

The Genius Guide to:

THE MAGUS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The magus (plural magi) is a new base class designed for the *Pathfinder Roleplaying Game*. She is a hybrid spellcaster, combining arcane spells drawn from power within herself and the faith needed to also call upon divine spells. A magus may be a church wizard, a priestess of magic who has studied the arcane arts, or a dynamic spiritualist who sees no difference in the two traditional forms of magic. Magi may be called bruxa, church mages, ecclesiathurges, ovates, spell lords, thaumaturges, white wizards, or other titles that suit the needs of your campaign.

Presented below is the magus class, designed to fill the hybrid arcane/divine spellcasting niche.

THE MAGUS

A magus is considered both an arcane and divine spellcaster (and can count as either for purposes of requirements and prerequisites). The magus is similar to a sorcerer in that she draws spell power from within herself, casting a limited list of spells known with no need for advanced preparation. Unlike a sorcerer, a magus can draw from both arcane and divine spell lists when selecting spells known, allowing magus's to be prepared for a broader range of circumstances. This is important as the magus's focus is spells to the exclusion of nearly everything else, even more so than other spellcasting classes. Depending on the mystic bond a magus makes, she may not have powers beyond her spells, but instead she'll learn new ways to use the spells she knows to maximum benefit.

Many magi belong to orders within or associated with churches. Much as paladins are seen as warriors of the church, magi are often seen as mages of the church and, for religions worshiping arcane magic, magi may be as revered as clerics. Such magi often study arcane magic in their youth but find themselves called to serve the god of magic more directly as they grow older. But

groups of magi outside of religion also exist, and in some lands they are common as sages and wise women, with master-to-student traditions stretching back for generations.

Role: The role filled by a magus is heavily dependant on what spells she selects. While this is true for any spellcaster, it is especially true for magi because they can draw from nearly any spell list. A magus that selects spells almost exclusively from the spell list of one class can easily execute the most common roles that class is called on to fill. Magi have a very small selection of spells known, but can be experts at

getting the most out of the spells they do know. In that regard, the magus could be merely another minor variety of arcane or divine spellcaster, similar to how sorcerers and wizards can both be built to fill the high-damage or broad utility functions of spellcasters. Of course, treating the class this way ignores one of the magus's greatest assets—the ability to learn spells from different class lists.

The more a magus takes advantage of her ability to know disparate kinds of spells, the less she is able to fill the role normally taken by a dedicated spellcaster. While a

magus concentrating on wizard spells won't become useless by taking *cure light wounds* as a single 2nd level spell, the fact that a magus knows so few spells makes each spell chosen significantly affect the character's focus. However, a broad-based magus makes an excellent backup spellcaster, and may be the best option for a "third caster" in a group that already has the primary roles covered.

A magus is also very useful for filling in gaps in a group's abilities. Even if a party includes a cleric and wizard, those two casters may not always have access to spells that augment other party members and

remove common afflictions. Because a magus can draw from any spell list, she is well equipped to cover any gaps in the abilities of her allies. This pushes a magus towards a varied list of spells known, and as she gains levels her role within the part is unlikely to resemble those of the more traditional spellcasting classes.

Alignment: A magus may be of any alignment. If a magus worships a deity, her alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

Hit Die: d6

Starting Wealth: At 1st level a magus begins play with 4d4 x 10 gp.

TABLE 1: THE MAGUS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+0	+0	+0	+2	Mystic bond	3	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3		4	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3	Mystic talent	5	-	-	-	-	-	-	-	-
4	+2	+1	+1	+4		6	3	-	-	-	-	-	-	-
5	+2	+1	+1	+4	Bonus feat	6	4	-	-	-	-	-	-	-
6	+3	+2	+2	+5		6	5	3	-	-	-	-	-	-
7	+3	+2	+2	+5	Mystic talent	6	6	4	-	-	-	-	-	-
8	+4	+2	+2	+6		6	6	5	3	-	-	-	-	-
9	+4	+3	+3	+6	Bonus feat	6	6	6	4	-	-	-	-	-
10	+5	+3	+3	+7		6	6	6	5	3	-	-	-	-
11	+5	+3	+3	+7	Advanced mystic talent	6	6	6	6	4	-	-	-	-
12	+6/+1	+4	+4	+8		6	6	6	6	5	3	-	-	-
13	+6/+1	+4	+4	+8	Bonus feat	6	6	6	6	6	4	-	-	-
14	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	-	-
15	+7/+2	+5	+5	+9	Advanced mystic talent	6	6	6	6	6	6	4	-	-
16	+8/+3	+5	+5	+10		6	6	6	6	6	6	5	3	-
17	+8/+3	+5	+5	+10	Bonus feat	6	6	6	6	6	6	6	4	-
18	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11	Advanced mystic talent	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12		6	6	6	6	6	6	6	6	6

CLASS SKILLS

The magus's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Knowledge (arcana)(Int), Knowledge (history)(Int), Knowledge (local)(Int), Knowledge (planes)(Int), Knowledge (religion)(Int), Perform (oratory)(Cha), Perform (sing)(Cha), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the magus.

Weapon and Armor Proficiency: Mastering two sources of magic leaves little time for weapon training—a magus is proficient with only the club, dagger, light crossbow, and quarterstaff. A magus is also proficient with light armor, but not with any shields. Due to her mix of arcane and divine power sources, a magus can cast class spells while wearing light armor without incurring the normal arcane spell failure chance (even if casting a spell from an arcane spell list). However, a magus wearing medium or heavy armor incurs a chance of spell failure if the spell in question has a somatic component (even if casting a spell from a divine spell list). A multiclass magus still incurs the normal arcane spell failure chance for arcane spells received from other classes, and suffers no additional penalties when casting divine spells received from other classes.

Spells: A magus casts arcane and divine spells drawn from any class' spell list (see "Choosing Spells", below). She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a magus must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a magus's spell is 10 + the spell level + the magus's Charisma modifier.

Like other spellcasters, a magus can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on "Table 1: The Magus". In addition, she receives bonus spells per day if she has a high Charisma score. A magus need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

The magus's potential range of spells is extremely broad, but she may only know a limited total number of spells. A magus begins play knowing four 0-level spells and two 1st-level spells of the magus' choice (see "Choosing Spells", below). At each new magus level, she gains one or more new spells, as indicated on "Table 2: Magus Spells Known".

Upon reaching 3rd level, and at every other magus level after that (5th, 7th, and so on), a magus can choose to learn a new spell in place of one she already knows. In effect, the magus "loses" the old spell in exchange for the new one. The new spell's effective level (see "Choosing Spells", below) must be the same as that of the spell being exchanged,

and it must be at least one level lower than the highest-level class spell the magus can cast. A magus may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.



A magus functions as both an arcane and a divine spellcaster, qualifying as either for purposes of prerequisites and magic effects. A magus applies metamagic feats to her spells as if she were a sorcerer (unless she has metamagic points—see the metamagic pool mystic bond, below).

Choosing Spells: Choosing spells is a more complex process for the magus than for other spellcasting classes. To begin with, there is no set “magus spell list.” As a practitioner of both arcane and divine magic, a magus will be able to choose spells from the list of any base class (though not spells only available to prestige classes). However, a magus’s choices begin with her primary spell list.

Primary Spell List: A magus must select the cleric, druid, or sorcerer/wizard class spell list as her primary spell list. At least half of all the spells a magus knows at each spell level must come from her primary spell list. Even if a magus chooses to learn a new spell in place of one she already knows, she must maintain this ratio at every spell level. Some mystic bonds (see below), can also add bonus spells to a magus’s primary spell list.

A magus can select spells from her primary spell list as known spells with no penalties or restrictions.

Other Devoted Spellcasting Classes: A magus may select spells known from the list of any devoted spellcasting class (a class that receives spells at 1st level, and has 0–9th level spells on its spell list).

If that class draws from the same magic source as the magus’s primary spell list—arcane or divine—she may choose these spells with no penalties (though she is still under the restriction that at least half the spells she knows at each

spell level must come from her primary spell list). So, for example, a magus who has selected the cleric spell list as her primary spell list could, upon reaching 7th level, decide to make *flame blade* her new known 2nd-level spell, since it is from the druid spell list—a devoted spellcasting class with the same magic source. However, the magus can only do this if both her other known 2nd-level spells are from the cleric spell list (her primary spell list).

A magus may also select spells known from a devoted spellcasting class that draws from the magic source opposite to that of her primary spell list. However, for the magus such spells have an effective spell level one higher than usual. Thus the magus from our example above, who selected the cleric spell list as her primary spell list, may select *acid arrow* as a spell known. But because that is a 2nd-level spell from the sorcerer/wizard spell list—a devoted spellcasting class with a different magic source—this magus must count it as a 3rd-level spell known. For her, *acid arrow* is treated in all ways as a 3rd-level spell.

Character Level	Maximum Spells Known From Primary Spell List (+ From Any Spell List)									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2 (+2)	1 (+1)	-	-	-	-	-	-	-	-
2	3 (+2)	1 (+1)	-	-	-	-	-	-	-	-
3	3 (+2)	2 (+1)	-	-	-	-	-	-	-	-
4	3 (+3)	2 (+1)	1	-	-	-	-	-	-	-
5	3 (+3)	2 (+2)	1 (+1)	-	-	-	-	-	-	-
6	4 (+3)	2 (+2)	1 (+1)	1	-	-	-	-	-	-
7	4 (+3)	3 (+2)	2 (+1)	1 (+1)	-	-	-	-	-	-
8	4 (+4)	3 (+2)	2 (+1)	1 (+1)	1	-	-	-	-	-
9	4 (+4)	3 (+2)	2 (+2)	2 (+1)	1 (+1)	-	-	-	-	-
10	5 (+4)	3 (+2)	2 (+2)	2 (+1)	1 (+1)	1	-	-	-	-
11	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+1)	1 (+1)	-	-	-	-
12	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+1)	1 (+1)	1	-	-	-
13	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+1)	1 (+1)	-	-	-
14	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+1)	1 (+1)	1	-	-
15	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	1 (+1)	-	-
16	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	1 (+1)	1	-
17	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	2 (+1)	1 (+1)	-
18	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	2 (+1)	1 (+1)	1
19	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	2 (+1)	2 (+1)	1 (+1)
20	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	2 (+1)	2 (+1)	2 (+1)

Non-Devoted Spellcasting Classes: A magus may also select spells known from the spell list of a non-devoted spellcasting class (a class that either does not receive spells at 1st level, or that does not include 0-level through 9th level spells on its spell list).

For the magus, such spells have an effective spell level two higher than usual, regardless of their magic source. Thus a magus could, upon reaching 7th level, decide to select *bless weapon* as a spell known. Since this is from the paladin spell list (non-devoted spellcasting class), the magus counts it as a 3rd-level spell known. For her, *bless weapon* is treated in all ways as a 3rd-level spell.

If a spell appears on more than one class spell list, the magus may treat it as being from whatever class list is most beneficial to her. For purposes of using magic items and meeting prerequisites, a magus's spell list is considered to include all spells from her primary spell list, plus any other spell that the magus currently knows. Thus a magus can use a *wand of magic missiles* freely if she has taken the sorcerer/wizard spell list as her primary spell list or if she has a different primary spell list but has selected *magic missile* as a spell known. Otherwise, she must make a Use Magic Device check to use the wand.

Chaotic, Evil, Good, and Lawful Spells:

A magus can't cast or choose to know spells of an alignment opposed to her own (even if they are arcane spells). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

Cantrips/Orisons: Magi learn a number of cantrips and orisons, or 0-level spells, as noted on "Table 2: Spells Known". These spells are cast like any other spell, but they do not consume any slots and may be used again.

Mystic Bond (Ex): At 1st level, a magus forms a bond with the powers of magic. This bond can take one of three forms.

Divine Heritage: This represents a close tie to the divine supernatural world, granting the magus one of the following cleric domains: Charm, Darkness, Destruction, Knowledge, Luck, Magic, or Rune. The magus gains the granted powers of this domain. When determining the powers granted by this

domain, the magus's effective cleric level is equal to her magus level. A magus that selects this option receives no additional domain spell slots (unlike a cleric) and does **not** receive the domain's spells as bonus spells known. However, the domain's bonus spells are added to the magus's primary spell list (see "Choosing Spells", above).

Sorcerous Bloodline: This represents an affinity for arcane power, which may be part of the magus's background or may have been bestowed by a ritual when the magus first gained magic powers. This grants the magus one of the following sorcerous bloodlines: abyssal, arcane, celestial, elemental (air, earth, fire, or water), or infernal. The magus gains the class skill, bloodline arcana, and bloodline powers of the selected bloodline. When determining the powers granted by this bloodline, the magus's effective sorcerer level is equal to her magus level. A magus that selects this option does **not** receive the domain's spells as bonus spells known (unlike a sorcerer). However, bloodline's bonus spells are added to the magus's primary spell list (see "Choosing Spells", above). When she gains bonus magus feats, she may select them from the normal list of bonus magus feats, or from the bonus feats of her sorcerous bloodline.

Metamagic Pool: A magus selecting this option gains a bonus feat at 1st level (which must be a metamagic feat that shifts the level of a spell's required spell slot by no more than 1) and has a pool of metamagic points equal to her magus class level. A magus regains her metamagic points when she regains her spells for the day.



When casting a spell, a magus may use her metamagic points to add metamagic effects from feats she knows to the spell without increasing the spell slot required to cast it. She expends one metamagic point for each extra level of spell slot the metamagic feat would normally require her to use. A magus may not partially reduce the cost of a metamagic feat, nor reduce the cost of only some

of multiple metamagic effects added to a spell—she must spend enough metamagic points to counteract **all** metamagic changes to the spell's spell slot. The magus may apply multiple metamagic feats to the same spell as long as she reduces the spell slot cost of each with metamagic points. The total (before reduction) of the level of a spell cast plus all metamagic points used may never exceed the highest level spell the magus can cast.

A spell cast with metamagic points has its normal casting time, rather than the increased casting time a magus normally requires when adding metamagic to her spells. A magus with the metamagic pool mystic bond may select metamagic feats as magus bonus feats.

A magus with a metamagic pool may still choose to use metamagic feats normally, casting spells as full-round actions and using a higher-level spell slot.

Mystic Talents: As a magus gains experience, she learns a number of talents that assist her in manipulating spells and other forms of magic. At 3rd level, and again at 7th, a magus gains one mystic talent. A magus cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a magus's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

Dazzling Spell (Su):* As a swift action, the magus adds an element of bright energy to a spell she is casting. Only spells with a casting time of 1 standard action that allow a saving throw may be augmented in this way. Any target that fails its save against the spell is dazzled for 1 round per level of the spell. The magus may use this ability a number of times per day equal to 3 + her Wisdom modifier.

Mystic Accuracy (Ex):* When the magus casts a spell with an area, as a free action she may exclude a single target that would normally be affected. The magus must be able to see the target to exclude it. She may do this a number of times per day equal to 3 + her Wisdom modifier.

Mystic Training: The magus may select a bonus feat from her list of available magus bonus feats.

Spell Lore (Ex): The magus adds her level to all Spellcraft checks made to identify a spell being cast. (This is most often useful when attempting to counterspell.)

Spell Sage (Ex): When the magus attempts a Use Magic Device check to use a scroll or to activate a wand, staff, or other spell trigger item, she gains a +4 competence bonus to the check.

Bonus Feats: At 5th, 9th, 13th and 17th level, a magus gains a bonus feat. The magus must meet all the prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from normal advancement. A magus's bonus feats must be selected from the following list: Arcane Armor Mastery, Arcane Armor Training, Arcane Strike, Armor Proficiency (medium), Augment Summoning, Combat Casting, Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Improved Counterspell, Magus's Channel Energy*, Magus's Companion*, Magus's Familiar*, Magus's Focus*, Magus's Performance*, Magical Aptitude, Spell Focus, and Spell Penetration.

*New feat, detailed below.

A magus who has taken the sorcerous bloodline mystic bond may instead select bonus feats from the bloodline's list of bonus feats. A magus who has taken the metamagic pool mystic bond may instead select metamagic feats as magus bonus feats.

Advanced Mystic Talents: At 11th, 15th, and 20th level, a magus learns further talents to assist her in manipulating spells and other forms of magic. She may gain one of the abilities described in the "Mystic Talents" entry or, if she prefers, one of the abilities described below. Advanced mystic talents follow the same rules as mystic talents.

Metamystic (Su): A magus must have the metamagic pool mystic bond to select this advanced talent. The magus gains additional metamagic points equal to her Wisdom bonus.

Mystic Counter (Su):* When the magus uses *dispel magic* or *greater dispel magic* to counterspell, she gains a +4 competence bonus to her dispel check. This stacks with the +4 bonus granted by *greater dispel magic*. A magus must know *dispel magic* or *greater dispel magic* to select this talent.

Mystic Focus (Su):* When the magus casts a spell with an area, as a free action she may choose to focus the entire might of the spell on a single target. The spell's save DC is increased by +2, but only one target is affected by the spell. She may do this a number of times per day equal to 3 + her Wisdom modifier on a single target within that area.

Mystic Power: The magus may learn one additional spell known. This must be from the magus's primary spell list, and cannot be of the highest level spell she can cast. A magus may never know more spells at a given level than she knows at the spell level below it.

Spell Diligence (Su):* As a swift action the magus may focus all her attention on casting a single spell. Only spells with a casting time of 1 standard action and a range of personal or touch may be cast in this way. The magus adds her level to any concentration check made to cast a spell when using spell diligence. The magus may use this ability a number of times per day equal to 3 + her Wisdom modifier.

NEW FEATS

The following feats are designed exclusively for magi, and are all included in the list of magus bonus spells. Because a magus may be called upon to fill the traditional role of another spellcasting class, several of these are class-power feats designed to give a magus more of the tools needed to do so. In some campaigns these feats may not be appropriate, and a GM can exclude most (Magus's Channel Energy, Magus's Companion, Magus's Familiar, and Magus's Focus) and still allow a magus as a generalist spellcaster, well-balanced against other core classes.

While at first glance it may seem a magus could use these feats to take on all the traditional spellcaster roles at once, this is not actually the case. First, it is difficult for a magus

to qualify for more than one or two of these feats due to the requirement of spells known from specific spell lists. Because half a magus's spells known must come from a single spell list, a magus trying to qualify for more than one of these feats must carefully focus what spells she knows (potentially foregoing useful spells simply because they come from the wrong spell lists).

Second even if a magus qualifies for more than one of these class-power feats, she never becomes as adept at using them as members of the classes the powers come from. This is because the magus has a penalty to her effective level built into the feats, must spend a feat to gain the power (and thus has fewer available to augment it), and is very likely to be trying to assist with multiple roles rather than mastering just one.

Even so, these feats can allow a magus to encroach on another spellcaster's bailiwick, which can irritate players. Because the interpersonal dynamics of different groups of players is impossible for us to predict, we feel it's important to point this issue out to GMs but leave it to each GM to decide how to resolve the question. There is clearly a tradition of multiple classes having access to the same powers (such as rangers' animal companions and paladins' channel energy), and we consider these feats to follow in that tradition. However, if you would discourage a rogue from taking 4 levels in fighter to gain Weapon Specialization with a shortsword because it eclipses the party's fighter, you may similarly wish to disallow or limit access to these magus feats.



MAGUS'S CHANNEL ENERGY

Your ties to divine energy have granted you the ability to channel energy.

Prerequisite: Magus 5, 9 or more spells known from the cleric spell list.

Benefit: You gain the supernatural ability to channel positive energy like a cleric. Your effective cleric level for channeling energy is your magus level -4. This is a Charisma-based ability.

MAGUS'S COMPANION

Your ties to nature have attracted a guardian companion to assist you.

Prerequisite: Magus 5, 9 or more spells known from the druid spell list.

Benefit: You gain an animal companion. You may select from the following list: badger, bird, camel, cat (small), dire rat, dog, horse (heavy or



light), pony, snake (viper or constrictor), or wolf. If appropriate for the campaign, you may choose shark instead. This animal is a loyal companion that accompanies you on your adventures.

This feat functions like the druid animal companion ability (which is part of the nature bond class feature), except that your effective druid level is equal to your magus level –4.

MAGUS'S FAMILIAR

Your ties to arcane magic have attracted a guardian familiar to assist you.

Prerequisite: Magus 5, 9 or more spells known from the sorcerer/wizard spell list.

Benefit: You gain a familiar. You may select from the following list: bat, cat, hawk, lizard, monkey, owl, rat, raven, viper, toad, and weasel. This feat functions like the familiar ability (which is part of the arcane bond class feature), except that your effective wizard level is equal to your magus level –4.

MAGUS'S FOCUS

You have a strong affinity for a group of spells outside your primary spell list.

Benefit: Select one level of spells for one class with a class spell list. Any spells known you select from this level of the class spell list have an effective spell level one closer to its true spell level.

Example: Xasha is a magus who has selected cleric as her primary spell list. She takes Magus's Focus, selecting 1st level paladin spells. Now when she selects 1st level paladin spells as spells known, they have an effective spell level just one higher than their normal spell level (rather than two levels higher, as would be normal).

Special: You may select this feat more than once. Each time you select a different levels of spells from a class spell list.

MAGUS'S PERFORMANCE

Your ties to the magic of song and story have granted you magic performance abilities.

Prerequisite: Magus 9, 7 or more spells known from the bard spell list.

Benefit: You gain the bardic performance abilities of countersong, distraction, fascinate, and inspire courage. Your bard level for these abilities is equal to your magus level –4. While you do gain additional

rounds of performance per day, the ability to begin performances more easily, and the improved effect of fascinate and inspire courage based on your effective bard level, you never gain new forms of bardic performance (such as inspire competence, suggestion, or dirge of doom).

THE MAGUS IN YOUR CAMPAIGN

Magic, and the people who master it, are two of the linchpins of fantasy gaming. The feel of any fantasy RPG campaign is heavily affected by who has magic, what kind of magic they have, and how common that magic is. In the *Pathfinder Roleplaying Game*, magic is broken into two camps, arcane and divine, with very little overlap between the two. Though it is possible for a character to access both sources of magic (through multiclassing), it is difficult to be effective with both types.

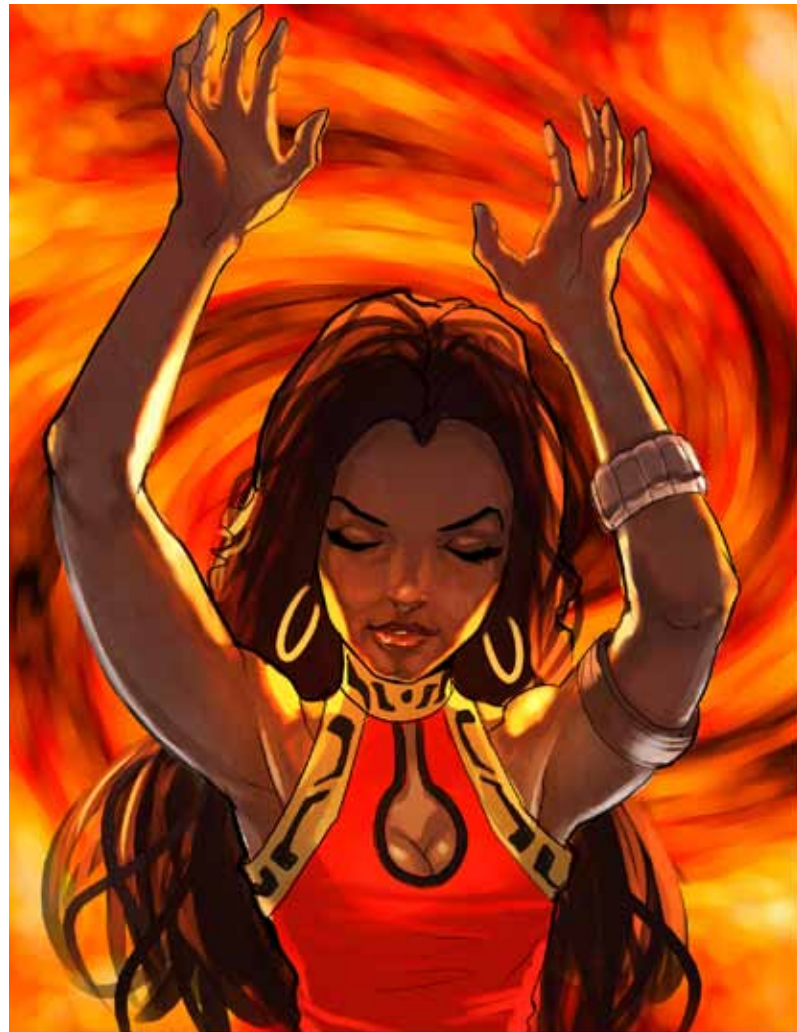
This works well for game balance and enforces some strong genre conventions. But not every fantasy campaign matches those conventions, and players often wish to create characters with broader access to more kinds of magic. In many fantasy stories white wizards are the best healers, and priests are different from mages more in attitude than magical abilities. Neither of these concepts—the healing wizard or the church mage—is handled well by the standard spellcaster rules. But they are popular and reasonable fantasy character concepts. It should be possible to create a framework to allow such characters

while retaining game balance and without invalidating the standard division between arcane and divine power sources.

When adding the magus to an existing campaign, the class can easily be introduced as part of a small cult that PCs have never heard of before, or a powerful tradition of spellcasters from a far-off land to the east (for some reason, rare and powerful mystics always seem to come from the east). An evil

magus makes a crafty and versatile villain, while a good magus can become an ally with broad resources (to fill in any holes in the PCs' own spellcasting options).

If using magi as a small group of foreign spellcasters, it's useful to have a rough idea of what culture they come from and how their training differs from other spellcasting groups in your campaign. For example, magi may come from cultures based on Arabic



legends, with each magus being the hand-picked apprentices of older magi (taught individually but in keeping with traditions centuries old). Perhaps magi prefer to convert their enemies into magus apprentices rather than kill them. Some magus councils may have long traditions of selecting only street urchins, young criminals, and members of enemy armies to be new magi. Of course this means that many magi come from nations (and even races) sworn to destroy the magus's homeland. Because of this, magi may be seen as sinister and suspicious by commoners.

If magi are more common, they may still have an unsavory reputation. Within churches and other religious organizations, magus's could be seen as a necessary but dangerous group who require constant watching. Senior church officials might trust the magi, giving them vast leeway in interpreting the

vows and following the commands of the religious hierarchy, or there may be a powerful traditional cleric who wishes to see the magus's order end. The effect of either of these ideas is to make church magi very independent, but also frequently mistrusted and resented by other priests.

The magus class also lends itself well to campaigns that need competing classes of spellcasters. Magi could be divided into different groups, each related to, but mistrustful, of the others. For example, all magi with cleric domain mystic bonds might be good-aligned (dawn magi), all those with sorcerous bloodline mystic bonds evil-aligned (night magi), and all those with metamagic pools neutrally-aligned (dusk magi). To further complicate matters, a GM could decide that all three classes are aware of, and worked together to defeat, some ancient threat from the earliest days of their order. This creates a situation where the three orders of magi do not trust one another, but know they may need the other two groups if a final confrontation with the ancient threat ever arises.

BRING A GENIUS TO THE TABLE!

CREDITS

Designer:

Owen K.C. Stephens

Editor:

Stan!

Cover Art:

Joseph J. Calkins and Cerebus Illustrations

Interior Art:

Shaman Stockart and Peter Szabo Gabor

Graphic Design and Typesetting:

R. Hyrum Savage

Produced By:

Super Genius Games

www.supergeniusgames.com

Contents ©2010 Owen K.C. Stephens

Used with permission.

For more information about Super Genius Games and our upcoming products, follow us on Facebook: www.facebook.com/supergeniusgames, via Twitter: Owen: @Owen_Stephens, Stan: @stannex, and/or Hyrum: @savageplanet, or at our Yahoo Group: <http://games.groups.yahoo.com/group/super-genius/>

All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/> compatibility for more information on the compatibility license.



DESIGNATION OF PRODUCT IDENTITY

The OtherWorld Creations (OWC) and Super Genius Games (SGG) company names and logos; the "The Genius Guide To:" name and logo; the Magus name, background, and logo; all artwork, trade dress, and graphic design elements;

All game mechanics of The Genius Guide to: The Magus is Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. The Genius Guide To: The Magus. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens