



**Primal Magic (Su):** At 1st level, a primalist may attempt to channel primal magic as a swift action to cast a prepared spell without losing that spell from its spell slot. Essentially, a primalist is forcing primal magic into the world and attempting to shape it into a specific spell effect. To use this ability, she casts the spell as she would normally, but as the spell's effects take place, she makes a concentration check (DC 20 + double the spell's level). If she fails this check, she expends the spell normally as if she had cast it, but its actual effects are replaced by a primal magic event with a CR equal to her caster level and she is staggered for 1 round per level of the spell she was attempting to cast. If she makes this check, she casts the spell normally and it is not expended from her prepared spell slot, allowing her to cast that spell again at a later point.

You may use primal magic in this manner once per day. This ability replaces arcane bond. At 5th, 10th, 15th, and 20th level, you can use it an additional time per day.

**Enhance Primal Magic Event (Su):** At 5th level, when a primalist triggers a primal magic event, as a swift action she can increase or decrease its CR by 1. If she makes a concentration check (DC = 15 + the primal magic event's CR), she can instead increase or decrease the CR by 2. If

she reduces a primal magic event's CR to less than 1, the event is negated. She can choose to use this ability after she determines what primal magic event she triggers, but before she resolves the effects of that event. This ability replaces the wizard bonus feat acquired at 5th level.

**Primal Surge (Su):** At 10th level, whenever a primalist triggers a primal magic event, she rolls the percentile dice twice to determine the event that occurs and chooses which one of the two possible events occurs. She becomes resistant to the effects of primal magic events. Anytime an event would affect her, the GM rolls 1d20 + the event's CR against a DC of 11 + her wizard level. If this roll fails, the event does not affect her, similar to a creature with spell resistance ignoring magical effects with an SR check. If the primal magic event is duplicating the effects of a spell that does not allow spell resistance (such as *create pit*), this resistance does not apply. This ability replaces the wizard bonus feat acquired at 10th level.

### Razmiran Priest (Sorcerer Archetype)

The so-called "priests" of Razmir are magical charlatans—missionary servants of the Living God who spread his fervent devotion wherever they travel. Altered



Primalist



by Razmir's magic, he can perform feats impossible for other sorcerers. A Razmiran priest has the following class features.

**False Piety (Ex):** At 1st level, a Razmiran priest gains Knowledge (religion) and Perform as class skills, but loses Appraise and Fly as class skills. He adds half his sorcerer level to Use Magic Device checks to activate spell trigger and spell completion items that use divine spells. He gains False Focus as a bonus feat (see page 10). In addition to replacing Appraise and Fly as class skills, this ability replaces the priest's Eschew Materials bonus feat.

**Lay Healer (Su):** At 3rd level, the Razmiran priest adds *aid* to his list of spells known as a 2nd-level spell. At 5th level, he adds *remove disease* to his list of spells known as a 3rd-level spell. This ability replaces the bloodline spells gained at 3rd level and 5th level respectively.

**Razmiran Channel (Su):** At 9th level, the Razmiran priest can use his own magic to power spell completion and spell trigger items that use divine spells. He expends a sorcerer spell slot that is at least 1 level higher than the level of the spell he's trying to activate, then makes a Use Magic Device check. If he succeeds, the item's spell occurs and the item or charge is not expended. If he fails, nothing happens. Whether he succeeds or fail, his spell slot is expended. This ability replaces the bloodline power gained at 9th level.

### Shadowcaster (Wizard Archetype)

Trained in the dark mysteries of Nidal's Umbral Court and its Kuthonite dogma, your training allows you to harness the power of shadows to bolster your spellcasting. A shadowcaster has the following class features.

**Shadow Spells (Su):** At 1st level, a primalist uses his shadow to prepare additional spells. He must spend his entire period of spell preparation in dim illumination to use this ability. He may prepare a number of additional spell levels of spells equal to the level of the highest-level wizard spell he can cast. For example, if he can cast 6th-level wizard spells, he could prepare six 1st-level spells, two 3rd level-spells, or any similar combination that adds up to a total of six spell levels. These spells are stored in his shadow. He can only cast these spells when he is in an area of normal light or dim light. He gains Shadowtongue as a bonus language. This ability replaces arcane bond.

**Shadowsight (Ex):** At 5th level, a shadowcaster gains darkvision 60 feet. This ability replaces the shadowcaster's 5th-level wizard bonus feat.

**Shadowy Specialization (Ex):** At 10th level, when a shadowcaster casts *shades*, *shadow conjuration*, *shadow evocation*, and similar illusion spells that have a listed fraction of the strength of real effects, he increases the percentage of damage caused by the spell's effect

or summoned creatures by one-fifth (+20%) against creatures that make their saving throw against the effect, up to a maximum of 100% of the strength. For example, *shadow evocation* and *shadow conjuration* deal 40% normal damage on a successful save instead of 20%. This ability replaces the shadowcaster's 10th-level wizard bonus feat.

### Spire Defender (Magus Archetype)

Spire defenders are magi who train themselves to accompany sages and archaeologists who venture from the Mordant Spire, acting as aids and bodyguards. Because they often operate in difficult terrain—narrow trenches in dig sites, flooded dungeons, and tight corridors in ancient ruins—spire defenders place mobility and agility at a premium. As a result, they eschew armor entirely. Most spire defenders are elves—it's exceptionally rare for a non-elf to be granted access to the training required to take this archetype (non-elves need GM approval to take this archetype). A spire defender has the following class features.

**Weapon Proficiency:** A spire defender is proficient with all light and one-handed simple and martial weapons, as well as one exotic light or one-handed melee weapon that has the disarm or trip special feature. This replaces the magus's normal weapon proficiencies.

**Bonus Feats (Ex):** At 1st level, the spire defender gains Combat Expertise and Dodge as bonus feats, even if he doesn't meet the prerequisites. The spire defender is not proficient in any kind of armor or shield. The spire defender does not have the magus' ability to ignore arcane spell failure from armor; however, if the spire defender becomes proficient in light armor, he automatically gains the magus's ability to ignore the arcane spell failure chance of light armor. If he becomes proficient in medium armor, at 7th level he ignores medium armor's chance of arcane spell failure. If he becomes proficient in heavy armor, at 13th level he ignores heavy armor's chance of arcane spell failure. This replaces the magus's normal armor proficiencies.

**Arcane Augmentation (Su):** At 4th level, a magus can expend 1 point from his arcane pool as a swift action to grant himself a +5 competence bonus for 1 minute to one of the following skills: Acrobatics, Climb, Escape Artist, Perception, Stealth, and Swim. For every three levels beyond 4th, the magus gains another +1 enhancement bonus, to a maximum of +10 at 19th level. This ability replaces the spell recall ability.

### Sword of Valor (Paladin Archetype)

The goddess Iomedae was once a mortal paladin, and those holy champions who follow her path seek to uphold her specific code of conduct in the hopes of honoring her name and destroying evil. Valor, justice, and honor are their lifeblood, and they would sooner cut out their own