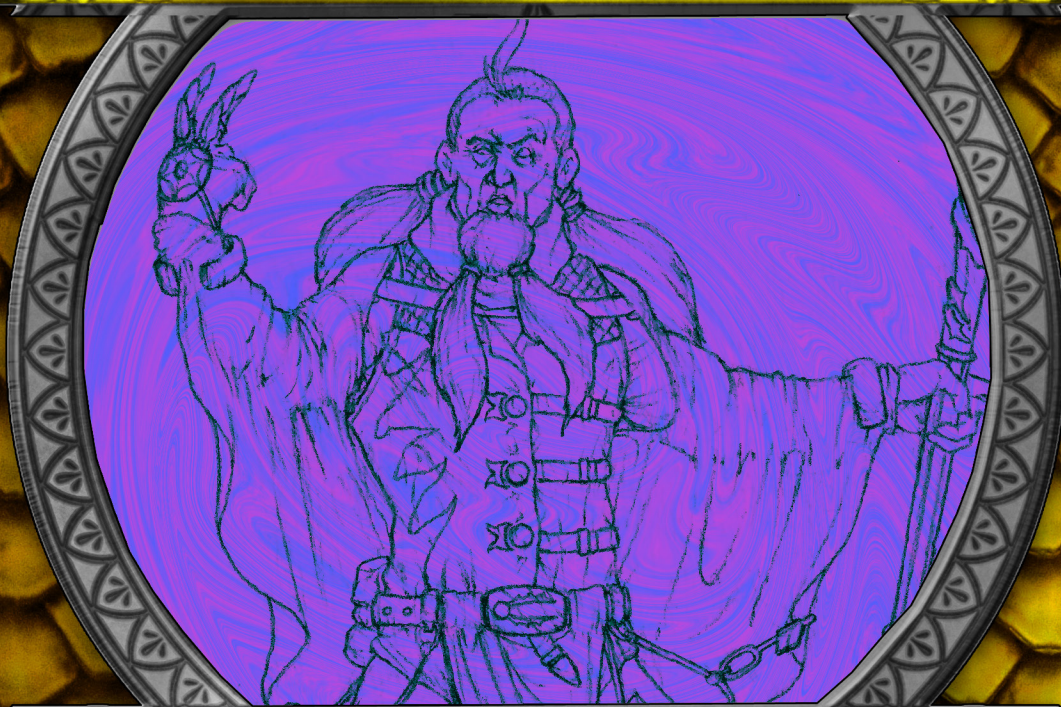


Antimagic



A Source Book For Antimagical
Characters In Pathfinder

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**Little Red
Goblin Games**

ANTIMAGIC

AN ANTIMAGICAL SOURCE BOOK FOR PATHFINDER

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Mage Hunter

AN ALTERNATE CLASS FOR THE PALADIN IN THE PATHFINDER ROLEPLAYING GAME

To some deities, magic is an abomination. Some deities believe that it detracts from the nature order of the world. Others believe that it detracts from the attention to moral or divine guidance. ("It's too hard... let's just use magic.") Paladins of these deities often are trained in ways to combat these heretics.

Other times, mage hunters are trained by a mage's college to hunt down rogue mages who have broken one of their many strict rules. These hunters belong to an elite cast of soldiers trained in the art of disrupting magic.

REQUIREMENT:

- **ALIGNMENT:** Any (This lifts the paladin's normal restriction)

DETECT MAGIC (SP):

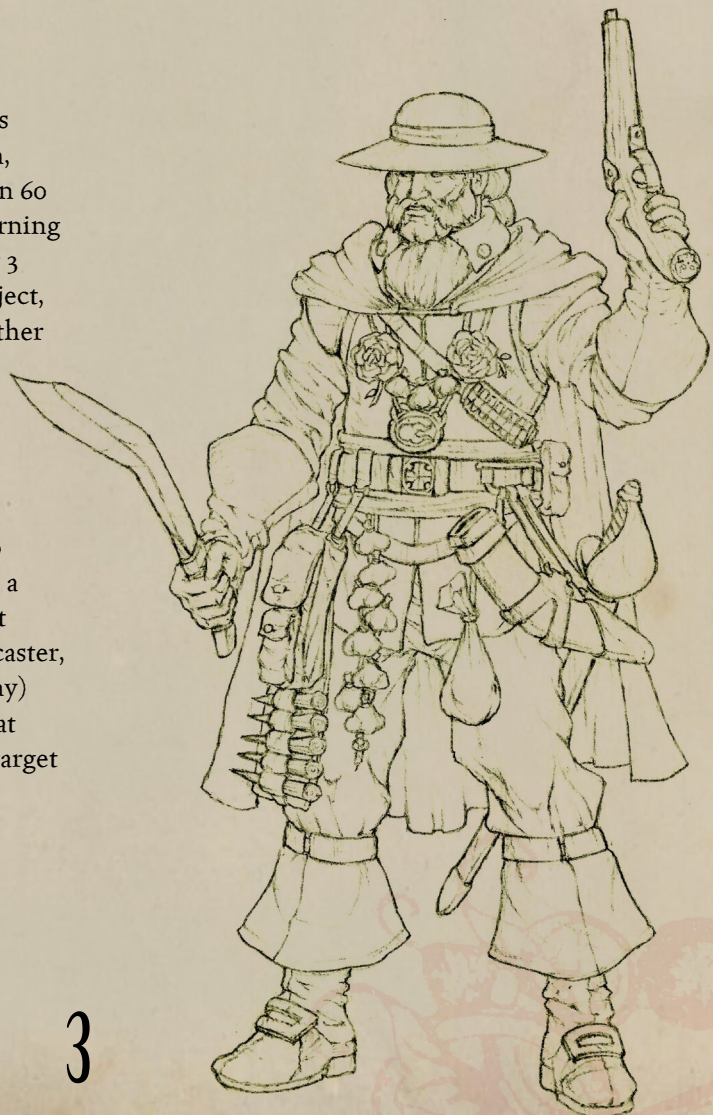
At will, the mage hunter can use detect magic, as the spell. The mage hunter can, as a move action, concentrate on a single item or individual within 60 ft. and discern the nature of its magical aura, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the mage hunter does not detect magic in any other object or individual within range.

CONDEMNATION (SU):

Once per day, the mage hunter can call upon the disruptive forces of magic she has studied to devastating effects against other magic users. As a swift action, the mage hunter chooses one target within sight to condemn. If this target is a spellcaster, the mage hunter adds her Charisma bonus (if any) to her attack rolls and adds the caster level of that spellcaster to all damage rolls made against the target of her condemnation attempt.

If the target of condemnation is an outsider, a dragon, or an elemental, the bonus to damage on the first successful attack increases to 2 points of damage per caster level the target possesses. Regardless of the target, condemnation attacks automatically bypass any DR the creature might possess. If the mage hunter targets a creature that is not a spellcaster, the use of condemnation is wasted with no effect.

The effects of condemnation remain until the target of the condemnation is dead or the next time the mage hunter rests and regains her uses of this ability. At 4th level and at every three levels thereafter, the mage hunter may condemn one additional time per day, as indicated on Table 1-1: The Mage Hunter, to a maximum of 7 times per day at 19th level.



SIDEBAR: WHAT IS A SPELLCASTER?

For the purpose of the mage hunter's class features, a spellcaster is any character capable of casting 1st level spells or higher. Creatures with spell-like abilities that have a listed caster level are also counted as spellcasters; however, these creatures' caster levels are counted as if they were 3 lower for the purposes of determining the effectiveness of the mage hunter's class features. If this would reduce the creature's effective caster level to 0 (or lower), the creature is not counted as a spellcaster. If a creature has both spell-like abilities and the ability to cast spells (above 1st level), use the higher of the two caster levels.

SPELL SHIELD (SU):

At 2nd level, the mage hunter gains spell resistance equal to 10 + her mage hunter level. The mage hunter gains a bonus to this spell resistance equal to her Charisma modifier against targets of her condemnation. The mage hunter can lower this spell resistance as a swift action.

TOUCH OF DISRUPTION (SP):

Beginning at 2nd level, the mage hunter surrounds her hand with crackling arcane energy, causing a powerful disrupting effect on those she touches. Each day, she can use this ability a number of times equal to 1/2 her mage hunter level + her Charisma modifier. As a touch attack, the mage hunter can cast dispel magic (using her mage hunter level as her caster level). Using this ability is a standard action that does not provoke attacks of opportunity. The mage hunter of 10th level or higher can use this power to cast greater dispel magic. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature. For example, the Extra Lay On Hands feat grants the mage hunter 2 additional uses of the touch of disruption class feature.

TABLE 1-1: THE MAGE HUNTER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 st	+1	+2	+0	+2	Condemnation 1/day, detect magic
2 nd	+2	+3	+0	+3	Spell shield, touch of disruption
3 rd	+3	+3	+1	+3	Disruption, divine health, protection from magic
4 th	+4	+4	+1	+4	Channel arcane energy, condemnation 2/day
5 th	+5	+4	+1	+4	Arcane bond
6 th	+6/+1	+5	+2	+5	Disruption
7 th	+7/+2	+5	+2	+5	Condemnation 3/day
8 th	+8/+3	+6	+2	+6	Aura of resolve
9 th	+9/+4	+6	+3	+6	Disruption
10 th	+10/+5	+7	+3	+7	Condemnation 4/day
11 th	+11/+6/+1	+7	+3	+7	Aura of spell slaying
12 th	+12/+7/+2	+8	+4	+8	Disruption
13 th	+13/+8/+3	+8	+4	+8	Condemnation 5/day
14 th	+14/+9/+4	+9	+4	+9	Antimagic field
15 th	+15/+10/+5	+9	+5	+9	Disruption
16 th	+16/+11/+6/+1	+10	+5	+10	Condemnation 6/day
17 th	+17/+12/+7/+2	+10	+5	+10	Aura of righteousness
18 th	+18/+13/+8/+3	+11	+6	+11	Disruption
19 th	+19/+14/+9/+4	+11	+6	+11	Condemnation 7/day
20 th	+20/+15/+10/+5	+12	+6	+12	Spell slayer

TABLE 1-2: MAGE HUNTER SPELLS PER DAY

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

DISRUPTIONS (SP):

At 3rd level and every three levels thereafter, the mage hunter can select one disruption. Each disruption adds an effect to the mage hunter's touch of disruption ability. Whenever the mage hunter uses touch of disruption to cast dispel magic, the target also receives the additional effect from one of the disruptions possessed by the mage hunter. This choice is made when the touch is used. The target receives a Will save to avoid this disruption. If the save is successful, the spell is cast as normal but not the effects of the disruption. The DC of this save is equal to $10 + 1/2$ the mage hunter level + the mage hunter's Charisma modifier.

At 3rd level, the mage hunter can select from the following initial disruptions:

TABLE 1-3: MAGE HUNTER SPELLS KNOWN

Level	1st	2nd	3rd	4th
1st	-	-	-	-
2nd	-	-	-	-
3rd	-	-	-	-
4th	2	-	-	-
5th	3	-	-	-
6th	3	2	-	-
7th	4	3	-	-
8th	4	3	2	-
9th	5	4	3	-
10th	5	4	3	2
11th	5	5	4	3
12th	5	5	4	3
13th	5	5	5	4
14th	5	5	5	4
15th	5	5	5	5
16th	5	5	5	5
17th	5	5	5	5
18th	5	5	5	5
19th	5	5	5	5
20th	5	5	5	5

- **HARMED:** The target takes 1 point of magic damage per level of the mage hunter.
- **BUMBLING:** The target has his movement speed reduced by 5 feet + 5 feet per 4 levels of mage hunter for 1 round. This imposes a 20% chance of spell failure when casting spells with somatic components.
- **DEAFENED:** The target is deafened for 1 round per two levels of the mage hunter. (Note: This imposes a 20% chance of spell failure when casting spells with verbal components.)

At 6th level, the mage hunter adds the following disruptions to the list of those that can be selected:

- **INJURED:** The target takes 1d2 points of magic damage per level of mage hunter.
- **TWISTING:** This disruption warps the frame of magic in the area, forcing it to be focused with somatic components. The next spell cast by the target of this disruption within 1 round per mage hunter level has somatic components added to it.
- **SILENCED:** The target is unable to speak for 1 round per two levels of the mage hunter.

At 9th level, the mage hunter adds the following distractions to the list of those that can be selected:

- **DAMAGED:** The target takes 1d4 points of magic damage per 2 levels of mage hunter.
- **NARROWED:** The next area of effect spell cast within 1 round per mage hunter level by the target of this disruption has its area halved.
- **HARRIED:** The character must make a concentration check (DC = 5 + mage hunter level + double spell level) for 1 round per mage hunter level.

At 12th level, the mage hunter adds the following distractions to the list of those that can be selected:

- **WOUNDED:** The target takes 1d6 points of magic damage per 2 levels of mage hunter.
- **DEPOWERED:** The next spell cast by the target of this disruption within 1 round per mage hunter level has the results of any variable spell effect halved.
- **COMPLICATED:** The next spell cast by the target of this disruption within 1 round per mage hunter level has its casting time increased by one step: if the spell required a swift action it takes a standard; if it required a standard, it takes a full-round action. Spells with a casting time of a full-round action are not affected.

These abilities are not cumulative. For example, a 12th-level mage hunter's touch of disruption ability might also cause the target to become distracted, muted, or damaged. Once a disruption is chosen, it cannot be changed.

DIVINE HEALTH (SU):

At 3rd level, the mage hunter is immune to all diseases, including supernatural and magical diseases, including mummy rot.

PROTECTION FROM MAGIC (SU):

At 3rd level, the mage hunter is immune to magic fear (but not natural fear). Each ally within 10 ft. of her gains spell resistance equal to 10 + the mage hunter's Charisma modifier against spells cast by enemies. This ability functions only while the mage hunter is conscious, not if she is unconscious or dead.

CHANNEL ARCANES ENERGY (SU):

When the mage hunter reaches 4th level, she gains the supernatural ability to channel arcane energy. This functions like the channel negative energy class feature of a cleric. Using this ability consumes two uses of the mage hunter's touch of disruption. The mage hunter uses her level as her effective cleric level for the purpose of this class feature. This is a Charisma-based ability. However, unlike the normal channel negative class feature, the mage hunter may select the type of damage this ability deals. She may select a new damage type whenever she prepares her spells. She may elect her damage to be fire, cold, or electricity. The mage hunter of 10th-level or higher may select the following additional elements: acid, sonic, or force.

SPELLS:

Beginning at 4th level, the mage hunter casts arcane spells drawn primarily from the mage hunter/wizard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, the mage hunter must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a mage hunter's spell is 10 + the spell level + the mage hunter's Charisma modifier.

Like other spellcasters, the mage hunter can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: 1-2 Mage Hunter Spells Per Day. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

The mage hunter's selection of spells is extremely limited. At 4th level, the mage hunter knows four 0-level spells and two 1st-level spells of her choice. At each new mage hunter level, she gains one or more new spells, as indicated on Table 1-3: Mage Hunter Spells Known. (Unlike spells per day, the number of spells a mage hunter knows is not affected by her Charisma score; the numbers on Table: Mage Hunter Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the mage hunter has gained some understanding of through study.

Upon reaching 8th level, and at every even-numbered mage hunter level after that (10th, 12th, and so on), the mage hunter can choose to learn a new spell in place of one she already knows. In effect, the mage hunter 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. The mage hunter 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 wizard or a cleric, the mage hunter 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.

ARCANE BOND (SP):

Upon reaching 5th level, the mage hunter forms an arcane bond with her weapon or a mount. This ability functions like the divine bond class feature of the paladin, except that if the mage hunter elects to take a bound mount she does not apply the celestial template to the creature. It is instead given the outsider type.

AURA OF RESOLVE (SU):

At 8th level, the mage hunter is immune to charm spells and spell-like abilities. Each ally within 10 ft. of her gains a +4 morale bonus on saving throws against charm effects. This ability functions only while the mage hunter is conscious, not if she is unconscious or dead.

AURA OF SPELL SLAYING (SU):

At 11th level, the mage hunter can expend two uses of her condemnation ability to grant the ability to condemn to all allies within 10 ft., using her bonuses. Allies must use this condemnation ability by the start of the mage hunter's next turn and the bonuses last for 1 minute. Using this ability is a free action.

ANTIMAGIC FIELD (SP):

At 14th level, the mage hunter can expend two uses of her condemnation ability to create a zone of antimagic as per the spell antimagic field. This uses her mage hunter level as the caster level.

AURA OF RIGHTEOUSNESS (SU):

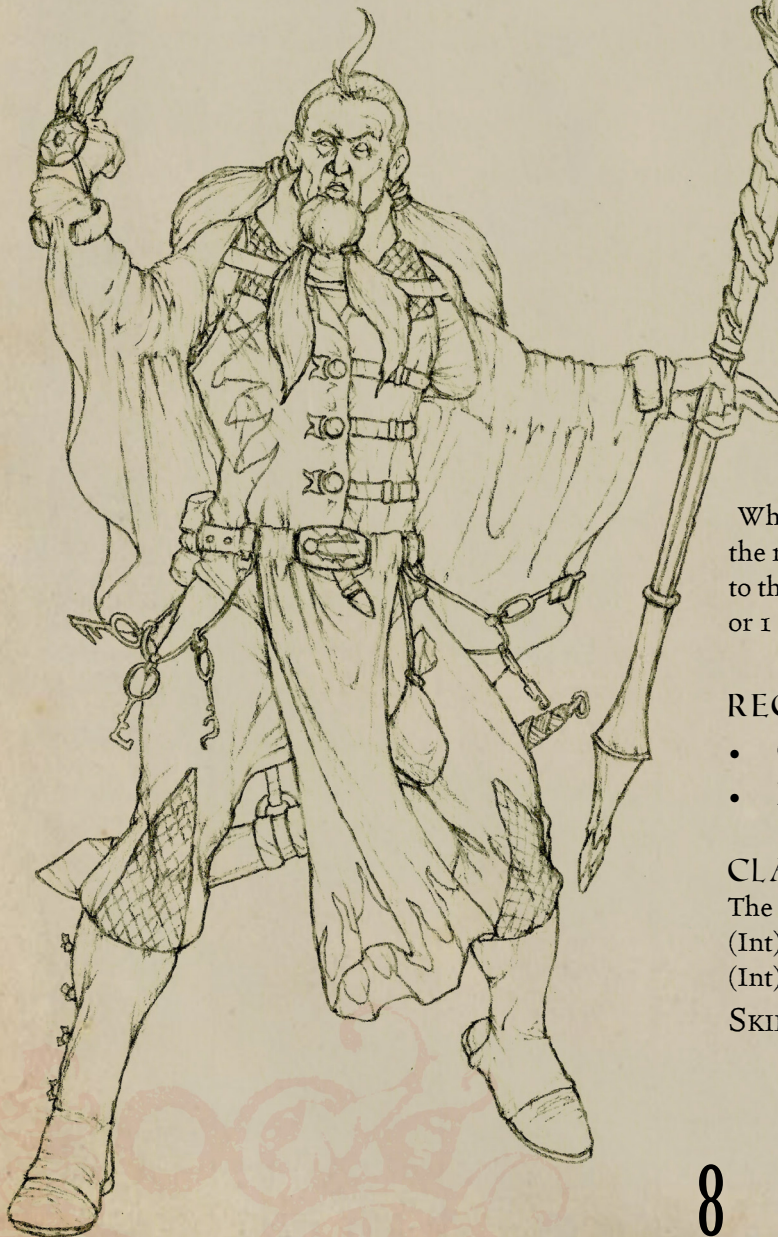
At 17th level, the mage hunter gains DR 5/evil and immunity to compulsion spells and spell-like abilities. Each ally within 10 ft. of her gains a +4 morale bonus on saving throws against compulsion effects. This ability functions only while the mage hunter is conscious, not if she is unconscious or dead.

SPELL SLAYER (SU):

At 20th level, the mage hunter becomes a powerful conduit for antimagic. Her SR increases by 20. Whenever she uses condemnation and successfully strikes a spellcaster who can cast at least 5th level spells, the spellcaster is also subject to a disintegrate spell, using her mage hunter level as the caster level, if the mage hunter so chooses. After the disintegrate has been inflicted, the condemnation's effect immediately ends. In addition, whenever she channels arcane energy or uses touch of disruption to dispel an effect, she may apply two of her disruptions.

SIDEBAR: PROFESSIONALISM

Many mage hunters take up this class as profession and have a degree of decorum about the way they conduct themselves. They differ drastically from the arcane luddite (see below) because mage hunters do not necessarily have enmity towards magic users. Much like bounty hunters, mage hunters will typically complete jobs and act in accordance with local laws. Theirs is not a blind hatred or obsessive need to hunt, but some certainly fall down that path. In fact, because many mage hunters function as a sword arm for mages towers, they often come into conflict with those sort of wayward serial killers of magic users. As a mage hunter, hold your head high and do what you do best!



Spellweaver

A NEW PRESTIGE CLASS FOR THE PATHFINDER
ROLEPLAYING GAME

Well versed in the art of arcane manipulation, a spellweaver is a magical scientist who is hellbent on dissecting the spells at his command. This makes him a powerful force when combating other magic users, and few have the mastery over magical manipulation that he does.

HIT DICE: D6.

NEW MECHANICS: ARCANE NEXUS

When a character casts a spell, that spell gains a tiny arcane nexus. Only arcane spells (not divine or psionic) spells make nexus. A character with nexus sight can see these arcane nexus. A character who does not have it cannot see it. Arcane nexus are inconsequential to anyone other than the characters who can exploit them. A character who can see an arcane nexus can attempt a Spellcraft check to identify the spell that was cast to create it, similar in fashion to the skill to identify a spell being cast.

When created, arcane nexus should be indicated on the map. The nexus is placed in any adjacent square to the caster. It remains there until the end of combat or 1 minute, whichever is sooner.

REQUIREMENTS

- CASTER LEVEL: 5th
- FEATS: Any 3 metamagic feats

CLASS SKILLS

The spellweaver's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

SKILL RANKS PER LEVEL: 2 + Int modifier.

TABLE 2~1: THE SPELLWEAVER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	ARCANE CASTER LEVEL
1st	+0	+0	+0	+1	Leyline 1d6, nexus sight	-
2nd	+1	+1	+1	+1	Spell distortion	+1 to existing arcane caster level
3rd	+1	+1	+1	+2	Leyline 2d6	+1 to existing arcane caster level
4th	+2	+1	+1	+2	Improved nexus sight	+1 to existing arcane caster level
5th	+2	+2	+2	+3	Leyline 3d6	+1 to existing arcane caster level
6th	+3	+2	+2	+3	Spell distortion	+1 to existing arcane caster level
7th	+3	+2	+2	+4	Leyline 4d6	+1 to existing arcane caster level
8th	+4	+3	+3	+4	Void trained	+1 to existing arcane caster level
9th	+4	+3	+3	+5	Leyline 5d6	+1 to existing arcane caster level
10th	+5	+3	+3	+5	Spell distortion	+1 to existing arcane caster level

CLASS FEATURES

All of the following are features of the spellweaver prestige class.

WEAPON AND ARMOR PROFICIENCY

The spellweaver gains no proficiency with any weapon or armor.

NEXUS SIGHT (SU):

At 1st level, the spellweaver can see arcane nexuses.

LEYLINE (SU):

At 1st level, if a straight line can be drawn between two spell nexuses that are at least 30 ft. apart, the spellweaver can form a leyline of powerful elemental energy. The area between those two arcane nexuses creates a line of damage. The damage is equal to 1d6 + the spell level of the last spell the spellweaver cast

within the last minute. If the spellweaver has not cast a spell within that timeframe, he does not add any additional damage. The damage of the layline is improved by 1d6 at every odd level after 1st to a maximum of 5d6 at 9th level. Creatures in the area of the layline can make a Reflex save (DC 10 + caster level + Intelligence modifier) to take 1/2 damage.

SPELL DISTORTION:

At 2nd level, as an immediate reaction to a spell being cast within 30 ft. of the spellweaver, the spellweaver can modify the spell. To do so requires an existing arcane nexus within 30 ft. of the spellweaver as a regent (it is consumed by this). He must be within 30 ft. of the target casting the spell and have line of sight to the caster. The spellweaver must make an opposed caster level check (tie goes to the spellweaver) against the creature casting the spell. If the spellweaver is successful, he may add a single weave (as described below) to the spell being cast.

The spellweaver need not know what spell is being cast, but he may make a spellcraft check as part of his spell distortion attempt to identify it. If he does so successfully, he adds 2 to his caster level for the purposes of the opposed caster level check.

The spellweaver need not know what spell is being cast, but he may make a spellcraft check as part of his spell distortion attempt to identify it. If he does so successfully, he adds 2 to his caster level for the purposes of the opposed caster level check.

WEAVES:

A spell that is distorted can have one of the following weaves applies to it:

- **TARGET:** If the spell has a single target or targets an area, the spellweaver can select a new target for the spell so long as that target is within 30 ft. of the original intended target.
- **METAMAGIC:** The spellweaver can remove any one metamagic the spell has been modified with. Alternatively, the spellweaver can add a metamagic feat. To do this, the spellweaver must expend a spell slot of an equal level to the level increase of the metamagic feat he wishes to add it to the spell.
- **UNWEAVE:** The DC of any saves the spell requires to avoid or take partial damage is reduced by 4.
- **REWEAVE:** The DC of any saves the spell requires to avoid or take partial damage is increased by 2.
- **SILENCE:** If the spell cast required a verbal component, the original caster must make a DC 10 + 1/2 spell level + the spellweaver's Int modifier or be silenced for a number of rounds equal to the level of the spell cast.

At 6th level, the spellweaver can add a second effect, and at 10th level, the spellweaver can apply up to three weaves to the spell. A given weave can only be applied once to a spell.

IMPROVE NEXUS SIGHT:

At 4th level, the spellweaver who takes a swift action to identify an arcane nexus can make a Spellcraft check to identify the spell. The DC for identifying the spell is the same as if he was trying to identify a spell being cast.

VOID TRAINED (EX):

At 8th level, if an antimagic field spell is cast with the spellweaver within the radius, the spellweaver can make a Will save (with a save DC appropriate to the spell level and type) to be able to cast spells normally. Likewise, the spellweaver can attempt the same sort of Will save when contacting an antimagic field for the first time.

Arcane Luddite

A NEW PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Arcane luddites are furious warriors that shun the artform of spellcraft and treat it as a blight upon decency. They are often insane with rage at some past misuse of magic or perceive it as perverse and dangerous. Their zeal causes them to relentlessly hunt those who would misuse magic to the point where even everyday magic becomes suspicious. Evil arcane luddites are no better than serial killers who target mages, while good aligned ones might be specially trained soldiers meant to combat a specific evil force of spellcasters. Most will use the very magic they abhor to a degree to tamper with their opponents, but all who follow this path ultimately seek to rid the world of the taint of magic.

HIT DICE: D10.

REQUIREMENTS

- **ABILITY SCORE:** Intelligence, Charisma, or Wisdom 9 or below **
 - **BASE ATTACK BONUS:** +5
- At Least One of the Following:
- **RAGE POWER:** Superstitious
 - **COMBAT FEAT:** Disruptive
 - **ROGUE TALENT:** Dispelling attack or mage stalker*
 - **CLASS FEATURE:** Condemnation
 - **OATH:** Oath Against Corruption
 - **CRUELTY:** Silence*
 - **FAVORED ENEMY:** Spellcasters*
 - **FEAT:** MYSTIC Silence*

*Found in this book.

**SIDEBAR: WHY A NEGATIVE ABILITY SCORE?

Luddites' hate comes from a place of ignorance, and in a bizarre way, they draw power from that disconnect with reality. If they have a negative Intelligence or Wisdom modifier, they might not understand magic and fall to superstitions that would trap them on the path to hate. Those with a negative Charisma modifier tend to be lashing out at something that hurt them in the past or simply lashing out at something that they perceive as being out of their control. Understandably, that can frighten anyone - but a true luddite seeks to destroy that which they do not understand.

At the GM's discretion, if a character has a sufficient background/lore reason to have that kind of unquestioning and unthinking hate towards magic, a character aspiring to join this prestige class may bypass this requirement. Some examples of when this could occur include: indoctrination, religious or political extremism, a deep cultural or racial hatred, etc.

CLASS SKILLS:

The arcane luddite's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane) (Int)*, Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

SKILL POINTS: 2 + Int modifier

*While arcane luddites have access to this skill, most do not truly understand it. They more learn it to "know thy enemy" and use it in anti-magical propaganda. ("Do you even know the kind of hell a miscast can bring! My sources say there is an estimated 70% chance for a spell to go awry!") The arcane luddite cannot use this knowledge for the typical purposes.

CLASS FEATURES

All of the following are features of the arcane luddite prestige class.

WEAPON AND ARMOR PROFICIENCY

The arcane luddite gains no proficiency with any weapon or armor.

SPELL SENSE (EX):

The arcane luddite has honed his senses to detect nearby magic. This sixth sense allows him to know when a spell is cast within 30 ft. of him. When a spell is cast, he can make a Perception check (DC = 30 - spell level). If he succeeds, he knows who has cast the spell, its approximate caster level, but not its effects or any specifics. In addition, the arcane luddite can see arcane nexuses.



TABLE 3~1: THE ARCANES LUDDITE

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+1	+0	+1	Arcane paranoia, exploit nexus 1d6, spell sense
2nd	+2	+1	+1	+1	Hatred barrier, spell rebound
3rd	+3	+2	+1	+2	Counter training, exploit nexus 2d6
4th	+4	+2	+1	+2	Magewound, void trained
5th	+5	+3	+2	+3	Exploit nexus 3d6, mage slayer
6th	+6	+3	+2	+3	Magewound, spell evasion
7th	+7	+4	+2	+4	Exploit nexus 4d6
8th	+8	+4	+3	+4	Destructive force, magewound
9th	+9	+5	+3	+5	Exploit nexus 5d6
10th	+10	+5	+3	+5	Collateral magewound, magewound

The method of detection varies from luddite to luddite. Some get a rash or hives when magic is near; others get sweaty palm; some claim to smell it; and still others describe it as a gut feeling.

EXPLOIT NEXUS (SU):

At 1st level, the arcane luddite can strike an arcane nexus and cause it to explode with arcane energies. Once struck, the arcane nexus is destroyed. When struck, the arcane nexus deals 1d6 damage to all creatures within a 30 ft. radius. A Reflex save (DC 10 + arcane luddite level + his luddite modifier) reduces this damage by half. The damage this causes improves by 1d6 damage at every odd level after 1st. The arcane luddite is immune to the damage caused by the explosion of the arcane nexus if he is the one who detonates it. He is not immune to explosions caused by other arcane luddites.

SIDEBAR: LUDDITE MODIFIER

Upon entering into the arcane luddite prestige class, you must select one mental ability score (Charisma, Intelligence, or Wisdom) to be designated as your luddite modifier. Once this choice has been made, it cannot be changed.

OPTION: At the player's pleasure, an arcane luddite may elect to use the inverse of a single negative mental ability score times 2 as their luddite modifier. Example: 6 Intelligence would normally give you a -2 Intelligence modifier. If used as a luddite modifier, they would have a +4 bonus.

ARCANE PARANOIA:

As the arcane luddite takes levels in this class, he becomes increasingly suspicious of magic, and those who employ it. It starts off as gruff disapproval and develops into uncontrollable revulsion before becoming full blown mania. This may manifest as conspiracy theories ("Did you know casting magic gives you cancer? It's true! Even being around someone who casts magic can cause it. It's called 'second hand magic.'"), paranoid delusions ("What if I'm under a geas spell to think I'm not under the effects of a geas spell right now?!"), challenges to the existence of magic ("If magic is real, how come I need to work for a living! Checkmate arcanists!") or even simply shouting insults and slogans at passing mages ("Go back to your tower pointy hat!", "Magic is murder!", or even "Use any dead babies as regents today?!").

SPELL REBOUND (EX):

At 2nd level, when the arcane luddite is targeted by a spell, he may attempt to smash it back at his opponent with his weapon. Normally, swinging one's weapon around like a buffoon, trying to swat at the pretty colors that the spell creates is as ineffective as it sounds. However, when using a magic weapon, the arcane luddite can set up a feedback loop that will slingshot the spell back at the caster. Sometimes this functions through ignorance of how magic actually works and sometimes through legitimate training.

When targeted by a spell, the arcane luddite may make an attack roll as an immediate action. If the attack roll exceeds 10 + caster level + the spell's level, the spell targets the caster or the square he is in.

A magic weapon is required to be wielded (and used) to use this class feature. The level of the enhancement bonus on the weapon must be at least half the value of the spell level cast (a +3 weapon can rebound up to a 6th level spell).

HATRED BARRIER (EX):

At 2nd level, through sheer tenacity and hatred, the arcane luddite is able to resist spells. He adds 1/2 his arcane luddite levels on saves against arcane spells that specifically target him (not multiple creatures).

COUNTER TRAINED (EX):

At 3rd level, the arcane luddite may make a special attack of opportunity against an opponent attempting to cast a spell defensively (even though that action does not normally provoke). If this attack hits, it deals no damage, but the spell caster takes a penalty on that concentration check equal to half the result of the arcane luddite's attack roll.

MAGEWOUND (EX):

At 4th level, when the arcane luddite attacks a character who has cast a spell within the last 3 rounds, he may apply an additional effect to the caster in addition to the damage the attack would normally deal. This occurs because the arcane luddite has learned how to throw a monkey wrench into the plans of a mage.

This could be injuring the caster's fingers so he cannot do somatic components of spells, crushing his larynx so he cannot speak, etc. The arcane luddite can utilize magewounds a number of times per day equal to his luddite modifier. The following magewounds may be placed on the spell caster struck by the arcane luddite:

- **MISDIRECT:** If the caster casts a spell on his next turn, the arcane luddite may define the spell's target.
- **SILENCE:** If the last spell cast by the creature required a verbal component, the caster must make a Fortitude save (DC 10 + 1/2 spell level + his luddite modifier) or be silenced for a number of rounds equal to the level of the spell cast.
- **THUMBSCREWS:** If the last spell cast by the creature required a somatic component, the caster must make a Fortitude save (DC 10 + 1/2 spell level + his luddite modifier) or be unable to cast spells with a somatic components for a number of rounds equal to the level of the spell cast.
- **ARCANE CRIPPLING:** If the caster casts a spell within the next three rounds, he counts his caster level as if it was 2 levels lower for all variables in spells.
- **MINDBURN:** The caster must make a Fortitude save (DC 10 + arcane luddite level + his luddite modifier) or be unable to make concentration checks until the start of the arcane luddite's next turn.
- **MANA BLANK:** The caster cannot cast spells until the start of the arcane luddite's next turn without making a Spellcraft check (DC 15 + arcane luddite level + his luddite modifier).

At 8th level, he may apply a second wound at the same time, and at 10th level, he may apply up to three.

SIDEBAR: ARCANE LUDDITE DECORUM

Mages defeated by arcane luddites are generally humiliated and/or tortured. This includes stuffing material components down the throats of the mages (making them "eat it"), crippling of fingers, or cutting out of their tongues so they cannot cast any spells. Sometimes brands are used to mark mages as heretics or "dirty mages."

The worst punishment imaginable involves affixing a parody of a tall pointy wizard's hat to a mage's head in a permanent (and often painful) way. It is behaviors like this that cause arcane luddites to be hunted down by mage's towers and bounties placed on their heads.

VOID TRAINED (EX):

At 4th level, the arcane luddite is immune to the effects of anti-magic field or similar spells. As such, his supernatural and spell-like abilities continue to function.

MAGE SLAYER (SU):

When the arcane luddite of 5th level or higher attacks a spellcaster (as defined in the mage hunter's entry) who has cast a spell within the last 3 rounds, he deals extra damage with melee attacks against that target. This extra damage is equal to the spell level of the last spell the character cast and only occurs on the first attack made during the round.

SPELL EVASION (EX):

At 6th level, the arcane luddite can use tricks he has learned for combat with spellcasters to mitigate the effects of spells. If he makes any saving throw by 5 or more against an arcane spell that has a reduced effect on a successful save, he instead avoids the effect entirely.

DESTRUCTIVE FORCE (EX):

At 8th level, the arcane luddite treats magic items as mundane items for the purpose of sundering them. This negates the normal +2 hardness and +10 hp per +1 enhancement bonus. In addition, the arcane luddite ignores all hardness on magic items when sundering them.

COLLATERAL MAGEWOUND (SU):

At 10th level, when the arcane luddite inflicts damage with his exploit nexus class feature, he may select 1 creature who has taken damage and apply one of his magewounds as a free action. In addition, he adds his luddite modifier to all damage rolls from the arcane luddite's exploit nexus class feature (in addition to his Intelligence).

New Feats

ARCANE VARIANCES

You have taught yourself unusual and uncommon magicks for a mage hunter.

PREREQUISITES: Charisma 13, ability to cast 1st-level mage hunter spells

BENEFIT: Pick one 1st-level spell, one 2nd-level spell, one 3rd-level spell, and one 4th-level spell from the bard, cleric, inquisitor, or oracle spell lists. Add these spells to your mage hunter spell list as mage hunter spells of the appropriate level. Once chosen, these spells cannot be changed.

GREATER CONDEMNATION

Your condemnation is a death sentence for a spellcaster.

PREREQUISITES: Condemnation class feature, caster level 5th

BENEFIT: You can count a creature with a spell-like abilities caster level as being full rather than being at -3. In addition, you can count creatures who can cast 0th level spells as spellcasters.

MAGICALLY RESILIENT

You have a trick or two to trick mages.

PREREQUISITES: Knowledge (arcane) or Spellcraft 5 ranks

BENEFIT: You gain a +1 on all saves against arcane spells.

MYSTIC SILENCE

You can stun mages to silence.

PREREQUISITES: Stunning Fist, Vow of Silence, base attack bonus +5

BENEFIT: If you strike a spellcaster with a weapon you are able to make a flurry of blows attempt with, you may expend 1 ki point as a free action to cause the spellcaster to make a Will save (DC 10 + 1/2 character level + Wisdom) or be silenced for 1d4 rounds.

SPECIAL: If you use an ability modifier other than Wisdom to determine the size of your ki pool, you may use that to determine the DC of the Will save of this feat.

NEXUS MAGIC

PREREQUISITES: Arcane caster level 10th, Spellcraft 10 ranks, Nexus Sight

BENEFIT: You may draw from adjacent arcane nexus to offset the costs of your metamagic feats. You may consume a single nexus that is adjacent to you to ignore the increase to the spell level a metamagic feat normally would impose. A single arcane nexus can buy off the cost of a metamagic feat that increases a spell level by +1 or +2.

NEXUS SIGHT

PREREQUISITES: Arcane caster level 3rd, Spellcraft 5 ranks

BENEFIT: You gain the ability to perceive arcane nexus.

SPECIAL: If you gain this ability from any other source, you instead gain a +4 bonus on Spellcraft checks to identify spells or magic items.

New Class Options

ANTIPALADIN CRUELTY

SILENCED (6TH LEVEL): Target is silenced for 1 round per two levels of the antipaladin.

RANGER FAVORED ENEMY

SPELLCASTERS: The ranger may define spellcasters as his favored enemy. The definition of what constitutes a spellcaster is given in the mage hunter's entry earlier in this book. Rather than gaining bonus damage, when a spell is being cast, the ranger with this favored enemy may make an attack as an immediate action against the spellcaster. This causes a concentration check (as the result of injury typically does). This may be done with a ranged attack within 30 ft. or as a melee attack if adjacent to the spellcaster. The ranger may do this a number of times per day equal to the bonus to damage he would receive from his favored enemy class feature if this dealt damage. The ranger still gains the bonus to attack rolls against spellcasters.

ROGUE TALENT

MAGE STALKER: If casting a spell provokes an attack of opportunity from a rogue with this talent, he may deliver a sneak attack in place of the normally attack of opportunity even if he could not normally execute a sneak attack in that circumstance.

New Weapon Enhancements

SPELL VOID

PRICE +1 bonus

AURA moderate abjuration; **CL** 8th; **WEIGHT** —
A spell void weapon excels against certain foes. Against spellcasters (as defined in the mage hunter's entry), the weapon's enhancement bonus is +2 better than its actual bonus. In addition, when a spellcaster is struck with a spell void weapon, he takes a -4 penalty on all concentration checks for 1 round.

REQUIREMENTS: Craft Magic Arms and Armor, dispel magic; **COST:** +1 bonus

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