

THE CANTERMAGE

BASE CLASS



Cantermage

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CANTERMAGE

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

CLASS OVERVIEW

Mage cavalry has been a much sought-after cavalry on the battlefield for many years and a cantermage is just that; a mobile mage able to relocate to wherever they are needed to turn the tide of battle. To fill this need cantermages were born - horse-riding mages who specialize in combat magic. Cantermages are the Renaissance men of the battlefield; they are nobles, specialized mages, and soldiers.

Training a magic user is difficult, time-consuming, and costly. Only those with the means to train one can produce one and, as such, wizards often have patrons or come from wealthy (often noble) backgrounds. Likewise, outfitting a cavalryman with a horse and the years of required training also takes considerable resources to pull off. For this reason most cantermages are expensive creations and are valuable to any force lucky enough to have one.

This hybridization of mage, cavalryman, and soldier means they must skimp in certain areas. While they are wizards, they learn the basics and then only learn a very narrow branch of advanced spells. While they are horsemen, they don't learn advanced things like trick riding or competitive jousting, and their horses are weighed down with regents and scrolls. The resultant blend is something new - a mobile magic specialist.

INSPIRATIONS

Dark Knight/Holy Knight (Fire Emblem), Mounted Bright Wizards (Warhammer Fantasy), Lifecraft Cavalry (Magic the Gathering), Dragon Mages of Caledor (Warhammer Fantasy), Archmage Hero (Warcraft III), Steadying Robe (D&D 3.5)

CLASS MECHANICS

Hit Dice: D8.

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

CLASS SKILLS

The cantermage's class skills are Craft (Int), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nobility) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: $2 + \text{Int modifier}$.

CLASS SPECIFICS

ROLE

Cantermages are mobile mages who can cast spells while moving. They play keep-away from their enemies while weaving spells to befoul them.

ALIGNMENT: Any

RELATIONSHIP WITH OTHER CLASSES

Cantermages are mounted spellcasters who regularly engage in combat. They have a lot in common with magi and eldritch knights but also find common ground with classes like wizards, cavaliers, and fighters. While some might confuse them for a mounted magus they are far more than that; they are consummate horsemen with arcane magic and skills that augments their role as cavalry.

TABLE 1-1: THE CANTERMAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Mage's mount, canter, war college
2nd	+1	+0	+0	+3	War college privilege
3rd	+2	+1	+1	+3	Arcane equestrian
4th	+3	+1	+1	+4	Cantermage thesis
5th	+3	+1	+1	+4	Bonus feat
6th	+4	+2	+2	+5	Trot
7th	+5	+2	+2	+5	Light armor
8th	+6/+1	+2	+2	+6	Cantermage thesis
9th	+6/+1	+3	+3	+6	War college privilege
10th	+7/+2	+3	+3	+7	Empowered mount
11th	+8/+3	+3	+3	+7	Bonus feat
12th	+9/+4	+4	+4	+8	Cantermage thesis
13th	+9/+4	+4	+4	+8	Medium armor
14th	+10/+5	+4	+4	+9	War college privilege
15th	+11/+6/+1	+5	+5	+9	Gallop
16th	+12/+7/+2	+5	+5	+10	Cantermage thesis
17th	+12/+7/+2	+5	+5	+10	Bonus feat
18th	+13/+8/+3	+6	+6	+11	Spell jockey
19th	+14/+9/+4	+6	+6	+11	War college privilege
20th	+15/+10/+5	+6	+6	+12	Canterlord, cantermage thesis

CLASS FEATURES

The following are the class features of the cantermage.

WEAPON AND ARMOR PROFICIENCY

The cantermage is proficient with all simple and martial weapons. They are not proficient with any armor or shields.

SPELLS

A cantermage casts arcane spells drawn from the sorcerer/wizard spell list. A cantermage must choose and prepare their spells ahead of time. To learn, prepare, or cast a spell, the cantermage must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cantermage's spell is 10 + the spell level + the cantermage's Intelligence modifier.

A cantermage can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table 1-2: Cantermage Spells Known. In addition, they receive bonus spells per day if they have a high Intelligence score (as described in the Pathfinder Core Rulebook).

A cantermage may know any number of spells. They must choose and prepare their spells ahead of time by getting 8 hours of sleep and spending 1 hour studying their spellbook. While studying, the cantermage decides which spells to prepare.

Cantrips: A cantermage can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Cantermage under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Bonus Spells: Each war college grants a number of bonus spells. A cantermage gains one college spell slot for each level of cantermage spell they can cast, from 1st on up. Each day, a cantermage can prepare one of the spells from their war college in that slot. If a war college spell is not on the cantermage's spell list, they can prepare it only in their bonus spell slot.

Spellbooks: A cantermage must study their spellbook each day to prepare their spells. They cannot prepare any spell not recorded in their spellbook except for *read magic*, which all cantermages can prepare from memory. A cantermage begins play with a spellbook containing all 0-level sorcerer/wizard spells plus three 1st-level sorcerer/wizard spells of their choice.

The cantermage also selects a number of additional 1st-level sorcerer/wizard spells equal to their Intelligence modifier to add to their spellbook. At each new cantermage level, they gain two new sorcerer/wizard spells of any spell level or levels that they can cast (based on their new cantermage level) for their spellbook. At any time, a cantermage can also add spells found in other spellbooks to their own.

A cantermage can learn spells from a wizard or magi's spellbook, just as they can from a cantermage's spellbook. The spells learned must be on the sorcerer/wizard spell list, as normal. An alchemist can learn formulae from a cantermage's spellbook, if the spells are also on the alchemist spell list. A cantermage cannot learn spells from an alchemist.



TABLE 1-2: CANTERMAGE
SPELLS PER DAY

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

Note: The “+1” on this chart refers to the number of bonus spell slots the cantermage gains from their war college.

CANTER

At 1st level a mounted cantermage can take a full round action to move and cast a spell from the sorcerer/wizard spell list with a casting time of 1 standard action or less. They may deliver this spell at any point during their movement. While using this action the cantermage does not provoke an attack of opportunity due to casting spells (although the cantermage can still provoke due to movement).

MAGE’S MOUNT

At 1st level a cantermage gains the service of a specially trained mount that has been conditioned to move without disrupting their rider’s spellcraft. They often have a chair or book worked into their saddle for extra stability and a quick reference for the cantermage’s spells.

This mount functions as a druid’s animal companion, using the cantermage’s level as their effective druid level. The creature must be one that they are capable of riding and must be suitable as a mount.

A Medium cantermage can select a camel or a horse. A Small cantermage can select a pony or wolf, but can also select a boar or a dog if they are at least 4th level. The GM might approve other animals as suitable mounts.

While riding this mount a cantermage does not have to make concentration checks due to vigorous motion caused by their mount. Unlike a cavalier, a cantermage’s mount gains the share spells special ability.

A cantermage’s bond with their mount is strong, with the pair learning to anticipate each other’s moods and moves. Should a cantermage’s mount die, the cantermage may find another mount to serve them after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the cantermage gains a level.

WAR COLLEGE

At 1st level a cantermage must dedicate themselves to a “war college”. This represents an academic institution focused on military matters that the cantermage is affiliated with (often through a financial patron or governmental organization). At the levels indicated on Table 1-1: The Cantermage the cantermage receives benefits, known as “privileges”, from their war college as well as a list of bonus spells they can cast.

A complete list of war colleges and their privileges can be found later in this class.

ARCANE EQUESTRIAN (Ex)

At 3rd level, a cantermage can use the Intelligence modifier in place of their Dexterity modifier when determining the bonus for the Ride skill and no longer takes an armor check penalty on Ride checks while riding their mount.

CANTERMAGE THESIS

Being a cantermage means being pulled in five directions at once while firmly maintaining your own identity. This requires a cantermage to continue to develop their craft with academic research, practical experimentation, and military drilling. At 4th level and every 4 levels thereafter a cantermage distills what they've learned into a thesis for other cantermages to learn from.

This grants them a benefit but is also a published work that can be disseminated. This is often done by a patron of the cantermage as a way of repaying them or is given to a wizarding college the cantermage has trained at for peer review. In order to gain the benefit of a cantermage thesis it must be disseminated.

A complete list of cantermage theses can be found later in this class.

BONUS FEAT

At 5th level, and every 6 levels thereafter, a cantermage gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed bellows. They must meet the prerequisites for these feats as normal.

Allied Spellcaster ^{APG}, Animal Affinity, Arcane Blast ^{APG}, Arcane Shield ^{APG}, Arcane Strike, Cavalry Formation ^{UC}, Greater Spell Focus, Greater Spell Penetration, Greater Spell Specialization ^{UM}, Improved Counterspell, Improved Spell Sharing ^{ACG}, Magical Aptitude, Major Spell Expertise ^{APG}, Minor Spell Expertise ^{APG}, Mounted Archery, Mounted Combat, Mounted Skirmisher ^{APG}, Parry Spell ^{APG}, Ride-By Attack, Share Healing ^{ACG}, Spell Focus, Spell Penetration, Spell Perfection, Spell Specialization ^{UM}, Spirited Charge, Trample, Trick Riding ^{APG}, Unseat or any metamagic feat.

TROT

When a cantermage of at least 6th level casts a spell with a casting time of a standard action or full-round action, they can move up to half their mount's move speed. This is done as part of the same action as casting the spell. They cannot trot if they have already moved this round and cantering ends their turn.

LIGHT ARMOR (Ex)

At 7th level, a cantermage gains proficiency with light armor. A cantermage can cast sorcerer/wizard spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a cantermage wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

EMPOWERED MOUNT

At 10th level, any mount ridden by the cantermage becomes infused with magic thanks to their innate connection with their cantermage. The cantermage selects one of the following options:

AWAKENED

The cantermage is able to awaken mounts they ride. New mounts awaken after a week of adventuring (or equivalent). The mount gains an Intelligence, Wisdom, and Charisma score of 10 if they were less than that and they become a magical beast (augmented animal) rather than an animal. It also gains 1 language that the cantermage speaks. Unlike other awakened creatures, a cantermage's awakened mount remains as its mount and continues to function in the same fashion.

While they use the rules of a mount (as described in Chapter 3 of the Pathfinder Core Rulebook) they need to be handled more respectfully. While they can be affected by Ride checks and even Handle Animal checks, an awakened mount who is mistreated or not consulted on dangerous actions is likely to abandon their rider. A cantermage can choose not to awaken a mount they are riding. A mount only gains their awakened status after serving as the cantermage's mount for 1 week. A mount ceases to be awakened within a day of leaving the service of a cantermage.

DIRE

The cantermage's mount becomes more feral, grows stronger, and gains predatory traits. Apply the following adjustments:

AC: increase natural armor by +2; **Ability Scores:** +4 to all ability scores (except Int scores of 2 or less)

GIANT

The cantermage's mount grows large, swelling from the effects of the magic around them. Apply the following adjustments:

Size: increase by one category; **AC:** increase natural armor by +3; **Attacks:** increase dice rolled by 1 step; **Ability Scores:** +4 size bonus to Str and Con, -2 Dex.

MEDIUM ARMOR (Ex)

At 13th level, a cantermage gains proficiency with medium armor. A cantermage can cast sorcerer/wizard spells while wearing medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a cantermage wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

GALLOP

At 16th level, when the cantermage uses canter they can move up to twice their mount's speed.

Additionally, when they use trot they can move up to their full speed.

SPELL JOCKEY

At 18th level, while cantering the cantermage can cast a spell with a casting time of a full-round.

CANTERLORD

At 20th level, the cantermage automatically passes all concentration checks, regardless of the DC, while on their mount. Additionally, a mounted cantermage does not provoke an attack of opportunity for casting spells.

CANTERMAGE WAR COLLEGES

The following war colleges are accessible to any cantermage. Each entry defines a "kind" of college rather than a specific organization (though a GM may make them specific).

COLLEGE OF THE BRONZE STAR

Many colleges train their students to be specialists but the College of the Bronze Star knows that the key to success is improvisation and utility. The College of the Bronze Star tests its students constantly with surprise challenges (such as replacing a feed barrel with a mimic), odd trails (dueling with knives from horseback), and unexpected difficulties (like changing the scenario in the middle of a mock battle).

BONUS SPELLS

A cantermage from the College of the Bronze Star does not gain a special list of bonus spells. Instead they treat their bonus spell simply as an extra spell slot.

PRIVILEGES

Mounted Magician (1st Level): The cantermage gains Mounted Combat as a bonus feat at 1st level, even if they do not qualify for it.

Intelligent Charge (2nd Level): Starting at 2nd level the cantermage does not suffer an AC penalty for making an attack on a charge while on their mount.

Tactical Spellcraft (9th Level): The DC of spells cast while cantering or trotting increase by 1. Likewise, the cantermage gains a +2 circumstance bonus on attack rolls for spells while cantering or trotting.

Bronze Star Versatility (14th Level): Once per day a cantermage can spontaneously cast a spell they know, but have not prepared, while cantering or trotting in exchange for a spell slot of the appropriate level.

Master of the Bronze Star (19th Level): The cantermage can use their Mounted Combat feat a number of times per round equal to their Intelligence modifier.

COLLEGE OF THE LONG MARCH

Feet tire faster than hooves and everyone runs out of spells or arrows eventually. The College of the Long March understands that logistics, planning, and judicial application of magic keeps an army/party running far better than the chaos so common in disorganized military endeavors.

BONUS SPELLS

1st- *expeditious retreat*, 2nd- *marching chant*, 3rd- *fly*, 4th- *dimension door*, 5th- *teleport*, 6th- *find the path*.

PRIVILEGES

Endurance (1st Level): The cantermage and their mount gain the Endurance feat as bonus feats even if they do not qualify for it.

Rally (2nd Level): A cantermage is a powerful force on the battlefield and their unique blend of tactical and magical knowhow allow them to provide battlefield-wide benefits to their allies through the use of magical energies. By spending a move action they can grant all allies within 60 feet of them (including themselves) one of the following benefits until the start of the cantermage's next turn.

- **Arcane Augmentation:** All characters gain a +1/4th cantermage level morale bonus on concentration checks made to cast defensively. This does not stack with Combat Casting.
- **Travel Magic:** All characters gain a 5 foot bonus to their movement speeds.
- **Tactical Insight:** All characters gain a +1/4th cantermage level morale bonus on Perception checks made to spot enemies.

Sustained March (9th Level): Up to 100 allies per cantermage level gain the benefits of the Endurance feat for the purpose of overland travel. Additionally, the cantermage's mount gains a +20 foot bonus to its movement speed.

Enhanced Rally (14th Level): A cantermage of the College of the Long March gains the following options when it uses rally:

- **Make Haste:** Allies gain the benefit of a *haste* spell.

Metamagic Enhancement Field: Any ally who attempts to modify a spell with a metamagic feat reduces the increase in spell level caused by the application of said metamagic feat by 1 level. (Example: a quickened spell normally takes a spell slot 4 levels higher than normal. Under this effect it is only increased by 3 levels.)

Repositioning Illusions: Allies do not provoke attacks of opportunity due to movement.

Eternal March (19th Level): The cantermage is immune to the exhausted condition. Anything that would normally exhaust them instead simply fatigues them. Additionally, up to 100 allies per cantermage level automatically pass checks to continue marching.

COLLEGE OF THE DRAGON'S FANG

Oaths are things humans take lightly when compared to dragons. Still, they accept pledges of guardianship from the fickle mortal races; the College of the Dragon's Fang binds rider to dragon for the common cause of protecting draconic interests.

BONUS SPELLS

1st- *mage armor*, 2nd- *resist energy*, 3rd- *fly*, 4th- *fear*, 5th- *spell resistance*, 6th- *form of the dragon I*¹

¹ Must match the form of their dragon's patron

TABLE 1-3: DRACONIC PATRON

Dragon Color	Corresponding Descriptors	Element
Copper	Acid, Chaotic, Good	Acid
Black	Acid, Chaotic, Evil	Acid
Brass	Electricity, Chaotic, Good	Electricity
Bronze	Electricity, Good, Lawful	Electricity
Blue	Electricity, Evil, Lawful	Electricity
Gold	Fire, Good, Lawful	Fire
Green	Acid, Evil, Lawful	Acid
Red	Chaotic, Evil, Fire	Fire
Silver	Cold, Good, Lawful	Cold
White	Chaotic, Cold, Evil	Cold

PRIVILEGES

Draconic Patron (1st Level): At 1st level select a color of dragon (black, copper, brass, blue, gold, red, green, silver, or white*). This dragon type is the cantermage's "patron dragon" species. At 1st level when the cantermage casts a spell with a descriptor that corresponds with that dragon's color the DC is increased by 1. Additionally the cantermage gains draconic as a bonus language.

***Note:** Other colors/types may be appropriate. Speak with your GM if you wish a more exotic dragon as your patron.

Draconic Steed (2nd Level): The cantermage's mount takes on draconic traits not unlike their patron. The following changes occur:

- **Creature Type:** Its creature type changes to dragon. Do not recalculate hit dice, base attack bonus, or saving throws.
- **Armor Class:** Its natural armor bonus improves by +1.
- **Special Qualities and Defenses:** It gains darkvision 60 feet, low-light vision, and immunity to sleep and paralysis effects.
- **Melee:** Rather than a hoof attack the cantermage's mount gains a claw attack. Do not recalculate damage, simply change the damage type to bludgeoning and slashing rather than just bludgeoning.

Dragon Mount (9th Level): The cantermage is granted a riding dragon as a mount in place of their previous mount. It has the characteristics described in the "Riding Dragon Mount" section. Additionally, they may use Ride in place of Fly when flying on their draconic mount.

Dragon Speaker (14th Level): The cantermage gains a +1/2 level bonus on Diplomacy and Intimidate checks made against creatures with the dragon creature type.

Dragonrider (19th Level): The cantermage's riding dragon mount gains the "19th Level Statistics" entry of the "Riding Dragon Mount" section.

RIDING DRAGON MOUNT

Starting Statistics

Size Large; **Speed** 40 ft., fly 100 ft (average); **AC** +4 natural armor; **Immune** magic sleep effects, paralysis; **Attack** bite (1d8), 2 claws (1d6), tail slap (1d8)²; **Ability Scores** Str 18, Dex 10, Con 16, Int 12, Wis 12, Cha 12; **Special Qualities** darkvision 60 feet, low-light vision, fire³ resistance 10 + 1/2 level; **Special Attacks** breath weapon⁴, 1d10 fire³, 30 ft. cone, 1d4 round recharge; **Languages** draconic

19th Level Statistics

Size Huge; **Speed** 40 ft., fly 200 ft (average); **AC** +6 natural armor; **Immune** magic sleep effects, paralysis, fire³; **Attack** bite (1d10), 2 claws (1d8), tail slap (1d8)²; **Ability Scores** Str 22, Dex 12, Con 18, Int 14, Wis 14, Cha 14; **Special Qualities** darkvision 120 feet, low-light vision;; **Special Attacks** **Special Attacks** breath weapon⁴, 2d10 fire³, 60 ft. cone, 1d4 round recharge; **Languages** draconic

RIDING DRAGON NOTES

2 Secondary Natural Attacks: This is a secondary natural attack. Such attacks are made at a -5 penalty and only add half the creature's Strength bonus.

3 Fire: Substitute fire for the element of the cantermage's draconic patron on Table 1-3 Draconic Patron.

4 Breath Weapon: The breath weapon of a riding dragon mount requires the cantermage to spend a standard action. The DC is 10 + 1/2 cantermage level + the cantermage's Intelligence modifier.

Sapience: Riding dragons are smaller, more primitive dragons but are nonetheless as intelligent as a person. See the "awakened mount" class feature for more information on this.

COLLEGE OF THE BROKEN LANCE

Turmoil and strife beget blood and pain; the College of the Broken Lance rallies its riders to defend the weak and punish the wicked. Their ultimate end is to snuff out the embers of war and instill peace between fellows. They are, somewhat ironically, the most martially inclined of the war colleges but they believe true peace must come from a place of strength.

BONUS SPELLS

1st- *shield*, 2nd- *shield other*, 3rd- *protection from energy*, 4th- *spell immunity*, 5th- *spell resistance*, 6th- *antimagic field*

PRIVILEGES

Weapon Focus (1st Level): The cantermage gains Weapon Focus in one weapon they are proficient in the use of. For the purpose of qualifying for feats that specifically pertain to this weapon (such as Weapon Specialization) the cantermage counts their class level as their effective fighter level for the purpose of qualifying for such feats.

War-Ending Weapon (2nd Level): A cantermage can deal non-lethal damage with any spell or weapon that normally deals lethal damage. They suffer no penalty on attack rolls due to making an attack non-lethally. They may even do this when dealing energy damage or causing an effect from a spell. This has no impact on actions that cause death effects.

Martial Diplomat (9th Level): The cantermage gains a +1/4th bonus on attack and damage rolls with the weapon they selected for the Weapon Focus privilege. Furthermore they gain Skill Focus (Diplomacy) as a bonus feat if they do not already have it.

The Kindly Blade (14th Level): Enemies defeated by the cantermage may be left alive, even if an attack would normally kill them, if the cantermage wishes. Furthermore, upon the successful defeat of an enemy the cantermage may make a free Diplomacy check to try to improve their attitude towards them and their cause.

Warkiller (19th Level): The cantermage ignores immunity to non-lethal damage.

COLLEGE OF THE STEEL SPELL

Through the union of spell and steel comes mastery of the self. The College of the Steel Spell blends martial training, discipline, horsemanship, self-discovery, and spellcraft into a refined artform. This college produces the finest and most professional spellcaster cavalry on the battlefield.

BONUS SPELLS

Rather than a fixed list of bonus spells, a cantermage selects a spell from the magus' spell list for each level of spell they can cast. They do so when preparing their spells for the morning.

PRIVILEGES

Spell Combat (1st Level): The cantermage gains the spell combat class feature of the magus.

Spellstrike (2nd Level): The cantermage gains the spellstrike class feature of the magus.

Spell Trample (9th Level): The cantermage's mount gains the trample special ability. The DC of the Reflex save to avoid this is $10 + 1/2$ the ranks the cantermage has in Ride and it deals 2d6 damage + the mount's Strength modifier in damage.

Additionally, a cantermage can make a full round action to cast a spell with an action time of a standard action or less that can be delivered as a touch attack as part of a trample action. This spell is delivered against the first creature to successfully take damage from their mount's trample action.

Improved Spell Combat (14th Level): The cantermage gains the improved spell combat class feature of the magus.

Greater Spell Combat (19th Level): The cantermage gains the greater spell combat class feature of the magus.

COLLEGE OF THE BORDERLANDS

Wild times call for wild measures and cantermages on the fringes of society find themselves in need of a different skill set than those riding onto the properly ordered battlefields of so-called "polite society". The College of the Borderlands teaches cantermages to master magical beasts, survive on nature's bounty, and thrive where others simply endure.

BONUS SPELLS

1st- *endure elements*, 2nd- *hold animal*, 3rd- *dominate animal*, 4th- *command plants*, 5th- *life bubble*, 6th- *mass charm animal*

PRIVILEGES

Toughness (1st Level): The cantermage gains Toughness as a bonus feat at 1st level even if they do not qualify for it.

Wild Charge (2nd Level): The cantermage can charge across difficult terrain.

Woodland Riding (9th Level): The cantermage's mount may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect them.

All Terrain Mount (14th Level): The cantermage's mount gains a climb and swim speed equal to half its movement speed. If the mount already has one of these speeds, it gains an enhancement bonus to that speed equal to half that speed (so a climb speed of 40 ft becomes a climb speed of 60 ft).

Monster Mage (19th Level): The DC of spells cast by the cantermage on animals and magical beasts is increased by 2. This stacks with other increases to the DC of spells.

CANTERMAGE THESIS

THESIS OF TRANSLOCATION

A mounted cantermage with this thesis can move via translocation, disappearing and reappearing in another spot if they had taken a double move action while mounted. This function as per *dimension door* though the range of the spell is limited to twice the mount's movement speed. A cantermage can only take themselves and their mount (no additional creatures) while using this.

THESIS OF TROOP MOVEMENT

When the cantermage takes a full round to move while mounted they can take up to 3 willing allies along with them. An ally who moves in this fashion cannot use their actions to move, other than a 5-foot step, on their next turn (though they do not lose any actions). The allies the cantermage can take with them must be adjacent to them at some point during their movement.

THESIS OF THE GILDED HOOVES

While mounted a cantermage's mount counts as if it had *horseshoes of a zephyr* equipped (regardless of what kind of creature it is). In addition the cantermage gains a +4 bonus on saves against all difficult terrain, mundane or magical.

Reprint: Horseshoes of a Zephyr

These horseshoes allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that the horse can cross non-solid or unstable surfaces such as water and that it can move without leaving tracks on any sort of ground. The horse moves at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective.

THESIS OF FLIGHT

A cantermage with this thesis causes their mount to gain a fly speed equal to $1/2$ their mount's land speed and average maneuverability. If mounted on their mage's mount they suffer no armor check penalty on use of the Fly skill. While mounted on a creature with a fly speed that is greater than half its land speed, its fly speed increases by 10 feet.

In addition, if the cantermage has or later gains the Ride By Attack feat they gain the Flyby Attack feat. The cantermage must have written the Thesis of The Gilded Hoof before writing this thesis.

THESIS ON RESUPPLY (SU/SP)

As a swift action a cantermage can instantly fill one ally's quiver, pouch, or other ammunition carrier with up to 2gp's worth of mundane ammunition suitable for a ranged weapon they are wielding. A cantermage can do this for 1 additional ally per Intelligence modifier they have. After 1 minute the ammunition vanishes. At the GM's discretion the cantermage can make thrown weapons in this fashion as well if the creature had been using them.

Alternatively, a cantermage can attempt to repair an ally's equipment rather than fill their ammunition. This functions as a *mending* spell though it is cast as part of the swift action.

Finally, a cantermage can take a move action to move up to their speed and resupply (granting ammunition or mending broken equipment) all allies they are adjacent to during their movement (to a maximum number of allies equal to their Intelligence modifier).

THESIS OF RESPITE

The cantermage has experimented on restorative magics and can infuse their allies with a burst of life energy to keep them going when times are at their grimmest or when a push is needed.

As a move action a cantermage can grant all adjacent allies (up to a maximum of their Intelligence modifier) an amount of temporary hit points equal to their cantermage level + their Intelligence modifier. These temporary hit points last for just 2 rounds. Additionally, any dying allies adjacent to the cantermage automatically stabilize.

Alternatively, a cantermage can take a full round action to move up to their speed and grant temporary hit points and stabilize to all allies they are adjacent to during their movement (to a maximum number of allies equal to their Intelligence modifier).

THESIS OF THE WAR COUNCIL

The cantermage gains proficiency with heavy armor. A cantermage can cast cantermage spells while wearing heavy armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a cantermage using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

The cantermage must be at least 16th level to write this thesis.

THESIS OF THE ARCANES LANCER

Any wand wielded by a cantermage can be transformed into an "arcane lance" with 1 hour of preparation (this can be done while preparing spells for the day). An arcane lance counts as a lance with an enhancement bonus equal to 1/4th the cantermage's level. On a successful charge attack an arcane lance can deliver the spell stored within the wand (as well as the attack) as part of the attack. The cantermage must make a successful Use Magic Device check to activate the wand; failure means the wand doesn't activate and the attack is treated simply like a successful charge. This cannot be used in combination with spellstrike or spell combat. An arcane lance reverts to a wand after 24 hours or once all its spell charges are used up.

THESIS ON BATTLEFIELD MANEUVERABILITY

While using canter or trot the cantermage does not provoke an attack of opportunity due to their movement if they willingly reduce their maximum movement allowed by such action by half.

THESIS ON AGINCOURT

A cantermage gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the cantermage to use the bow's range rather than the spell's range. A spell cast in this way uses its standard casting time and the cantermage can fire the arrow as part of the casting. The arrow must be fired during the round that the casting is completed or the spell is wasted. If the arrow misses, the spell is wasted.

Additionally, a cantermage suffers no penalty to their attack rolls for firing a bow while mounted.

The cantermage must have the Mounted Archery feat prior to writing this thesis.

TOPICAL THESIS

Select two of the cantermage's class skills. They gain Skill Focus in both those skills. This thesis may be selected more than once, each time granting Skill Focus in two different class skills.

THESIS ON WIZARDRY

The cantermage gains a metamagic feat or item creation feat in place of a thesis. This thesis may be selected more than once, each time pertaining to a new metamagic feat.

THESIS ON CHIVALRY

The cantermage gains a feat from the list of feats granted by their bonus feat class feature. This thesis may be selected more than once, each time granting a different bonus feat.

THESIS ON SPELLCRAFT

Select three spells from either the sorcerer/wizard, bard, or magus spell list of a level the cantermage can currently cast. Add these spells to the list of cantermage spells known. Other spell lists may be applicable with GM approval. This thesis may be selected more than once, each time pertaining to a new selection of 3 spells.

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