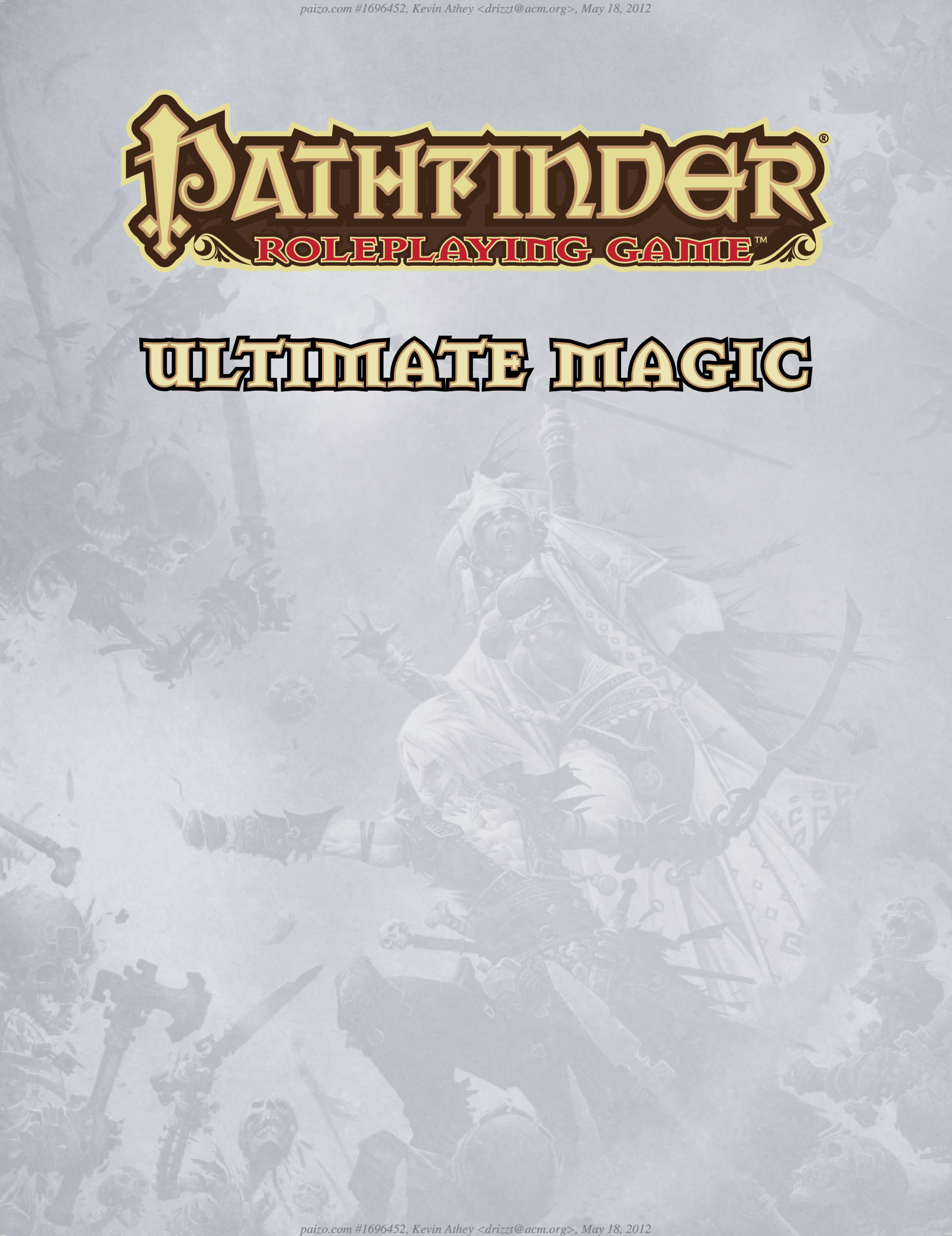


PATHFINDER[®] **ROLEPLAYING GAME**[™]

ULTIMATE MAGIC



PATHFINDER[®]

ROLEPLAYING GAME™

ULTIMATE MAGIC

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This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.



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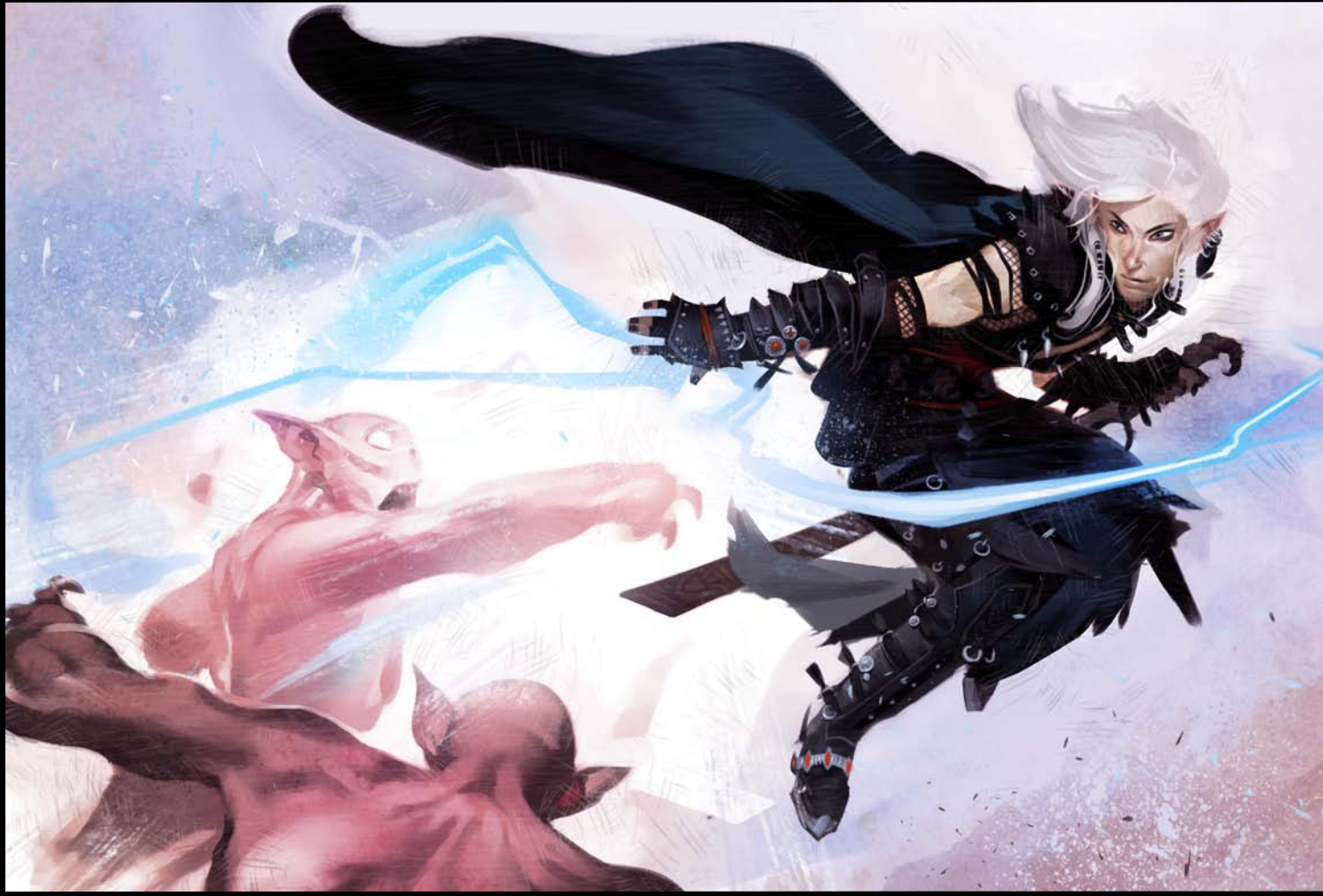
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INTRODUCTION

TABLE OF CONTENTS

| | | | |
|--------------------------------|----------|-----------------------------------|------------|
| INTRODUCTION | 4 | Summoner | 74 |
| | | Aquatic Base Form | 74 |
| | | Eidolon Models | 74 |
| | | Evolutions | 76 |
| | | Archetypes | 78 |
| CHAPTER 1: SPELLCASTERS | 6 | Witch | 81 |
| Base Class: Magus | 9 | Hexes | 81 |
| Magus Spell List | 13 | Major Hexes | 82 |
| | | Grand Hexes | 82 |
| Alchemist | 15 | Witch Patron Themes | 83 |
| Discoveries | 15 | Archetypes | 83 |
| Archetypes | 18 | | |
| Bard | 21 | Wizard | 86 |
| Masterpieces | 21 | Arcane Discoveries | 86 |
| Archetypes | 25 | Elemental Wizard Schools | 87 |
| | | Archetype | 89 |
| Cleric | 28 | CHAPTER 2: MASTERING MAGIC | 90 |
| Variant Channeling | 28 | Spellblights | 94 |
| Archetypes | 31 | Spell Duels | 99 |
| | | Binding Outsiders | 101 |
| Druid | 33 | Building and Modifying Constructs | 111 |
| Animal and Terrain Domains | 33 | New Familiars | 117 |
| Vermin Companions | 36 | Spellbooks | 121 |
| Archetypes | 37 | Designing Spells | 128 |
| Inquisitor | 41 | CHAPTER 3: FEATS | 140 |
| Inquisitions | 41 | Types of Feats | 142 |
| Archetypes | 44 | Feat Descriptions | 142 |
| Magus | 47 | CHAPTER 4: WORDS OF POWER | 160 |
| Archetypes | 47 | Target Words | 165 |
| | | Wordcaster Feats | 166 |
| Monk | 50 | Effect Words | 167 |
| Monk Vows | 50 | Meta Words | 188 |
| Archetype | 51 | Class Word Lists | 188 |
| Oracle | 53 | CHAPTER 5: SPELLS | 194 |
| Mysteries | 53 | Spell Lists | 196 |
| Archetypes | 58 | Spell Descriptions | 204 |
| Paladin | 60 | APPENDIX | 250 |
| Archetype | 60 | Alphabetized Words of Power | 250 |
| Oaths | 60 | Spells with New Descriptors | 251 |
| | | Updated Improved Familiar List | 251 |
| Ranger | 64 | INDEX | 254 |
| Ranger Traps | 64 | Open Game License | 255 |
| Archetype | 65 | | |
| Sorcerer | 66 | | |
| Bloodlines | 66 | | |
| Archetypes | 69 | | |



INTRODUCTION

Magic is one of the key elements of fantasy, folklore, and myth. Mysterious wizards, alluring witches, and mad oracles are staples of literature, and it is no surprise that magic plays a similarly important role in the Pathfinder Roleplaying Game. The *Pathfinder RPG Core Rulebook* contains over 150 pages of spells, and the *Pathfinder RPG Advanced Player's Guide* has over 50 additional pages. Thirteen of the 17 base classes in the *Core Rulebook* and *Advanced Player's Guide* use magic or have some kind of magical ability. Much like the wizards of legend, gamers are eager to find new magical lore in their books, whether to augment the power of a PC or to add a unique twist to a villainous opponent. If you love magic in your gaming, this book is for you.

Navigating This Book

This book is organized in much the same way as the *Core Rulebook*, with each chapter containing rules grouped

together by theme for ease of reference. Presented below is a brief overview of each chapter and a taste of the new material you can expect therein. Additionally, the index located on page 254 should assist you in locating specific topics quickly and easily.

Chapter 1—Spellcasters: This chapter starts off with a bang, presenting a new 20-level base class, the magus. This class is just as powerful as the classes in the *Core Rulebook* and the *Advanced Player's Guide*, though it is assumed to be less common in the world (unless the GM says otherwise). It is fully compatible with the existing class system, and features new approaches to game play and interparty dynamics. The magus blends melee skill and arcane magic, dual-wielding both weapon and spell as a front-line character with a lot of flash and performing magical feats that no other class can do. The magus is an excellent character class for those players who want a



compromise between fighter and wizard without having to take levels in the eldritch knight prestige class.

Following the magus are new rules and options for alchemists, bards, clerics, druids, inquisitors, monks, oracles, paladins, rangers, sorcerers, summoners, witches, and wizards. In addition to these new rules, this chapter includes at least one archetype for each of these classes as well as for the magus, including the reanimator alchemist, saurian shaman druid, bladebound magus, oathbound paladin, and gravewalker witch.

Chapter 2—Mastering Magic: This chapter has 50 pages of information useful to GMs and players alike. First off are spellblights, new magical afflictions that interfere with spellcasting but sometimes come with hidden advantages, such as a bonus on casting *confusion* spells when the caster is confused as well. Next is a system for handling spell duels—formalized combat between two or more spellcasters that models a cinematic style of spellcasting and counterspelling.

Following that is a lengthy section on binding outsiders. Until now, players whose characters rely on summoning had to page through multiple monster books for information on the strengths and weaknesses of various monsters, their spell resistance, what sort of tasks they're good for, and how dangerous or uncontrolled they are. This section pulls that data into one convenient place so players can more easily research the appropriate information.

Next is a section on creating and modifying constructs, including adding new abilities to constructs or even wearing a large construct as a suit of armor. If your mage is tired of hawks, toads, and bats, the next section contains a long list of familiar stat blocks for foxes, goats, centipedes, spiders, and more. The following section has a list of complete spellbooks and formula books for casters of levels 1–20, many with unique boons for the mages who prepare spells from them. Finally, the chapter closes with a 12-page section about designing balanced spells, including an analysis of spell features, spell descriptors, and types of spells, and a list of benchmark spells for evaluating a new spell's power level.

Chapter 3—Feats: This chapter contains new feats that can be taken by any character, new metamagic feats that add effects to energy spells, feats that expand the use of witch hexes, modify channeled energy and bardic performances, and a new combat feat. Some of these feats add to abilities of classes in the *Core Rulebook*, while others affect classes or archetypes from the *Advanced Player's Guide* or this book.

Chapter 4—Words of Power: This optional system explains an entirely new way for spellcasters to build their spells from scratch out of the fundamental building blocks of magic. Called words of power, this versatile system lets a spellcaster learn key formulae and combine them in

different, customizable ways, creating new spells each time they are used. For example, a wizard could prepare a spell combining an ice word and a target word to create an effect equivalent to *cone of cold*—or could craft a spell combining that ice word with a death word to deal cold damage and negative levels to a single target. Spontaneous casters like bards, oracles, and sorcerers can combine these words on the fly, quickly building spells with multiple effects.

The advantage of the words of power system is that it's designed to fit with the default spell slot method of casting that the Pathfinder Roleplaying Game already uses. Players don't have to count or track spell points or mana, as each word of power has a level associated with it, allowing you to simply select words of the desired level and combine their effects instantly. Skilled players can convert their characters over to “wordcasters” who use this system, or leave their characters as is but still dabble in using words of power. Likewise, a pure wordcaster can learn the specialized, inflexible spells that normal casters use, achieving effects unavailable through this primordial method of casting.

Chapter 5—Spells: This chapter contains nearly 50 pages of spells, with at least two new spells for every spell level of every base class in the game, including alchemist extracts and spells for the new magus class.

Appendices: The end section of this book includes an alphabetical list of words of power for easy reference; a listing of *Core Rulebook* and *Advanced Player's Guide* spells that use the new spell descriptors from Chapter 2; an updated list of what kind of familiars you can get with the Improved Familiar feat; a customized character sheet for companion creatures such as animal companions, eidolons, familiars, and mounts; and a detailed index of all major topics in this book.

Nonmagical Classes

You'll notice that this book does not include any new class options for barbarians, cavaliers, fighters, and rogues. That's because those four classes have no magical abilities on their own (rogues can learn simple magic with rogue talents, but their default abilities are completely nonmagical). Even the standard monk, in contrast, has magical abilities such as abundant step and quivering palm—and the qinggong monk archetype in this chapter presents a high-magic monk for fans of wuxia-style storytelling. Remember that even nonmagical classes can benefit from some of the feats in Chapter 2 and many of the spells in Chapter 5. Also, unlike the present book, *Ultimate Combat* focuses on nonmagical matters, and includes ninja and samurai alternate classes, firearms, gladiators, vehicle combat, finishing moves, siege weapons, armor as damage reduction, called shots, more feats, and new options and archetypes for martial characters.

