



Player Paraphernalia

THE ARCANE
INITIATE AND
ARCANE PATRONS

#77

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PLAYER PARAPHERNALIA #77

BY THE KNOTTY-WORKS

Welcome to issue seventy-seven of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue brings you a new witch archetype and eight new patrons for the witch based on the eight schools of magic. The Arcane Initiate takes a more scholarly view of witchcraft, relying on incantations rather than her familiar for the supernatural bond to her patron.

Arcane Initiate (Witch Archetype)

The power of arcane energies is an attractive lure for many. While some prefer to master such energy through exhaustive study or through their ancestral connections, the arcane initiate seeks a pact with forces that represent one of the traditional schools of magic. As a result, arcane initiate creates her own book of incantations from which she may use to draw forth the resources of her arcane benefactor in her own quest for power.

Patron: The arcane initiate must choose a patron from one of the eight schools of magic (see below).

Book of Incantations (Sp): At 1st level, the arcane initiate gains a book from which she may store the incantations granted by her patron. Although similar to a wizard's spell book, the book of incantations store prayers and rites that the arcane initiate uses to call upon the energies of her benefactor. The arcane initiate begins with all 0-level incantations and three 1st level incantations. She also gains additional incantations equal to her Intelligence modifier. Incantations must be drawn from the Witch's Spell List.

Every time the arcane initiate gains a new class level, she may select two new incantations from any spell level to which she has access. The arcane initiate

automatically gains spells granted by her patron when she attains the appropriate class level.

The arcane initiate may attempt to learn an incantation from another book of incantations or a wizard's spell book if the spell is on the Witch's spell list, while a wizard may not transfer the knowledge of the incantation to his spell book. Normal rules regarding copying spells from other sources apply. The arcane initiate may not copy an incantation that is specific to another patron unless it is also on the Witch's Spell List.

Once the arcane initiate reaches 4th level, she gains Spontaneous Incantation as a bonus feat and does not need to meet the prerequisites for the feat. She may choose this feat normally thereafter, selecting a different spell level to apply the effects of the feat.

The book of Incantation replaces the witch's familiar class feature.

Arcane Patrons

As with other witch patrons, there are forces or entities that represent the eight traditional schools of magic. Witches may seek a pact with these entities to gain the benefits of the patron, gaining access to bonus spells not found on the Witch's Spell List.

Abjuration: 2nd—Shield, 4th—Resist Energy, 6th—Nondetection, 8th—Stoneskin, 10th—Dismissal, 12th—Antimagic Field, 14th—Spell Turning, 16th—Prismatic Wall, 18th—Wall of Suppression

Conjuration: 2nd—Grease, 4th—Stone Call, 6th—Mad Monkeys, 8th—Acid Pit, 10th—Lesser Planar Binding, 12th—Planar Binding, 14th—

Mage's Magnificent Mansion, 16th—Greater Planar Binding, 18th—Gate

Divination : 2nd—See Alignment, 4th—Elemental Speech, 6th—Blood Biography, 8th—Detect Scrying, 10th—Commune, 12th—Battlemind Link, 14th—Greater Scrying, 16th—Discern Location, 18th—Foresight

Enchantment: 2nd—Memory Lapse, 4th—Hideous Laughter, 6th—Dominate Animal, 8th—Control Summoned Creature, 10th—Greater Command, 12th—Serenity, 14th—Insanity, 16th—Euphoric Tranquility, 18th—Dominate Monster

Evocation: 2nd—Magic Missile, 4th—Scorching Ray, 6th—Elemental Aura, 8th—Detonate, 10th—Wall of Force, 12th—Contagious Flame, 14th—Prismatic Spray, 16th—Clenched Fist, 18th—Meteor Swarm

Illusion: 2nd—Silent Image, 4th—Mirror Image, 6th—Invisibility Sphere, 8th—Hallucinatory Terrain, 10th—Persistent Image, 12th—Veil, 14th—Simulacrum, 16th—Scintillating Pattern, 18th—Weird

Necromancy: 2nd—Sculpt Corpse, 4th—Command Undead, 6th—Gentle Repose, 8th—Animate Dead, 10th—Absorb Toxicity, 12th—Create Undead, 14th—Finger of Death, 16th—Create Greater Undead, 18th—Energy Drain

Transmutation: 2nd—Magic Weapon, 4th—Spider Climb, 6th—Beast Shape I, 8th—Elemental Body I, 10th—Plant Shape I, 12th—Form of the Dragon I, 14th—Giant Form I, 16th—Iron Body, 18th—Shapechange

New Feats

Initiate's Companion

You gain a friend and aid in your pursuit of knowledge and power.

Prerequisites: Book of Incantations class feature, caster level 3rd.

Benefit: You can a familiar with all of the benefits as a wizard with an effective level equal to your class level minus two.

Spontaneous Incantation

You have been given the gift of invoking the special magics of your patron.

Prerequisites: Patron class feature, cast 3rd level or higher spells from the Witch's Spell List.

Benefits: When choosing this feat, choose one spell level to which you have access and have been granted your patron's spell. You may now spontaneously cast the patron's spell in place of another prepared spell or an empty spell slot. Rules pertaining to casting spontaneous spells apply, including the extended casting time when applying metamagic feats.

Special: You may choose this feat more than once, selecting a different spell level each time.

New Hexes

Book Binding (Su)

This common hex allows the witch to place a ward on her book of incantations. Anyone attempting to read the book must make a *Spellcraft* check with a DC equal to 10 + ½ the witch's class + her Intelligence modifier in order to successfully open the book. The witch may place a contingent hex on the book as well, so that someone other than the witch does successfully open the book, the reader is automatically subject to the chosen hex. The reader is granted a saving throw if applicable for the hex used and the witch must possess the hex that she wishes to include in the ward effects of this hex.

Hexes that may be used to ward the book include *Agony*, *Death Curse*, *Eternal Slumber*, *Infected Wounds*, *Slumber*.

The hex triggered by the ward is not treated as a hex cast by the witch in regards to those that successfully make the saving throw being immune to the hex for 24 hours.

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