

Allagan Arcanist

Among those who study the art of summoning, allagan arcanists delve the deepest into the recesses of history, magical theory, and forgotten places. These practitioners are the very definition of arcane casters, as they draw upon the hidden essence of aetheric forces to power both their magic and their summoned companions—egis.

Hit Die: d6.

Requirements

To qualify to become an allagan arcanist, a character must fulfill all the following criteria.

Skills: Knowledge (Arcana) 3 ranks, Knowledge (History) 3 ranks, Knowledge (Planes) 3 ranks, Spellcraft 3 ranks.

Spells: Able to cast 3rd level summoner spells or access to an Avatar of 5 hit dice or more.

Special: An outstanding and original feat of discovery in the fields of history, magic, or extra-planar knowledge (up to GM's discretion on how this is achieved).

Class Skills

The allagan arcanist's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

Skill Points Per Level: 4 + Int modifier.

Table: The Allagan Arcanist					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+1	Egi, Allagan Grimoire, Limit Break
2 nd	+1	+1	+1	+1	Maim and Mend, Summon Talent, +1 level to existing spell-casting class
3 rd	+1	+1	+1	+2	Elemental Affinity, Egi Assault, +1 level to existing spell-casting class
4 th	+2	+1	+1	+2	Imbue Element, Summon Talent, +1 level to existing spell-casting class
5 th	+2	+2	+2	+3	Alacritous Summoning, Linked Attack, +1 level to existing spell-casting class
6 th	+3	+2	+2	+3	Egi Assault II, Advanced Summon Talent, +1 level to existing spell-casting class
7 th	+3	+2	+2	+4	Shared Spells, Dreadwurm Trance, +1 level to existing spell-casting class
8 th	+4	+3	+3	+4	Astral Flow, Advanced Summon Talent, +1 level to existing spell-casting class
9 th	+4	+3	+3	+5	Elemental Mastery, Enkindle, +1 level to existing spell-casting class
10 th	+5	+3	+3	+5	Devotion, Advanced Summon Talent

Class Features

All of the following are class features of the allagan arcanist prestige class.

Weapon and Armor Proficiencies: Allagan arcanists gain no proficiency with any weapon or armor.

MP per Day / Spells Known: At each level except 1st and 10th, an allagan arcanist gains MP per day and spells known as if he had also gained a level in a spell-casting class to which he belonged before adding the prestige class level and an increased effective level of spellcasting. He does not, however, gain any other benefit

a character of this class would have gained. If he had more than one spell-casting class before becoming an allagan arcanimist, he must decide to which class to add each level for the purpose of determining MP per day and spells known.

Limit Break (Su): At 1st level, the allagan arcanimist receives the Limit Break (Allagan Aethercharge).

Allagan Aethercharge (Su): This Limit Break allows the allagan arcanimist to empower his spellcasting with aetheric energies for a short while. Upon using this limit break, for a duration of 1 round + 1 round per two allagan arcanimist levels after 1st, the allagan arcanimist may add a die to his damaging and healing spells cast from any known spell list. The die added must match the die used by the spell under normal circumstances: for example, he may add a d8 to a spell which deals damage or heals for Xd8. For every two allagan arcanimist levels after 1st, he adds an additional die (max 5).

Egi (Su): At 1st level, the allagan arcanimist's studies of arcane magicks once lost to history has opened new doors through which he may summon outsiders, with potent results. The allagan arcanimist is now able to form and maintain pacts with the three following avatars simultaneously:

- Titan
- Garuda
- Ifrit

He must still defeat an incarnation of the avatar (up to GM's discretion on how this comes about) in order to form a pact with it. Each Egi has a shared health pool with each other.

At the beginning of each day, the allagan arcanimist must choose which of these beings to call upon. For the rest of the day, he treats that being as the avatar with which he has formed a pact, and "-Egi" is appended to the avatar's name while so summoned, signifying its transformation into an egi. The allagan arcanimist treats the sum of his summoner level (or the level of the class granting him summoner spells) and his allagan arcanimist level as his effective summoner level when determining the egi's statistics, as according to the summoner's avatar base statistics table.

An allagan summoner may use and apply summoner class abilities (including those involving pacts), talents, and feats to affect his egi as he would an avatar when applicable. In addition, he retains the ability to maintain a pact with one avatar outside his egi trio, but his allagan arcanimist abilities may not be used with this avatar, and he may not have both an egi and an avatar (or its archetypal replacement) summoned simultaneously. If he has one currently summoned and then summons the other, he must dismiss the first.

Allagan Grimoire (Su): Beginning at 1st level, books and tomes become deadly weapons in the hands of an allagan arcanimist. Functioning only in the hands of an allagan arcanimist, a book or tome read by an allagan arcanimist deals 1d4 + Charisma modifier points of earth damage while Titan-Egi is summoned, wind damage while Garuda-Egi is summoned, fire damage while Ifrit-Egi is summoned, and 1d3 non-elemental if no egi is summoned. The allagan arcanimist must make a ranged touch attack that has a range of 25 feet + 5 feet per two allagan arcanimist levels. At 6th level, the damage increases to 2d4 (2d3) + Charisma modifier.

Additionally, the allagan arcanimist is able to cast the spell Ruin as a spell-like ability a number of times per day equal to his Charisma modifier so long as he is wielding his grimoire. He uses the level of his primary spell-casting class + his allagan arcanimist level for his caster level for this ability.

Maim and Mend (Su): At 2nd level, the allagan arcanimist's magical studies have enhanced his standard spell-casting. So long as one of his egis is summoned, whenever the allagan arcanimist casts a damaging or healing

spell, he adds a die to its results with a value of one step lower than the spell's first stated die value. The die follows the following progression:

Table: Die Values	
Stated Spell Die	Additional Die
d3	d2
d4	d3
d6	d4
d8	d6
d10	d8
d12	d10

For example, a spell dealing $3d6 + 3$ damage would deal $3d6 + 1d4 + 3$ damage.

At 6th level, the allagan arcanimist adds two of these dice to his spell's results in this fashion instead of one.

Summon Talent (Ex or Su): As an allagan arcanimist gains experience, he learns a number of talents that assist him in manipulating spells and other forms of magic. At 2nd level and every two allagan arcanimist levels thereafter, an allagan arcanimist gains one summon talent. An allagan arcanimist cannot select an individual talent more than once. Talents marked with an asterisk add effects to an allagan arcanimist'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.

- A complete list of summon talents can be found here: [Summon Talents](#)

Elemental Affinity (Su): At 3rd level, the allagan arcanimist deepens his ties with his egi companions. While an egi is summoned, the allagan arcanimist gains the following:

- Titan: earth elemental resistance
- Garuda: wind elemental resistance
- Ifrit: fire elemental resistance

The values of these resistances is equal to the allagan arcanimist's Charisma modifier x2 at 2nd level, his Charisma modifier x3 at 5th, and his Charisma modifier x4 at 8th. If no egi is currently summoned, the allagan arcanimist does not benefit from the above elemental effects.

Egi Assault (Ex): At 3rd level, the allagan arcanimist is able to empower his egi and have it perform a potent magical action. Once per combat encounter, his summoned egi may execute the following on its turn as a swift action:

- **Titan-Egi:** *Earthen Armor*. Provides the allagan arcanimist with 1d6 temporary hit points per allagan arcanimist level for a duration of 1 minute.
- **Garuda-Egi:** *Aerial Slash*. Deals $1d8 + 1d6$ wind damage per allagan arcanimist level with a range of 60 feet to all targets (aside from Garuda-Egi) in a 20-ft.-radius, with a Reflex save (DC 10 + half of the allagan arcanimist's level + Garuda-Egi's Dexterity modifier) for half damage.
- **Ifrit-Egi:** *Crimson Cyclone*. Deals $1d8 + 2d4$ fire damage per allagan arcanimist level to a target in melee range with a successful touch attack.

Imbue Element (Su): At 4th level, the allagan arcanimist's egis become stronger in their respective elements. When making their natural attacks, his egis' attacks may gain an elemental descriptor matching their associated

element type (i.e. earth for Titan, wind for Garuda, fire for Ifrit) and replace half of their attack's normal damage with elemental damage. This damage is calculated before it is applied to a target's DR or other resists. Additionally, a number of times per day equal to the allagan arcanimist's Charisma modifier, he may (as a swift action) gain his summoned egi's elemental immunity trait for $1d3 + 1$ rounds.

Alacritous Summoning (Su): At 5th level, the allagan arcanimist is now able to switch his daily egi selection a number of times per day equal to his Charisma modifier. In addition, he may summon his egis with a full round action instead of using a ritual lasting 1 minute. Doing so dismisses his currently summoned egi, and his new companion takes its place; the allagan arcanimist's elemental resistance and increased/decreased spell effect values from the elemental affinity ability likewise changes.

When summoned in this way, the egi's hit points are unchanged from the last time it was summoned. The only exception to this is if the egi was slain, in which case it returns with half its normal hit points.

Aetheric Attack (Su): At 5th level, the allagan arcanimist's bond with his egis allows him to perform supernatural attacks powered by aetheric manipulations. A number of times per day equal to his Charisma modifier, the allagan arcanimist may use his summoned egi's natural attacks as though they were his own, and he is considered proficient in natural weapons for this purpose, though he uses his egi's stats to make the attack and damage rolls (unless his own stats are higher). He may make as many natural attacks in a single round as his egi would be able to in his place, considering any movement and actions already taken by the allagan arcanimist; this counts as only one use of this ability regardless of how many individual attacks he may make in that round. The damage dealt by these attacks is purely elemental in nature instead of physical or split.

Egi Assault II (Ex): At 6th level, the allagan arcanimist has developed an additional set of actions possible for his egis. Once per combat encounter, his summoned egi may execute the following on its turn as a swift action:

- **Titan-Egi: *Mountain Buster*.** Deals $2d8 + 1d6$ earth damage per allagan arcanimist level with a range of 40 ft. to all targets (aside from Titan-Egi) in a 20-ft.-radius, with a Reflex save (DC $10 +$ half of the allagan arcanimist's level + Titan-Egi's Strength modifier) for half damage.
- **Garuda-Egi: *Slipstream*.** Deals $1d6 + 1d4$ wind damage per allagan arcanimist level with a range of 60 feet to all targets (aside from Garuda-Egi) in a 20-ft.-radius, with a Reflex save (DC $10 +$ half of the allagan arcanimist's level + Garuda-Egi's Dexterity modifier) for half damage. In addition, the area affected by Slipstream automatically inflicts the Squalled status effect on any creature within it (aside from Garuda-Egi) for 1d6 rounds (if it is not immune); if a creature leaves the area before the effect ends, its own Squalled status duration is reduced to one round.
- **Ifrit-Egi: *Flaming Crush*.** Deals $2d8 + 1d6$ fire damage per allagan arcanimist level with a range of 50 feet to all targets in a 20-ft.-radius. One chosen target takes full damage, while all other targets take half damage.

Advanced Summon Talent (Ex or Su): At 6th level and every two allagan arcanimist levels thereafter, an allagan arcanimist learns further talents to assist him in manipulating spells and other forms of magic. He may choose one of the following advanced summon talents in place of a summon talent. Talents marked with an asterisk add effects to an allagan arcanimist'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.

- A complete list of advanced summon talents can be found here: [Advanced Summon Talents](#)

Shared Spells (Su): At 7th level, the allagan arcanimist and his egis forge a deeper magical bond. The allagan arcanimist's summoned egi becomes able to cast any spell known by its summoner, provided the spell has a matching elemental descriptor (i.e. earth for Titan, wind for Garuda, fire for Ifrit). The egi uses its own stats for

the spell's rolls, but uses the allagan arcanimist's casting level as though he himself were casting the spell. The MP cost for the spell is paid by the allagan arcanimist.

Dreadwurm Trance (Su): At 7th level, the allagan arcanimist's studies into ancient magical theory has revealed a powerful trance state once known to an obscure order of scholars and summoners. As a swift action, for a duration of 1d3+1 rounds, he enters a trance which may do one of the following, chosen at the start of the trance:

- Reduces the MP cost of spells to half their usual cost rounded down (minimum 0 for 1st level spells, 1 for all others)
- Reduces the casting time of his spells as follows:

Normal Casting Time	New Casting Time
1 Standard Action	1 Swift Action
1 Full-Round Action	1 Standard Action

When reducing MP cost, the new cost of the spell is calculated before applying additional MP costs for metamagic feats, etc. However, he may expend the remaining duration of the trance as a free action (provided the trance will not expire on this turn) in order to halve the cost of his next spell on this turn; if he does this, he calculates the new cost after applying one source of additional MP cost (ex: a metamagic feat).

When reducing casting time, dreadwurm trance has no effect on any spell with a casting time of greater than 1 minute or a casting time not listed on the table. The allagan arcanimist can't choose to ignore this effect; that is, he can't opt to cast a spell using its normal casting time. Thus, if all his spells normally have casting times of 1 standard action, they take 1 swift action instead, and because he can't take more than one swift action in a round, he won't be able to cast multiple spells per round while under the effect of dreadwurm trance. (If he has available spells with casting times of 1 full round, he is still able to cast one of those spells per round in tandem). This ability doesn't stack with any other effect that reduces a spell's casting time.

The allagan arcanimist is able to enter this trance only once per day.

Astral Flow (Su): At 8th level, the allagan arcanimist has become more adept at reaching into realms of forgotten magicks, pushing at the boundaries of the material world. The allagan arcanimist may immerse himself in aetheric flows of energy as a standard action; for a duration of 1d4 + 1 rounds, he may gain the [incorporeal](#) subtype. At the same time, the allagan arcanimist's summoned egi may gain the [elemental](#) subtype for a duration of 1d6 + 1 rounds. If he wishes, the allagan arcanimist may apply only one of these effects.

In addition, if the allagan arcanimist's summoned Egi has already used Egi Assault and/or Egi Assault II during the current combat encounter, it may use the ability again.

The allagan arcanimist may use this ability a number of times per day equal to his Charisma modifier

Elemental Mastery (Su): At 9th level, the elements answer the allagan arcanimist's aetheric call more eagerly than ever before. The allagan arcanimist's summoned egi gains elemental absorption in place of its elemental immunity; when it would take damage of that element type, it is instead healed by the same amount.

In addition, the allagan arcanimist's elemental resistance granted by his summoned egi becomes elemental immunity for that element as long as his egi is summoned. When using the imbue elements ability, the allagan arcanimist now instead gains elemental absorption for his current element for 1d3 + 1 rounds.

Finally, when the allagan arcanimist casts a spell with an elemental descriptor opposing that of his currently summoned egi, the spell's values are no longer reduced by 50%.

Enkindle (Ex): At 9th level, the allagan arcanimist has unlocked the peak potential of his egis' abilities. Once per combat encounter, his egi may execute the following on its turn as a swift action:

- **Titan-Egi:** *Earthen Fury*. Deals $3d8 + 1d8$ earth damage per allagan arcanimist level with a range of 40 feet to all targets (aside from Titan-Egi) in a 30-ft.-radius, with a Reflex save (DC 10 + half of the allagan arcanimist's level + Titan-Egi's Strength modifier) for half damage. In addition, the area affected by *Earthen Fury* becomes a patch of molten earth, dealing $1d8$ earth damage per round to any creature standing within it (aside from Titan-Egi) for $1d6$ rounds; any creature within the area also gains the **Weighted** status effect as long as the area is molten.
- **Garuda-Egi:** *Aerial Blast*. Deals $3d8 + 1d10$ wind damage per allagan arcanimist level with a range of 60 feet to all targets (aside from Garuda-Egi) in a 30-ft.-radius, with a Reflex save (DC 10 + half of the allagan arcanimist's level + Garuda-Egi's Dexterity modifier) for half damage. Any creature that fails the Reflex save also gains the **Dazed** status effect for 1 round and is **Deafened** for $1d3 + 1$ rounds.
- **Ifrit-Egi:** *Inferno*. Deals $3d8 + 1d8$ fire damage per allagan arcanimist level with a range of 50 feet to all targets (aside from Ifrit-Egi) in a 30-ft.-radius, with a Reflex save (DC 10 + half of the allagan arcanimist's level + Ifrit-Egi's Constitution modifier) for half damage. In addition, the area affected by *Inferno* becomes embroiled in flames, dealing $1d8$ fire damage per round to any creature standing within it (aside from Ifrit-Egi) for $1d6$ rounds; any creature within the area also gains the **Dazzled** status effect as long as the area is in flames.

Devotion (Su): At 10th level, the allagan arcanimist reaches full attunement with his egis. As a standard action, the allagan arcanimist may restore the hit points of all of his egis to full and remove any status ailments that they may have. In addition, the damage dealt by his egi's natural attacks is increased by 50% for $1d3 + 1$ rounds. The allagan arcanimist may use this ability three times per day.