells must be of at least 1 level lower than the highest level of spells she can cast. This legendary magus arcana can be selected multiple times. Each time they select 4 new spells from the [sorcerer/wizard](#) spell list.

## Spell Access, Greater

**Prerequisite(s)** Legendary magus 9, Spell Access legendary magus arcana

**Benefit:** The legendary magus has reached a level of learning unmatched amongst magi. She learns and places 2 spell from the [bard](#), [sorcerer/wizard](#) or [witch](#) spell list into her spell book as a magus spell of that spells level. If this spell is available on multiple of these classes spell lists, she treats it as the highest level of that spell available. This spell can be of any level she can cast.

**Special:** This legendary magus arcana can be selected multiple times.

# NEW FAVORED CLASS BONUSES

*"For the last time, magic is not easier because I'm an elf. My mentor was a dwarf who could make anyone look like a novice." Rastinfel Springleaf, exasperated tutor*

The following favored class bonuses are available to all characters, regardless of race:

**All:** The legendary magus gains +1/6 of a new legendary magus arcana.

**All:** The legendary magus increases their maximum arcane potential by +1/3.

**All:** The legendary magus reduced the penalty on attack rolls imposed by spell combat by 1/5 (to a minimum of 0).

**All:** Add +1/2 bonus on [concentration](#) checks made to cast defensively.

**All:** The legendary magus selects a single element (acid, cold, electricity, or fire), and adds +1/2 points of damage to magus spells she casts that deal damage of that type. She can choose a different element each time she chooses this ability, but this bonus damage is accumulated separately for each type.

**All:** Add +1/4 to the bonus damage dealt by [Arcane Strike](#).

**All:** Add +1/5 to the penalty on saving throws imposed by [Riving Strike](#)<sup>ACG</sup>.

# ARCHETYPES

*"I always thought mages were wispy-bearded old men in towers. But once I saw him collapse on that ogre with a blasted axe made of lightning, I found out right quick some mages wear steel and get their hands dirty like the rest of us." Kraylik, recent witness to a legendary magus in action.*

The following archetypes are available to a Legendary Magus. Multiple archetypes featured below replace individual potential techniques. An archetype that replaces a potential technique, but doesn't modify the "potential techniques" class feature is compatible with other archetypes that replace an individual potential technique, as long as they don't replace or modify the same technique. For more information on using and selecting archetypes, see Chapter 2 in Pathfinder Roleplaying Game Advanced Player's Guide.





## BLADE OF LEGEND

### Using the Legendary Magus with *Spheres of Might* and *Spheres of Power*

Some of the following archetypes utilize the Spheres of Might and Power subsystems, when using these systems (whether through these archetypes, or through feats added as part of these subsystems) the legendary magus has the following changes to their core abilities:

**Armaments of the Magi:** The damage multiplication when used in conjunction with [Vital Strike](#) does not stack with the Champion's Strike<sup>AoP</sup> feat. If a legendary magus has both this ability and that feat, they use the highest bonus provided between the two of them. For example, if the Legendary Magus has 10 base attack bonus, but only has the [Vital Strike](#) feat (rather than Improved Vital Strike), they would triple their Arcane Strike damage as part of an attack action, rather than only doubling it with [Vital Strike](#).

**Rapid Spell Combat:** This ability is now treated as a special attack action, allowing it to benefit from Vital Strike, as well as combat spheres that augment attack actions (but not other special attack actions, such as the Spell Attack<sup>CotS</sup> feat or the Brutal Strike ability of the Berserker<sup>SoM</sup> sphere).

Additionally, the following magus arcana becomes available in games using the Spheres of Might and Power subsystems:

#### Sphere Combat Arcana

**Prerequisite(s):** Spell combat ability

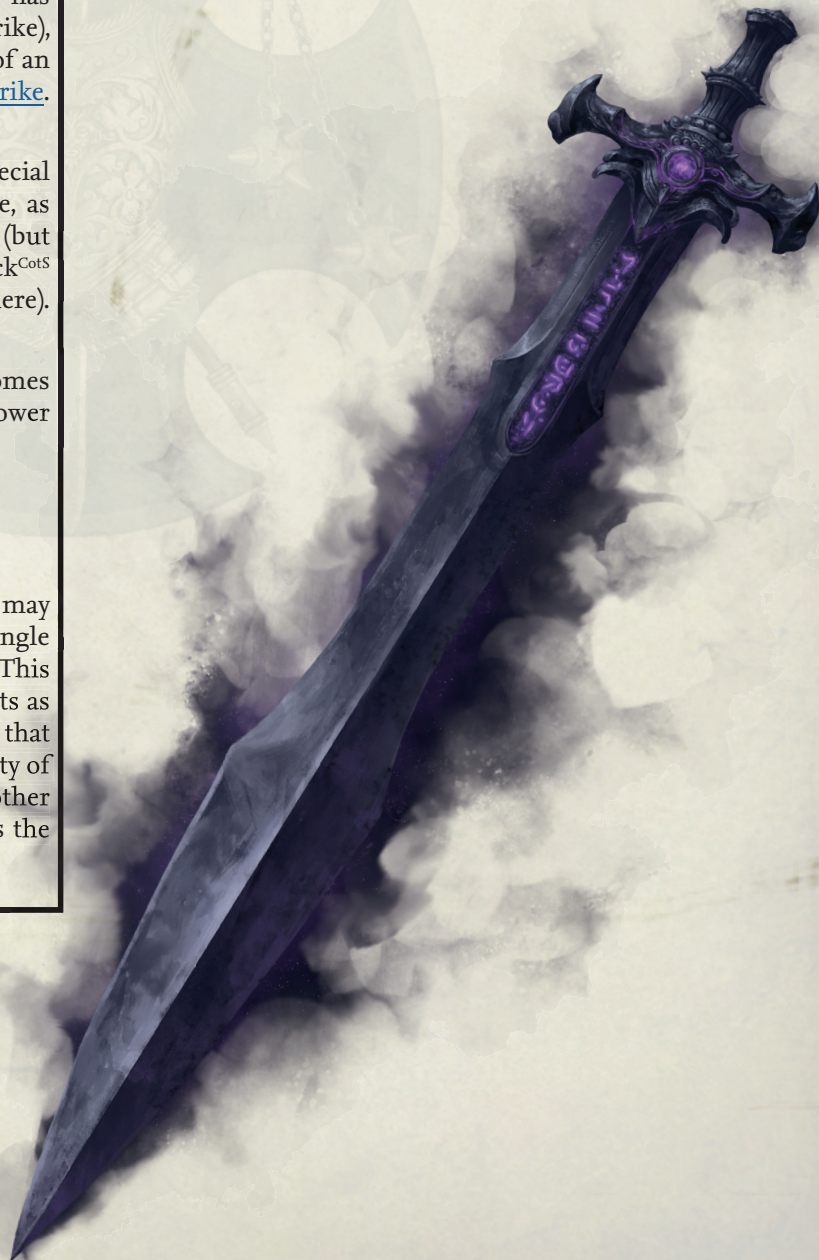
When using spell combat, the legendary magus may substitute her attacks granted by that ability for a single attack and combine it with her combat sphere abilities. This attack can benefit from the [Vital Strike](#) feat, and counts as an attack action for the purposes of combat spheres that modify an attack action (such as the Brutal Strike ability of the Berserker<sup>SoM</sup> sphere) but not for the purposes of other feats or abilities that modify an attack action (such as the Spell Attack<sup>CotS</sup> feat).

A small sect of magi go further than mastering blade and spell: they marry the two into a sentient weapon. These blackblades assist their masters with their goals but may not be the mere tools they seem.

**Blackblade:** At 3rd level, the blade of legend gains a powerful sentient weapon called a black blade, whose weapon type is chosen by the magus (see sidebar). A legendary magus with this class feature cannot take the familiar magus arcana, and cannot have a familiar of any kind, even from another class.

A blade of legend does not gain arcane potential from the lingering potential ability.

This ability alters the arcane potential class feature and replaces the magus arcana gained at 3rd level.







## Black Blade Basics

A black blade is bonded to a particular legendary magus, much like a familiar, but in more of a partnership than a master-servant relationship.

**Intelligence:** This is the intelligence score of the black blade. It starts at 10 and increases by 1 for every two levels of the bladebound magus (at 3rd level, 5th level, and so on).

**Wisdom and Charisma:** As the bladebound magus increases in level, so do the [Wisdom](#) and [Charisma](#) of the black blade. These abilities start at 6 and increase by 1 for every two levels of magus.

**Ego:** A black blade starts with an ego of 5, and that ego increases as the blade becomes more powerful, as per Table: Black Blade Progression below. In cases where a wielder and the black blade come into conflict, like any intelligent item, a black blade can attempt to exert its dominance (see [Intelligent Items](#)). Due to its flexible and powerful nature, a black blade has a nonstandard ego progression.

**Languages and Skills:** A black blade starts with Common as a language. As the black blade increases in [Intelligence](#), it manifests knowledge of languages and arcane lore. Upon reaching an [Intelligence](#) of 12, it gains a bonus language of the GM's choice, and gains 1 rank in [Knowledge](#) (arcana). Each time the sword gains a bonus to [Intelligence](#), it gains another language and another rank in [Knowledge](#) (arcana).

**Senses:** A black blade is aware of everything around it like a creature that can see and hear. It can be [blinded](#) and [deafened](#) as if it were a creature. It uses the [saving throws](#) of its magus, even if the magus is not currently wielding the black blade.

**Black Blade Arcane Potential:** A black blade has a pool of arcane potential, with a maximum equal to 1 + its Intelligence bonus. It gains a single point of potential each round at the beginning of its wielder's turn while in combat. If the black blade spends 1 minute outside of combat, it loses all potential it has stored.

## Black Blade Ability Descriptions

A black blade has special abilities (or imparts abilities to its wielder) depending on the wielder's legendary magus level. The abilities are cumulative. A black blade normally refuses to use any of its abilities when wielded by anyone other than its legendary magus, and acts as a masterwork weapon of its type.

**Alertness (Ex):** While a legendary magus is wielding her black blade, she gains the [Alertness](#) feat.

**Black Blade Strike (Sp):** As a swift action, the magus can spend 1 point of the black blade's arcane potential to grant the black blade a +1 bonus on damage rolls for 1 round. For every four levels beyond 1st, this bonus increases by +1, to a maximum of +5 at 17th level.

**Bonded Blade (Ex):** A black blade can be enhanced as though its owner possessed the [Craft Magic Arms and Armor](#) feat. For the purposes of enhancement, the black blade does not follow the normal rules for [weapon enhancement](#). A black

blade can only be enhanced with special abilities, and its enhancement bonus to attack and damage is determined by its owners level. Special abilities can be applied to a black blade without first applying a +1 enhancement bonus. It can be enhanced to a maximum modified bonus of +5, and enhancements made to the black blade cost twice as much as a normal weapon. For example, enhancing the black blade with the [bane](#) and [corrosive](#) abilities would cost 16,000 gp, the cost of a +2 weapon doubled.

**Telepathy (Su):** While a legendary magus is wielding or carrying her black blade, she can communicate telepathically with the blade in a language that the legendary magus and the black blade share.

**Unbreakable (Ex):** A black blade is immune to the [broken](#) condition. If destroyed, the black blade can be reforged 1 week later through a special ritual that costs 200 gp per legendary magus level. The ritual takes 24 hours to complete.

**Energy Attunement (Su):** At 5th level, as a [free action](#), a legendary magus can spend 1 point of the black blade's arcane potential to have it deal one of the following types of damage instead of weapon damage: cold, electricity, or fire. She can spend 2 points from of the black blade's arcane potential to deal sonic or force damage instead of weapon damage. This effect lasts until the start of the legendary magus's next turn.

**Teleport Blade (Sp):** As a full-round action, a legendary magus of 9th can call his black blade from as far as 1 mile away, causing it to instantaneously teleport to her hand. Alternatively, he can do so as a swift action by spending one point of potential, or by spending one point of the black blade's arcane potential.

**Transfer Arcana (Su):** At 13th level, a legendary magus can attempt to siphon points from her black blade's arcane potential into her own. Doing so takes a move action and the legendary magus must succeed at a Will [saving throw](#) with a DC equal to the black blade's ego. If the legendary magus succeeds, she regains 1 point to her arcane potential pool for every 2 points she saps from his black blade. If she fails the [saving throw](#), the legendary magus becomes [fatigued](#) for 1 minute (but can try again). If she is [fatigued](#), she becomes [exhausted](#) for 1 minute instead. She cannot use this ability if she is [exhausted](#).

**Spell Defense (Sp):** A legendary magus of 17th level or higher can expend 1 point of the black blade's arcane potential as a [free action](#); she then gains SR equal to his black blade's ego until the start of her next turn.

**Life Drinker (Su):** At 19th level, each time the legendary magus kills a living creature with the black blade, she can pick one of the following effects: the black blade gains 3 points of arcane potential; the legendary magus gains 1 point of arcane potential; the legendary magus gains a number of [temporary hit points](#) equal to the black blade's ego (these [temporary hit points](#) last until spent or 1 minute, whichever is shorter). The creature killed must have a number of [Hit Dice](#) equal to half the legendary magus's character level for this to occur.





TABLE 1-3: BLACK BLADE ABILITIES

MAGUS CLASS LEVEL	ENHANCEMENT BONUS	INT	WIS/CHA	EGO	SPECIAL
3rd–4th	+1	11	7	5	Alertness, black blade strike, bonded blade, telepathy, unbreakable
5th–6th	+2	12	8	8	Energy attunement
7th–8th	+2	13	9	10	—
9th–10th	+3	14	10	12	Teleport blade
11th–12th	+3	15	11	14	—
13th–14th	+4	16	12	16	Transfer arcana
15th–16th	+4	17	13	18	—
17th–18th	+5	18	14	22	Spell defense
19th–20th	+5	19	15	24	Life drinker

### Black Blades

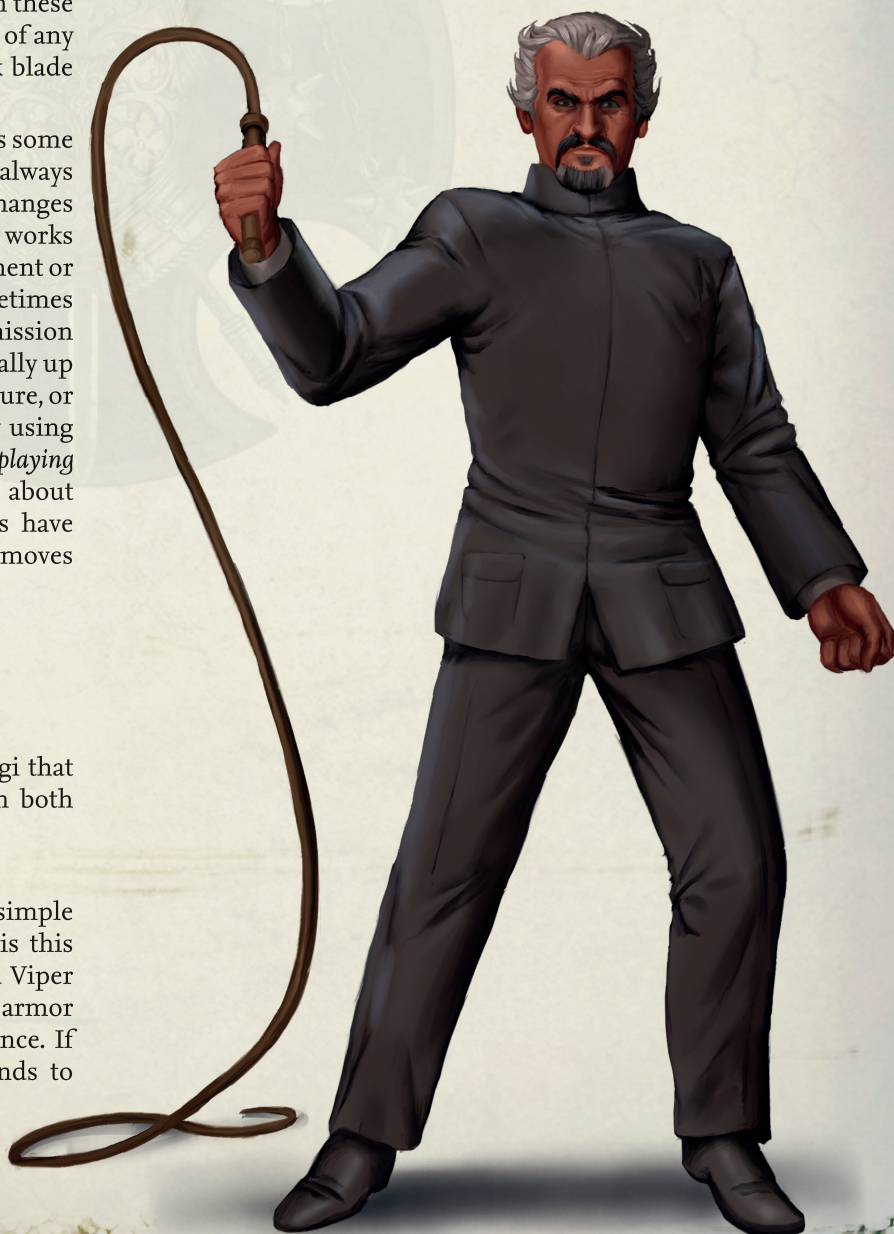
The legendary magus chooses the weapon's type upon gaining the blade, and once chosen, it can't be changed. Though these weapons are named black blades, they can be a weapon of any type. As a blade of legend increases in level, her black blade gains power.

A black blade is independently conscious but features some personality traits reflecting its wielder. A black blade always has the same [alignment](#) as its wielder and even changes its [alignment](#) if its wielder does. The blade typically works toward its wielder's goals, but not always without argument or backlash. Each black blade has a mission, and while sometimes two or more black blades will work in concert, each mission is singular in purpose (the black blade's mission is usually up to the [GM](#) and the needs of the campaign or the adventure, or a [GM](#) can determine the weapon's purpose randomly using [Table: Intelligent Item Purpose](#) in the *Pathfinder Roleplaying Game Core Rulebook*). Some black blades are very open about their missions, but most are secretive. Certain sages have speculated that an invisible hand or arcane purpose moves these weapons.

### COILED VIPER

The order of the coiled viper is secretive order of magi that specialize in poisons and debilitating their foes with both magic and their iconic weapon of choice: the whip.

**Proficiencies:** A coiled viper is proficient with simple weapons, as well as light armor. In addition, if this is this character's first level in any class, he gains the Coiled Viper martial tradition. A coiled viper can cast spells in light armor without suffering the normal arcane spell failure chance. If he gains proficiency with medium armor, this extends to arcane spell failure suffered from medium armor as well.







## NEW MARTIAL TRADITION: COILED VIPER

Coiled vipers are deadly combatants who coat their whips in virulent poisons to dispatch their foes from afar.

### BONUS TALENTS:

Equipment: Rogue Weapon Training, Whip Fiend  
Alchemy Sphere (poison package)

Variable: Coiled viper's may select one of the following talents: Finesse Fighting, Careful Preparation, Lasting Application, or a single Toxin talent of their choice.

This modifies weapon and armor proficiencies.

**Hard-earned Knowledge:** A coiled viper gains Knowledge (nature), Sense Motive, Sleight of Hand, and Stealth as class skills, but does not gain Knowledge (planes) and Use Magic Device as class skills.

This alters the legendary magus' class skills.

**Combat Training (Ex):** A coiled viper is considered a Proficient practitioner, gaining spheres and talents as appropriate. Coiled vipers use Intelligence as their practitioner modifier.

This replaces the legendary magus arcana gained at levels 6, 12 and 18, and the legendary magus' bonus feats gained at levels 8 and 14.

**Venom Spells:** At 1st level, the coiled viper gains a single Toxin talent of their choice. Whenever the coiled viper casts a spell, he can create and apply an alchemy sphere poison to a weapon he is wielding as part of the same action. If this spell requires an attack roll, he can instead deliver this poison using the spell. If the spell misses, the poison is wasted. If such a spell makes multiple attacks, the poison is only applied to a single attack.

This replaces armaments of the magi.

**Tome of the Viper:** At 1st level, the coiled viper does not select an eldritch tome, instead gaining abilities unique to their specific training. This ability otherwise functions as the eldritch tome ability.

This modifies the eldritch tome class feature.

**Binding Coils:** At 1st level, the coiled viper gains the Lancer sphere as a bonus talent. The coiled viper does not suffer attacks of opportunity from enemies he has impaled while casting spells, or when making ranged attacks as part of a spell. The coiled viper uses the higher of his legendary magus level or his base attack bonus as his base attack bonus for the purposes of determining the effects, [CMB](#), and DCs of the Lancer sphere (but not attacks made using the Lancer sphere). Additionally, the coiled viper may make Dexterity checks in place of Strength checks while using the Lancer sphere.

This replaces the eldritch tome ability gained at 1st level.

**Spell Assault:** At 2nd level, the coiled viper can cast a spell and deliver a single potent strike at the same time. As a full-round action, he can cast any spell from the magus spell list with a casting time of 1 standard action and make a single attack with a one-handed weapon. This attack can benefit from the Vital Strike feat and counts as an attack action for the purposes of combat spheres that modify an attack action (such as the Brutal Strike ability of the Berserker<sup>SoM</sup> sphere) but not for the purposes of other feats or abilities that modify an attack action (such as the Spell Attack<sup>CotS</sup> feat).

This replaces spell combat.

**Lashing Spell:** At 3rd level, when the coiled viper casts a spell with a range of "touch", he can deliver the spell through a whip he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a coiled viper can make one free melee attack with his whip (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses the wielded whip's critical range, and both the attack and spell damage dealt on a critical hit uses the whip's critical multiplier. If a spell allows multiple touch attacks, such as [chill touch](#), the coiled viper can make one free attack as part of casting the spell, and then use his whip to deliver the remaining spell touch attacks as part of other attacks he makes (one spell touch attack per weapon attack).

This replaces the eldritch tome ability gained at 3rd level.

**Virulent Toxin (Su):** At 3rd level, whenever the coiled viper creates a poison using his venom spells ability, he increases its DC by an amount equal to  $\frac{1}{3}$  the caster level of the cast spell (rounded up, minimum 1).

**Rapid Spell Assault:** At 8th level, the coiled viper gains the following potential technique:





## DRAGON FANG

**2 Potential - Rapid Spell Assault:** Using this technique allows the coiled viper to use their spell assault ability as a standard action.

This replaces the rapid spell combat potential technique.

**Whirling Spell-lash:** At 9th level, the coiled viper gains Whirlwind Knockdown as a bonus talent. If he already has this talent, he gains another talent of his choice. The coiled viper gains a bonus equal to his Intelligence modifier on combat maneuver checks he makes when using Whirlwind Knockdown. If the coiled viper's whip has an Alchemy sphere poison applied when he uses Whirlwind Knockdown, each creature he trips must make a saving throw versus the poison. When the coiled viper uses his spell assault as a full-round action, he can forgo his normal attack to instead use his Whirlwind Knockdown talent. When using using the talent in this way, he can deliver a held touch spell that allows multiple touch attacks, such as [chill touch](#), to each target he trips.

This replaces the eldritch tome ability gained at 9th level.

**Encompassing Lash:** At 15th level, the reach and threatened area of the coiled viper's whip increase by 5 feet, he gains Greater Whip Mastery as a bonus feat. If he already has this feat, he instead gains a bonus combat feat or talent of his choice. Additionally, the coiled viper can make a number of attacks of opportunity in a round equal to his Intelligence modifier (minimum 1). This effect stacks with the Combat Reflexes feat.

This replaces the eldritch tome ability gained at 15th level.

**Viper's Apotheosis:** At 20th level, the coiled viper has reached the apotheosis of his venomous arts. He can use his spell assault ability as a standard action, and whenever he uses spell assault he can choose to gain one of the following benefits:

- Grant himself a +4 bonus to concentration checks this turn.
- Grant himself a +4 bonus on checks made to overcome spell resistance this turn.
- Increase the DC to resist his spell cast as part of spell combat by +2.
- Increase the DC of his Alchemy Sphere poisons by +4 this turn.
- Increase his [CMB](#) and [CMD](#) by +4 this turn.

This replaces arcane apotheosis.

Many legendary magi study hard to learn the secrets of their tomes, while a rare few are naturally gifted in the arcane thanks to a draconic source.

**Class Skills:** The dragon fang adds Bluff, Diplomacy, Handle Animal, Knowledge (nature), and Perform to her list of class skills.

**Dragon's Aptitude:** A dragon fang gains 2 additional skill points per level. These skill points must be spent on Intelligence-based skills.

**Dragon's Gift (Su):** A dragon fang is blessed with the power of a dragon, though mastering these abilities takes time. A dragon fang selects an eldritch tome and gains its 1st level ability, but does not gain the tomes abilities at 3rd, 9th, or 15th level. Additionally, she counts as having the eldritch tome ability for the purposes of the Expanded Training legendary magus arcana. She cannot select the tome of the magister with this ability, or the Expanded Training arcana.

At 1st level, a dragon fang must select an energy type (acid, cold, fire, or electricity). Once this choice has been made it cannot be changed. Whenever the dragon fang casts a spell with an energy descriptor that matches her chosen energy type, that spell deals +1 damage per die rolled.

At 3rd level, a dragon fang gains a +1 natural armor bonus. This bonus increases by +1 at 7th level and every three levels after (to a maximum of +6 at 19th level). In addition, she gains the following potential technique:

**1 Potential - Dragon Breath:** As a swift action, the dragon fang unleashes a breath weapon which deals 2d6 points of damage, plus 1d6 points per 2 legendary magus levels beyond 3, of her chosen energy type. This dragon breath takes the shape of a 15-foot cone or a 30-foot line. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 her legendary magus level + her Charisma modifier.

At 9th level, a dragon fang gains a pair of draconic wings, granting her a fly speed of 60 ft. with average maneuverability. These wings can be dismissed or regrown as a free action.

At 15th level, when the dragon fang uses her dragon breath potential technique, she can spend an additional 2 points of potential to increase its damage to 1d6 per legendary magus level.





This alters eldritch tome.

**Dragon Soul:** A dragon fang uses her Charisma, rather than her Intelligence, to determine all class features and effects relating to the legendary magus class.

**Spellcasting:** A dragon fang casts arcane spells drawn from the magus spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a dragon fang must have a Charisma score equal to at least 10 + the spell's level. The DC for a saving throw against a dragon fang's spell is 10 + the spell's level + the dragon fang's Charisma modifier. A dragon fang can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is the same as a bard of the same level. In addition, she receives bonus spells per day if she has a high Charisma score.

A dragon fang's selection of spells is limited. She has the same number of spells known as a bard of the same level and can choose new spells to replace old ones at 5th level and every 3 class levels after that, just as a bard does. See the bard for more information on swapping spells known.

This ability replaces the legendary magus's spells class feature.

**Energy Superiority (Su):** At 8th level, the dragon fang gains the following potential technique:

**2 Potential - Energy Superiority** As part of casting a spell or using her dragon breath potential technique, a dragon fang can treat the energy resistance of any creature with the same energy descriptor as her dragon's gift as half of what it would normally be. If the creature is instead immune to that energy type, it is treated as if it had energy resistance 20.

This replaces the modulated range potential technique.

## DRAKEGUARD

This rare sect of magi form a magical bond with an egg of an unhatched drake, bolstering its unborn body with their inner magical potential.

**Diminished Spellcasting:** A drakeguard may cast and prepare one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if her [Intelligence](#) allows bonus spells of that level.

This modifies the spells class feature.

**Drake Companion (Ex):** A drakeguard gains a [drake](#)<sup>LOD</sup> companion, who they share a potent magical bond with. This drake companion's Hit Dice, abilities, skills, and feats advance as the drakeguard advances in level. This drake can be of any alignment (rather than any non-good) and starts at Small size rather than Tiny, altering its statistics as appropriate for its new size. The drakeguard's drake does not increase its size at 17th level. A drakeguard's companion is almost always aligned with its charges goals, never requiring the drakeguard to make [Diplomacy](#) or [Intimidate](#) checks to convince the drake to fatigue themselves or take major risks to their lives.

If the drakeguard's drake companion is killed her bond is severed. If her drake is lost, she can choose to sever this bond with 8 hours of meditation. This reduces her maximum arcane potential to her Intelligence modifier until she forms a bond with another drake, drake egg, or returns her original companion to life. Forming a bond with a new drake or egg, or reestablishing a bond with her original companion after it is returned to life, takes 24 hours of continuous meditation and arcane rituals. If she forms a bond with a drake egg, her magic infused it. The egg hatches after one week. Her newly bonded drake (whether freshly hatched or not) rapidly grows in size in strength due to this magical bond, gaining 1 Hit







Die per week until it has reached the Hit Dice of her original companion.

This ability replaces spell combat.

**Drake Tome:** A drakeguard selects an eldritch tome and gains its 1st level ability, but does not gain the tomes abilities at 3rd, 9th, or 15th level. This ability otherwise functions as the eldritch tome ability.

This modifies the eldritch tome ability.

**Linked Potential (Su):** The drakeguard is so closely linked to her drake companion that when she taps into her arcane potential, her drake companion also gains the benefits of the techniques she uses as long as it is within close (25 feet + 5 feet per two legendary magus levels) range of her. The drakeguard's companion must spend the same action that the magus did to benefit from this shared technique.

**Drake's Path:** At 7th level, the drakeguard selects one of the following two paths, each granting themselves and their drake companion new abilities:

*Path of the Exemplar:* The drake is an example of its kind, gaining a drake power based on its type: aether drakes gain aether bite, air drakes gain flight, cold and fire drakes gain energy bite, earth drakes gain improved burrow, and water drakes gain improved swim.

*Path of the Steed:* The drake gains the mount drake power, even if it does not meet the prerequisites, and is considered one size category larger for determining what size riders it can carry. In addition, the drakeguard gains [Mounted Combat](#) as a bonus feat. If the drakeguard already has this feat, she gains another feat of her choice.

The replaces spell recall.

**Split Spell (Su):** At 8th level, the drakeguard gains the following potential technique:

**2 Potential - Split Spell:** As part of casting a magus spell that only targets herself with a duration longer than 1 round, the drakeguard can activate this technique to split the spells duration between herself and her drake companion if it is within close range of her. She chooses exactly how this duration is divided as she casts the spell.

This replaces the rapid spell combat technique.

**Mighty Drake:** At 16th level, the drake's bite deals damage as if the drake were two size categories larger, has its critical threat range increased to 19-20, and applies 1-1/2 x the drake's [Strength](#) modifier to the damage dealt (2x for drakes with the aether bite power). This increase to the drake's size category for its bite attack does not stack with other similar effects, such as the [strong jaw](#) spell.

This replaces improved spell recall.

## FIRST MAGUS

The modern magus studies the arcane and trains in manufactured weapons, but some are of an older philosophy.

**Class Skills:** A first magus adds Handle Animal, Heal, Knowledge (nature), Knowledge (religion), and Survival to her list of class skills.

**Blessing of the Wild:** At 1st level, a first magus gains two claw attacks. These are primary natural attacks and deal 1d6 points of damage (1d4 if the first magus is small). These attacks are counted as magic for the purposes of overcoming damage reduction and can be enchanted as if they were manufactured weapons. Whenever a first magus is under a polymorph effect, she can select two of her natural attacks in that form to gain the same enhancements as her claws. She gains the Natural Spell Combat legendary magus arcana, even if she does not meet the prerequisites. This arcana alone does not qualify her for the Extra Legendary Arcana feat.

At 3rd level, a first magus gains the [woodland stride](#) and [trackless step](#) class features. Additionally, she gains the following potential technique:

**2 Potential - Tempest Strike** As a swift action, a first magus can call down a lightning bolt on a target within 30 ft., dealing 2d6 points of electricity damage, plus 1d6 points per 2 legendary magus levels beyond 3, plus the first magus' Wisdom modifier. A successful Reflex save (DC 10 + 1/2 first magus level + Wisdom modifier) halves this damage.

At 9th level, a first magus adds [beast shape I](#) to her list of spells known. At 12th level she adds [beast shape II](#) to her list of spells known. At 15th level she adds [beast shape III](#) to her list of spells known. At 18th level she adds [beast shape IV](#) to her list of spells known. When polymorphed their natural attacks are deals damage as if they are one size larger. This effect does not stack with other benefits that increase size, such as the [strongjaw](#) spell.





At 15th level, when a first magus casts a spell that targets only herself with the duration of 1 minute per caster level or longer, she can instead change the spell's duration to 24 hours. A first magus can affect only one spell at a time in this way (if she uses the ability again the previous spell expires). When polymorphed her natural attacks are deals damage as if they are two sizes larger. This effect does not stack with other benefits that increase size, such as the [strongjaw<sup>ACG</sup>](#) spell.

This ability replaces eldritch tome.

**Prime Soul:** A first magus also uses her Wisdom modifier in place of her Intelligence modifier for all legendary magus abilities.

**Spellcasting:** A first magus casts divine spells drawn from the druid and ranger spell lists. Only druid spells of 6th level and lower and ranger spells are considered to be part of the first magus' spell list. If a spell appears on both the druid and ranger spell lists, the first magus uses the lower of the two spell levels listed for the spell. For instance, [reduce animal](#) is a 2nd-level [druid spell](#) and a 3rd-level [ranger spell](#), making it a 2nd-level first magus spell. Likewise, [detect poison](#) is a o-level [druid spell](#) and a 2nd-level [ranger spell](#), making it a o-level first magus spell. The first magus can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a first magus must have a Wisdom score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a first magus's spell is 10 + the spell's level + the first magus's Wisdom modifier.

A first magus cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of druid spells of 7th level or higher.

Like other spellcasters, a first magus can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is as a [hunter<sup>ACG</sup>](#) of her level. In addition, she receives bonus spells per day if she has a high Wisdom score.

Unlike druids, a first magus's selection of spells is extremely limited. A first magus begins play knowing four o-level spells and two 1st-level spells of her choice. At each new first magus level, she gains one or more new spells, as a hunter<sup>ACG</sup> of her level. Unlike spells per day, the number of spells a first magus knows is not affected by her Wisdom score; the numbers are fixed.

At 5th level and at every 3 levels thereafter, a first magus can choose to learn a new spell in place of one she already knows. In effect, the first magus loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A first magus may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a druid, a first magus need not prepare her spells in advance. She can cast any spell she knows at any time,

assuming she has not yet used up her spells per day for that spell level.

This ability replaces the legendary magus's spells class feature

**Primordial Strike:** A first magus is considered to be able to cast arcane spells for the purposes of qualifying for the Arcane Strike feat and treats their legendary magus level as their caster level for the purposes of the feat.

## HEXWIELDER

A hexwielder magus has learned to use their arcane potential to curse their foes with debilitating hexes. These dark magi can wield devastating curses of all kinds, expanding their selection of spells and arcana..

**Hexing Potential (Su):** At 1st level, the hexwielder can channel their potential into debilitating hexes that they wield against their foes. The hexwielder gains the following potential techniques:

**1 Potential - Hexwielder's Blight (Curse):** The hexwielder can curse a single creature within 60 feet that they can see. This creature takes a -2 penalty to attacks made against the hexwielder, to saves against the hexwielder's spells and abilities, and to CMD against the hexwielder's maneuvers. This curse lasts until the beginning of the hexwielder's next turn, and a creature cannot be affected by more than one potential technique with the (curse) tag at a time.

**2 Potential - Hexwielder's Bane (Curse):** The hexwielder can curse a single creature within 60 feet that they can see. Whenever the creature takes hit point damage, they take an additional 2 damage of the same type they were dealt. This additional damage increases by 1 point at 5th level, and every 5 levels thereafter. This curse lasts until the beginning of the hexwielder's next turn, and a creature cannot be affected by more than one potential technique with the (curse) tag at a time.

At 8th level, the hexwielder's ability to wield hexes improves, granting them the following potential technique:

**3 Potential - Hexwielder's Blinding (Curse):** The hexwielder can curse a single creature within 60 feet that they can see. The creature treats all creatures more than 30 feet away from it as if they had total concealment, and creatures between 30 and 10 feet away as if they had concealment. This curse lasts until the beginning of the hexwielder's next turn, and a creature cannot be affected by more than one potential





technique with the (curse) tag at a time.

This replaces the arcane deflection, shifting position, magician's assault, and surging strike potential techniques.

**Hexing Spells:** A hexwielder adds the following spells to his magus spell list: [bestow curse](#), [major curse](#), and all other spells of 6th level or lower that have the curse descriptor.

**Hexing Arcana:** At 3rd level, the hexwielder picks one [hex](#) from the [witch's hex class feature](#). He gains the benefit of or uses that hex as if he were a [witch](#) of a level equal to his legendary magus level. In addition, the hexwielder may choose a witch's hex in place of a legendary magus arcana, using his hexwielder level as his effective witch level, at any level he would normally gain one.

This replaces the legendary magus arcana gained at 3rd level.

## LEGENDARY KENSAI

A legendary kensai has spent his life honing both his physical and magical training towards the art of mastering a single weapon, using his arcane potential and martial prowess to become a paragon amongst warriors.

**Proficiencies:** A legendary kensai is proficient in simple weapons and in a single martial or exotic melee weapon of his choice. A legendary kensai is not proficient with armor or shields and suffers normal arcane spell failure chance when casting magus spells while armored.

This modifies weapon and armor proficiencies.

**Chosen Weapon:** A legendary kensai focuses his combat prowess on a single weapon. This weapon is the single martial or exotic weapon with which he is proficient. Certain kensai abilities can only be used with his chosen weapon, or while wielding his chosen weapon. If the legendary kensai gains the Improved Unarmed Strike feat, he can treat his unarmed strike as his chosen weapon.

**Intelligent Defense:** At 1st level, when the legendary kensai is wielding his chosen weapon, he gains a dodge bonus to his Armor Class equal to his Intelligence bonus. If the legendary kensai has any class levels other than legendary







magus, this bonus is restricted to his legendary magus level (minimum 1). If the legendary kensai is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

**Diminished Spellcasting:** A legendary kensai may cast and prepare one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

This modifies the spells class feature.

**Empowered Might:** A legendary kensai gains a base attack bonus equal to his legendary magus level instead of using those listed on **Table 1-1: Legendary Magus**. He adds this value to any other base attack bonus gained from other classes or racial Hit Dice as normal.

**Perfect Strike (Su):** At 6th level, the legendary kensai gains Vital Strike as a bonus feat. Additionally, he gains the following potential technique:

**2 Potential - Perfect Strike:** The legendary kensai's attack is guided by their potential, landing in the perfect location to deal maximum damage. When the legendary kensai hits with his chosen weapon, he can use this technique to maximize his weapon's damage. Don't roll for damage—the weapon deals maximum damage. This affects only the weapon's damage dice, not additional damage from sneak attack, magical weapon properties, or critical hits.

This replaces the legendary magus arcana gained at 6th level.

**Iaijutsu (Ex):** At 7th level, the legendary kensai applies his Intelligence modifier as well as his Dexterity modifier on initiative rolls (minimum 0). A legendary kensai may make attacks of opportunity when flat-footed, threaten squares adjacent to his space when he has no weapons drawn, and may draw his favored weapon as a free action as part of taking an attack of opportunity.

This replaces spell recall.

**Perfected Reflexes:** At 11th level, the legendary kensai gains Improved Vital Strike as a bonus feat and can make a number of attacks of opportunity in a round equal to his Intelligence modifier (minimum 1). This effect stacks with the Combat Reflexes feat.

This replaces the bonus feat gained at 11th level.

**Iaijutsu Focus (Ex):** At 15th level, the legendary kensai may always act and may draw his weapon as a swift action during a surprise round, and gains the uncanny dodge ability, treating his legendary magus level as his rogue level for this ability. During a surprise round or when attacking a flat-footed opponent, he adds his Intelligence modifier on damage with his chosen weapon (minimum 0).

This replaces the legendary magus arcana gained at 15th level.

**Perfected Master:** At 16th level, the legendary kensai gains Greater Vital Strike as a bonus feat and adds his Intelligence bonus (minimum 0) on critical hit confirmation rolls with his chosen weapon.

This replaces improved spell recall.

## RUINOUS BLADE

These mages combine the devastating potential of magic with their martial talents, forming blades of pure energy to vanquish their foes.

**Spellcasting:** A ruinous blade may combine spheres and talents to create magical effects. A ruinous blade is considered a Mid-Caster and uses Intelligence as his casting stat modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells and cantrips class features.

**Spell Pool:** A ruinous blade gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his Intelligence modifier (minimum 1). This pool replenishes once per day after 8 hours of uninterrupted rest.

**Magic Talents:** A ruinous blade gains 1 magic talent every time he gains a caster level. This does not stack with caster levels gained from other sources.

**Arcane Training:** A ruinous blade is considered to be able to cast arcane spells of a level equal to the equivalent spell level of his sphere effects, and counts his legendary magus level as his arcane caster level for the [Arcane Strike](#) feat, and any feat or ability that has [Arcane Strike](#) as a prerequisite.

**Sphere Synergy:** If the ruinous blade has an ability that requires them to cast a magus spell or allows them to cast





a magus spell as part of the ability, they can instead cast a sphere effect with a casting time of 1 standard action or maintain concentration on a sphere effect with a duration of concentration. This sphere effect is otherwise treated as a spell for all purposes of the ability, using the ruinous blades caster level, and the sphere effects effective spell level.

**Blade of Destruction:** At 1st level, ruinous blade gains the Destruction sphere as a bonus talent, with the Shape Focus drawback. He must select the Energy Blade shape as the talent gained by taking this drawback. The ruinous blade uses his legendary magus level as his caster level with the Energy Blade talent and all blast type talents applied to it. The ruinous blade does not provoke attacks of opportunity when using his Energy Blade talent and does not need to make concentration checks if damaged while casting it.

**Ruinous Potential:** A ruinous blade gains potential through the following methods (a ruinous blade cannot gain potential from each of these more than once per round and a ruinous blade must be in combat to gain potential):

- **Ruinous Potential:** Whenever the ruinous blade casts a sphere effect, or when he concentrates on a sphere effect to maintain its duration, he gains one point of potential.

- **Lingering Potential:** Whenever the ruinous blade begins his turn under the effects of a sphere effect he cast that cost 1 spell point or more, he gains one point of potential. This sphere effect be one that affects him directly, not his weapons or equipment.
- **Suffered Potential:** Whenever the ruinous blade takes damage from a spell or spell-like ability, or rolls a saving throw against a harmful spell or spell-like ability, she gains two points of potential.

This modifies the arcane potential class feature.

**Legendary Concentration:** At 4th level, the ruinous blade gains [Combat Casting](#) as a bonus feat. At 7th level, and every 3 levels thereafter, the bonus when casting defensively granted by the ruinous blade's [Combat Casting](#) feat increases by +2.

This replaces combat casting and legendary combat casting.

**Energy Siphon (Su):** At 7th level, the ruinous blade gains the following potential technique:





**3 Potential - Energy Siphon:** The ruinous blade has learned to directly siphon from their stored potential to fuel their spells. As a free action on his turn, the ruinous blade can gain 1 temporary spell point for every 3 points of potential he spends. Any unspent temporary spell points are lost at the end of his turn. An ability that uses spell points gained through this technique cannot cause the ruinous blade to gain potential from any ability.

This replaces spell recall.

**Improved Energy Siphon:** At 15th level, the ruinous blade's ability to siphon potential to fuel their spells becomes more efficient. Their Energy Siphon technique has its potential cost reduced to 2, and now grants a temporary spell point for every 2 potential spent on the technique, rather than for every 3.

This replaces improved spell recall.

## SPELLSTRIKER

Spellstriker magi have learned to channel their spells through their weapons to deliver devastating simultaneous strikes at the cost of continually empowering their weapons in combat.

**Spellstrike (Su):** At 1st level, whenever the spellstriker casts a magus spell that calls for a melee or ranged touch attack as a standard action, she can deliver the spell through a weapon she wields as part of an attack. This attack must be delivered through a melee weapon for spells with a range of "touch" and must be delivered with a ranged weapon for spells that call for a ranged touch attack. Instead of the free attack normally allowed to deliver the spell, the spellstriker can make one free attack with their appropriate wielded weapon (at her highest base attack bonus) as part of casting this spell. If this attack is critical hit, the delivered spell's damage is only multiplied if the critical hit was a natural 20, or 19-20 if it was delivered by a [keen](#) weapon property or weapon modified similar effects, and only deals 2x damage.

If the spell can normally affect multiple targets with a single cast, such as the [scorching ray](#) spell, only a single missile, ray, or effect accompanies each attack; if the spell allows multiple attacks and the spellstriker can make additional attacks as part of a full-round action with spell combat, one additional ray, missile, or effect from the spell accompanies each subsequent attack the spellstriker makes in the same round until all attacks allowed by the spell are made. Unused missiles, rays, or effects remaining at the end of the spellstriker's turn are wasted. If a spell allows you to deliver multiple touch attacks over the course of multiple turns, such as the *chill touch* spell, these touches can be delivered with weapon attacks, however

the spellstriker does not gain any additional weapon attacks to do so from this ability.

This replaces armaments of the magi.

**Striking Combat (Su):** At 3rd level, whenever the spellstriker casts a spell that could be delivered using their spellstrike ability as part of spell combat, they can choose to forego the free touch attack provided by the spell, and instead deliver the spell with their attacks made as part of that ability. The spellstriker does not gain an additional weapon attack beyond those normally granted by their spell combat ability. This ability otherwise functions as spellstrike with regard to the weapon that must be used to deliver the attack, and critical hits.

**Vital Striker (Su):** At 8th level, whenever the spellstriker uses their spellstrike ability as part of a spell cast as a standard action, they can treat the attack made using the ability is treated as an attack action, and may benefit from [Vital Strike](#), as well as other feats and abilities that affect an attack action.

**Greater Spellstrike:** At 14th level, the spellstriker's ability to use their weapon to strike with spells becomes more lethal. Whenever the spellstriker delivers a spell with their weapon using their spellstrike ability, the spell uses the weapons critical threat range when determining if the spell is a critical threat, and the weapons critical threat modifier when determining its critical damage.

This replaces the bonus feat gained at 14th level.

## WAR SCHOLAR

A war scholar has forgone some of their magical ability to study the martial arts known as spheres in an effort to bolster and augment their warrior training.

**Proficiencies:** A war scholar are proficient with simple weapons, as well as light armor. In addition, if this is this character's first level in any class, he may select a martial tradition of his choice. A war scholar can cast spells in light armor without suffering the normal arcane spell failure chance. If he gains proficiency with medium armor, this extends to arcane spell failure suffered from medium armor as well.

This modifies weapon and armor proficiencies.





**Combat Training (Ex):** A war scholar is considered an adept practitioner, gaining spheres and talents as appropriate. War scholars use Intelligence as their practitioner modifier.

This ability replaces the legendary magus arcana gained at level 6 and all of the legendary magus' bonus feats.

## WARP TEMPEST

These rare warriors have learned to travel within the space between realities, instantly blinking from place to place in a tempest of blade and sorcery.

**Warping Surge (Sp):** At first level, as a standard action the warp tempest can teleport herself and up to a heavy load to any location within close (25 feet + 5 feet per two legendary magus levels) range of her. The warp tempest must have line of sight and line of effect to her destination. This is a [spell-like ability](#), and its effective spell level is equal to the highest level magus spell the warp tempest can cast. Using this ability counts as casting a magus spell for the purposes of the warp

tempest's channeled potential ability.

This replaces armaments of the magi.

**Warp Modulation:** The warp tempest can utilize their arcane potential to manipulate their ability to warp space. The warp tempest gains the following potential techniques:

**1 Potential - Warp Assault:** When the warp tempest uses her warping surge ability as a standard action, she can activate this talent to make a single melee attack with a weapon she is wielding at a -2 penalty. This attack can be made before or after she teleports.

**2 Potential - Warp Modulation:** As part of using her warping surge ability, or casting a magus spell from the teleport subschool, she can activate this technique to treat her legendary magus level or caster level as 4 higher when determining the range of the ability or spell. This is increased by an additional 4 for every additional point of potential spent on this technique.







At 8th level the warp tempest's ability to manipulate space using their potential improves, granting them the following potential technique:

**3 potential - Warp Ghost:** As part of using her warping surge, the warp tempest can utilize this technique. After she has completed her warping surge (including all of the teleports from warping surge granted by warping tempest), she can immediately teleport to the position she original warped from, even if it is not in her line of sight.

This replaces the arcane redoubt, dimensional jaunt, magician's assault and surging strike potential techniques.

**Warp Spells:** The warp tempest adds the following spells to her spell list, treating them as spells of the specified level instead of their normal level: [jester's jaunt](#)<sup>APG</sup> (2nd level), [dimension door](#) (3rd level), [teleport](#) (4th level), [getaway](#) (5th level), [plane shift](#) (5th level), [greater teleport](#) (6th level).

**Warp Combat:** At 3rd level, the warp tempest can use her warping surge ability in place of casting a spell when she uses spell combat. Her teleportation can be made before or after her attacks, but not between individual attacks.

**Warping Tempest:** At 8th level, when the warp tempest uses her warping surge ability as part of spell combat she can choose to divide her teleport into increments before her first attack, between each attack, and after her last attack. She must teleport at least 5 feet each time she teleports. She does not have to teleport between each attack if she wishes.

This replaces the bonus feat gained at 8th level.

**Warping Savant:** At 12th level, when the warp tempest uses her warping surge ability, she provides flanking from all squares she attacks from. Flanking starts from the moment she makes an attack until the start of her next turn, allowing her to effectively flank with herself, and any ally who would make an attack flanking a square she attacked from until the start of her next turn.

This replaces the legendary magus arcana gained at 12th level.

## NEW FEATS

*"I love these bandits out here. They see a sword and aren't bothered in the least. Make the sword glow and spark, though, and they go running like rats when the cellar door opens." Aidan Whiteash, traveling magus*

### Extra Legendary Arcana

*Your training has unlocked the secrets of a new arcana.*

**Prerequisites:** Legendary magus arcana class feature.

**Benefit:** You gain one additional legendary magus arcana. You must meet all the prerequisites for this legendary magus arcana.

**Special:** You can gain this feat multiple times.

### Greater Arcane Strike

**Prerequisites:** Ability to cast 3rd level arcane spells, [Arcane Strike](#)

**Benefit:** The bonus damage granted by your Arcane Strike feat is increased by 3 points. In addition, when you activate your Arcane Strike you can choose to reduce its bonus damage. For every 2 points you reduce the damage by (to a minimum of 0), you gain a cumulative +1 (circumstance) bonus to hit with your imbued weapons.

### Technique Specialization

*You have improved your training in a potential technique, making it less strenuous to perform.*

**Prerequisites:** Legendary magus 11, ability to use arcane potential

**Benefit:** Select a single potential technique that costs 2 or more potential and cannot have a varying amount of potential spent on it. Reduce the potential cost of this technique by 1, to a minimum of 1.

**Special:** You can gain this feat multiple times, each time selecting another potential technique.





# MAGIC ITEMS

"Magi are my favorite customers. I always have something in stock they want. Need a talking sword? We got it! Need eye of newt or something else for your components? We got that too! What you would sell to a wizard or an infantryman, you can sell both to a magus." 'Honest' Casper, owner of Under the Sun general store

## Critical Potential [Weapon Ability], Price +2 Bonus

**Aura** Moderate Evocation; **CI** 10Th

**Slot** -; **Weight** -;

A critical potential weapon allows its wielder to gain sudden bursts of arcane potential when they land a critical hit. If the weapon's critical modifier is x2 they gain 1 point, if it's x3 they gain 2 points, and if it's x4 they gain 3 points. The wielder can only gain potential from this ability once per round.

Construction Requirements: Cost 11,700 gp

Craft Magic Arms and Armor, creator must have the arcane potential class feature, *greater magic weapon*

## Gloves Of Arcane Striking, Greater, Price 21,000 Gp

**Aura** Faint Transmutation; **CI** 10Th

**Slot** Hands; **Weight** 1 Lb;

These leather gloves are made of fine leather, reinforced with chains and rivets of mithral that glow with a faint inner radiance. These gloves function as *gloves of arcane striking*, and provide the following additional benefits:

The wearer's bonus damage granted by the Arcane Strike feat is increased by +2. While the wearer has her Arcane Strike feat active, they gain a bonus to CMD equal to Arcane Strike's damage bonus against disarm attacks, attempts to sunder their wielded weapons, and effects that cause them to lose their grip on their weapons (such as *grease*). While the feat is active, the wearer doesn't drop held weapons when panicked or stunned.

Construction Requirements: Cost 10,500 gp

Craft Wondrous Item, Arcane Strike, *greater magic weapon*

## Magi's Overcoat, Price 23,200 gp

**Aura** Strong Abjuration And Transmutation; **CI** 12Th

**Slot** Armor; **Weight** 10 Lbs;

This +1 *potential amplifying* armored coat is incredibly light and finely crafted, appearing to casual observation as nothing more than a plain black overcoat. It has a maximum Dexterity bonus of +6, an armor check penalty of 0, and an arcane spell failure chance of 10%. It is considered light armor, and does not hinder its wearer's movement speed.

As a full-round action the overcoat can be turned inside out, causing its physical appearance to change to match its wearer's desires; however, the overcoat always resembles a long coat of some type. This ability allows the coat to grant its wearer a +2 circumstance bonus on Disguise checks if the coat is used as part of the disguise, or to Stealth checks made to hide in a crowd if the coat is changed to resemble typical outerwear of other creatures in the crowd.

Construction Requirements: Cost 11,700 gp

Craft Magic Arms and Armor, creator must have the arcane potential class feature, *magic vestment*

## Potential Amplifying [Armor Ability], Price +3 bonus

**Aura** Moderate Transmutation; **CI** 10Th

**Slot** -; **Weight** -;

A wearer with the arcane potential class feature gains a single point of potential at the beginning of each of their turns while in combat. This arcane potential must be spent before the beginning of their next turn or it is lost.

Construction Requirements:

Craft Magic Arms and Armor, creator must have the arcane potential class feature, *magic vestment*

## Ring Of Stored Potential, Price 8,000 Gp (Least), 25,000 Gp (Lesser), 60,000 Gp (Greater)

**Aura** Strong Abjuration; **CI** 12Th

**Slot** Ring; **Weight** -;

This ring is carved from a single solid gemstone and glows with an inner light that pulses with its wearer's heartbeat.

Rings of stored potential come in three forms, each allowing a legendary magus wearing it to store arcane potential in the ring as a swift action for use later in the day. This stored potential can be accessed as if it were part of the magus' normal potential and remains stored in the ring until used. The wearer can still only use their potential technique while in combat.

A *least ring of potential* is carved from a single large quartz gemstone and can store 2 points of potential.

A *lesser ring of potential* is carved from a single large sapphire gemstone and can store 4 points of potential.

A *greater ring of potential* is carved from a single large diamond and can store 6 points of potential.

Construction Requirements: Cost 4,000 gp (least), 12,500 gp (lesser), 30,000 gp (greater)

Forge Ring, creator must have the arcane potential class feature.







### Vambrace of Pain, Price 11,500 gp

**Aura** Faint Necromancy; **CI** 1St

**Slot** Wrists; **Weight** 2 Lbs;

This sleek bracer is made of a dull black metal and is thin enough to be easily and comfortable worn under clothing. Its entire surface is carved with faintly visible necromantic runes.

A living creature who wears this vambrace can activate it as a swift action, causing them to be affected by the [inflict light wounds](#) spell. The creature wearing the vambrace can choose to forgo the Will saving throw to halve the damage if they wish. At the beginning of each of the wearer's turns, until the vambrace is deactivated using another swift action, the wearer is affected by [inflict light wounds](#). If the wearer is helpless or willing, another creature can activate or deactivate the bracers as a full-round action. The damage dealt by this item cannot be prevented, and it does not affect undead creatures or creatures who would normally be healed by negative energy.

The vambrace of pain was originally designed by a cleric who wished to explore positive-energy aligned planes without the risk of dying from overexposure to positive energy, but the design has since been used for more nefarious purposes. Many magi have discovered a more niche use for this intriguing item, allowing them to take continuous magical damage to fuel their arcane potential.

**Construction Requirements:** Cost 5,750 gp

Craft Wondrous Item, [inflict light wounds](#)

## NEW SPELLS

*"See, you want to know what I love about magic? People are always finding new ways to have it do what swords have been doing for thousands of years." Rojir Blueweave, research assistant*

### Arrow Squall

**School** [evocation](#); **Level** [magus](#) 5, [sorcerer/wizard](#) 5

**Casting Time** 1 [standard action](#)

**Components** V, S, M (one piece of non-magical ammunition)

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

**Area** 10 ft. radius spread

**Duration** instantaneous

**Saving Throw** [Reflex](#) half; **Spell Resistance** no

You summon dozens of magically replicated pieces of ammunition that rain down on your enemies, dealing 1d8 points of damage per caster level. The type of damage is same as the the ammunition used as the material component for the spell.

### Lich's Touch

**School** [necromancy](#); **Level** [magus](#) 6, [sorcerer/wizard](#) 6, [witch](#) 6

**Casting Time** 1 [standard action](#)

**Components** V, S

**Range** touch

**Targets** living creature or creatures touched (up to one/level)

**Duration** instantaneous

**Saving Throw** [Fortitude](#) partial; see text; **Spell Resistance** yes

Your hands become gaunt and dehydrated, shimmering with necrotic power. Each living creature you touch takes negative energy damage equal to  $3d10 + 1$  point per caster level and is [paralyzed](#) for 1d2 rounds. A successful [Fortitude](#) saving throw halves the damage and negates the paralysis. You can use this melee touch attack up to one time per level.

### Rending Touch

**School** [necromancy](#); **Level** [bloodrager](#) 3, [magus](#) 3, [sorcerer/wizard](#) 3, [witch](#) 3

**Casting Time** 1 [standard action](#)

**Components** V, S

**Range** touch

**Targets** living creature or creatures touched (up to one/level)

**Duration** instantaneous

**Saving Throw** [Fortitude](#) partial; see text; **Spell Resistance** yes

Your touch glows with a pale ruby light, and its touch tears the flesh of living beings. Each touch rends the targets flesh, dealing damage equal to  $2d6 + 1$  point per caster level. The wounds left by this spell are very difficult to heal, an affected creature must make a [Fortitude](#) saving throw, if it fails damage dealt by this spell can only be healed through magical or supernatural means. You can use this melee touch attack up to one time per level.

### Static Jolt

**School** [evocation](#) [electricity]; **Level** [magus](#) 0, [sorcerer/wizard](#) 0

**Casting Time** 1 [standard action](#)

**Components** V, S

**Range** touch

**Target** creature or object touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

Your hand surges with a powerful static shock. You must succeed on a melee touch attack to deliver this jolt, which deals 1d4 points of electricity damage.





# SAMPLE CHARACTER: IRIS PAGEKNIFE

"Anyone who practices for a day can cast a spell. Same goes for swinging a sword. But to do both? Darling, that's what separates the fools from the geniuses." Iris Pageknife, leader of the Spellsword mercenary company

## IRIS PAGEKNIFE CR 5

XP 1600

Female half-elf legendary magus 6

Neutral Good medium humanoid (human, elf)

**Init** +3; **Senses** Perception +8;

### DEFENSE

**AC** 21, touch 13, flat-footed 18 (+8 armor, +3 Dex)

**hp** 34 (6d8 +6)

**Fort** +6, **Ref** +5, **Will** +4;

**Defensive Abilities** Gemini's Parry

### OFFENSE

**Speed** 30 ft.

**Melee** +1 dagger +7 (1d4+4/19-20) and +1 dagger +7 (1d4+2/19-20)

**Ranged** +1 dagger +9 (1d4/19-20)

**Special Attacks** Spell Combat, Gemini Style, Duelist Style

**Magus Spells Prepared** (CL 6th; concentration +9)

2nd (4/day)- acid arrow, blur, *brow gasher*<sup>UC</sup>, scorching ray

1st (5/day)- burning hands, ray of enfeeblement, shocking grasp, true strike

o (at will)- acid splash, flare, ghost sound, prestidigitation, ray of frost, static jolt

### TACTICS

**Before Combat** If she expects combat is about to break out, Iris casts *blur* on herself.

**During Combat** Iris stays just out of reach if possible, using her Blinkback arcana to throw her daggers and have them return to her. She augments her attacks with ranged spells using Spell Combat and Arcane Strike. If forced into melee, Iris uses Spell Combat and wields both her daggers.

**Morale** Knowing that humility is better than death, Iris surrenders or attempts to flee if reduce to 10 hit points or less.

### STATISTICS

**Str** 10, **Dex** 16, **Con** 13, **Int** 16, **Wis** 8, **Cha** 12

**Base Atk** +4; **CMB** +4; **CMD** 17

**Feats** Arcane Strike, Combat Casting, Precise Shot, Point-blank Shot, Riving Strike, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (knife)

**Skills** Acrobatics +9, Diplomacy +7, Escape Artist +6, Knowledge (arcana) +12, Knowledge (local) +9, Knowledge (planes) +12, Perception +8, Sense Motive +5, Spellcraft +12, Use Magic Device +10,

**Languages** Common, Elven, Ignan, Orcish

**SQ** Arcane Potential, Armaments of the Magi, Eldritch Tome (Gemini), Magus Arcana (Blinkback Weapon, Expanded Training [Duelist]), Potential Techniques, Spell Combat,

**Combat Gear** *potion of cure moderate wounds* (2), *wand of burning hands* (29 charges), *wand of magic missile* (34 charges); **Gear** +1 breastplate, +1 dagger (2), boots of striding and springing, 400 gp

If asked, Iris Pageknife would claim her perceived arrogance is hard earned fact instead. A mercenary known for taking on any challenge with confidence, she made a name for herself by breaking up a dark religious cult in her home city. An outspoken critic of divine institutions, Iris refuses to accept clients with obvious religious motives.

The child of a human priest and the head druid of an elvish town, Iris was encouraged at a young age to look towards both nature and the divine for answers. She followed these instructions and attempted to take up each mantle, but never heard the call of either faith. When she was attacked by bandits while gathering herbs one day, neither a deity nor the forest came to her aid. A traveling swordsman and wizard did, however. Stunned by the actions of both adventurers, Iris ran away from home shortly after to find a way to blend the two arts.

After years of training and study, Iris managed to meld spell and blade into something rarely seen. She established herself as a proficient investigator and hireling, until she saved enough coin and favors to found her own mercenary company. The Spellswords now have a reputation as strong as their leader's, though almost all of her recruits beg her to change the name of the company to something less laughable.

Though affable and willing to serve employers of questionable motives, Iris refuses to work for religious institutions. Her history of feeling abandoned by powers greater than herself have left her to trust only in her own abilities and she expect the same confidence from those she works with. More than once she has returned down payments to employers upon learning the job was from a religious source.









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