

Pathfinder's Guide to Azeroth Preview:
The Mage Class

For Pathfinder Second Edition

Foreword

Greetings! I'd like to personally welcome you to Azeroth, friend. Unfortunately, the powers that be don't really like all the portals I've been opening to other realities as of late, and if they saw that an enterprising goblin like me was letting some extra-dimensional humans in, well... I'd be dragon feed for sure! Anyways, a handwritten note from The Great Akazamzarak will have to do.

In all seriousness, this is a fan-made recreation of Blizzard Entertainment IP for a home-run game in the Pathfinder system. In no way is any of the following affiliated with Blizzard or Paizo. If anyone at Blizzard or Paizo would like to change that matter, please contact me at contact@mrjcowman.com. I would love to see the next official Warcraft Tabletop RPG forged in this system! For now, though, this is entirely a personal, non-commercial project. Please do NOT redistribute the contents of this document.

This class contains enough content for a fire mage up to level 7 or so for now. There's also a sneak preview of the core mechanics for the other specs. I'm designing the system wide to narrow so I can maintain a sense of cohesion between all the different parts and keep all my players happy. Rest assured, all your favorite WoW and Hearthstone spells will come to Dalaran in due time!

The other classes I'm working on for now are Paladin, Priest, and Hunter. If you're interested in knowing more about the progress on their design, feel free to email me about them.

A warning: the power of a mage in Azeroth outclasses traditional wizards significantly. Being free of the restrictions of Vancian magic grants them endless longevity, and their kit is more focused on damage output than traditional wizards. I would not recommend bringing this mage into a group of typical Pathfinder Second Edition characters unless everyone is prepared for that. The other classes and systems I'm designing for Azeroth are balanced against the power of this mage class.

Mage

*“Bein’ a mage means knowin’ power can flow in more than one direction”
– Ganvar Singebear*

Key Ability: Intelligence

Hit Points: 6 plus your Constitution modifier

Table 1: Mage Class Features

Level	Class Features
1	Ancestry and Background, Initial Proficiencies, Mage Spellcasting, Mage School, Wand Proficiency
2	Skill Feat, Mage Feat
3	2nd-level Spells, General Feat, Skill Increase
4	Skill Feat, Mage Feat
5	3rd-level Spells, Mana Increase, Ability Boosts, Ancestry Feat, Lightning Reflexes, Skill Increase
6	Skill Feat, Mage Feat
7	4th-level Spells, Expert Spellcaster, General Feat, Skill Increase
8	Skill Feat, Mage Feat
9	5th-level Spells, Mana Increase, Ancestry Feat, Magical Fortitude, Skill Increase
10	Ability Boosts, Skill Feat, Mage Feat
11	6th-level Spells, Alertness, General Feat, Skill Increase, Mage Weapon Expertise
12	Skill Feat, Mage Feat
13	7th-level Spells, Mana Increase, Ancestry Feat, Defensive Robes, Skill Increase, Weapon Specialization
14	Skill Feat, Mage Feat
15	8th-level Spells, Ability Boosts, General Feat, Master Spellcaster, Skill Increase
16	Skill Feat, Mage Feat
17	9th-level Spells, Mana Increase, Ancestry Feat, Resolve, Skill Increase
18	Skill Feat, Mage Feat
19	Archmage’s Spellcraft, General Feat, Legendary Spellcaster, Skill Increase
20	Ability Boosts, Skill Feat, Mage Feat

Roleplaying the Mage

During combat encounters

You stay back and clear of danger while you channel powerful damaging spells and tide-turning utilities. You can make a losing battle into a winning one by polymorphing the biggest threat and freezing the rest with a Frost Nova,

leaving them helpless while you and your allies prepare your most destructive abilities.

During social encounters

You lend your obscure and arcane knowledge to the party.

While exploring

You offer powerful transportation tools such as Portals, Slow Fall, and Conjure Refreshments to make any trip a smooth one. In more dangerous locales, you can offer the benefits of your Invisibility and Blink to stay ahead of any threats.

In downtime

You study the mysteries of magic and any other topic that catches your fancy, perhaps making a living on magical services for those less suited to the adventuring life.

You might...

- Be enthusiastic and passionate about highly technical magical phenomena that confuse others but make perfect sense to you.

- Get distracted by magical or natural phenomena related to fire, frost, or the arcane.
- Have a reputation for being incredibly methodical or unstoppably spontaneous, perhaps flipping between the two but never finding a happy medium.

Others probably...

- Fear your immense power or find themselves awestruck by it.
- Rely on you to solve their problems when they can't solve them alone—and sometimes when they could solve them alone.
- Underestimate your abilities and overestimate your eccentricities.

Initial proficiencies

Perception

Trained in Perception

Defenses

Trained in Fortitude

Trained in Reflex

Expert in Will

Skills

Trained in Arcana

Trained in additional skills equal to 2 + your Intelligence Modifier

Attacks

Trained in short sword, dagger, and staff

Trained in unarmed attacks

Defenses

Untrained in all armor

Trained in unarmored defense

Spells

Trained in Mage spell attacks

Trained in Mage spell DCs

Class Features

You gain these features as a Mage. Abilities gained at higher levels list the levels at which you gain them next to the features' names.

Table 2: Mage Spellcasting

Level	Man a	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	1d4	5	2	-	-	-	-	-	-	-	-	-
2	"	5	3	-	-	-	-	-	-	-	-	-
3	"	5	3	2	-	-	-	-	-	-	-	-
4	"	5	3	3	-	-	-	-	-	-	-	-
5	1d6	5	3	3	2	-	-	-	-	-	-	-
6	"	5	3	3	3	-	-	-	-	-	-	-
7	"	5	3	3	3	2	-	-	-	-	-	-
8	"	5	3	3	3	3	-	-	-	-	-	-
9	1d8	5	3	3	3	3	2	-	-	-	-	-
10	"	5	3	3	3	3	3	-	-	-	-	-
11	"	5	3	3	3	3	3	2	-	-	-	-
12	"	5	3	3	3	3	3	3	-	-	-	-
13	1d10	5	3	3	3	3	3	3	2	-	-	-
14	"	5	3	3	3	3	3	3	3	-	-	-
15	"	5	3	3	3	3	3	3	3	2	-	-
16	"	5	3	3	3	3	3	3	3	3	-	-
17	1d12	5	3	3	3	3	3	3	3	3	2	-
18	"	5	3	3	3	3	3	3	3	3	3	-
19	"	5	3	3	3	3	3	3	3	3	3	1*
20	"	5	3	3	3	3	3	3	3	3	3	1*

* see Archmage's Spellcraft

Mage Spellcasting

Through dedicated study and practice, you can harness arcane power to cast spells. You can cast Mage spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells.

A list of mage spells may be found at the end of this document.

At 1st level, you can prepare up to two 1st-level spells and five cantrips each morning from the spells in your spellbook (see below). Prepared spells remain available to you until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a mage, your number of spell slots and the highest level of spells you

can cast from spell slots increase, shown in **Table 2: Mage Spellcasting**.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Intelligence, your spell attack rolls and spell DCs use your Intelligence modifier. Details on calculating these statistics appear in Spell Attack Rolls.

Mana

In order to cast spells, you require mana. The flow of this magical energy is represented using a mana die. At first level, you have 1d4 for your maximum mana die. At higher levels, this die will upgrade to larger sizes as shown in **Table 2: Mage Spellcasting**.

When you attempt to cast a spell, you must roll your mana die. If the value on the face of the die is less than or equal to the level of the spell you cast, you consume part of your mana reserve. When mana is consumed, you downgrade your mana die one size. If your mana die is a d4 and it is downgraded, you instead run Out of Mana.

When Out of Mana, you may not cast any spells regardless of their level. You must wait for your mana reserve to regenerate before you may cast again.

In order to regenerate mana, you must spend an entire round of combat without attempting to cast any spells. At the end of your turn, your mana die upgrades one size until you reach your maximum mana die.

If the highest number on the die is less than or equal to the level of spell you wish to cast, you may not cast at that level. For example, when your mana reserve is down to 1d4, you may not attempt to cast a 4th-level spell or higher.

Heightening Spells

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

Cantrips

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is automatically heightened to half your level rounded up—this is usually equal to the highest level of Mage spell slot you have. For example, as a 1st-level Mage, your cantrips are 1st-level spells, and as a 5th-level Mage, your cantrips are 3rd-level spells.

Cantrips are considered level 0 and thus do not prompt a mana die roll, but they do count as a spell cast for the purposes of regenerating mana. You cannot cast any spell—including cantrips—in order to regenerate mana.

Spellbook

Every Mage spell has a written version, usually recorded in a spellbook. You start with a spellbook worth 10 sp or less, which you receive for free and must study to prepare your spells each day. The spellbook contains your choice of eight Mage cantrips and five 1st-level arcane spells. You choose these from the common spells on the Mage spell list from this document or from other Mage spells you gain access to. Your spellbook's form and name are up to you. It could be an old cloth-covered tome or collection of carefully carved glass shards; its name might be esoteric, like ***Tome of Fiery Arcana***, or something more academic, like ***The Schools of Arcane Magic - Introduction***.

Each time you gain a level, you add two more Mage spells to your spellbook, of any level for which you have spell slots. You can also use the Arcana skill to add other spells that you find in your adventures.

Mage School

When you choose to pursue the arcane, it is natural to fall into a more specialized field of magic. Traditionally, there are three such fields available to the common mage, and these are the consuming Fire, overwhelming Frost, and the unstoppable Arcane.

Upon choosing one of these specialized schools, you gain its basic power and access to its feats. Treat your specialization like any other archetype; you may choose to take a specialization feat in the place of a class feat.

The three mage schools are described in greater detail later in this document.

Wand Proficiency

As a mage, you are proficient in *Wands*. These are special weapons that use your spell attack modifier to hit, but they do not cast spells and thus are usable when conserving or out of mana.

Skill Feats

Mage Level 2

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 of the Pathfinder Core Rulebook and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

Mage Feats

Mage Level 2

At 2nd level and every even-numbered level thereafter, you gain a Mage class feat.

General Feats

Mage Level 3

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5 of the Pathfinder Core Rulebook.

Skill Increases

Mage Level 3

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

Mana Increases

Mage Level 5

At 5th level and every 4 levels thereafter, your maximum mana die increases by one size. This follows the die increase pattern of d4 > d6 > d8 > d10 > d12.

Ability Boosts

Mage Level 5

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

Lightning Reflexes

Mage Level 5

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

Expert Spellcaster

Mage Level 7

Extended practice of the arcane has improved your capabilities. Your proficiency ranks for Mage spell attack rolls and spell DCs increase to expert.

Magical Fortitude

Mage Level 9

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude saves increases to expert.

Arcane Specialization

Upon choosing this specialization, you learn the Arcane Blast and Arcane Barrage cantrips. You always have these prepared, and they do not count against your limit of prepared cantrips. You also learn the Arcane Missiles spell and the secrets of Arcane Charges.

Arcane Charge

Any spell with the [Arcane Charge] trait generates one Arcane Charge when you successfully damage a creature with that spell. You may have a maximum of four Arcane Charges at any one time.

For each arcane charge, you take a -1 penalty to mana rolls, but for every 2 charges, you automatically heighten all your spells by one level. This may exceed your maximum spell casting level.

Arcane Feats

Mastery: Savant

Feat 8 | [Arcane][Mage][Mastery]

Prerequisites Fire Specialization

Your body flows with mana with the ease of a ley line. You add +1d4 to your mana rolls. The first time you would lose mana while down to 1d4, you lose this bonus die instead. It does not return until you have reached full mana.

If you're looking for a good magic item for a mage, provide a mana potion! Instantly restoring their mana by one step upon consumption is a tempting offer indeed...

Fire Specialization

Upon choosing this specialization, you learn the Fireball and Scorch cantrips. You always have these prepared, and they do not count against your limit of prepared cantrips. You also learn the Fire Blast spell, and any time you succeed with that spell, it is a critical success instead.

Fire Feats

Firestarter

Feat 2 | [Fire][Mage]

Prerequisites Fire Specialization

If your Fireball or Pyroblast hits a creature that has not yet taken damage, any success is upgraded to a critical success.

Tinder

Feat 2 | [Fire][Mage]

Prerequisites Fire Specialization

In the first round of combat, your Fireball has a cast time of 1 action and has all damage dice upgraded one size.

Flamecannon

Feat 4 | [Fire][Mage]

Prerequisites Fire Specialization

At the end of your turn, if you cast a [Fire] spell and did not use a [Move] activity, the range of your [Fire] spells increases by 10 feet and you get a +1 status bonus to spell attacks with [Fire] spells. This effect may stack up to 5 times. Upon using a [Move] action, the effect is canceled.

Pyrotechnics

Feat 4 | [Fire][Mage]

Prerequisites Fire Specialization

If you cast a fireball and do not critically succeed, you gain +1 to your next fireball attack roll. This bonus continues to stack until you critically succeed, at which point it resets to +0.

Hot Streak

Feat 6 | [Fire][Mage]

Prerequisites Fire Specialization

After getting a critical success on a [Fire] spell, you begin burning up until the end of your next turn. If you get another critical success on a [Fire] spell while burning up, you may immediately cast a [Hot Streak] spell as a free action.

Mastery: Ignite

Feat 8 | [Fire][Mage][Mastery]

Prerequisites Fire Specialization

Your flames burn to the core. When you deal persistent fire damage, it stacks with prior persistent fire damage to a maximum equal to your level.

In addition, any [Fire] spell attacks that do not already have persistent damage effects gain the following:

Critical Success As success, but the target is also dealt persistent fire damage equal to the spell's level

Frost

Upon choosing this specialization, you learn the Frost Bolt and Ice Lance cantrips. You always have these prepared, and they do not count against your limit of prepared cantrips. In addition, you learn the secrets of Frostbite.

Frostbite

Any spell with the [Chill] trait gains the following critical success effect:

Critical Success As success, but the target is frozen in place and immobilized 1

Frost Feats

Mastery: Icicles

Feat 8 | [Frost][Mage][Mastery]

Prerequisites Frost Specialization

The excess frost from your coldest spells can chill to the bone. Anytime you cast a spell with the [Icicle] trait, it forms an icicle which stores a bit of frost damage. You can accumulate up to 5 icicles at once. Any excess icicles are fired immediately alongside the spell which formed them, dealing 1d4 frost damage.

When you cast Ice Lance, it fires all your stored icicles at the target. Each one adds +1d4 frost damage to the spell.

Cantrips

From CRB:

Detect Magic

Mage Hand

Light (Magelight)

Message

Sigil

Arcane Blast

[Arcane] [Arcane Charge] [Attack] [Cantrip]

[Evocation]

School Arcane

Cast 2 actions, somatic, verbal

Range 60 feet; **Targets** 1 creature

You whisper an incantation as runes encircle your target before exploding in their face. Make a spell attack roll. The blast does arcane damage equal to 1d4 + your spellcasting ability modifier.

Heightened (+1) The damage increases by 1d4.

Ban'dinoriel's Blessing

[Arcane] [Cantrip] [High Elf] [Illusion] [Rare]

School Arcane

Cast 1 minute

Range Touch; **Targets** 1 creature

Duration See below

You give the target the blessing of the High Elves, allowing them to pass through the protective wards of Quel'Thalas as if they were Quel'dorei themselves. Any target with this blessing is unaffected by the Ban'dinoriel so long as the caster wills it—so long as the caster is also immune to the Ban'dinoriel's warding power.

Conjure Refreshment

[Arcane] [Cantrip] [Conjuration]

School Arcane

Cast 1 minute (somatic, verbal)

You draw energies from the land around you and form a treat to tide yourself over. Create a mana cookie. Eating this cookie during your refocus activity will allow the consumer to regain an extra focus point. It also provides some meager nutritional value.

Heightened (3rd) Create a Mana Brownie instead. This provides a meal's worth of nutrition.

Heightened (5th) Create a Mana Pie instead. This provides a meal's worth of nutrition for four.

Heightened (7th) Create a Mana Fritter instead. This provides a day's worth of nutrition and +2 focus points on consumption.

Heightened (9th) Create a Mana Banquet instead. This can feed 20 people for a day.

Fireball

[Attack] [Cantrip] [Evocation] [Fire]

School Arcane

Cast 2 actions, somatic, verbal

Range 120 feet; **Targets** 1 creature

You throw a fiery ball from your fingertips at your foe. Make a spell attack roll. The fireball does fire damage equal to 1d6 + your spellcasting ability modifier.

Critical Success The target takes an additional 1d4 persistent fire damage.

Heightened (+2) The damage increases by 1d6, and the persistent fire damage on a critical success increases by 1d4.

Frostbolt

[Attack] [Cantrip] [Chill] [Evocation] [Icicle] [Frost]

School Frost

Cast 2 actions, somatic, verbal

Range 90 feet; **Targets** 1 creature

You send a shard of concentrated frost streaking towards your target. Make a spell attack roll. The frostbolt does frost damage equal to 1d4 + your spellcasting ability modifier. The target must then make a fortitude save.

Failure The target is chilled, taking a –5 foot status penalty to its Speeds until the end of your next turn.

Heightened (+1) The damage increases by 1d4

Ice Lance

[Attack] [Cantrip] [Evocation] [Frost]

School Frost

Cast 1 action, somatic, verbal

Range 90 feet; **Targets** 1 creature

You form a spear of ice in your hands and hurl it at the foe. Make a spell attack roll. The ice lance deals frost damage equal to your spellcasting ability modifier. Ice lance damage is tripled against frozen targets.

Heightened (+1) The damage increases by 1d4

Scorch

[Fire] [Cantrip]

School Fire

Cast 1 action, somatic, verbal

Range 90 feet; **Targets** 1 creature

You release a gout of flame from your fingertips. Make a spell attack roll. This flame deals fire damage equal to 1d4 + your spellcasting modifier.

Heightened (+1) add +1d4 to the damage

1st Level

From CRB:

Unseen Servant (Arcane Familiar)
Share Lore (Arcane Intellect)
Pocket Library (Dalaran Brilliance)
Mending

Arcane Missiles

[Arcane] [Attack] [Evocation]

School Arcane

Cast 1 to 3 actions, somatic, verbal

Range 90 feet; **Targets** 1 creature

You send a dart of arcane force streaking toward a creature that you can see. It automatically hits and deals 1d4 arcane damage. For each additional action you spend casting the spell, increase the number of missiles you shoot by one. These must all hit the same creature. If you shoot more than one missile, combine their damage before applying bonuses or penalties to damage for weakness, resistance, and so forth.

Heightened (+2) You shoot one additional missile with each action you spend.

Blink

[Arcane] [Conjuration] [Teleportation]

School Arcane

Cast 1 action, somatic, verbal

Range 30 feet

In the blink of an eye, you flash forward, teleporting yourself and items you're wearing and carrying to any clear point within range that you can see.

Heightened (4th) Until the end of next turn, you may shimmer back to the space you started in as an action with the [Concentrate] trait.

Counterspell

[Abjuration] [Arcane]

School Arcane

Cast reaction

Trigger A creature Casts a Spell

When a foe casts a spell and you can see its manifestations, you can use your own magic to disrupt it. You attempt to counteract the spell. Your counteract gains the following effect:

Critical Success The target may not cast another spell of the same school for one round.

Fire Blast

[Attack] [Evocation] [Fire]

School Fire

Cast 1 action, somatic, verbal

Range 90 feet; **Targets** 1 creature who is taking persistent fire damage

Special *once you have cast this, you may not cast it again until the start of your next turn.*

You stoke the flames that engulf your target to blast them with a controlled inferno. Make a spell attack roll.

Critical Success The target takes double damage

Success The target instantly takes damage equal to their persistent fire damage

Heightened (+2) The damage increases by 1d6

Frost Armor

[Abjuration] [Chill] [Frost] [Mage Armor]

School Frost

Cast 2 actions, somatic, verbal

Duration Until the next time you make your daily preparations, or until another [Mage Armor] spell is cast

You coat your robes in a blanket of protective ice. You gain a +1 item bonus to AC and a maximum Dexterity modifier of +5. While wearing frost armor, you use your unarmored proficiency to calculate your AC.

In addition, any adjacent creature that hits you with a melee attack—as well as any creature that hits you with an unarmed attack— is chilled and takes a –5-foot penalty to its Speeds for 1 round.

Heightened (4th) You gain Resistance 3 to frost damage.

Heightened (6th) The AC bonus increases to +2, and you gain Resistance 3 to frost damage.

Heightened (8th) The AC bonus increases to +2, and you gain Resistance 5 to frost damage.

Heightened (10th) The AC bonus increases to +3, and you gain Resistance 10 to frost damage.

2nd Level

From CRB:

Comprehend Language

Dispel Magic

Arcane Explosion

[Arcane] [Arcane Charge] [Evocation]

School Arcane

Cast 2 actions, somatic, verbal

Saving Throw Fortitude

A shockwave of force emanates from your staff as you strike it into the ground. Each creature in a 10-foot emanation takes arcane damage equal to 2d8 with a fortitude save.

Critical Success The target takes no damage

Success The target takes half damage

Failure The target takes full damage

Critical Failure The target takes double damage and is pushed 5 feet away from you.

Heightened (+1) The damage is increased by 1d8

Pyroblast

[Attack] [Evocation] [Fire] [Hot Streak]

School Fire

Cast 3 actions, somatic, verbal

Range 120 feet; **Targets** 1 creature

You hurl an immense fiery boulder at the target. Make a spell attack roll. The boulder deals 3d6 fire damage.

Heightened (+1) The damage is increased by 1d6

3rd Level

From CRB:

Locate

Frost Nova

[Chill] [Evocation] [Frost]

School Frost

Cast 2 actions*, somatic, verbal

Area 30-foot emanation

You create a wave of unbelievable cold. All creatures and open flames in the area are washed with freezing power, prompting Reflex saving throws from the creatures and counteract checks from the flames.

Special: You may cast Frost Nova as a reaction to taking damage. If you do, you may not cast it again for 10 minutes.

Critical Success The creature is unaffected.

Success The creature is slowed 5 until the start of your next turn.

Failure The creature is frozen and immobilized 1.

Critical Failure The creature is frozen paralyzed 1.

Heightened (+2) Add 1 to the immobilize and paralyze conditions on failures and critical failures

Phoenix Flames

[Evocation] [Fire]

School Fire

Cast 2 actions, somatic, verbal

Range 120 feet; **Area** 10-foot burst

Save Reflex

A phoenix erupts from your fingertips and flies to the target point, exploding on impact and dealing 5d6 fire damage to everything in the area.

Heightened (+1) The damage increases by 2d6.