

Magus

Magus are known as the Dreaded Armies the World Over, the Enders of Kingdoms, the Avatars of Ragnarök, the Disciples of Catastrophe. Whatever names they are given to these mages, they are the ultimately bringers of great destruction and mayhem, and many worlds bear the scars of their passing. While any black mage is capable of destructive uses of magic, the magus takes it well past the limit that defines reason. While these dangerous souls are often villains of Lowest Order and savages against all that is civilized, many are simply brutal pragmatics that see the ability to cause large scale destruction as a useful tool for advancement in martial societies.

The magus is an archetype of the black mage class.

Art of Destruction (Su): At 1st, 5th, 9th, 13th, and 17th level, the magus increases the destructive scale for a number of his spells. He selects one of the following area-types each time he gains this class ability. Any time he casts a damaging area-effect spell, he gains the listed benefit. He may take the same area-type multiple times, its effects stack.

- *Burst:* Increase radius by 5 feet.
- *Cone:* Increase cone-radius by 10 feet.
- *Cylinder:* Increase radius by 5 ft and Height by 10 ft.
- *Line:* Increase the lines length by 20 feet or its Width by 5 ft.
- *Wall:* Increase length by 10 ft and Height by 5 ft.

This ability replaces black magery.

Mage Talents: A magus only has access to the following mage talents: Concentrate, Empowered Magic, Mage Training, Silent Spell, Spell Guard, Spell Lore, Spell Sage, Still Spell.

This ability modifies and replaces mage talent.

Damage Control (Su): At 3rd level, when the magus invokes Elemental Shield to defend against a radius spell he has casted, he doubles its efficiency. At 10th level, the magus's elemental shield triples the amount, and at 17th level, it quadruples.

This ability replaces dark affliction.

Destructive Mastery: At 4th level, the magus gains the feat Elemental Focus. At 8th level, he gains Elemental Penetration. At 12th level, he gains Greater Elemental Focus. And at 16th level, he gains Greater Elemental Penetration. If the magus already has these feats, he may take another Metamagic feat that he must meet the prerequisites for.

This ability replaces elemental seal.

Mass Destruction (Ex): At 5th level, the magus gains the Widen Spell feat. If he already possesses this feat then he chooses another metamagic or item creation feat instead. At 10th level, the MP cost of the Widen Spell metamagic feat is reduced by 1 for any area-effect spell he casts. At 15th level, increase the effects of the Widen Spell metamagic feat by +100% (base radius x3). At 20th level, the Widen Spell metamagic feat costs no additional MP for any black mage area-effect spell he casts.

This ability replaces metamagic enhancement.

Advanced Mage Talents: A magus only has access to the following advanced mage talents: Augment Spell,

Maximized Magic, Quickened Magic, Spell Diligence.

This ability modifies and replaces advanced mage talent.

Living Catastrophe (Su): At 20th level, the magus becomes a mortal instrument of mayhem and destruction, and as long as he exists, the world will never be safe. The magus increases the effect of the Widen Spell metamagic feat by an additional +200% (base radius x5).

This ability replaces black wizard.