

WANDSLINGER ARCHETYPE

WANDSLINGER DEDICATION

FEAT 2

ARCHETYPE DEDICATION MAGICAL

Archetype Wandslinger

Prerequisites ability to cast spells from spell slots

You are particularly skilled at drawing wands stashed in bandoliers or specially made holsters.

You can wear and designate a number of wands equal to your spellcasting ability modifier as quick draw wands.

You can interact to draw these wands as a free manipulate action if you then immediately cast a spell from them or otherwise activate them.

You can use the snap wand action.

Special You cannot select another dedication feat until you have gained two other feats from the Wandslinger archetype.

SNAP WAND

ARCHETYPE MANIPULATE MAGICAL

Requirement you are holding a wand

Recklessly trying to force even more out of a wand than by just overloading it, you snap it in two.

The wand is destroyed and explodes in a flash of raw magical energy.

Creatures in 10 foot burst centered on you take 2d8 force damage per spell level of the wand with a basic reflex saving throw.

You automatically critically fail your own saving throw.

If the spell has an energy or alignment trait change the damage to the corresponding type.

SPELL CARTRIDGE

FEAT 4

ARCHETYPE MAGICAL

Archetype Wandslinger

Prerequisites Magical crafting

Crafting wands out of parchment scraps and mundane sticks is trivial to you.

During your daily preparations you can prepare free temporary wands that you could normally craft of a total level equal to the highest spell level you can cast (as the number of charges if you were preparing a staff).

You don't need to pay the crafting cost of these wands (you pay additional material costs as normal). Only you can use these wands and they lose their magic when you make your daily preparations again (but you can choose to keep a wand with a material casting cost prepared without spending the cost again).

These wands sublimate into magical energy as you cast a spell from them and cannot be recovered. They otherwise function identically as normal wands.

GLYPHS OF ALACRITY

FEAT 4

ARCHETYPE MAGICAL TELEPORTATION

Archetype Wandslinger

Prerequisites Ability to cast Sigil

You can imbue minor time and space bending properties in your gloves by inscribing special glyphs on them.

You can spend 10 minutes inscribing the glyphs on a set of gloves. The magic doesn't fade but is attuned only to you and will not function for other creatures. Incribing the magic on another set of gloves makes it fade from the first one.

When you **release** and drop a wand you're holding, it teleports in your bag or otherwise stashed on your person instead of dropping to the ground.

If you have the **Trick magic item** feat you can use it as a free action.

You gain the **Quick draw** Rogue feat. This counts as Quick draw for the purpose of meeting prerequisites.

SCROLL CARTRIDGE

FEAT 6

ARCHETYPE MAGICAL

Archetype Wandslinger

Prerequisites Trick magic item, Spell cartridge

During your daily preparations you can make a Trick magic item check to turn a functional scroll into a wand. As long as you don't critically fail, you turn the scroll into a scroll wand.

If you critically fail, the scroll is lost.

Anyone can use the scroll wand without needing to use Trick magic item by speaking a command word.

Scroll wands persist when you do your daily preparations but they vanish in magical sparks like your temporary wands when used.

CONDUCTOR'S CADENCE

FEAT 6

ARCHETYPE MAGICAL

Archetype Wandslinger

Prerequisites ability to cast magic missile

Instead of casting the spell within a wand, you can use any wand as a wand of **magic missile** or **shadow projectile** of the same level.

SPELLSHAPE CATALYST

FEAT 8

ARCHETYPE METAMAGIC

Archetype Wandslinger

Prerequisites spell cartridge, at least one spellshape feat

You can make spellshape wands when you prepare your spell cartridges. Spellshape wands are special **catalysts** that apply the effect of a spellshape feat you imbued in them when you prepared them. To prepare a spellshape wand you spend as many levels as the amount of actions normally needed to apply the spellshape effect.

Because a special wand is counted as a catalyst, it becomes part of the material components and you can draw it as part of casting the spell.

Frequency restrictions of spellshape actions apply to their wand version normally.

WAND METAMAGIC ⬠

ARCHETYPE

Requirement you are holding a spellshape wand

You apply the wand's spellshape feat effect with no further action cost. The wand then sublimates into magical energy.

AKIMBO SNAPCAST ➡➡

FEAT 8

ARCHETYPE MAGICAL

Archetype Wandslinger

Prerequisites Quick draw

Requirement Both hands free

Interact to draw a one handed weapon and a wand, then you may cast a spell from that wand that takes two actions or less to cast.

The spell must either target the weapon you drew or be **True strike**.

Then after casting the spell you can make a single strike with the weapon.

GRAND OUVERTURE ➡➡➡**FEAT 12****ARCHETYPE** **MAGICAL****Archetype** Wandslinger**Prerequisites** conductor's cadence

Interact to draw quickdraw wands up to the number of free hands you have then expend the magic in each of them to cast a three action magic missile heightened to the sum of all expended spell levels.

Special You can heighten this cast over 10th level, adding one missile per 2 spell levels as normal.

EXPLOSIVE CODA**FEAT 12****ARCHETYPE****Archetype** Wandslinger**Prerequisites** trained in crossbows

Snapping wands is a stupidly reckless action. Unless you think outside the box.

You can load wands as ammunition for crossbows with the same action the crossbow normally requires.

If you benefit from Glyph of alacrity, you can load a wand as a free action without the manipulate trait after casting a spell from that wand if you are wielding the crossbow.

CODA SHOT ➡**ARCHETYPE** **ATTACK** **MAGICAL****Requirement** you are wielding a crossbow loaded with a wand

Make a ranged crossbow strike against an opponent with the following effects instead of the usual effects.

Critical Success As success but the target opponent automatically critically fails their reflex save.

Success You trigger the snap wand action on the square of the target opponent. You do not take the damage if you are outside of the 10 foot burst and you do not automatically get a critical failure on your reflex save if you are within it.

Failure As success but the target opponent treats their reflex save as one step better.

Critical failure The wand bounces without breaking. It falls to the ground in the space of the target opponent.