



Player Paraphernalia

#75

ORDERS OF ARCANE
LORE
EIGHT NEW ORDERS BASED ON
THE SCHOOLS OF MAGIC



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PLAYER PARAPHERNALIA #75

BY THE KNOTTY-WORKS



Welcome to issue seventy-five 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 the eight orders of arcane lore. Presenting a separate order for each of the arcane schools. These are full-fledged orders that may be used by any class that incorporates orders as part of the character build. Thanks to Adam Matherly for the idea.

Orders of Arcane Lore

Given the subjective separation of the types of magic into the 8 basic schools of magic, it isn't hard to believe that over time there are those that not only proscribe to certain schools, but cadres or collectives have sprung up to promote and defend their chosen school of preference. While seen as the province of those capable of wielding arcane energies, the need to extend the schools beliefs and dogma have grown to produce orders of arcane lore. Each order is ascribed to the maxims and edicts defined by eldritch masters that wield powerful magics based on the school of study. While typically led by a powerful arcane spellcaster, most orders accept anyone willing to accept the tenets of the order and the proliferation of the school's use over the others.

Orders of Arcane Lore function as any other order, granting benefits to its members including additional bonus skills, additional benefits to the cavalier's challenge, and order abilities for 2nd, 8th, and 15th level. Each order also has its own set of edicts that require its members to adhere or lose the benefits of the order for 24 hours.

Order of Abjuration

Members of the Order of Abjuration excel in the art of defense and promoting the need for protection both mundane and magical.

Edicts Members of the Order of Abjuration must strive to promote the protection of both themselves and others under their **charge**, particularly those versed in the ways of magic that have little or no mundane means of protection. If a spell caster under the protection of the order member dies, the order member has failed to uphold the edicts he has sworn to follow.

Challenge When a cavalier of the Order of Abjuration issues a challenge, he gains a +1 **deflection bonus** to his AC against any attacks originating from his target. This bonus increases by 1 for every 4 cavalier levels.

Skills Members of the Order of Abjuration add **Survival** and **Use Magic Device** as class skills. When using **Survival** to avoid natural hazards and avoiding the environmental effects of weather, the order member gains a bonus to the skill check equal to ½ his class level.

Order Abilities

The order member gains the following abilities as he increases in level.

 **Enduring Soul (Sp):** At 2nd level, the order member gains the permanent effects of the **Endure Elements** spell. If the order member has the Challenge class feature, he may expend one daily use as a **standard action** to grant this effect to an ally for a period of 24 hours. If the order member has the mount class feature, the order member's **animal companion** gains the effect as well



as long as the order member remains within 100 feet of it.



Natural Resistance (Ex): At 8th level, the order member may choose one type of energy (acid, cold, electricity, fire, or sonic) and gain **Energy Resistance** 10 for that type of energy. Once chosen it cannot be changed. If the order member has the Challenge class feature, he may expend one daily use as a **standard action** to grant the same resistance to a single ally with a duration of 10 minutes per class level. If the order member has the mount class feature, the order member's **animal companion** gains the effect as well as long as the order member remains within 100 feet of it.



Aura of Protection (Su): At 15th level, the order member gains the permanent effect of the Magic Circle Against [Chaos/Evil/Good/Law]. He must choose which type of protection when gaining this order ability and it must match one aspect of his alignment. Once chosen, it cannot be changed. If the order member has a neutral component to his alignment, he must choose the aligned aspect. If the order member is completely neutral, he may choose any aspect he

desires. Use the order member's class level as the effective caster level for any checks related to the aura.

Order of Conjunction

Members of the Order of Conjunction are known as the travelers. They spend their time exploring and studying nearly any kind of life form. They are also known for their ability to heal others for nearly any type of malady.

Edicts Members of the Order of Conjunction must strive to promote the free flow of ideas, cooperation, and understanding and a willingness to aid others in their time of need. If a spell caster under the protection of the order member dies, the order member has failed to uphold the edicts he has sworn to follow.

Challenge When a cavalier of the Order of Conjunction successfully strikes the target of his challenge, he may take a 5 foot step as an **immediate action** (even if he already moved or took a five foot step previously on his turn). If the cavalier may make multiple attacks while making a full-attack, he may take a 5 foot step after each successful step as long as the cavalier keeps his target within his threat range.

Skills A member of the Order of Conjunction adds **Heal** and **Knowledge** (planes) as class skills. When using **Heal** to treat deadly wounds or provide long-term care, the order member gains a bonus to the skill check equal to ½ his class level. When treating deadly wounds, the order member also adds ½ his class level to the hit points restored to the injured creature.

Order Abilities

The order member gains the following abilities as he increases in level.



Fast Healer (Ex): At 2nd level, the order member adds his Wisdom modifier (minimum of 1) to any restorative spells, **spell-like abilities**, and extraordinary or supernatural effects that heal hit points or ability score points. This includes **healing** from Channel Energy class feature and use of the **Heal** skill to treat deadly wounds or long-term care. If

the order member has the Challenge class feature, he may expend one of his daily uses as a **swift action** to increase the damage healed equal to ½ his class level for a single application.



Weapon Attunement (Sp): At 8th level, the cavalier may perform an attunement ceremony with a single weapon of his choosing. The ceremony takes an hour to perform, but once complete the cavalier may spend a **swift action** to instantly summon that weapon to his hand that does not provoke an attack opportunity as long as the weapon is on the same plane of existence.

If the weapon is destroyed, the connection is lost. If the weapon is stored within a lead container or an anti-magic field, the **summoning** automatically fails. The attunement can be broken through **Dispel Magic**, treating the effective spell level of the attunement equal to ¼ the order member's class level. If the order member performs the attunement ceremony with another weapon, the attunement to the previous weapon is immediately lost.



Portal Jump (Sp): At 15th level, the order member may instantly teleport to any location he can see within 10 feet per class level as a **move action**. Activating this ability does provoke **attacks of opportunity**, but appearing at the desired location does not. The order member may only teleport himself and his gear, though if he has an **animal companion** mount that he is riding or adjacent, the **animal companion** is considered part of the order member in regards to the transportation. The order member may use this ability a number of times per day equal to his Wisdom modifier (minimum of 1/day).

Order of Divination

Members of the Order of Divination are seen as true oracles, piercing the secrets of the future with their enigmatic mysticism and penchant to keep to themselves and avoiding others when possible. While most do not have any true ability to see or predict the future, they prefer maintain their mask of mystery when dealing with others.

Edicts Members of the order of **divination** seek to uncover the hidden and reveal the truth to others. Members will not willingly deceive or conceal from others without substantial need. If a spell caster under the protection of the order member dies, the order member has failed to uphold the edicts he has sworn to follow.

Challenge When a cavalier of the Order of Divination issues a challenge, he gains a +1 **insight bonus** to either his AC when attacked by his target or a +1 **insight bonus** to his attack roll against his chosen target. He must choose which bonus he wishes to use upon issuing the challenge and it cannot be changed for that particular challenge. This bonus increases by 1 for every 4 cavalier levels.

Skills A member of the Order of Divination adds **Disable Device** and **Perception** as class skills. The order member gains a bonus to his **Perception** skill check equal to ½ his class level while attempting to discern details in the environment around him, including trying to find traps or secret doors.

Order Abilities

The order member gains the following abilities as he increases in level.



Danger Sense (Sp): At 2nd level, the order member gains a sense of imminent danger. As a result he gains the Evasion class feature, granting him the ability to avoid all damage from an area-effect attack that allows a **Reflex** save for partial damage. If the order member successfully makes his **Reflex** saving throw, he takes no damage.

If the order member has the Challenge class feature, he may spend one of his daily uses as an **immediate action** to grant an adjacent ally (including his **animal companion** if applicable) the same benefit.



Sight beyond Sight(Sp): At 8th level, the order member gains **Blind-Fight** as a bonus feat. In addition, the order member gains the **Uncanny Dodge** class feature and cannot be caught flat-footed, though he can be denied his Dexterity bonus to his **armor class** if **helpless** or **unconscious**, or successfully **fainted** by an opponent. If the order member has the **Uncanny Dodge** class feature, he

instead gains the *Improved Uncanny Dodge* class feature and cannot be flanked by an opponent. The order member adds his class level to any other class that effectively grants *Improved Uncanny Dodge* in regards to determining whether or not he is susceptible to a rogue's sneak attack damage.



Precognizant Intuition (Sp): At 15th level, the order member gains an pending impression of a significant event after he rests for 8 hours that will occur within the next 24 hours. As a result, the order member may make a re-roll to a single attack roll or saving throw before he knows the results of the initial roll. The result of the second roll must be applied, though he does add his Wisdom modifier to the roll beyond any other adjustments. The order member may use this ability 3 times per day + his Wisdom modifier.

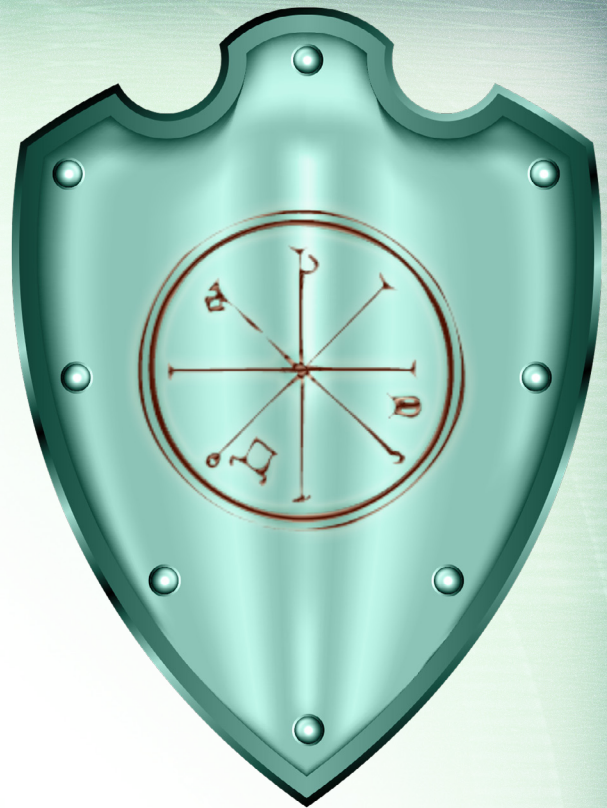
Order of Enchantment

Members of the Order of Enchantment operate as face men, traveling diplomats, and spies given their natural ability to convince, connive, or deceive others. Members tend to be very charismatic in nature, though this may come through either natural talent or training or both.

Edicts Members of the Order of Enchantment must bend others to their way of thinking through any means necessary short of violence. If a spell caster under the protection of the order member dies, the order member has failed to uphold the edicts he has sworn to follow.

Challenge When a cavalier of the Order of Enchantment issues a challenge, he gains a +1 *insight bonus* to any *feint* attempts made against his target. This bonus increases by 1 for every 4 cavalier levels.

Skills A member of the Order of Enchantment adds *Linguistics* and *Use Magic Device* as class skills. When using *Bluff* to deceive or feign harmlessness, the order member gains a bonus to the skill check equal to 1/2 his class level.



Order Abilities

The order member gains the following abilities as he increases in level.



Feinting Finesse (Ex): At 2nd level, the order member may *feint* an opponent as a *move action*. If the order member also has the *Improved Feint* feat, he may attempt to *feint* an opponent as a *swift action*.



Enraging Demeanor (Ex): At 8th level, the order member may choose to incite an opponent as a *swift action*. The opponent must be able to see and/or hear the order member, but not necessarily understand him and have a minimum Intelligence of 3. If the opponent qualifies, it must make a *Will* save (DC 10 + 1/2 the order member's class level + his Charisma modifier) or be forced to attack the order member above all others.

The order member may maintain this effect each round as a *free action* for a total number of rounds equal to his class level per encounter, though the opponent is allowed another saving throw at the beginning of his turn. The order member may only focus on one opponent at a time, he may drop the effect as a *free action*.

If the order member has the challenge class feature and the opponent is the designated target, the opponent suffers a -2 penalty to the Will saving throw.

 **Virtual Vengeance (Sp):** At 15th level, the order member may attempt to convince an opponent to attack one of its own allies as a **move action**. The opponent must have a minimum Intelligence of 3 and be able to see, hear, and understand the order member. The opponent is allowed to make a Will save (DC 10 + ½ the order member's class level + his Charisma modifier) to resist the effect. If it fails the saving throw, the opponent must attack one of its allies on its next turn if possible. The effect automatically ends at the beginning of the order member's next turn and this effect does not prevent the targeted opponent from making **attacks of opportunity** against the order member or his allies.

The order member may use this ability a total number of times per day equal to 3 + his Charisma modifier. If the order member has the Challenge class feature, he may spend one use to use this ability, even if he has used his daily allotment. This is a mind-affecting **compulsion**, and those immune to such effects are not affected by this ability.

Order of Evocation

Commensurate tacticians and technological innovators, members of the Order of Evocation are always planning, pondering, and preparing for the future. Only through the process of trial and failure do members of this order believe real progress may be made.

Edicts Members of the Order of Evocation strive for progressing the art of warfare, from weapons to strategy. If given the opportunity to do something new or previously unheard of, the order member must be willing to try it even if it is likely to lead to failure. If a spellcaster under the protection of the order member dies, the order member has failed to uphold the edicts he has sworn to follow.

Challenge When a cavalier of the Order of Evocation issues a challenge, he causes 1 point of energy damage when attacking his target. The cavalier must choose the type of energy when initiating his

challenge, and it cannot be changed for that particular challenge. This bonus increases by 1 for every 4 cavalier levels.

Skills A member of the Order of Evocation adds **Knowledge** (engineering) and **Use Magic Device** as class skills. When using **Use Magic Device** to trigger a wand or staff that holds one or more evocative spells, the order member gains a bonus to the skill check equal to ½ his class level.

Order Abilities

The order member gains the following abilities as he increases in level.

 **Dazzling Strike (Ex):** At 2nd level, The order member may cause his weapon to flash with a brilliant light as an **immediate action** when successfully striking an opponent. The opponent struck must make a **Fortitude** save (DC 10 + ½ the order member's class level + his Charisma modifier) or become **dazed** until the beginning of the order member's next turn. The order member may use this ability + his Charisma modifier times per day. If the order member has the Challenge class feature, he may spend one of his daily uses to trigger this effect, even if he has already spent his daily uses of this ability.

 **Energy Burst (Sp):** At 8th level, the order member may initiate an energy burst as part of his attack as a **swift action**. The order member must choose the type of energy when declaring to use this ability. If the attack is successful, the opponent takes 1d6 points of damage based on the energy type chosen. If the attack is a critical strike, the energy damage is also multiplied as part of the attack. This damage increases to 2d6 at 12th level and 3d6 at 16th level. If the order member has the Challenge class ability and his target is undead, the damage is doubled (2d6 at 8th level, 4d6 at 12th level and 6d6 at 16th level).

The order member may use this ability 3 + his Charisma modifier times per day. If the order member has the Challenge class feature, he may spend one of his daily uses to initiate this ability, even if he has already used up the total number of uses per day.



Animated Weapon (Sp): At 15th level, The order member may cause his held melee weapon to spring to life and attack a designated target within 30 feet of him as a **standard action**. The weapon attacks once per round for a total number of rounds equal to the order member's class level, using the his base attack bonus + his Charisma modifier. An opponent may attempt to grapple the weapon against the order member's **CMD**, but the weapon may still attack and damage the grappler unless it is successfully **pinned**. The weapon may be **sundered** normally.

The weapon remains animated for a number of rounds equal to the order member's class level and automatically attacks the initial target each round. The order member may spend a **move action** to redirect the weapon to another target. The weapon may not make **attacks of opportunity**.

Only one weapon may be animated at a time but the order member may use this ability a total number of times per day equal to 3 + his Charisma modifier. Initiating this power on another weapon immediately ends the effect of a previously animated weapon,

which falls to the ground or within the grasp of an enemy if **grappled**.

Order of Illusion

Charlatans, flimflam men, those of the Order of Illusion excel in the art of appearing to be something they are not. Order members use their gifts for a range of activities from entertainment to infiltration, using methods both mundane and magical to alter their appearance and to be seen without being seen.

Edicts Oaths of secrecy is the foundation upon which the Order of Illusion exist. Order members are expected to be able to keep truths hidden from others by any means necessary. If a spell caster under the protection of the order member dies, the order member has failed to uphold the edicts he has sworn to follow.

Challenge When a cavalier of the Order of Illusion issues a challenge, he gains 1d4 phantom images that only his target may see. The effect is identical to the **Mirror Image** spell, but lasts until the challenge ends. The cavalier gains one additional phantom image for every 4 cavalier levels.

Skills A member of the Order of Illusion adds **Disguise** and **Sleight of Hand** as class skills. When using the **Disguise** skill to change his appearance while not impersonating a particular individual, the order member gains a bonus to the skill check equal to ½ his class level.

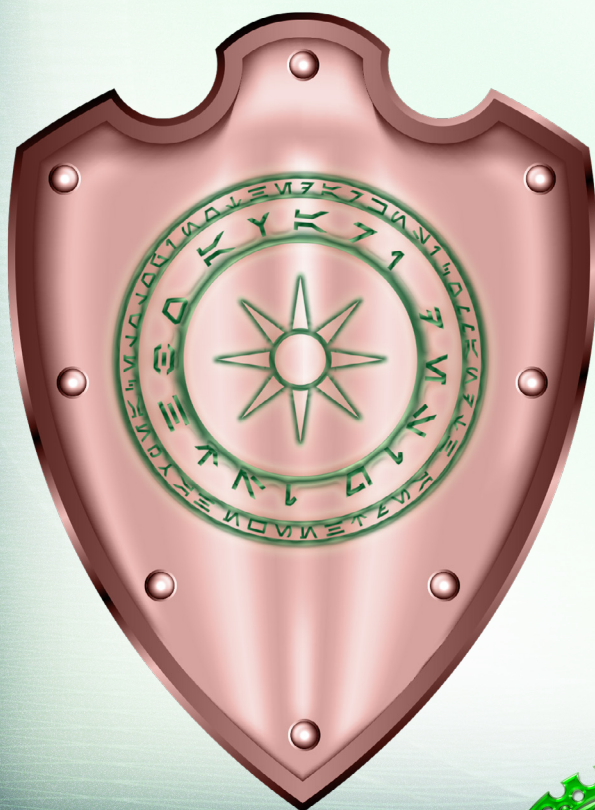
Order Abilities

The order member gains the following abilities as he increases in level.



Inconspicuous (Sp): At 2nd level, the order member may **glamer** any armor worn so that it appears as normal clothing. It takes a **standard action** to initiate the effect, but then it persists until the order member chooses to repeal the **illusion**. The effect may be dispelled with the **Dispel Magic**, treating the effect as a spell equal to ¼ of the order member's class level (minimum of 1).

This ability does not physically alter the armor, any **armor check penalty** or



chance of arcane spell failure still applies. Armors consisting of many pieces may still produce noises normally associated with movement in such suits and any one coming into physical contact with the order member automatically gain a **Will** saving throw to disbelieve the **glamer**. There is no limit to how often the order member may use this ability per day.



Shadow Cloak (Sp): At 8th level, the order member may initiate a spell-like effect to shroud his form in **shadows** as a **standard action**. The shroud actually dampens sounds, reducing any armor check penalties applied to **Stealth** skill checks by half and the shroud grants the order member a +4 **circumstance bonus** to any stealth checks. The effect may be dispelled with the **Dispel Magic**, treating the effect as a spell equal to ¼ of the order member's class level (minimum of 1).

Once initiated, the shroud effect lasts for a number of rounds equal to ½ the order member's class level. The order member may use this ability a number of times per day equal to 3 + his Charisma modifier. If the order member has the Challenge class feature, he may spend one of his daily uses to grant this effect to a willing recipient as a **standard action**.



Terrifying Visage (Sp): At 15th level, the order member gains the ability to invoke a **phantasmal visage** that is visible to any opponent that is in direct conflict with the order member (either attacking or being attacked by the order member in melee combat). The order member may initiate this ability as a **standard action** and it lasts for a number of rounds equal to ½ his class level.

Anyone either attacking or being attacked by the order member must make a **Will** save (with a DC equal to 10 + ½ the order member's class level + his Charisma modifier) or be **shaken** while within the order member's threat range. The opponent is allowed a new saving throw at the beginning of its turn. Once an opponent successfully makes its **Will** save, it is no longer subject to this effect by the same order member for 24 hours.

This is a mind-affecting, fear effect.

Order of Necromancy

"Behold, the ashen rider comes forth! And behind him a trail of death and destruction follows."

Those of the Order of Necromancy live for the sole purpose to bring about a new world order of undeath. Of the eight orders of arcane lore, members of this order are the most feared.

Edicts The finality of death is the goal for each member of the Order of Necromancy. Members do not wantonly or indiscriminately murder everyone they come across, but they obsess and plan for the eventual demise en masse. Order members will not willingly heal anyone, though they are not forbidden from seeking **healing** if needed to carry out their own goals. If a spell caster under the protection of the order member dies, the order member has failed to uphold the edicts he has sworn to follow.

Challenge When a cavalier of the Order of Necromancy issues a challenge, any successful attack against the target requires it to make a **Will** save or be **shaken** for 1 round.

Multiple attacks do not grant a cumulative effect, but the target must make a saving throw for each attack, even if it has previously made a successful saving throw. The DC is equal to 10 + ½ the cavalier's class level + his Charisma modifier. The target receives a -1 penalty to the **Will** save for every 4 cavalier levels. This is a mind-affecting fear effect.

Skills A member of the Order of Necromancy adds **Knowledge** (religion) and **Stealth** as class skills. When using **Knowledge** (religion) to identify and determine the abilities of an undead creature, the order member gains a bonus to the skill check equal to ½ his class level.

Order Abilities

The order member gains the following abilities as he increases in level.



Resist Death's Touch (Ex): At 2nd level, the order member gains a bonus to any saving throw versus death effects, negative **energy drain** or damage, fear or other **spells** or **spell-like abilities** from the

school of **necromancy** equal to $\frac{1}{2}$ his class level.

 **Death's Bane (Sp):** At 8th level, the order member may imbue a melee weapon he wields with the ability to disrupt the negative energy empowering undead as a **move action**. The order member's weapon causes an extra 1d6 points of damage to any creature of the undead type. If the creature is incorporeal, this damage is unaffected to the creature's incorporeal state even if the weapon is non-magical. This damage increases to 2d6 at 12th level and 3d6 at 16th level. If the order member has the Challenge class ability and his target is undead, the damage is doubled (2d6 at 8th level, 4d6 at 12th level and 6d6 at 16th level).

This ability only functions while in the hands of the order member. He may use this ability 3 + his Charisma modifier times per day. If the order member has the Challenge class ability, he may spend one of his daily uses to trigger this ability, even if he has already used his daily allotment.

 **Shared Pain (Su):** At 15th level, the order member may forge a evasive connection with a living opponent by making a successful **touch attack**. If successful, the order member gains a +1 **luck bonus** to his **AC** and saving throws. In addition, half of the damage suffered by the order member is immediately transferred to the target of this ability, including both hit point and ability damage. This ability persists for a number of rounds equal to $\frac{1}{2}$ the order member's class level, though the victim is allowed a new **Fortitude** saving throw at the beginning of its turn each round thereafter to revoke the effect. The DC for the **Fortitude** saving throw is equal to 10 + $\frac{1}{2}$ the order member's class level + his Charisma modifier.

The order member may use this ability 3 + his Charisma modifier times per day. If the order member has the Challenge class feature, he may spend one of his daily uses to empower this ability even if he as already expended his daily allotment.

The order member may only apply this effect to a single target at a time. If he uses this ability against another target while

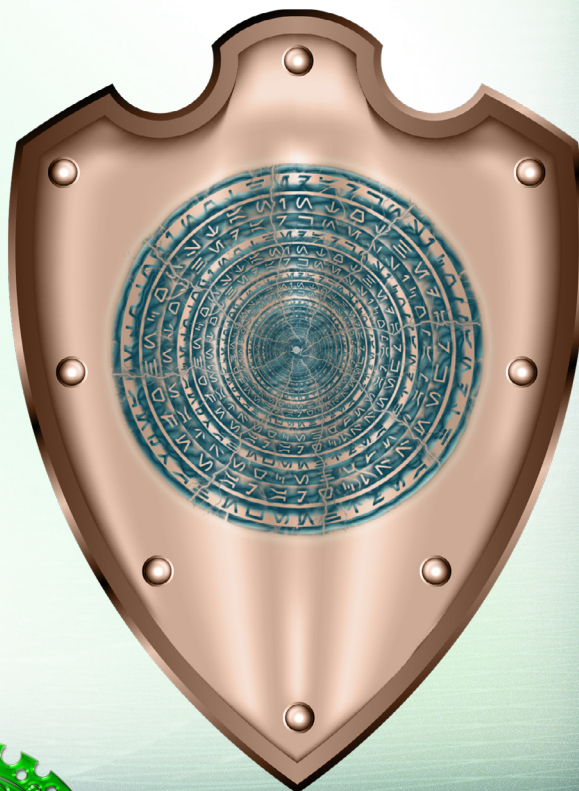
a previous target is still under its effects, the previous effect immediately ends.

Order of Transmutation

Known for the ability to adapt to nearly any situation, members of the Order of Transmutation make excellent scouts, emissaries, and tactical specialists. Order members believe in being prepared for nearly any situation and that there is a right tool for any task at hand. The corollary to their first rule is that any tool is the right tool with the proper understanding and application.

Edicts Members of the Order of Transmutation must be self reliant, making do with what is at hand when possible. If a spell caster under the protection of the order member dies, the order member has failed to uphold the edicts he has sworn to follow.

Challenge When a cavalier of the Order of Transmutation issues a challenge, he gains a +2 **enhancement bonus** to either his Strength, Dexterity, or Constitution (chosen when the challenge is issued). Bonus hit points are not temporary hit points, once the Challenge ends, hits points gained are subtracted from the cavalier's current hit point total. This



bonus increases by 2 for every 5 cavalier levels.

Skills A member of the Order of Transmutation adds **Acrobatics** and **Use Magic Device** as class skills. When using the **Craft** skill to produce or repair something, the order member gains a bonus to the skill check equal to ½ his class level.

Order Abilities

The order member gains the following abilities as he increases in level.



Traveling Boon (Ex): At 2nd level, the order member's carrying capacity doubles in regards to how his movement is impacted while carrying a medium or heavier load. Medium armor does not reduce the order member's normal speed, while wearing heavy armor is treated as medium armor in regards to how fast the order member may move.



Quick Strike (Sp): At 8th level, the order member may spend a **swift action** to either double his normal movement rate (maximum of +30 feet) or make an extra attack as part of a full-attack action, using his highest base attack. During the round he initiates this ability, the order member gains a +1 bonus on attack rolls, +1 **dodge bonus** to his AC, and +1 bonus to any **Reflex** saving throws until the beginning of his next turn.

The order member may use this ability 3 + his Charisma modifier times per day. If the order member has the Challenge class feature, he may spend one of his daily uses to empower this ability even if he as already expended his daily allotment.



Spirit of Monstrosity (Su): At 15th level, the order member may spend a **move action** to transform into a large version of himself. Arms and Armor also transform while initiating this ability and it lasts for a number of rounds equal to ½ the order member's class level. The order member's size increases by one size category (maximum of huge), granting him a +6 **size bonus** to Strength, +4 **size bonus** to Constitution, +4 **natural armor bonus**, and a -2 penalty to his Dexterity. He also gains **darkvision** and regeneration 2 while enlarged.

The order member may use this ability 3 + his Charisma modifier times per day. If the order member has the Challenge class feature, he may spend one of his daily uses to empower this ability even if he as already expended his daily allotment.

New Feats

Blessing of the Order

Your allegiance and faith in your order grants you strength when subject to spells intended to harm you.

Prerequisites: Member of an order of arcane lore.

Benefits: You gain a +2 bonus to any saving throws versus spells or **spell-like abilities** originating from the arcane school of your order.

Minor Order Benefice

You have been granted the secret of a single arcane spell.

Prerequisites: Member of an order of arcane lore. Access to an Order Ability granted at 8th level.

Benefits: You may choose a single 1st level arcane spell from the Sorcerer/Wizard spell list that belongs to the school representing your order. You may cast that spell as a **spell-like ability** 3 times per day. You use your class level as your effective caster level when determining the effects of the spell and any saving throws related to the spell use your Charisma modifier.

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