



Ultimate Options:

NEW MAGUS ARCANΑ



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The magus class represents a trope common in fantasy fiction—the warrior-mage able to swing swords and cast spells with equal skill. From classic sword-and-sorcery wielders such as Michael Moorcock’s Elric of Melniboné, to the protagonists of more modern fantasy tales such as Garion from David Edding’s *Belgariad* series or Rand al’Thor from Robert Jordan’s *Wheel of Time* series, the warrior-mages are a common archetype often more easily found in fiction than the sage spellcasters with little combat skill. Even Gandalf, perhaps the prototypical adventuring mage, carried the sword Glamdring and knew how to use it to good effect!

Despite this broad popularity, the concept can be difficult to easily implement using only the *Pathfinder Roleplaying Game Core Rulebook*. While it’s possible to multiclass combat-oriented and arcane-oriented classes, and prestige classes such as the eldritch knight are designed to make such combinations fairly effective, the planning and delayed gratification such character builds require are not satisfying to everyone. With the advent of the magus class from *Ultimate Magic*, players wishing to create a warrior-mage can do so by choosing a single class that combines fair martial ability with good spellcasting ability and a host of class abilities that allow the magus to combine combat and casting in ways other classes can’t.

Of course, the traditions of arcane armsmen require much more support than any single book has room to offer, especially since most game supplements have to appeal to a broad range of interests. *Ultimate Magic* lacks room to present many alternate magus options, and what few it does present focus solely on the narrow concept of a combat spellcaster with a weapon in one hand and only a prepared spell in the other.

To help in that regard, *Ultimate Options: New Magus Arcana* presents 30 new magus arcana and three sets of

alternate abilities designed to work with the new batch of magus arcana options. With this broad set of new material magi can fight with 2-handed weapons, go sword-and-board with a shield, wield two weapons and still cast spells, or even become a spontaneous spellcaster similar to a sorcerer.

MAGUS ARCANA

The following new magus arcana follow the normal rules for arcana outlined in *Ultimate Magic*.

Arcane Critical (Su): Whenever the magus scores a critical hit, he earns a single temporary point he may add to his arcana pool. If this point is not used by the end of the magus's next round, it is lost. The magus may use this ability once per day for every 4 levels (minimum 1/day).

Arcane Focus (Su): The magus can expend 1 point from his arcane pool as a swift action to reduce the penalties to attack rolls he suffers when using spell combat to -1. This effect lasts for 1 minute.

Critical Spell (Su): Whenever the magus scores a critical hit with a spell's attack roll without delivering the spell through a weapon strike, he may immediately take a single melee weapon attack as a free action. The weapon strike may be made against any foe within the magus's reach. The magus can use this ability once per day. The magus must be at least 9th level before selecting this arcana.

Elemental Assault (Su): The magus can expend 1 point from his arcane pool as a swift action to imbue himself with elemental energy. This functions as elemental assault*

and lasts for a number of rounds equal to the magus's Intelligence modifier. The magus must be at least 12th level before selecting this magus arcana.

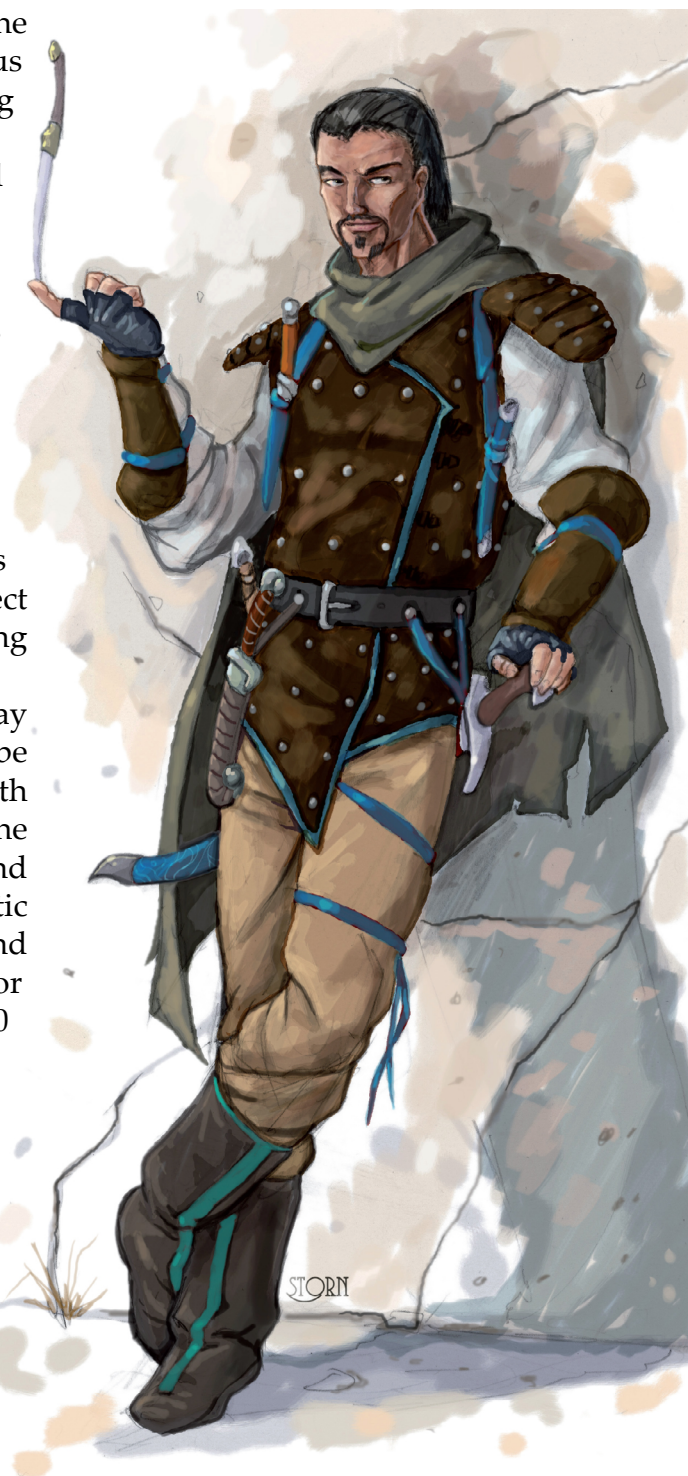
*Indicates a spell found in the Advanced Player's Guide.

Enduring Arcana (Su): When the magus expends a point from his arcane pool to grant enhancement bonuses or properties to his weapon, the bonuses and properties last for 1 minute/level.

Enduring Warding (Su): When the magus expends a point from his arcane pool to grant enhancement bonuses or properties to his armor, the bonuses and properties last for 1 minute/level. A magus must select the warding arcana before selecting enduring warding.

Enruned Dagger (Su): The magus may expend a point from his arcane pool to scribe a rune of power on a light weapon with which the magus is proficient. While the rune is in place, the magus can use the hand holding that weapon to complete somatic components of magus spells he casts, and it is considered to have that hand free for purposes of spell combat. The rune lasts 10 minutes per level.

Enruned Great Weapon (Su): The magus may expend two points from his arcane pool to scribe a rune of power on a 2-handed weapon with which the magus is proficient. While the rune is in place, when the magus is holding that weapon with two hands, he can use one of the two hands holding the weapon to complete somatic components of magus



spells he casts, and it is considered to have one hand free for purposes of spell combat. The rune lasts 10 minutes per level.

Enruned Shield (Su): The magus may expend a point from his arcane pool to scribe a rune of power on a shield with which the magus is proficient. While the rune is in place, the magus can use the hand holding that shield to complete somatic components of magus spells he casts, and is considered to have that hand free for purposes of spell combat. The rune lasts 10 minutes per level.

Force Magic Device (Ex): The magus can expend one point from his arcane pool to gain a +8 bonus on a single Use Magic Device check.

Greater Enduring Arcana (Su): When the magus expends a point from his arcane pool to grant enhancement bonuses or properties to his weapon, the bonuses and properties last for 10 minutes/level. A magus must have selected enduring arcana to take greater enduring arcana.

Greater Enduring Warding (Su): When the magus expends a point from his arcane pool to grant enhancement bonuses or properties to his armor, the bonuses and properties last for 10 minutes/level. A magus must have selected warding and enduring warding to take greater enduring warding.

Greater Enrune Dagger (Su): The duration of a rune the magus enscribes from the enrune dagger arcana increases to 1 hour/level.

Greater Enrune Great Weapon (Su): The duration of a rune the magus enscribes from the enrune great weapon arcana increases to 1 hour/level.

Greater Enrune Shield (Su): The duration of a rune the magus enscribes from the enrune shield arcana increases to 1 hour/level.

Harmonic Blending (Ex): When a magus selects this arcana, he must select one spell from the bard spell list that is at least one level lower than the highest magus spell level he can cast. He adds this spell to his spellbook and list of magus spells known as a magus spell one level higher than its bard spell level. He can instead select two spells to add in this way, but both must be at least two levels lower than the highest-level magus spell he can cast. A magus can select this magus arcana more than once.

Heroic Assault (Su): The magus can expend 1 point from his arcane pool as a swift action to augment his actions with arcane energy. This functions as heroism, but only targets the magus and lasts for a number of rounds equal to the magus's Intelligence modifier. The magus must be at least 9th level before selecting this magus arcana.

Imbue Spell (Su): The magus can imbue a specific weapon with the mystic pattern of a spell that has a range of touch. The magus must know the spell, and it cannot be the highest level of spell the magus can cast. Imbuing this spell into a weapon is done at the same time the magus prepares spells for the day, and cannot be changed until the magus next prepares spells for the day.

When the magus has the specific weapon in hand, he can expend 1 point from his arcane pool and expend a spell slot of the same level or higher as the imbued spell in order to cast the imbued spell without having prepared it in advance.

Invisible Assault (Su): The magus can expend 1 point from his arcane pool as a swift action to briefly become invisible. This functions as greater invisibility, but only targets the magus and lasts until the end of the magus's next round. The magus must be at least 12th level before selecting this magus arcana.

Jinx Blending (Ex): When a magus selects this arcana, he must select one spell from the witch spell list that is at least one level lower than the highest magus spell level he can cast. He adds this spell to his spellbook and list of magus spells known as a magus spell one level higher than its witch spell level. He can instead select two spells to add in this way, but both must be at least two levels lower than the highest-level magus spell he can cast. A magus can select this magus arcana more than once.

Mounted Assault (Su): The magus can expend 1 point from his arcane pool as a swift action to summon a mount for himself. This functions as phantom steed, with the magus automatically mounted. Only the magus can ride the steed, and it lasts a number of minutes equal to his Intelligence modifier. The magus must be at least 6th level before selecting this magus arcana.

Piercing Strike (Su): The magus gains a +3 bonus to caster level checks made to penetrate the SR of a creature the magus has damaged with a weapon since the beginning of the magus's last round. This bonus does not stack with itself.

Protected Assault (Su): The magus can expend 1 point from his arcane pool as a swift action to protect himself from an opposing alignment.

This functions as protection from chaos, protection from evil, protection from good, or protection from law, as the magus prefers, but he cannot use a protection that includes an element of his own alignment (a chaotic good magus cannot use protection from chaos or protection from good). The protection can only target the magus, and lasts a number of rounds equal to his Intelligence modifier.

Resistant Assault (Su): The magus can expend 1 point from his arcane pool as a swift action to protect himself from attacks from one energy type. This functions as resist energy against an energy type of the magus' choice. The protection can only target the magus, and lasts a number of rounds equal to his Intelligence modifier. The magus must be at least 6th level before selecting this magus arcana.

Split Arcana (Ex): When the magus expends a point from his arcana pool to grant enhancement bonuses or properties to a weapon, he may split the bonuses between two weapons. This otherwise follows all the normal rules for the magus adding enhancement bonuses and properties to weapons. The magus must be at least 6th level before selecting this magus arcana.

Staff Mastery (Ex): The magus can use all his arcana that apply to casting a spell to spells activated from a magic staff. Additionally, any feat that increases the magus's attack rolls with a quarterstaff also increase his UMD check to activate a magic staff, and any feat that increases the magus's damage with a quarterstaff also increases the damage dealt to one creature (selected by the magus) effected by any spell activated from a magic staff.

Versatile Combatant (Su): The magus can expend 1 point from his arcane pool as a swift action to augment his combat skill. The magus selects one feat for which he meets all the prerequisites. The magus is considered to have that feat for a number of rounds equal to the magus's Intelligence modifier. The magus can only access one feat at a time using this magus arcane; if he uses it to select a new feat, any previously gained feat is immediately lost. The magus must be at least 9th level before selecting this magus arcana.

Wand Lord (Su): When a magus activates a wand, he may expend one or more points from his arcane pool. For every point expended, the caster level of the spell produced by the wand is increased by 2, to a maximum of the magus's level.

Warding (Su): The magus may expend 1 point from his arcane pool as a swift action to grant any armor he is wearing a +1 enhancement bonus to AC for 1 minute. For every four levels beyond 1st, the armor gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the armor, stacking with existing armor enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

A magus of 5th level or higher can use these bonuses to add any of the following armor properties: fortification (light, moderate or heavy), ghost touch, invulnerability, and spell resistance. Adding these properties consumes an amount of bonus equal to the property's base price modifier. The magus can also grant the following properties using the listed bonus cost: energy resistance (+4),

glamered (+1), improved slick (+3), improved shadow (+3), jousting (APG)(+2), slick (+2), and shadow (+2). These properties are added to any the armor already has, but duplicates do not stack. If the armor is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is expended and cannot be changed until the next time the magus uses this ability. These bonuses and properties are not functional if the armor is worn by anyone other than the magus.

A magus can only enhance one suit of armor in this way at a time. If he uses the ability again, the first use immediately ends.

Weapon Diligence (Ex): The magus can hone his familiarity with a specific weapon to direct his mental focus. The magus selects one weapon. When wielding that weapon, the magus gains a +3 bonus to all concentration checks. If the magus is 10th level or higher, the bonus increases to +6.

ADVANCED ARCHETYPES

With the significant expansion of what magus arcana are available, new alternate builds for the magus become practical. Below are several archetypes that provide alternate powers that work particularly well with one or more of the new arcana defined above. A magus that selects one of these archetypes must take all its alternate powers in place of the normal magus abilities they replace. An archetype of this kind is selected at 1st level, and once that choice has been made it cannot be changed.

ARCANA LORD

While most magi work to balance their skill with weapons, spells, and their arcane pool, some come from a tradition that emphasizes one of these skills over the others. Arcana lords are one such tradition, focusing on the one power truly unique to the magus — the arcane pool — and concentrating less about spell ability. The alternate powers of the arcane lord are listed below.

Cannibalize Spell (Su): At 4th level, the magus learns to siphon power from a prepared spell to restore his arcane pool. With a swift action he can expend a prepared spell slot to regain a number of points in his arcane pool equal to the spell slot's level. Any points above his arcane pool's maximum are lost. This ability replaces Spell Recall.

Magus Arcana: The arcane lord gains an additional magus arcana at 7th level. This replaces the knowledge pool ability.

Improved Cannibalize Spell (Su): At 11th level, the magus's ability to siphon power from a prepared spell to restore his arcane pool becomes much more efficient. With a swift action he can expend a prepared spell slot to regain a number of points in his arcane pool equal to double the spell slot's level. Any points above his arcane pool's maximum are lost. This ability replaces Improved Spell Recall.

CABALIST

A cabalist is a magus who gains his arcane powers as a result of inherent power, similar to a sorcerer, rather than through careful study.

Spells: The cabalist does not gain cantrips and spells per day as a typical magus does. Instead, the cabalist gains

known, and spells per day as a bard of the same level (though still using the magus class spell list). If a cabalist selects the harmonic blending, jinx blending*, or spell blending magus arcana, he gains the selected spells as bonus spells known.

*Indicates a magus arcana found in this product.

Bloodline Power: At 7th level, a cabalist gains access to the bloodline arcana and bloodline powers from one sorcerous bloodline, using his magus level as his sorcerer level. The cabalist does not gain access to the bloodline's class skills or bonus spells. The cabalist does add the bloodline's bonus feats to the list of feats he may take as magus bonus feats. This ability replaces the knowledge pool ability.

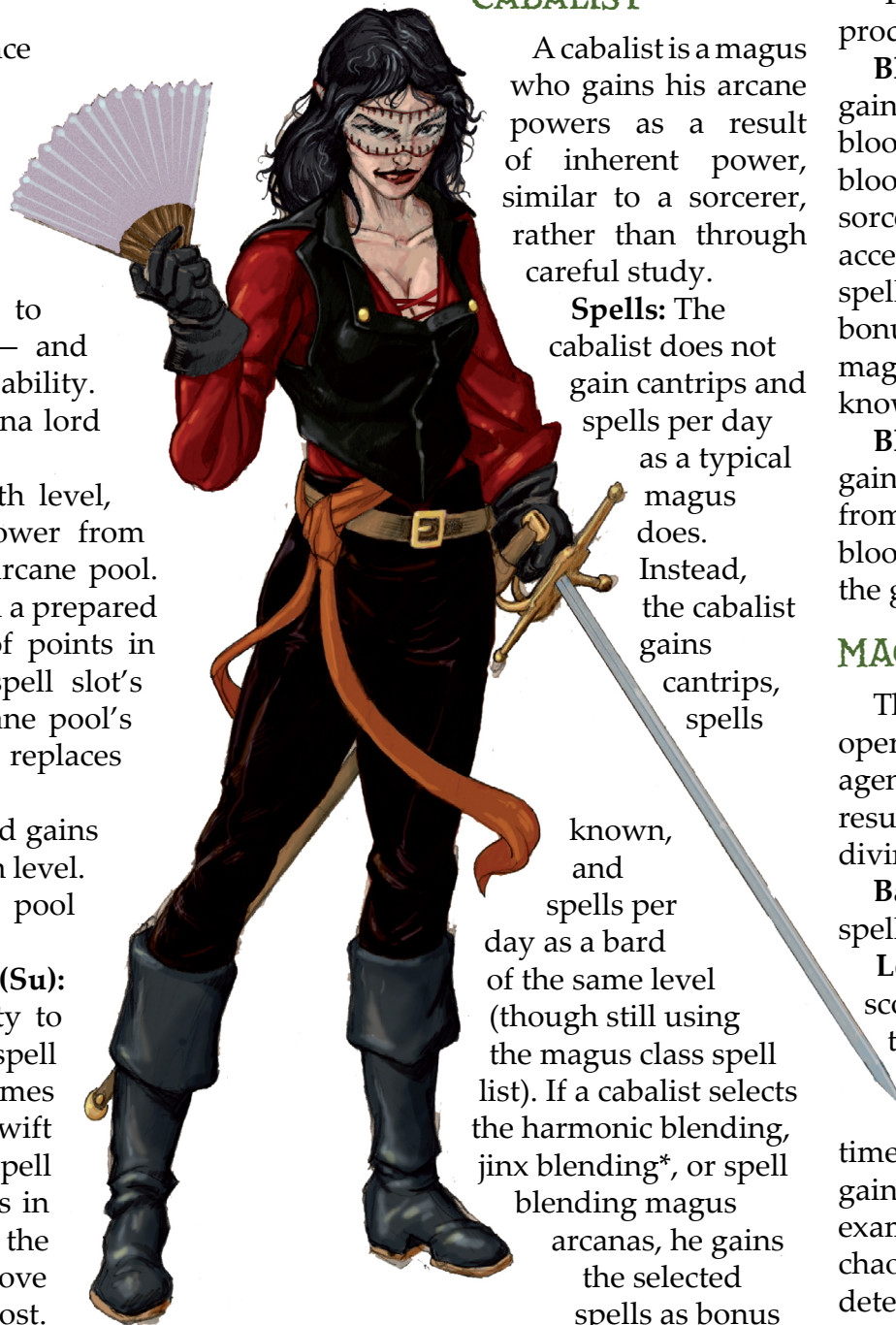
Bloodline Spells: At 19th level, the cabalist gains access to the 1st-6th level bonus spells from the bloodline he selected for the bloodline power ability. This ability replaces the greater spell access ability.

MAGAVAN

The magavan is a court magus, trained to operate within a high noble court (often as agent or advisor to an important lord). As a result he focuses more on social magic and divination spells than a typical magus.

Bard Spells: The magavan uses the bardic spell list, rather than the magus spell list.

Lorestrike (Su): Whenever the magavan scores a critical hit against a target, or a target fails a saving throw against a spell the magavan casts, the magavan gains information about the target. Each time this occurs the magavan may choose to gain the same information he would from examining the target for 3 rounds with detect chaos, detect evil, detect good, detect law, or detect magic as the magavan prefers. If the magavan's lorestrike ability activates 4 or



more times on the same target in a 24 hour period, the 4th and subsequent rounds may instead grant the magavan information as if he had learned the target's surface thoughts with the detect thoughts spell. A successful Will save (DC 10 +1/2 magavan's level + magavan's Intelligence modifier) by the target prevents the magavan from gaining surface thoughts for one round. This ability replaces spellstrike.

TOVENAAR

Tovenaar are mystic warriors who can combine magic and combat, but without depending on spells. Instead tovenaar gain a broad range of mystic powers they can use to empower themselves, hinder their foes, augment their allies, and divine the future.

Inquisitions: The tovenaar gains two inquisitions (inquisitor domains with no spells found in Ultimate Magic) at 1st level. (A tovenaar can instead take the granted powers from two cleric or druid domains, but this is often a sub-par choice as the tovenaar does not gain the domain spells, and is not a spellcaster). The tovenaar uses his magus level as his inquisitor level. The tovenaar gains an additional inquisition at 2nd, 4th, 7th, 11th, and 19th level. Tovenaar never gain any spellcasting ability, and cannot select any magus arcana related to spellcasting. This ability replaces spellcasting, cantrips, spellstrike, spell recall, knowledge pool, improved spell recall, and greater spell access.

Mystic Combat (Ex): This functions as spell combat, but allows the tovenaar to take a full-round action to make all his weapon attacks

and use one spell-like or supernatural ability gained from an inquisition. As with spell combat, all the tovenaar's attacks suffer a -2 penalty. This ability replaces spell combat.

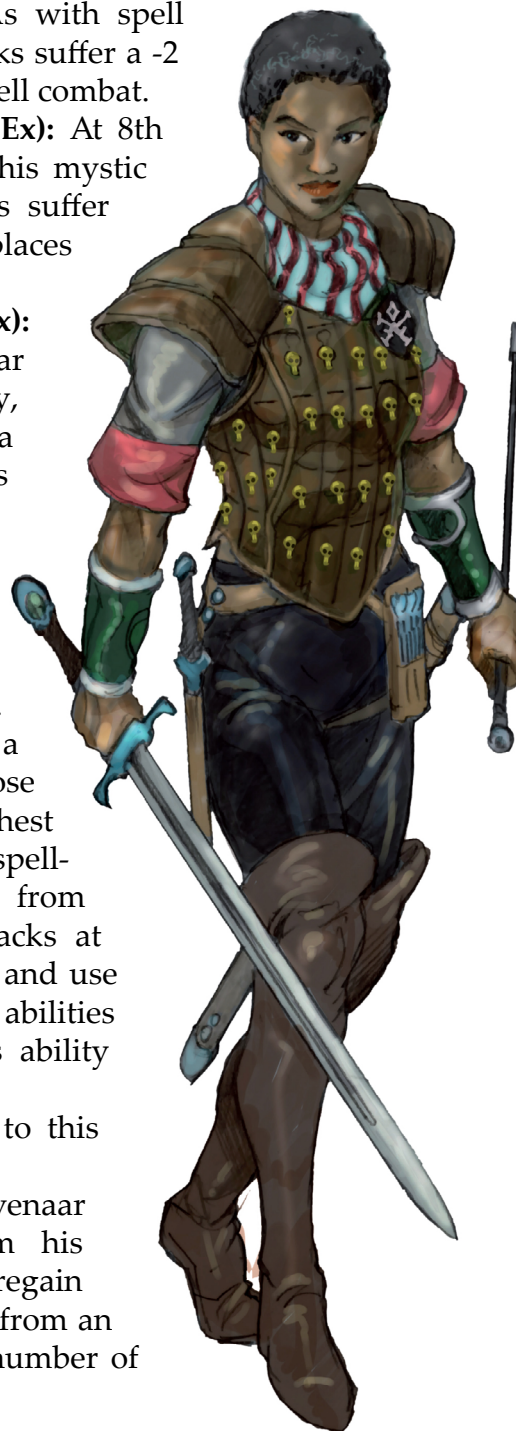
Improved Mystic Combat (Ex): At 8th level when the tovenaar uses his mystic combat ability, his attack rolls suffer only a -1 penalty. This ability replaces improved spell combat.

Greater Mystic Combat (Ex): At 14th level when the tovenaar uses his mystic combat ability, his attack rolls do not suffer a penalty. This ability replaces greater spell combat.

True Tovenaar: At 20th level the tovenaar is a master of mystic combat, able to use his inquisition powers as easily as weapon attacks. When the tovenaar takes a full-attack action, he may choose to make one attack at his highest attack bonus and use three spell-like or supernatural abilities from inquisitions, or make two attacks at his highest two attack bonuses and use two spell-like or supernatural abilities gained from inquisitions. This ability replaces true magus.

A tovenaar also has access to this magus arcana:

Mystic Power (Su): The tovenaar may expend one point from his arcane pool as a swift action to regain one expended use of an ability from an inquisition that has a limited number of uses per day.



BRING A GENIUS TO THE TABLE!

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