## Rite Publishing Presents

# The Secrets of the Magus



ALXMO

By Steven D Russell



Rite Publishing Presents:

# The Secrets of the Magus

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### **Dedication:** To Duane H. Russell —the best warrior-wizard I have ever known.

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#### New Magus Arcana

The following is a list of new magus arcana available to the new magus core class.

Animate Weapon (Su): The magus can expend 1 point from her arcane pool as a swift action to imbue a single weapon she touches with the ability to fight on its own for a number of rounds equal to her magus class level. The weapon deals its standard damage, including any bonuses and abilities it gains from magical enchantments. It strikes with a base attack bonus equal to her magus class level + her Intelligence modifier. If the base attack bonus is high enough, it can gain multiple attacks. The weapon never gains a flanking bonus, nor does it provide one for another attacker, and her feats do not aid its attacks. It acts on her initiative count. The weapon can fly at a speed of 30 feet with perfect maneuverability (using her class level + her intelligence modifier for any fly skill checks). It must remain within 100 feet of her. She can direct it to attack a foe as a free action when she first uses this ability to animate the weapon, but on subsequent rounds, she must use a move action to set it against a new foe. If its current foe is defeated, the weapon automatically moves to attack the closest enemy. The weapon never willingly attempts to move farther than 100 feet from the magus. The weapon's Armor Class, hit points, and hardness are as normal for its size. It does not gain attacks of opportunity, nor does it provoke them, unless an opponent tries to grapple it. In that case, it gains an attack of opportunity against any would-be grapplers. The weapon can only make one attack of opportunity each round. The weapons CMB and CMD are equal to its base attack bonus and size modified only by her Intelligence Modifier. It gains no Strength/Dexterity bonus or penalty.

The magus can attempt to animate an attended weapon as a swift action, she must make a successful disarm combat maneuver to affect the weapon, resolve the disarm attempt as normal.

Athame Knowledge (Su): The magus forms a much closer relationship with her weapon. The power turns her weapon almost into an extension of her body. The magus can spend 1 point from her arcane pool as a swift action to reach out into the history of the weapon to learn its secrets, casting her mind back through time and space. For a moment, she literally embodies the weapon's history and use. Consequently, the magus gains the use of one feat of her choice that directly improves her use of the weapon, such as Weapon Focus or Improved Critical. She must meet all of the feat's prerequisites to gain it; a magus with the black blade class ability uses her magus class level in place of her base attack bonus for the purposes of this feat's prerequisites. The feat remains with her for one minute per magus class level.

Athame Surge (Su): A magus can transform her weapon into a glittering weapon of pure energy by channeling her spell slots directly into it. The magus can expend a single spell slot to increase her weapon's enhancement bonus on attacks and damage by an



amount equal to half the slot's level. This bonus can improve the weapon's enhancement bonus on attack rolls and damage rolls, or it can be spent on weapon special abilities that are expressed as an enhancement bonus. This bonus lasts for 1 minute per magus class level, and the magus can use only one spell slot in this manner at a time. If a magus activates this ability while a previous use of it is still in effect, the new bonus replaces the old one—it does not stack. The magus must be at least 6th level before selecting this arcana

**Augment Physical Prowess (Su):** The magus can expend 1 point from her arcane pool as a swift action to draw upon her magical abilities to strengthen her limbs, sharpen her reflexes, or enhance her toughness for a number of rounds equal to her magus class level. She gains a +2 inherent bonus to Strength, Dexterity, or Constitution. She chooses which ability to increase when she expends the point from her arcane pool.

Black Blade Riposte (Su): Her black blade lashes out of its own accord, striking opponents who menace her even while she cannot defend herself. If she provokes an attack of opportunity for any reason and she or her black blade have at least 1 point in her arcane pool while she has her black blade in hand, anyone who attacks her immediately provokes an attack of opportunity in turn. Resolve her attack *after* her opponent resolves his own attack of opportunity. Her black blade strikes with her full base attack bonus. It receives any enhancement bonuses it normally provides her, but it does not gain any other bonuses to its attack or damage, such as from her Strength score, spells, or feats. The black blade uses one of her attacks of opportunity for the round as normal. The magus must possess the black blade class ability and be at least 9th level before selecting this arcana.

**Born to the Black Blade (Su):** The magus's black blade is always ready for a battle, and she can sense its keening thirst as combat draws near. In addition, her deep connection to the weapon also allows you to channel and control spells with greater ability than normal; she gains a +2 bonus on initiative and a +1 bonus on the Difficulty Class of all spells she cast when using her spell combat class ability. The magus must possess the black blade class ability before selecting this arcana.

**Bounding Step (Su):** The magus can expend 1 point from her arcane pool as a swift action to move through the air. In essence, she can fly for short distances merely by invoking the power of this ability for a number of rounds equal to her magus class level. When she moves, she is considered to be flying through the air. At the end of her movement, she lands. She can choose to take a double move when she uses this feat, and she can move directly up, or horizontally from the roof of one building to another, or across a castle's moat. The total distance she moves cannot exceed her total movement allowance, but she can go in any direction she wants. She can even jump safely down. If she is not over a solid surface when her movement ends, she falls as normal. She may use the run action in conjunction with this ability. The magus must be at least 6th level before selecting this arcana.

Charge of the Magi (Su): The magus can spend 1 point from her arcane pool as a swift action when charging; turning her into a living projectile, that blasts her opponent with a jolt of arcane power. She makes a charge as normal. If her attack hits, she deals an extra 1d6 points of force damage plus an additional 1d6 for every 3 magus levels she possesses in addition to her attack's normal damage, and her foe must make a Fortitude save (DC 10 + half her magus class level + her Intelligence modifier) or be knocked prone. This extra damage is doubled on a critical hit; in addition, upon a critical hit a +2 circumstance bonus is added to the DC of the save. When making this charge, she is considered to be flying. She can move over pits and other hazards, but she lands in the space where her charge ends and suffers any drawbacks for standing there after resolving her attack. If she misses with this attack, the ability is expended. The magus must be at least 9th level before selecting this arcana.

**Damage Shield (Su):** The magus can spend 1 point from her arcane pool as an immediate action to resist damage from each attack she is subject to in a single round. She reduces all damage dealt to her for each individual attack by her magus class level for 1 full round.

**Doublefire Wand (Su):** The magus can activate two wands or activate two staff abilities at once in place of casting a spell when using spell combat. The magus must be at least 15th level and possess the magus arcana (wandwielder) before selecting this arcana.

**Eldritch Athame (Su):** The magus can spend 1 point from her arcane pool as a swift action to transforms her weapon into a weapon of pure magical energy for 1 minute per magus class level. She can cause it to adopt a new form suitable to the opponent at hand. The weapon retains any magical qualities it had in its normal form. The magus can choose to return it to its normal form before that time. The weapon can become any weapon that is the same size or one category larger or smaller than its base form. The magus gains proficiency with that specific weapon during that time. A magus can transform the weapon into a ranged weapon, but she must supply ammunition as normal.

**Energy Burst (Su):** The magus can spend 2 points from her arcane pool as a swift action to create a burst of energy that fills a 30-foot spread centered on her. This energy is of a type chosen at the time she selects this major arcana and once chosen it cannot be changed (acid, cold, electricity, fire, or sonic). This burst of energy deals 1d6 points of damage per magus class level (maximum of 20d6). Anyone in this area must make Reflex saves (DC 10 + half her + her Intelligence modifier) for half damage. The magus is immune to the effects and damage from her own energy burst. The magus must be at least 12th level before selecting this arcana.

Energy Web (Su): The magus can spend 1 point from her arcane pool as a swift action to create a tangible web of searing energy that wraps and tangles around her weapon. When she attacks, this web clings to her opponent and continues to damage the foe for a number of rounds equal to half her magus class level. This energy is of a type chosen at the time she selects this major arcana and once chosen it cannot be changed (acid, cold, electricity, fire, or sonic). If she makes a successful melee attack before this ability's duration ends, she transfers the web of energy to her opponent. He takes 1d6 points of energy damage per two magus class levels she possesses in each round, at the start of her turn, until this ability's duration ends. She also gains this extra damage on the attack that transfers the web to the target. Her opponent may make a Reflex save (DC 10 + half her magus class level + her Intelligence modifier) to avoid the web; If he succeeds, the magus deals the extra energy damage with her attack but he avoids becoming trapped in the web and does not take any further damage from it.

A creature caught in an energy web can escape by taking a move action and making a successful Escape Artist

check against a Difficulty Class equal to the Reflex save DC needed to avoid it. The magus must be at least 15th level before selecting this arcana.

**Flattening Strike (Su):** The magus can spend 1 point from her arcane pool as a swift action to hammer her foe with a concussive strike that sends ripples of raw, arcane energy through him, forcing him to tumble to the ground. In addition to dealing normal damage with her next attack the target must make a Fortitude save (DC 10 + half her magus class level + her Intelligence modifier) or she knocks her opponent backward 5 feet for every two magus class levels she possesses (minimum 5') and the foe is knocked prone. If her strike misses, this use of the ability is wasted.

**Force Adept (Sp):** A spellblade magus can as a swift action cast a *mage hand* spell at will. If the spellblade magus is at least 9<sup>th</sup> level she can spend 1 point from her arcane pool as a swift action to create a *telekinesis* spell. This arcana can only be selected by a magus with the spellblade archetype.

**Free Step (Su):** The magus can expend 1 point from her arcane pool as a swift action to strengthen her legs and improve her agility, granting a +10 foot enhancement bonus to her speed for a number of rounds equal to her magus class level. She can walk up vertical surfaces at her base land speed. She does not gain the ability to hang upside down, making it impossible for her to move along any surface that is more than a 90- degree slope with respect to the ground. She can also make a double move and run when moving in this manner. If she does not end her move on a horizontal surface, she falls as normal. She suffers attacks of opportunity and other effects for moving along a surface as normal.

**Malice** (Su): A hexcrafter magus's attacks are enhanced by the spiteful link between her and her

opponent. Her melee attacks deal +2d6 damage to any opponent that is currently under the effects of one of her hexes. This arcana can only be selected by a magus with the hexcrafter archetype.

**Maneuvering Strike (Su):** The magus can spend 1 point from her arcane pool as a free action so that her next combat maneuver does not provoke an attack of opportunity. The magus must possess the magus arcana (maneuver mastery) before selecting this arcana.

**Necromatic Strike (Su):** The magus can spend 1 point from her arcane pool as a swift action to imbue his weapon with a shimmering halo of black, necromantic energy, allowing her to disrupt her opponent's life force. This energy is also baneful to undead creatures, allowing her to destroy them with a single, savage blow. She deals an extra 2d6 points of damage with her next attack as the necromantic energy weakens her living foe. In addition, her opponent must make a Fortitude save (DC 10 + half her magus class level + her Intelligence modifier). On a failed save, the opponent takes 1d6 points of Strength and Constitution damage. This is a negative energy effect.

An undead creature struck by Necromatic Strike does not suffer the effects described above. Instead, it must make a Will save (DC 10 + half her magus class level + her Intelligence modifier) or suffer 10 points of damage per magus level she possesses. A successful save deals 10d6 points of damage to the undead creature. The magus must be at least 15th level before selecting this arcana.

**Nigh Irresistible Strike (Su):** The magus can spend 1 point from her arcane pool as a swift action to channel arcane energy through her weapon, which allows the power to flow into her opponent and disrupt his magical defenses. As a free action before resolving an attack, she may declare that she is using this ability. If she hits, roll and apply damage as normal. In addition, if the target fails a Will Save (DC 10 + half her magus class level + her Intelligence Modifier) the target's spell resistance, energy resistance, or damage reduction is reduced by her magus class level for a number of rounds equal to her magus class level. A creature or object that saves against this ability is immune to the effects of her resistant strike for 24 hours.

**Opportune Strike (Su):** Whenever the magus scores a hit with a melee weapon when making an attack of opportunity, he may cast a spell with a range of touch as a swift action, and then make a touch attack with that spell against the target of the critical hit as a free action. The magus can use this ability once per day. The magus must be at least 15th level and possess the magus arcana (critical strike) before selecting this arcana.

**Overcome Circumstances (Su):** The magus can expend 1 or more point from her arcane pool as a free action to shrug off detrimental effects. She can immediately attempt a second saving throw to shrug off one unwanted condition. Even if she fails this save she ignores one debilitating conditions per point expended that she is currently under the effect of for 1 round per magus class level, that time counts as part of each condition's duration. Once this benefit lapses, the remaining conditions return for the remainder of their durations. She cannot delay or shrug off the dead condition.

**Searing Shield (Su):** When she activates her spell shield and an opponent attacks her and misses her newly improved Armor Class but would hit the Armor Class total she had before applying the shield's benefits, the foe suffers 2d6 points of fire damage. In this case, her foe strikes her shield's fiery, burning aura. The magus must possess the Magus Arcana (spell shield) class ability before selecting this arcana.

**Serpent-Eyed Strike (Su):** The magus can spend 1 point from her arcane pool as a swift action so that her attack creates a hypnotic pattern, weaving an arcane matrix that lulls her foe into quite a state of distraction. With his defenses down, she can strike him more easily. She chooses a single target that she can see. This foe must make a Will save (DC 10 + half her magus class level + her Intelligence modifier) or the foe lose his Dexterity bonus to Armor Class against her attacks (and only her attacks) for 1d6 rounds. This is a mind-affecting ability.

**Shield Caster (Ex):** The magus gains proficiency with bucklers and light shields without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing heavy armor or using a heavy shield incurs a chance of arcane spell failure if the spell in question has a somatic component unless he possess the heavy armor class feature. She can use the shield with spell combat and her magus arcana as if she had a free hand. The magus must possess the medium armor class ability before selecting these arcana.

**Slice Through Wardings (Su):** The magus can spend 1 point from her arcane pool to make a single attack as a standard action that ignores all a foe's magic-based protections (Armor Class bonuses, *stoneskin*, and so on). The magus cannot use this ability to ignore spells or effects that take affect when a foe is attacked, like *fire shield*. The character must declare her use of this ability before making the attack. The magus must be at least 12th level and possess the magus arcana (dispelling strike) before selecting this arcana.

**Song of Arcane Triumph (Su):** The mighty song of arcane triumph allows a magus to channel the raw energy of her magical power into her elven music. The magus can spend 1 point from her arcane pool as a swift action to sing a litany of triumph on a single successful hit. The opponent that her attack struck suffers 1d6 points of sonic per magus class level (maximum 20d6) in addition to normal damage. A Fortitude save (DC 10 + half her magus class level + her Intelligence modifier) halves the sonic damage this effect deals. On a critical hit, double this damage (unlike other bonus damage). Apply this extra damage even if the opponent is immune

to critical hits. This arcana can only be selected by elven and half-elven magi.

Song of Death's Herald (Su): The grim, terrible song of death's herald foretells the doom of the magus's foe. The magus can spend 1 point from her arcane pool as a swift action to select a single opponent within her line of sight that can hear her words. The target need not understand the bladesong's language. The intent and meaning behind the song transcends such barriers. Creatures with an Intelligence of 4 or less are immune to this ability. The target of this ability must make a Will save (DC 10 +half her magus class level + her Intelligence modifier). On a failed save, the magus's weapon forms a deadly link to the target. The magus sings of each of her attacks against the target before she completes it, but she exactly predicts the result of each stroke. Her target takes a -2 morale penalty to Armor Class on all attacks by the magus for 1 round per magus class level.. In addition, the magus increases her critical threat range by one (do this before doubling the range due to the keen quality and other effects) against her target, and she deals an additional 1d6 points of sonic damage against the foe for for 1 round per magus class level. This arcana can only be selected by elven and halfelven magi

**Song of the Blade Dance (Su)** The magus can spend 1 point from her arcane pool as a swift action to sing a song that enhances the flow of magic through heer weapon for one round per magus class level. Her weapon pulses with the music, allowing her to enter a fighting dance that bewilders her enemies and sharpens her combat talents. While in this dance, she gains a +2 dodge bonus to Armor Class, a +1 bonus on attacks, and a +2 bonus on initiative. This arcana can only be selected by elven and half-elven magi.

**Song of Victory (Su):** The elves have many songs that speak of their great victories. The magus can spend 1 point from her arcane pool as a swift action to inject the triumphant emotions behind such tunes with magical energy, causing them to lift her allies' hearts while crushing her enemies' hopes for 1 round per magus class level. All her allies within 60 feet receive a +2 morale bonus on attacks, checks, and saves. Enemies with an Intelligence score within this same area must make Will saves (DC 10 + half her magus class level + her Intelligence modifier) or take a -1 morale penalty on attacks. The magus does not gain the benefits of this ability—only her allies gain them. This arcana can only be selected by elven and half-elven magi

**Stalwart (Ex)**: A hexcrafter magus can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the hexcrafter magus is wearing light armor, medium armor, or no armor. A helpless hexcrafter magus does not gain the benefit of the stalwart ability. This arcana can only be selected by a magus with the hexcrafter archetype.

Ultimate Eldritch Athame (Su): As a free action, the magus can cause her weapon to manifest new powers as she literally sculpts its magical form with her arcana. Once per round as a free action, the magus can alter the weapon's magical properties. She can choose to spend its total enhancement bonus on weapon traits and powers, or she can devote them to an enhancement bonus on attack rolls and damage rolls (+5 maximum as normal). For example, an magus's weapon is a +5 weapon and has been given the frost (+1), keen (+1), and speed (+3) special abilities. The eldritch blade could alter the +5 bonus spent on abilities to gain a different set of powers, such as dancing (+4) and flaming (+1). This change is permanent until the magus changes them yet again. The magus must possess the magus arcana (eldritch athame) and must be at least 15th level before selecting this arcana.

**Vampiric Thirst (Sp):** The magus can spend 1 point from her arcane pool as a free action so that the damage dealt by her pool strike grants her temporary hit points equal to the damage she deals with her pool strike. She can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later. The magus must possess the black blade class ability or be able to cast *vampiric touch*; and possess the pool strike class ability before selecting this arcana.

**Wave of Mutilation (Su):** The magus can spend 1 point from her arcane pool as a swift action, transforming a single cut of her weapon into a scything wave of energy that tears through her enemies' ranks. She unleashes magical force in a single sweep of her weapon in a 30-foot cone. Roll damage for her attack as normal except the damage type is changed to force and apply it to all targets in the cone's area. Her opponents can make Reflex saves (DC 10 + half her magus class level + her Intelligence modifier) for half damage. The magus must be at least 6th level before selecting this arcana.

#### Singer of Blades (Magus Archetype)

Elves always seek to blend art into nearly every aspect of life, this is no less true for the magus, and many elven cultures claim that they were the first true magi. The way of Sword, Song, and Spell is a most ancient and honored martial art in elven society. Their attitude in keeping this discipline a secret known only to the elven people is well documented, and a ruthless campaign of magical manipulations, destroying documents, altering people's memories and even executions for the crime of teaching non-elves, has been carried out to keep that secret. Elves often see the Singer of Blades as protectors and champions of elven culture and as such they have a prominent place in the society of the elves in the same way that an anointed knight has great status amongst human society. Singer of Blades are taught in a masterapprentice tutelage system, with a master taking on a limited number of apprentices to carry on the work of defending elven society and promoting their principals and way of life.



**Song of Blades Style (Ex)**: Starting at 4<sup>th</sup> level when wielding a longsword or rapier in one hand (and nothing in the other), the singer of blades gains a dodge bonus to AC equal to half her class level. Perform (dance, singing) become class skills. This ability replaces Spell Recall.

**Bladedance (Ex):** Starting at 7<sup>th</sup> level when wielding a longsword or rapier in one hand (and nothing in the other), a singer of blades can take 10 when making a Concentration check to cast defensively even when in immediate danger or distracted. This ability replaces Knowledge Pool.

**Songstrike:** Starting at 19<sup>th</sup> level when wielding a longsword or rapier in one hand (and nothing in the other), a singer of blades can once per day choose to channel great physical and arcane power into a single attack in melee combat (which can be a part of either a

full attack or a single attack action). The attack, if successful, inflicts damage as if the weapon inflicted a critical hit—even if striking a foe normally immune to critical hits. If the songstrike attack inflicts an actual critical hit, increase the weapon's critical multiplier by +1; thus, a longsword inflicts a  $\times$  3 critical hit. If the attack misses, the ability is still considered used for that day. A songstrike does not trigger special effects that occur only when critical hits occur, such as the decapitating power of a *vorpal* weapon though it does work with the spellstrike class feature. This ability replaces Greater Spell Access

**Furious Dance (Su):** At 20<sup>th</sup> level when wielding a longsword or rapier in one hand (and nothing in the other), a singer of blades can, using a full attack action, spin around with her longsword or rapier and send replicas of the blade, composed of magical energy, toward all foes within 30 feet. The mage blade makes a separate melee attack roll against each foe, using her highest attack bonus. Each successful attack inflicts damage as if the singer of blades struck the foe with the weapon. The singer of blades can use this ability a number

of times per day, equal to her Intelligence bonus (minimum 1/day). This ability replaces the true magus.

**Magus Arcana:** The following magus arcana complement the singer of blades archetype: critical strike, hasted assault, pool strike, spell shield, and the new magus arcana song of arcane triumph, song of the blade dance, song of death's herald, and song of victory.

#### New Feats

#### **Bladebound Defense (Combat)**

Your black blade is like a partner in battle. It guides your defenses and allows you to repel attackers from multiple sides, since its speed and focus meld with your own combat abilities.

Prerequisite: Black Blade Class ability

**Benefit:** While you hold your black blade, you cannot be flanked. Your black blade guides your defenses, which allows you to hold off opponents though they attack from both sides.

#### **Clinging Touch (Combat)**

You have learned to maintain the arcane power of your touch afterwards.

**Prerequisite:** Magus Arcana (pool strike) class ability **Benefit:** For every three magus levels (to a maximum of 18th), the energy, unless somehow neutralized lasts for another round, dealing half the amount of damage the pool strike dealt in the previous round (minimum 1 point).

#### **Crippling Touch (Combat)**

You have learned to use the arcane power of your touch to hinder your opponents.

**Prerequisite:** Magus Arcana (pool strike) class ability, CL 10



**Benefit:** An opponent damaged by your pool strike ability also takes 2 points of Strength damage for every 3 arcane pool points spent using that ability.

#### **Dance of Ruin (Combat)**

You have learned a risky, almost forbidden secret elven technique of battle.

**Prerequisite:** Dex 13, Dodge, Mobility, Spring Attack, Base Attack Bonus +4

**Benefit:** As a swift action, you may make a DC 20 Perform (dance) check when using Spring Attack to gain a +2 circumstance bonus to attack and damage rolls until the start of your next turn. For every 5 points by which you beat the DC, the circumstance bonus increases by 1.

#### **Dance of Death (Combat)**

You have learned a risky, almost forbidden secret elven technique of battle.

**Prerequisite:** Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

**Benefit:** As a swift action, you may make a DC 25 Perform (dance) check when using Whirlwind Attack. If you succeed, you gain a +2 circumstance bonus to attack and damage rolls and a +2 dodge bonus to Armor Class until the start of your next turn. For every 5 points by which you beat the DC, the dodge bonus increases by 1.

#### **Deny the Afflicted (Combat)**

You have learned a unique blend of Hex and Melee Defense.

**Prerequisite:** Curse class ability, Hex class ability, Magus Arcana (hex) class ability or ability to cast bestow curse.

**Benefit:** Any creatures under the effects of your curses or hexes that could make multiple attacks against you with the full-attack action are denied the ability to make their last attack (usually the attack with the lowest attack bonus). This never affects bonus attacks such as that grated by a *haste* effect.

#### **Improved Reflection (Combat)**

You have focused your training on defeating an opponent's spells with your weapon. Not only can you turn them back with your magus arcana, but you also can redirect them.

Prerequisite: Magus Arcana (reflection) class ability

**Benefit:** If you successfully reflect a spell, you can change its target to any person within its range and in your line of sight. Resolve the spell's effects as normal with the new target. You can use this ability a number of times per day equal to your Intelligence bonus (minimum +1).

#### New Magic Items

#### **Crystal of Arcane Assimilation**

Aura faint transmutation; CL 5th Slot –; Price 3,000 gp; Weight – Description

This beautiful gem changes color to compliment any weapon it is attached to and moves about the item until it finds an esthetically pleasing position and then fuses with the item. If a special ritual is preformed, (requiring 8 hours) the weapon the crystal has attached too can absorb half the total gold piece value of any magical weapon that is part of the ritual. If it has enough total value to enchant the item (per the magic item creation cost rules), it can add the magical properties of any weapon it has absorbed to the attached weapon. Once the crystal is attached the only way to unattach it is to destroy (ruin) the weapon it is currently affixed too.

For example if you attached this to a masterwork sword and came across two +1 magical swords you could absorb 1,000 gp from enchantment, and then use that 1,000 gp to enchant your sword with a +1 enchantment

and store the remaining 1,000 for later use. Then when you later come across a +1 *flaming* longsword you could absorb 4,000 gp from it and use that to enchant your sword with the flaming special quality or to increase it's enhancement bonus to +2 and store the remaining 2,000 gp for later use. As you would still need 3,000 gp in value to make it a +2 *flaming* weapon.

#### **Construction Requirements**

Craft Magic Arms and Amor, Craft Wondrous Item, *magic weapon;* **Cost** 1,500 gp

#### **Gloves of Arcane Gathering**

Aura strong transmutation; CL 17th

**Slot** –; **Price** 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th) **Description** 

These gloves are embroidered with a pattern of unusual arcane sigils. Once per day as a free action upon command, the gloves of arcane gathering are able to break down a touch spell currently "held" by wearer (discharging the spell harmlessly). The spell's level adds that many arcane spell points to the wearer's arcane pool though the pool still cannot exceed your maximum (Usually ½ your class level plus your relevant ability modifier) The spell must be of a particular level, depending on the gloves. Different gloves exist for breaking down one spell per day of each level from 1st through 6th.

#### **Construction Requirements**

Craft Wondrous Item, creator must be able to cast spells of the spell level to be broken down; **Cost** 500 gp (1st), 2,000 gp (2nd), 4,500 gp (3rd), 8,000 gp (4th), 12,500 gp (5th), 18,000 gp (6th)

#### Mournsky (minor artifact)

Aura strong transmutation; CL 20th Slot – (held); Weight -

#### **Physical Description**

This beautiful sword has a black blade that twinkles like the night sky with a hilt made from bones of death knights. The hilt is designed to represent the horns tipped with violet gems branching out from a demonic face with a great open maw within which is a dark hallow. There are runes set into the pommel in golden script that repeat a single word "Mourn"

#### Lore:

Knowledge (arcana, local, or religion) DC 15:

The inquisitors known as the hawks of vengeance who serve *Our Father of Star and Sky* in the city of Questhaven refer to this cloak as The Devourer's Blade, while the Wyrd of Questhaven (half-ogre magi/halfelves) name it "Death of Many Stars"; however, *Mournsky* is by far the better-known epithet. The wyrd mystic theurgist Iron Star Illith, of *Our Grand Wright of Heaven*, who is the most celebrated weaponsmith in all of Questhaven and its Protectorate, spent 100 years creating this blade. The wyrd is so wealthy that he no longer forges blades for coin alone, requiring an interesting challenge or client to stir him to work. He has been known to send the uninteresting, wishful clients on perilous quests before he will forge their weapon to "...make my client's interesting enough for the glorious Iron Star Illith to forge a weapon for their use." Creating the blade in what he names Xaphan's Heart, Illith cloaks this forge in powerful illusions, further still it is protected by multiple nests of guardian naga. Xaphan's Heart is located somewhere on the southern slopes of the Spellborn Peaks, which is where Illith forged the blade at the request of the Dark Emperor Cynmark, the Dread Lich, who ruled the lands for a thousand years before his overthrow at the hands of the Questor's Society. *Mournsky* was not seen at during the final confrontation and no one knows the final fate of *Mournsky*.

#### Abilities:

When first encounter in its unawakened state this weapon functions only as a masterwork bastard sword. When a rightful wielder (determined by GM adjudication but always a magus) comes near or touches *Mournsky* the world darkens and no matter the time of day or intervening barriers for a moment you can see the night sky and you witness a shooting star falling down like a single tear drop. If an unworthy wielder touches, Mournsky he is nauseated for 1 round and in addition suffers a -2 penalty on all ability checks, attack rolls, combat maneuver checks, combat maneuver defense, saving throws, and skill checks so long as he is attending *Mournsky*. When a worthy wielder reaches or exceeds a certain level, he learns of a specific ritual, he can perform. He also learns what materials are required to perform this ritual. Each ritual requires 1 hour to perform and after it is completed that special quality is awakened with the item gaining that ability.

Level	Special Ability	Component Cost
3 <sup>rd</sup>	+1 loyal	2,500 gp
4th	Maiming	2,000 gp
$7^{\text{th}}$	Hexing	6,000 gp
12th	+2 hexing burst	42,000 gp
15 <sup>th</sup>	+3 Mourn the Sky	150,000 gp

+1 Loyal: At 3rd Level, the wielder learns the ritual that awakens this ability; the ritual requires consumable components worth 2,500 gp. Loyal: *Mournsky* is attuned to the wielder. Thereafter, the weapon cannot do damage to him or to anyone who is loyal to the her. If it is used to strike such a person, the wielder must make a Strength check (DC 20) each time or drop the weapon, as it tries to leap from his hand. Even if the wielder retains his grip on the weapon, it deals no enchantment or Strength damage due to the struggle.

**Maiming:** At 4th Level, the wielder learns the ritual that awakens this ability; this ritual requires consumable components worth 2,000 gp. When the weapon would deal damage that would kill an opponent the wielder can instead choose to withhold that damage and instead leave a vicious unhealable scar, permanently blind her (or only

take one eye), or remove an appendage, which leaves your opponent at -1 hp. To repair this damage magically requires a successful caster level check (DC 15 + the wielder's magus class level); if a caster fails, an attempt cannot be made again until that caster gains an additional level.

**Hexing:** At 7th Level, the wielder learns the ritual that awakens this ability; this ritual requires consumable components worth 6,000 gp. This weapon inflicts a -2 morale penalty on attack rolls, saving throws, ability checks, and skill checks to living creatures it successfully deals damages to if the target fails a Will save (DC 10+ $\frac{1}{2}$  the wielder's character level + the wielder's Intelligence modifier ). The penalties caused by this ability do not stack and last for one round per magus class level of the wielder.

+2 Hexing burst: At 12th Level, the wielder learns the ritual that awakens this ability; this ritual requires consumable components worth 42,000 gp. This grants an additional curse upon striking a successful critical hit. Instead of the penalty from the hexing ability (see above), a *Mournsky* inflicts a -4 morale penalty bonus (these penalties do not stack) if the creature fails a Will save (DC 10+1/2 the wielder's character level + the wielder's Intelligence modifier). If the weapon's critical multiplier is increased to ×3, add the morale penalty is -5, and if the multiplier is ×4, it is a -6 morale bonus. Even if the hexing burst ability is not active, the weapon still inflicts the morale penalty on a successful critical hit. These penalties last for one round per magus class level of the wielder.

+3 *Mourn the Sky:* At 15th Level, the wielder learns the ritual that awakens this ability; this ritual requires consumable components worth 150,000 gp. Mourn sky grants the rightful wielder a +1 insight bonus on her attack and damage rolls and the ability to see in normal and magical darkness as darkvision to a distance of 60 feet (if a wielder already has darkvision, the ranges in darkness are double). Upon a successful hit *Mournsky* deals an additional 2d6 points of extra fire and lightning damage.

#### Destruction

*Mournsky* can be broken, but it cannot be ruined unless it is melted down by the heat created by a falling star (such as that created by *meteor swarm* spell).

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