

The Genius Guide to: The Mosaic Mage



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Traditional wizards find magic in books, sorcerers in blood, and bards in music. The most powerful magical creatures of the Material Plane—dragons—find magic in color. Ignoring the traditional schools of magic, mosaic mages define spells by associated color. Red magic is violent and aggressive, but it also heals and loves. Both black magic and white magic are death, but one is also evil while the other good. Blue is mysticism, utility, and knowledge. Yellow is energy, enigmas, and light.

Mosaic mages prefer to identify themselves by the color in which they specialize. A mosaic mage who specializes in yellow magic, for example, prefers to be known as a yellow mage. So attuned to the color of magic in which they specialize, mosaic mages emanate a translucent aura that tints their skin and clothes. Although this tinted aura is not perceived any more powerfully by detect magic, it is obvious to the naked eye.

Ridiculed by the ignorant and magically sterile, mosaic mages of every color possess unique access to spells that are the envy of their bookish brethren. Red mages, for example, are among the few arcane casters with healing powers but who can also throw fire around better than divine healers. A minority among the already rare ranks of the mosaic mages are those who blend colors together to expand their access to magic, such as green mages, who can benefit from all magic associated with the mystical blue and enigmatic yellow spell spectrums. By studying the lessons of great wizards and historic artists, mosaic mages see magic in a different light.

MOSAIC MAGE

Magic defies the physical and logical rules of the world, and yet is defined strictly by its own ruleset. In the study of magic's rules, creative sages theorized that physics and logic could defy magic's rules, and in doing so redefine its accepted parameters. The first major redefinition of magic's rules was inspired, as much magic has been, by dragons. By analyzing the link between the different colors of dragons and the energies they control, the first secrets of mosaic magic were unlocked. Although sometimes discredited as less versatile than traditional arcane magic, none can deny the advantages unlimited access to all spells in a color's spectrum affords mosaic mages.

Role: As with most aspects of mosaic magic, a mosaic mage's role is determined by color. Black mages bolster their side with undead and shadow illusions while quickly dropping weak enemies with death magic. Blue mages control battlefields and solve problems outside of combat. Red mages are dangerous pyromancers as well as

invaluable support. White mages control the extremes of life and death. Yellow mages have the most diverse offense of all mosaic mages. Regardless of color, mosaic mages are capable arcanists with magical influence over the world. The mosaic mage is an alternative class for the wizard core class. See the *Advanced Player's Guide* for the Pathfinder Roleplaying Game for more information on alternative classes.

Alignment: Any

Hit Dice: d6

CLASS SKILLS

The mosaic mage's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all, each taken separately) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Intelligence modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day										
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+0	+0	+0	+2	Aura, spectrum power, cantrips	3	1	—	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Spectrum power	4	3	2	—	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—	—
8th	+4	+2	+2	+6	Spectrum power	4	4	3	3	2	—	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—	—
10th	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—	—
12th	+6/+1	+4	+4	+8	Advanced Spectrum power	4	4	4	4	3	3	2	—	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—	—
15th	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—	—
16th	+8/+3	+5	+5	+10	Advanced spectrum power	4	4	4	4	4	4	3	3	2	1	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1	—
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2	—
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3	—
20th	+10/+5	+6	+6	+12	Advanced spectrum power	4	4	4	4	4	4	4	4	4	4	4

CLASS FEATURES

The following are the class features of the mosaic mage.

Weapon and Armor Proficiency: Mosaic mages are proficient with all simple weapons, but not with any type of armor or shield. As with most arcane spellcasters, armor interferes with a mosaic mage's movements, which can cause spells with somatic components to fail.

Spells: A mosaic mage casts arcane spells drawn from the schools and subschools of magic associated with the color of magic in which he specializes, called his spectrum. A mosaic mage must choose and prepare his spells ahead of time. To learn, prepare, or cast a spell, the mosaic mage must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a mosaic mage's spell is 10 + the spell level + the mosaic mage's Intelligence modifier.

A mosaic mage can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Mosaic Mage. In addition, he receives bonus spells per day if he has a high Intelligence score (see Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*).

A mosaic mage may prepare and cast any spells drawn from his spectrum. This includes all spells of the schools and subschools making up the spectrum, regardless of which classes can traditionally access the spell. When the level of a spell is differs based on the class, a mosaic mage treats it as the same level spell as a wizard. In the case of spells

not on the wizard spell list, the mosaic mage treats it as a spell of the highest listed level. For example, even though a ranger would prepare and cast *animal growth* as a 4th-level spell, a mosaic mage would prepare and cast it as a 5th-level spell, like a wizard would. *Neutralize poison* is not on the wizard spell list. A mosaic mage would prepare and memorize it as a 4th-level spell, like a bard, cleric, or paladin, and not a 3rd-level spell, like a druid or ranger, because 4th level is the highest listed level of the spell.

A mosaic mage must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour reflecting on his spellprism (see below). While studying, the mosaic mage decides which spells to prepare.

Spectrum: A mosaic mage chooses a color of magic in which to specialize. This choice must be made at 1st level, and once made, it cannot be changed. Each spectrum (or color) shares one school or subschool with two other spectrums (or colors): black with blue and white; blue with black and yellow; red with white and yellow; white with black and red; and yellow with blue and red. Colors that share a school or subschool of magic are called complementary spectrums. A mosaic mage can prepare spells from the schools and subschools of his complementary spectrums but must use two spell slots of that level to prepare each such spell. Thus a black mage can prepare any spell available in the black spectrum using a single spell slot, or may prepare spells from the blue and white schools using two spell slots for each such spell prepared.

Alternatively, a mosaic mage can choose to specialize in two complementary spectrums. A mosaic mage who chooses to specialize in two complementary spectrums is referred to as a mosaic mage of a secondary spectrum. These secondary spectrums are green (blue and yellow), gray (black and white), rose (red and white), orange (red and yellow), and purple (black and blue). A mosaic mage who specializes in a secondary spectrum chooses five of the nine different schools and subschools associated with his two primary spectrums as his primary focus. For example, a green mage could have a primary focus of abjuration, conjuration (teleportation), divination (scrying), evocation (sonic), and illusion (pattern). He may prepare and cast any spells drawn from his chosen primary focus of schools and subschools. He may prepare spells from the schools and subschools normally part of his two primary spectrums, but which he did not select as part of his primary focus by using two spell slots. He may not prepare spells from his selected spectrums' other normal complementary spectrums, even by using two spell slots.

Cantrips: Mosaic mages can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 1: Mosaic Mage under "Spells per Day" found on page 2. These spells are cast like any other spell, but they are not expended when cast and may be used again. A mosaic mage can prepare a cantrip from a complementary spectrum, but it uses up two of his available slots.

Spellprism: A mosaic mage must study the light reflecting through a spellprism, a clear crystal through which the secrets of

mosaic magic can be unlocked. A mosaic mage begins play with a spellprism and the understanding of how to angle the spellprism to see his spectrum. A spellprism has hardness 10 and 5 hp per level of the owning mosaic mage. A replacement spellprism costs the same as a replacement spellbook. A mosaic mage needs a light source at least as bright as a candle to reflect on a spellprism and prepare spells.

Aura: The magic aura of a mosaic mage alters the color of the mosaic mage's gear and apparel. Anything the mosaic mage wears for more than an hour shifts to be colored exclusively in hues of his spectrum (or the hues that make up his spectrum in the case of mosaic mages of a secondary spectrum). When such items are removed or not in the possession of the mosaic mage, they slowly return to their normal coloration over 1 hour

Additionally any spell that reveals magic auras (such as *detect evil*, *detect magic*, *detect poison*) also reveals a mosaic mage's magic spectrum, allowing the caster observing the aura to make a Knowledge (arcana) check (with a DC of 10 + mosaic mage's level) to become aware of what the mosaic mage's caster level is, and what schools and subschools of magic the mosaic mage has access to.

Spectrum Powers: At 1st, 4th, 8th, 12th, 16th, and 20th level, a mosaic mage gains a spectrum power. A spectrum power is a manifestation of his spectrum in addition to his spells. Whenever a mosaic mage gains a spectrum power, he can choose any spectrum power in his spectrum. At 12th, 16th, and 20th level, he can choose either a spectrum power or an advanced spectrum power

When a mosaic mage who specializes in a secondary spectrum gains a spectrum power, he may choose from the spectrum powers of both primary spectrums that make up his secondary spectrum, but he may not choose advanced spectrum powers.

MAGIC SPECTRUMS

The following descriptions detail each magic spectrum, its schools and subschools, and its corresponding powers. When a spectrum lists a school with a subschool or descriptor, the spectrum gains access only to spells of the school that include the subschool or descriptor. For example, the black spectrum includes all spells of the necromancy school, but only those evocation spells that include the [acid] descriptor. Some spectrums exclude some subset of spells within a school. For example the red spectrum includes those evocation spells with the [fire] descriptor, and evocation spells with no energy descriptor, but not evocation spells with energy descriptors other than fire.

When an effect depends on the number of a mosaic mage's spectrum powers, this includes advanced spectrum powers.

BLACK MAGIC SPECTRUM

Complementary Spectrums: Blue, White

Black magic is associated with death, fear, and the more physical representations of illusions, as well as the acid type of energy. The black magic spectrum is made up of the following schools and subschools:



- Abjuration;
- Enchantment (Compulsion);
- Evocation [Acid];
- Illusion (Phantasm);
- Illusion (Shadow);
- Necromancy.

Additionally, black mages and mosaic mages of a secondary spectrum that includes the black spectrum can choose from the following spectrum powers:

Darkness (Sp): Where this black mage walks, darkness follows. He can cast *darkness* as the spell a number of times per day equal to the number of black spectrum powers he possesses, using his character level as his caster level.

Darkvision (Su): No blackness is too dark for this black mage's eyes. He gains darkvision out to 60 feet. If he already has darkvision from another source, his darkvision can penetrate magic darkness created by effects with an effective spell level equal to one third his mosaic mage level or less.

Onyx Skin (Ex): A black mage's aura crystallizes over his skin and clothes. He gains a natural armor bonus to AC equal to his Intelligence modifier, to a maximum of +1 per 2 levels (minimum +1).

Puff of Smoke (Su): A thick mist of smoke forms around this black mage, obscuring his movement. As a move action, he can gain concealment until the end of his next turn a number of times per day equal to his Intelligence modifier.

Sleep Awareness (Ex): The darkness looks out for this black mage as he sleeps. He adds his class level to Perception checks when

sleeping, even during the day. For every black spectrum power he possesses, he requires 1 less hour of sleep to gain the benefits of sleeping 8 hours.

ADVANCED SPECTRUM POWERS

At 12th level and higher, when a black mage gains a new spectrum power, he may choose it from the following list of advanced spectrum powers:

Black Tar (Su): As a standard action the black mage can cause a charcoal sludge to run down this black mage's aura. Any creature that comes within 5 feet of him is immediately slowed, as the spell, for as long as it remains within range of his black tar. As a move action, a black mage can suppress this ability for as long as he concentrates as a swift action. He cannot cast spells while concentrating on suppressing black tar. This effects remains for 1 minute per caster level and cannot be dispelled early by the black mage without using a dispel magic or similar effect. The black mage may use this power a number of times per day equal to his 3 + Intelligence modifier.

Black Eldritch Knight (Ex): Legends of black knights contain teachings useful to this black mage. He gains Light Armor Proficiency and Arcane Armor Training as bonus feats. He must have the onyx skin black spectrum power before choosing this spectrum power.

Dark Mage (Ex): This black mage obsesses over shadows and darkness. He adds Stealth to his list of class skills. When casting a spell from the black spectrum, he can make a special Stealth check to cast this spell as though he had prepared it with the Silent

Spell and Still Spell metamagic feats. The DC of this check is equal to 15 + twice the level of the spell being cast. On a failed check, the spell is wasted. He must have the darkvision black spectrum power before choosing this spectrum power.

Shadow Skin (Su): The opaque aura surrounding this black mage hides more than other mosaic mages. He constantly gains the benefits of concealment. He must have the puff of smoke black spectrum power before choosing this spectrum power.

Vile Magic (Ex): Black magic has a reputation as being the most evil form of magic, a reputation which is well deserved. When this black mage casts spells with the evil descriptor, his effective caster level for that spell goes up by +1, improving spell effects dependent on caster level.

BLUE MAGIC SPECTRUM

Complementary Spectrums: Black, Yellow

Blue magic is associated with mysticism, utility, and knowledge, as well as the electricity type of energy. The blue magic spectrum is made up of the following schools and subschools:

- Abjuration;
- Conjunction (Teleportation);
- Divination (Scrying);
- Evocation [Electricity];
- Illusion (Glamer);
- Transmutation (Polymorph).

Additionally, blue mages and mosaic mages of a secondary spectrum that includes the blue spectrum can choose from the following spectrum powers:

Amphibious (Ex): This blue mage developed gills at the base of her neck. She gains a swim speed equal to half her base speed, the aquatic type, and the amphibious special quality. See the *Bestiary* for more information on the amphibious special quality.

Evasion (Ex): Fluid movements and lightning reflexes help keep this blue mage

out of harm's way. She gains evasion. See the Rogue entry in the *Pathfinder Roleplaying Game Core Rulebook* for more information on evasion.

Ingenious (Ex): This blue mage is as studious as a wizard, although the subjects she studies are far more varied. She gains a bonus skill point at each level. This skill point must be spent on Intelligence-based skills.

Lingering Static (Su): This blue mage's electricity is so potent, the areas in which she strikes are marked by an electric charge. After she casts a spell with the electricity descriptor with a defined area or targets, the area the spell affected or a 5-foot radius around one target of the spell is considered difficult terrain for a number of rounds equal to the number of blue spectrum powers he possesses. Creatures who end their move in this area (including the target of such a spell) take 1 point of electricity damage.

Quench (Su): This blue mage is known for her journeys through desert wastelands without care for sustenance. She no longer suffers ill effects for going without food or water.

ADVANCED SPECTRUM POWERS

At 12th level and higher, when a blue mage gains a new spectrum power, she may choose it from the following list of advanced spectrum powers:

Crushing Despair (Sp): There is a reason blue is the color of sadness. This blue mage can cast *crushing despair*, as the spell, a number of times per day equal to the number of blue spectrum powers she possesses. Her caster level for this ability is equal to her class level.

Dimension Toss (Sp): This blue mage developed rudimentary teleportation out of necessity, although it has proven unreliable. Dimension toss works like *dimension door* with the following exception: When she chooses the destination of her dimension toss, roll 1d10. Treat a roll of 1–8 like a failed splash weapon attack, leaving her in the corresponding space adjacent to her destination. On a roll of a 9, she is on target. On a 10, she may choose



to land on target or in any space adjacent to her destination. She can use dimension toss a number of times per day equal to her Intelligence modifier. Her caster level for this ability is equal to her class level.

Electric Sphere (Su): The blue mage can expend a prepared spell to create a sphere of electricity similar to a *fireball*. The sphere has a radius equal to 5 feet per level of the spell expended and short range (25 ft. + 5 ft./2 caster levels). An electric sphere deals 1d6 electricity damage per level of spell expended, +1 hp per 2 caster levels. A successful Reflex save halves this damage. The DC of this saving throw is equal to 10 + one-half her class level + her Intelligence modifier.

Improved Evasion (Ex): It is said this blue mage can stand at the center of her ravaging electricity unharmed. She gains improved

evasion. See the Rogue entry in the *Pathfinder Roleplaying Game Core Rulebook* for more information on improve evasion.

Mage Hands (Sp): Ajar doors close, tipped buckets stand, crooked objects right themselves, all as this blue mage passes. Mage hands works like *mage hand* with the following exceptions: she creates a number of mage hands equal to the number of blue spectrum powers she possesses. As a standard action, she can deliver a command to each hand. They can function independently, as a group, or a combination. She can use mage hands a number of times per day equal to 3 + her Intelligence modifier. Her caster level for this ability is equal to her class level.

BLUE ELECTRICITY?

Each magic spectrum includes evocation spells of a specific energy descriptor: black acid, blue electricity, red fire, white cold, and yellow sonic. This ensures spectrums without access to the evocation school remain viable offensive options. Although red's association with fire and white's association with cold are obvious, some of the others might leave you scratching your head. In particular, why does blue gain access to electricity magic instead of yellow? Blame dragons.

With one exception, the primary spectrums are all the color of a true dragon. For the most part, the breath weapon of those true dragons corresponds well with their color. Not blue. For whatever reason, the world's oldest RPG gave blue dragons lightning breath, which carried over to the *Pathfinder Roleplaying Game* and carries over here to Mosaic Magic. Call it an appeal to antiquity. Four of the primary colors parallel four true dragons, and three of breath weapons of those true dragons parallel the three of the primary colors, with the one remaining primary color acceptably paralleling the one remaining energy type, that being yellow and sonic.

RED MAGIC SPECTRUM

Complementary Spectrums: White, Yellow

Red magic is associated with pain, life, and love, as well as the fire energy type. The red magic spectrum is made up of the following schools and subschools:

- Conjunction (Calling);
- Conjunction (Healing);
- Enchantment (other than enchantment spells with subschools);
- Evocation (other than evocation spells with energy types);
- Evocation (Fire);
- Illusion (Figment).

Additionally, red mages and mosaic mages of a secondary spectrum that includes the red spectrum can choose from the following spectrum powers:

Bloodletting (Ex): There is an edge to the spells this red mage casts. Targets hit by the red mage's spells that require an attack roll, including touch and ranged touch attacks, suffer 1 bleed damage in addition to the normal effects of the spell (even if the spell does not normally deal damage). If the spell allows a saving throw for a partial effect, targets still suffer this bleed damage even if they save. If a successful save negates the effect of the spell, the effects of bloodletting are negated as well.

Boiling Blood (Su): There is fire in this red mage's veins. When he is successfully damaged by a nonreach melee attack, or an attack with a natural weapon regardless of reach, his attacker immediately takes 1 fire damage.

Fast Movement (Ex): This red mage is a flash in motion. His base speed increases by 10 feet.

Fiend Calling (Su): This red mage more easily associates with creatures of hell and the abyss. When he casts a summon monster spell to call a creature with the fiendish template, the creature gains fast healing equal to the number of red spectrum powers the red mage possesses.

Fire Resistance (Ex): Fire does not blister or burn this red mage. He gains fire resistance equal to 3 + his Intelligence modifier.

ADVANCED SPECTRUM POWERS

At 12th level and higher, when a red mage gains a new spectrum power, he may choose it from the following list of advanced spectrum powers:

Burning Rage (Ex): No color is more closely associated with raw anger than red. This red mage can rage, as a barbarian, a number of rounds per day equal to the number of red spectrum powers he possesses + his Intelligence modifier. See the barbarian section of the *Pathfinder Roleplaying Game Core Rulebook* for more information on rage. Unlike a barbarian, a red



mage can cast spells while raging. While raging, the red mage gains a +4 bonus to his caster level for spells he casts with the fire descriptor.

Fiery Bond (Su): The red mage gains a bonded weapon, which acts like a bonded weapon gained through the wizard's arcane bond class ability. The weapon gains the flaming burst weapon property, even if it is not otherwise enchanted.

Ignition (Su): A billow of steam and fire launches this red mage skyward. He can *fly*, as the spell, a number of minutes per day equal to the number of red spectrum powers he possesses + his Intelligence modifier. He need not spend these minutes consecutively but they must be spent in 1-minute intervals.

Irresistible (Ex): From lips to heart, red is the color of love. This red mage gains a +1 bonus to his effective caster level with any enchantment (charm) spells he casts.

Love Tap (Su): A brush of this red mage's hand can melt the coldest heart. When he casts a *charm* spell (such as *charm person* or *charm animal*), he can choose to replace the spell's normal range with a range of touch. If so, on a successful touch attack, his target can make a saving throw to negate the effect of his spell only at the end of its next turn.

WHITE MAGIC SPECTRUM

Complementary Spectrums: Black, Red

White magic is associated with life, death, and innocence, as well as the cold energy type. The white magic spectrum is made up of the following schools and subschools:

- Conjunction (Creation);
- Conjunction (Healing);
- Divination (other than divination spells with subschools);
- Enchantment (Charm);
- Evocation (Cold);
- Necromancy.

Additionally, white mages and mosaic mages of a secondary spectrum that includes the white spectrum can choose from the following spectrum powers:

Beacon (Su): This white mage's aura shines a distinct light. She radiates light, as the *light* spell. As a swift action, she can suppress this ability for a number of rounds equal to her Intelligence modifier. She may also choose to have this light suppressed when sleeping.

Empathic Mind (Ex): Others confide their private thoughts and lives' secrets to this white mage simply because they are offered an ear that will listen. She adds her Intelligence modifier to Diplomacy skill checks. Diplomacy is considered a class skill for her.

Pure Blood (Ex): Some say it is piety that protects this white mage's body while others see her as the living undead. She gains a bonus equal to her Intelligence modifier to saving throws against poisons and disease.

At 12th level, she becomes immune to poisons and disease.

Pure Soul (Su): The ailments of the arcane world cannot penetrate this white mage's aura. She gains a bonus equal to her Intelligence modifier to saving throws against curses and paralysis. At 12th level, she becomes immune to curses and paralysis.

White Hot (Ex): The white mage has learned to view fire as just an absence of cold and can thus create some magic fire effects. This white mage adds a spell of a level she can cast with the fire descriptor to her list of spells known. When she gains a new spell level, she can choose to replace her white hot spell with another spell with the fire descriptor of a level she can cast.

ADVANCED SPECTRUM POWERS

At 12th level and higher, when a white mage gains a new spectrum power, she may choose it from the following list of advanced spectrum powers:

Absolute Purity (Su): The purity of this white mage's blood and soul combine to protect her body absolutely. She adds her Intelligence modifier to all saving throws. She must have the pure blood and pure soul white spectrum powers before choosing this spectrum power.



Angelic (Ex): The white mage flies on the feathery of an angel. She gains a 30-foot fly speed with poor maneuverability.

Channel Energy (Su): From the edge of this white mage's aura flows divine energy. Depending on her alignment, she can channel either positive or negative energy a number of times per day equal to 3 + her Intelligence modifier. See the cleric entry of the *Pathfinder Roleplaying Game Core Rulebook* for more information on channel energy. Her effective cleric level for this ability is equal to half her class level.

Ethereal Cloak (Su): When reports come in of a white mage ghost, it must be asked whether a dead white mage returned or a living white mage flirts with death. As a standard action, this white mage can become ethereal for a number of rounds per day equal to the number of white spectrum powers she possesses. These rounds need not be consecutive but they must be spent in 1-round intervals.

Grave Enhancement (Su): Restless souls surround the spells this white mage casts. She gains a +1 caster level bonus for all spells of the death subtype.



YELLOW MAGIC SPECTRUM

Complementary Spectrums: Blue, Red

Yellow magic is associated with energy, enigmas, and light, as well as the sonic energy type. The yellow magic spectrum is made up of the following schools and subschools:

- Conjunction (Summoning);
- Conjunction (Teleportation);
- Evocation (other than evocation spells with energy types);
- Evocation (Sonic);
- Illusion (Pattern);
- Transmutation (other than transmutation spells with subschools).

Additionally, yellow mages and mosaic mages of a secondary spectrum that includes the yellow spectrum can choose from the following spectrum powers:

Blinding Truth (Su): Finding the solutions to the riddles that are this yellow mage's illusions is as mystifying as not solving them at all. When a character successfully disbelieves an illusion this yellow mage created, the character must make a saving throw (DC 10 + one-half the yellow mage's caster level + the yellow mage's Intelligence modifier) or she is blinded until the beginning of her next turn.

Filament (Su): Beware the unpredictable reach of this yellow mage. He can create a yellow lasso of solid arcane energy as a standard action a number of times per day equal to the number of yellow spectrum powers he possesses. His filament lasts a number of rounds equal to his Intelligence modifier. He can use his filament to gain a bonus to Climb checks equal to his caster level. Additionally, he can make a range touch attack to tether himself by his filament to a target within 30 feet. If he or the target of his filament wish to move to a location more than 30 feet from the other's current location, they must first make a drag combat maneuver (see the Additional Rules chapter of the *Advanced Player's Guide* for more information on drag). Failure indicates the character cannot move this turn and her move action is wasted.

Perceptive (Ex): Between acute clarity of vision and acoustic hyperawareness, this yellow mage is particularly perceptive. The yellow mage may add his Intelligence bonus to all Perception checks.

Radiant Aura (Su): A yellow aura is hard to hide. This yellow mage can emit or dismiss light as a torch as an immediate action. Once per day as an immediate action, he can emit light as the *daylight* spell for a number of minutes equal to the number of yellow spectrum powers he possesses, or until he dismisses it as an immediate action. Dismissing his radiant aura does not otherwise dismiss his aura.

Trapfinding (Ex): It is hard to trick a master of enigmas. This yellow mage gains trapfinding. See the rogue section of the

Pathfinder Roleplaying Game Core Rulebook for more information on trapfinding.

ADVANCED SPECTRUM POWERS

At 12th level and higher, when a yellow mage gains a new spectrum power, he may choose it from the following list of advanced spectrum powers:

Blindsense (Ex): Subsonic echolocation tells this yellow mage everything about his surroundings at all times. He gains blindsense equal to 5 feet per yellow spectrum power he possesses.

Energy Resistance (Su): As a practitioner of a more offensive spectrum, this yellow mage has also learned strong magical defences. As an immediate action, he can choose an energy type and gain energy resistance to the chosen energy type equal to half his class level for a number of rounds equal to the number of yellow spectrum powers he possesses. If he chooses the sonic energy type, his energy resistance is instead equal to his class level. The yellow mage may use this ability a number of times per day equal to 3 + his Intelligence modifier.

Mesomorphic (Su): It is hard to defend against this yellow mage who is equally good at summoning monsters, creating illusions, and transmuting targets. The yellow mage gains a +1 bonus to his caster level when casting spells of the summoning or pattern subschool or the transmutation school.

Roaring Spell (Su): This yellow mage can turn any spell into a sonic attack. He can expend a prepared spell to create a sphere of sound similar to a *fireball*. The sphere has a radius equal to 5 feet per 2 levels of the spell

expended (minimum one 5-foot square) and medium range (100 ft. + 10 ft./caster level). A sound sphere deals 1d4 sonic damage per level of spell expended, +1 hp per 2 caster levels. A successful Reflex save halves this damage. The DC of this saving throw is equal to 10 + one-half his class level + his Intelligence modifier. A yellow mage is immune to the effects of his own roaring spell.

Resistance (Sp): It is hard to penetrate the yellow mage's defences. He permanently gains spell resistance equal to 5 + his class level.

NEW FEATS

The addition of a whole new magical subsystem naturally leads to the development of feats to augment and alter how that subsystem works. As with most classes, a mosaic mage can augment some of his class abilities with feat selection. Additionally, members of other classes can gain limited access to the spectrum powers of mosaic mages through such feats.

ACQUIRE SPECTRUM POWER

You gain influence over the colors of magic.

Prerequisites: Character level 5, Int 15

Benefit: You gain a spectrum power as though you were a mosaic mage of that power's color spectrum. For spectrum powers that depend on class level, your effective mosaic mage level is equal to one-half your character level. You cannot choose an advanced spectrum power.

Special: If you are a mosaic mage and the spectrum power you choose belongs to your

color spectrum, your effective mosaic mage level is equal to your class level.

Special: This feat may be selected more than once, but not more often than once every 5 levels.

ACQUIRE ADVANCED SPECTRUM POWER

Your influence over the colors of magic compares to a select few.

Prerequisites: Character level 10th, two or more spectrum powers, Int 17

Benefit: You gain an advanced spectrum power as though you were a primary mosaic mage of that power's color spectrum. For spectrum powers that depend on your class level, your effective mosaic mage level is equal to one-half your character level or HD, whichever is higher.

Special: If you are a mosaic mage and the spectrum power you choose belongs to you color spectrum, your effective mosaic mage level is equal to your class level.

CROSS SPECTRUM STUDY

You broaden your study of mosaic magic.

Prerequisite: Mosaic mage.

Benefit: Select one additional spectrum. You may prepare spells in that spectrum by using two spell slots. You may select spectrum powers of your new spectrum if you are 12th level or higher. (You cannot select advanced spectrum powers of your new spectrum).

SUPPRESS MOSAIC AURA

You've learned to dismiss your telltale aura.

Prerequisite: Mosaic mage

Benefit: As a free action, you can make your mosaic aura invisible to the naked eye (causing your attire and gear to revert to its normal coloration). Your aura is still visible to divination magic such as *detect magic*.



WE ERR ON THE SIDE OF AWESOME!

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