

Everyman Minis Black Blade Options



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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

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~ Alexander Augunas

Black Blade Archetypes

Black blade archetypes modify standard black blade abilities and features by altering or replacing abilities or other aspects of the black blade. When a player gains a black blade for their character (such as through the bladebound magus archetype), they choose to either use the standard black blade abilities detailed in the magus section of Chapter 1 in *PATHFINDER ROLEPLAYING GAME: ULTIMATE MAGIC* or to adopt a black blade archetype. Each alternate black blade ability presented in a black blade archetype replaces or alters a specific ability from those gained by a standard black blade.

When a black blade archetype includes multiple alternate black blade abilities, a character must take all of them—often blocking the black blade from ever gaining certain standard black blade abilities, but replacing them with other options. Abilities that aren’t mentioned among the alternate black blade abilities remain unchanged and are acquired normally with a character reaches the appropriate level. A character with alternate black blade abilities due to a black blade archetype doesn’t count as having the class feature that was replaced for the purpose of meeting any requirements or prerequisites.

On the other hand, any alternate black blade ability described as altering an existing ability otherwise functions as that original class feature, and is considered to be that class feature for the purpose of meeting any requirements or prerequisites, even if that ability is renamed to fit a new theme.

A black blade can take more than one archetype and garner additional alternate black blade abilities, but none of the alternate black blade abilities can replace or alter the same standard black blade ability as the other alternate black blade ability.



New Black Blade Archetypes

The following archetypes are available to black blade wielders who meet their prerequisites.

Ancestral Blade (Black Blade Archetype)

An ancestral blade houses the soul of an ancient sage or philosopher; a learned person whose knowledge and mind have been forever preserved within a black blade. Ancestral blades are usually created from the souls of those with knowledge crucial to defeating powerful foes, and intend to pass that knowledge down to magi worthy of their secrets.

Ancient Wisdom: An ancestral blade is unusually intelligent for a black blade, which results in a more powerful ego. An ancestral blade has an Intelligence, Wisdom, and Charisma score equal to 10 + half the magus's level. In addition, an ancestral blade's ego is 10 at 3rd level, and increases by 3 every three levels thereafter (maximum 34 at 19th level). Finally, an ancestral blade gains 2 skill points per Hit Die the magus possesses. All Intelligence-, Wisdom-, and Charisma-based skills are class skills for an ancestral blade, but it may only use these skills within the limits of its senses. (For example, an ancestral blade cannot use Diplomacy to make a request of a creature that it cannot communicate with.)

This ability alters the black blade's Int, Wis/Cha, Ego, and skills. In addition, the magus determines his ancestral blade's enhancement bonus using his magus level -3 as his effective magus class level. If his effective magus class level is 2nd or lower, he cannot apply his ancestral blade's enhancement bonus on weapon damage rolls.

Sapient Blade (Ex): At 5th level an ancestral blade can see and hear out to 30 feet. It counts as if it had both low-light vision and darkvision for this purpose. At 9th level, its senses extend out to 60 feet and it gains the ability to speak and understand every language the magus knows. At 13th level, its senses extend out to 90 feet and it gains the ability to *read magic*, as the cantrip. At 17th level, its senses extend out to 120 feet and it gains blindsense out to 30 feet.

This ability replaces energy attunement.

Dragonsoul Blade (Black Blade Archetype)

Although exceedingly rare among black blades, a dragonsoul blade is a weapon of legend whose quintessence is the literal soul of a dragon. Dragonsoul blades vary greatly in their creation—some are forged willingly as a means to preserve a timeless intelligence, while others are prisons for the wyrms sealed within them. In either case, dragonsoul blades channel the essence of the being the dragon once was to devastating effect, placing the legacy of dragons squarely in the palm of the magi's hands.

Dragon Soul: Each dragonsoul blade has the soul and essence of a specific dragon locked away inside of it. Upon gaining the black blade, choose one type of dragon (as listed on Table: Dragonsoul Blade Types). This choice cannot be changed. A number of the dragonsoul blade's abilities depend on its dragon type. In addition, a dragonsoul blade begins play

Table: Dragonsoul Blade Types

Dragon Type	Damage Type	Breath Shape
Chromatic		
Black	Acid	60-foot line
Blue	Electricity	60-foot line
Green	Acid	30-foot cone
Red	Fire	30-foot cone
White	Cold	30-foot cone
Esoteric		
Astral	Bludgeoning	60-foot line
Dream	Electricity	30-foot cone
Etheric	Bludgeoning	60-foot line
Nightmare	Acid	30-foot cone
Occult	Cold or fire*	30-foot cone
Imperial		
Forest	Piercing	30-foot cone
Sea	Fire	30-foot cone
Sky	Electricity	30-foot cone
Sovereign	Bludgeoning	30-foot cone
Underworld	Fire	60-foot line
Metallic		
Brass	Fire	60-foot line
Bronze	Electricity	60-foot line
Copper	Acid	60-foot line
Gold	Fire	30-foot cone
Silver	Cold	30-foot cone
Outer		
Lunar	Cold	60-foot line
Solar	Fire	60-foot line
Time	Electricity	30-foot cone
Void	Cold	30-foot cone
Vortex	Fire	30-foot cone
Primal		
Brine	Acid	60-foot line
Cloud	Electricity	30-foot cone
Crystal	Piercing	30-foot cone
Magma	Fire	30-foot cone
Umbral	Negative Energy**	30-foot cone

* Choose one when the black blade is gained.

** Undead creatures are never healed by this damage; such creature are instead unaffected by the attack.

speaking Draconic instead of Common. (Though it can learn to speak Common as its master's level improves, as normal.)

This ability alters the black blade's languages.

Energy Attunement (Su): At 5th level, as a free action, a magus can spend a point of his dragonsoul blade's arcane pool to have it deal damage based on its damage type (see Table: Dragonsoul Types above). This effect lasts until the start of the magus's next turn.

This ability alters energy attunement.

Invoke Breath Weapon (Su): At 13th level, a magus can point his dragonsoul blade and release a torrent of energy from it

as a standard action. This functions as a breath weapon that deals 1d6 points of damage of the dragonsoul blade's damage type per magus level. Those caught in the area of the breath receive a Reflex save for half damage (DC 10 + 1/2 your magus level + your Intelligence modifier). The shape of the breath weapon depends on your dragon type (as indicated on the above chart). Using this ability costs 1 point from the black blade's arcane pool, and after using it the magus cannot use it again for 1d4 rounds.

This ability replaces transfer arcana.

Draconic Apotheosis (Su): At 19th level, once per day a magus can merge his dragonsoul blade into his body, causing him to transform into a dragon. This ability functions as *form of the dragon III* for chromatic and metallic dragonsoul blades, *form of the exotic dragon III* for imperial and primal dragonsoul blades, or *form of the alien dragon III* for esoteric and outer dragonsoul blades. Use the magus's level as the spell's caster level for this effect. If the magus has already used his daily use of this ability, he can assume this form by spending 3 points from his black blade's arcane pool instead.

This ability replaces life drinker.

Levialogian Blade (Black Blade Archetype)

Not all black blades are forged by mortal hands. The wicked relics known as levialogian blades are forged from the primordial blood of Leviathan, an ancient entity who nearly consumed the gods themselves. Although the beast was slain, its blood animated into neigh indestructible beings known as the levialogi (*PARANORMAL ADVENTURES* 52) who sought to merge back into their ancient body to complete their mission of consuming reality. In the rare occurrence where one of these powerful beings is slain, their sanguinary remains coagulate into a coarse metal-like material that is sometimes used to craft levialogian blades—weapons that harbor the cruel intelligence of the being it once was.

Alignment: A levialogian blade's alignment is always evil, and the magus's alignment must be within one step of the blade's alignment, rather than exactly the same.

Devour Master: Levialogian blades are cruel weapons that cannot function without a sacrifice of blood and flesh from their master. (Though it is seldom clear whether this is a need or an indulgence on the blade's part.) In order to gain any of his levialogian blade's abilities, a magus must willingly feed his blood and flesh to it, taking 1 point of Constitution damage each time he does so. Once he has fed his levialogian blade, it remains sated for 8 hours, during which he can use his levialogian blade's abilities as normal.

Arcane Pool: A levialogian blade has a number of points in its arcane pool equal to 3 + its Intelligence modifier.

Symbiotic Blade (Su): At 3rd level, a levialogian blade becomes intrinsically connected to the magus, to the point where it acts as an extension of his very being. As a swift action, the magus can stow his levialogian blade within his body, the blade transforming into bloody ichor and forcing itself into the magus's body through his pores. Drawing his weapon from within his body is a swift action, or a free action if

combined with a regular move. If destroyed or separated from the magus's body for 24 hours or more, the blade reverts to formless ichor. The magus can reforge his levialogian blade if destroyed or even create a new one from scratch after 1 week through a special ritual that costs 200 gp per magus level, but doing so requires that he deals 2 points of Constitution drain to himself to restore the blade at the end of the ritual.

This ability alters unbreakable and replaces Alertness.

Blade of Maws (Su): At 5th level, as a free action, a magus can spend a point of his levialogian blade's arcane pool to cause it to erupt with dozens of screaming, gnawing maws. This causes the weapon to deal bludgeoning, piercing, and slashing damage and allows it to ignore damage reduction and hardness for that attack. If used as part of a sunder combat maneuver, the magus gains a +1 bonus on the sunder check for every 3 magus levels he possesses (maximum +6). This effect applies only on the next attack that the magus makes, and only until the end of his turn.

This ability replaces energy attunement.

Recoagulate (Su): At 9th level, a magus can spend 1 point from his levialogian blade's arcane pool in order to change its weapon type, functioning as if the blade had the *transformative*^{UE} weapon ability. The magus can reshape his levialogian blade into any light or one-handed melee weapon—even piercing or bludgeoning weapons.

This ability replaces teleport blade.

New Magus Arcana

The following discoveries can be selected by any magus who meets their prerequisites.

Black Blade Endowment (Su): A magus with this arcana can spend points from his black blade's arcane pool in order to add any of the following weapon properties to the black blade: *corrosive*^{APG}, *corrosive burst*^{APG}, *dancing*, *flaming*, *flaming burst*, *frost*, *icy burst*, *shock*, *shocking burst*, *speed*, or *vorpal*. Adding these properties consumes an amount of bonus equal to the property's base price modifier (see the Magic Weapon Special Ability Descriptions). These properties are added to any the weapon already has (including those granted by the magus's own arcane pool), but duplicates do not stack. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the magus uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the magus. Any abilities that the magus has that alter or add to his ability to enhance his weapons with his arcane pool similarly affect his black blade's ability to enhance itself with its arcane pool (such as the enduring blade^{UC} magus arcana). A magus must have the black blade class feature before selecting this arcana.

Learned Blade: While a magus is wielding his blade black, he gains the Breadth of Knowledge^{APG} feat, even if he doesn't meet the feat's prerequisites. A magus must have the black blade class feature before selecting this arcana.

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