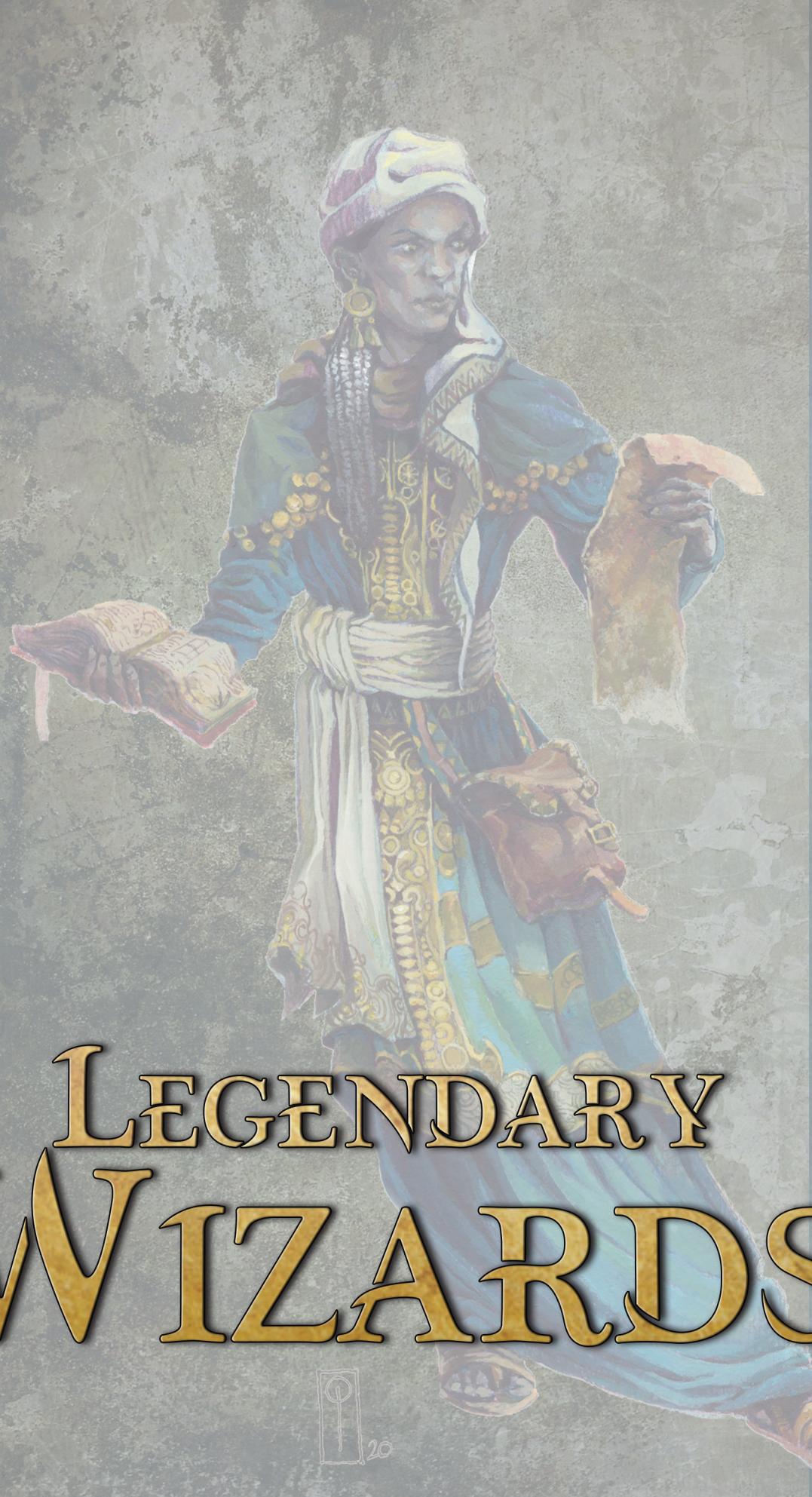


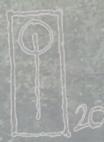
LEGENDARY WIZARDS

 **PATHFINDER**
ROLEPLAYING GAME COMPATIBLE

BY N. JOLLY, CERISE HERNDON,
AND HAL KENNETTE



LEGENDARY WIZARDS



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Legendary Wizards © 2020, Legendary Games;

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ISBN: 9798669790394

First printing August 2020

Printed in USA.



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The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks:

LR:W	= <i>Legendary Races: Wyrmouched</i>
PAP:IV	= Issue #116 of the official series of path adventures
PPC:AA	= Softcover companion archive for animal companions
PPC:ArAn	= Softcover companion anthology of arcane rules
PPC:BoA	= Softcover companion for characters with the blood of angels
PPC:BoS	= Softcover companion for characters with shadow blood
PPC:DD	= Softcover companion of doctrine for disciples
PPC:DH	= Softcover companion handbook for dungeoneers
PPC:EMH	= Softcover companion handbook for elemental masters
PPC:FF	= Softcover companion folio of familiars

PPC:HHH	= Softcover companion handbook for haunted heroes
PPC:MTT	= Softcover companion toolbox of melee tactics
PPC:RTT	= Softcover companion toolbox of ranged tactics
PRG:ACG	= <i>Pathfinder Roleplaying Game Advanced Class Guide</i>
PRG:APG	= <i>Pathfinder Roleplaying Game Advanced Player's Guide</i>
PRG:ARG	= <i>Pathfinder Roleplaying Game Advanced Race Guide</i>
PRG:PA	= <i>Pathfinder Roleplaying Game Planar Adventures</i>
PRG:OA	= <i>Pathfinder Roleplaying Game Occult Adventures</i>
PRG:UM	= <i>Pathfinder Roleplaying Game Ultimate Magic</i>
SoM	= <i>Spheres of Might</i>
USoP	= <i>Ultimate Spheres of Power</i>



WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE LEGENDARY WIZARDS

Legendary Wizards is the latest volume in our new series of class-focused player supplements, this time focusing on the most noble of classes; the honor bound warriors known as cavaliers. This new base class, introduced in the *Pathfinder Roleplaying Game* core rulebook, was designed to be the quintessential arcane spellcaster, a master of knowledge and magic that commanded the full might of the unknown at their fingertips. This book is intended to help expand the wizard further with a redesign of the class which seeks to grant new options to further help you expand upon your mastery of the arcane. *Legendary Wizards* is intended to help take wizards from just a way to cast spells into a proper font of arcane knowledge with **Path of the Mage** giving unique options on how to cast spells from memory or otherwise, **Arcane Discoveries** to further help you customize your mage's powers, and **Genius Insight** to help show that arcane brilliance and prevail in even the most dire of circumstances. In addition, new archetypes allow you to take up strange new powers with **Drake Maverick** granting you the power of a mighty drake companion, **Master of Undeath** allowing you to fully tap into the powers of life and death, and **Gunpowder Mage** perfectly marrying the explosive power of firearms with the mystic arts of the arcane.

Legendary Games was founded on the principle of delivering first-class product for your *Pathfinder Roleplaying Game* experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!





INTRODUCTION

Alif pored over the map etched into the wall. It didn't depict any known region, nor was it labeled in any way which one might deem helpful. She had already tried divination spells in the attempt to find some arcane marks which might have eluded her, but no luck.

"So," Zuri asked as she stroked her leopard's fur. "Do you have any idea where this is? Because I've been all over the continent and no map I've ever seen looks like this."

"I have tried every form of divination at my disposal, I have attempted several command words common to Kheshet's work, and I have even tried searching for signs of illusion magic at work. No such luck." Alif lightly rapped her knuckles against her own temple.

"Have you tried asking nicely?" Zuri chuckled, the ranger was squarely at a loss.

"No..." Alif cleared her throat. "Excuse me, would you please show me the way?" For a moment, her sincere request was met with silence, then the mural shifted, the borders became recognizable, and the important locales were even labelled.

Zuri stood in disbelief, her mouth slightly agape. "That was a joke."

Alif snickered. "It would seem you share Kheshet's sense of humor, then."

Beyond the veil of the mundane hide the secrets of absolute power. The works of beings beyond mortals, the legends of realms where gods and spirits tread, the lore of creations both wondrous and terrible—such mysteries call to those with the ambition and the intellect to rise above the common folk to grasp true might. Such is the path of the wizard. These shrewd magic-users seek, collect, and covet esoteric knowledge, drawing on cultic arts to work wonders beyond the abilities of mere mortals. While some might choose a particular field of magical study and become masters of such powers, others embrace versatility, reveling in the unbounded wonders of all magic. In either case, wizards prove a cunning and potent lot, capable of smiting their foes, empowering their allies, and shaping the world to their every desire.

Role: While universalist wizards might study to prepare themselves for any manner of danger, specialist wizards research schools of magic that make them exceptionally skilled within a specific focus. Yet no matter their specialty, all wizards are masters of the impossible and can aid their allies in overcoming any danger.

Legendary Wizard: The legendary wizard is a class rebuild which focuses on giving the wizard greater freedom in spellcasting as well as more interesting interactions between a wizard and their specialization. With new class features based around intelligence and their bonded object, the legendary wizard separates themselves from other mages as a genius at the top of their game, prepared for any situation.

Alignment: Any

Hit Die: d6

Starting Wealth: $2d6 \times 10$ gp (average 70 gp) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The wizard's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

**TABLE 1-1: WIZARD**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Arcane school, bonded object, cantrips, path of the mage, scribe scroll
2nd	+1	+0	+0	+3	Arcane discovery, intelligent design
3rd	+1	+1	+1	+3	Genius insight 1/day
4th	+2	+1	+1	+4	Educated metamagic
5th	+2	+1	+1	+4	Bonded advancement, school bonus +2
6th	+3	+2	+2	+5	Arcane discovery
7th	+3	+2	+2	+5	Arcane identification (spell resistance)
8th	+4	+2	+2	+6	Educated metamagic
9th	+4	+3	+3	+6	Genius insight 2/day, opposition breakthrough
10th	+5	+3	+3	+7	Arcane discovery, school bonus +3
11th	+5	+3	+3	+7	Bonded inspiration
12th	+6/+1	+4	+4	+8	Educated metamagic, secondary specialization
13th	+6/+1	+4	+4	+8	Arcane identification (save DC)
14th	+7/+2	+4	+4	+9	Arcane discovery
15th	+7/+2	+5	+5	+9	Genius insight 3/day, school bonus +4
16th	+8/+3	+5	+5	+10	Educated metamagic
17th	+8/+3	+5	+5	+10	Bonded union
18th	+9/+4	+6	+6	+11	Arcane discovery
19th	+9/+4	+6	+6	+11	Arcane identification (both)
20th	+10/+5	+6	+6	+12	Educated metamagic, eternal study, school bonus +5

Weapon and Armor Proficiencies: Wizards are proficient with simple weapons, but not with any type of armor or shield. Armor interferes with a wizard's movements, which can cause their spells with somatic components to fail.

Path of the Mage: At 1st level, a wizard must decide a path to power, selecting either the path of the diligent or the path of the prodigy.

PATH OF THE DILIGENT WIZARD

A path of the diligent wizard gains the following class feature:

Spells: A path of the diligent wizard casts arcane spells drawn from the sorcerer/wizard spell list. A path of the diligent wizard must choose and prepare their spells ahead of time.

To learn, prepare, or cast a spell, the path of the diligent wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a path of the diligent wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

A path of the diligent wizard can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table: Wizard. In addition, they receive bonus spells per day if they have a high Intelligence score (see Table: Ability Modifiers and Bonus Spells).

A path of the diligent wizard may know any number of spells. They must choose and prepare their spells ahead of time by getting 8 hours of sleep and spending 1 hour studying their spellbook. While studying, the path of the diligent wizard decides which spells to prepare.

Starting Spells (See Spellbooks below): A path of the diligent wizard begins play with a spellbook containing all 0-level wizard spells (except those from their opposed schools, if any; see Arcane Schools) plus three 1st-level spells of their choice. The path of the diligent wizard also selects a number of additional 1st-level spells equal to their Intelligence modifier to add to the spellbook. At each new wizard level, they gain two new spells of any spell level or levels that they can cast (based on their new wizard level) for their spellbook. At any time, a path of the diligent wizard can also add spells found in other wizards' spellbooks to their own (see Magic).

**TABLE 1-2: WIZARD SPELLS PER DAY**

Level	Spells per Day									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	4	3	2	—	—	—	—	—	—	—
5th	4	3	2	1	—	—	—	—	—	—
6th	4	3	3	2	—	—	—	—	—	—
7th	4	4	3	2	1	—	—	—	—	—
8th	4	4	3	3	2	—	—	—	—	—
9th	4	4	4	3	2	1	—	—	—	—
10th	4	4	4	3	3	2	—	—	—	—
11th	4	4	4	4	3	2	1	—	—	—
12th	4	4	4	4	3	3	2	—	—	—
13th	4	4	4	4	4	3	2	1	—	—
14th	4	4	4	4	4	3	3	2	—	—
15th	4	4	4	4	4	4	3	2	1	—
16th	4	4	4	4	4	4	3	3	2	—
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	4	2
20th	4	4	4	4	4	4	4	4	4	3

Spells Gained at a New Level: Wizards perform a certain amount of spell research between adventures. Each time a character attains a new wizard level, they gain two spells of their choice to add to their spellbook. The two free spells must be of spell levels they can cast.

PATH OF THE PRODIGY WIZARD

A path of the prodigy wizard gains the following class feature:

Spells: A path of the prodigy wizard casts arcane spells drawn from the sorcerer/wizard spell list. A path of the prodigy wizard must prepare their spells ahead of time, and their spells are not expended when they're cast. Instead, they can cast any spell that they have prepared, consuming a spell slot of the appropriate level, assuming they haven't yet used up their spell slots per day for that level.

To learn, prepare, or cast a spell, the path of the prodigy wizard must have an Intelligence score equal to at least $10 + \text{the spell's level}$. The saving throw DC against a path of the prodigy wizard's spell is $10 + \text{the spell's level} + \text{the wizard's Intelligence modifier}$.

A path of the prodigy wizard can only cast a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table: Wizard under "Spells per Day." In addition, they receive bonus spells per day if they have a high Intelligence score.

A path of the prodigy wizard may know any number of spells, but the number they can prepare each day is limited. At 1st level, they can prepare four 0-level spells and two 1st-level spells each day. At each new wizard level, the number of spells they can prepare each day increases, adding new spell levels as indicated on Table: Wizard Spells Prepared. Unlike the number of spells they can cast per day, the number of spells a path of the prodigy wizard can prepare each day is not affected by their Intelligence score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a path of the prodigy wizard can prepare.

A path of the prodigy wizard must choose and prepare their spells ahead of time by getting 8 hours of sleep and spending 1 hour studying their spellbook. While

**TABLE 1-3: PATH OF THE PRODIGY WIZARD SPELLS PREPARED**

Level	Spells Prepared									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	1	—	—	—	—	—	—	—
4th	6	3	2	—	—	—	—	—	—	—
5th	6	4	2	1	—	—	—	—	—	—
6th	7	4	3	2	—	—	—	—	—	—
7th	7	5	3	2	1	—	—	—	—	—
8th	8	5	4	3	2	—	—	—	—	—
9th	8	5	4	3	2	1	—	—	—	—
10th	9	5	5	4	3	2	—	—	—	—
11th	9	5	5	4	3	2	1	—	—	—
12th	9	5	5	4	4	3	2	—	—	—
13th	9	5	5	4	4	3	2	1	—	—
14th	9	5	5	4	4	4	3	2	—	—
15th	9	5	5	4	4	4	3	2	1	—
16th	9	5	5	4	4	4	3	3	2	1
17th	9	5	5	4	4	4	3	3	2	2
18th	9	5	5	4	4	4	3	3	3	2
19th	9	5	5	4	4	4	3	3	3	3
20th	9	5	5	4	4	4	3	3	3	3

studying, the path of the prodigy wizard decides what spells to prepare and refreshes their available spell slots for the day.

Like a sorcerer, a path of the prodigy wizard can choose to apply any metamagic feats they know to a prepared spell as they cast it, with the same increase in casting time (see Spontaneous Casting and Metamagic Feats). However, they may also prepare a spell with any metamagic feats they know and cast it without increasing casting time. They cannot combine these options—a spell prepared with metamagic feats cannot be further modified with another metamagic feat at the time of casting.

ARCANE SCHOOL

A wizard must choose to specialize in one school of magic, gaining additional spells and powers based on that school. This choice must be made at 1st level, and once made, it cannot be changed.

The wizard gains opposition schools based on their choice of specialization, with certain schools having more opposed schools than others:

A wizard who prepares spells from their opposition schools must use two spell slots of that level to prepare the spell. For example, a wizard with evocation as an opposition school must expend two of their available

TABLE 1-4: WIZARD SPECIALIZATIONS

School	Abjuration	Conjuration	Divination	Enchantment	Evocation	Illusion	Necromancy	Transmutation
1st opposed school	Evocation	Transmutation	Enchantment	Transmutation	Divination	Abjuration	Enchantment	Illusion
2nd opposed school	None	Abjuration	None	None	None	Conjuration	Conjuration	Necromancy



3rd-level spell slots to prepare a fireball, regardless of their path. In addition, a specialist takes a -4 penalty on any skill checks made when crafting a magic item that has a spell from one of their opposition schools as a prerequisite.

Each arcane school gives the wizard a number of school powers. In addition, specialist wizards increase their caster level by +1 for spells of their specialty school. At 5th level and every five levels afterwards, their caster level increases by an additional +1, to a maximum of +5 to their caster level when casting spells from their specialty school at 20th level.

ARCANE SCHOOL ABILITIES

All schools grant a passive and active ability.

ABJURATION

Passive: At 1st level, you gain resistance 5 to an energy type of your choice, chosen when you prepare spells. This resistance can be changed each day. At 11th level, this resistance increases to 10. At 20th level, this resistance changes to immunity to the chosen energy type.

Active: At 1st level, as a standard action, you can create a 10-foot-radius field of protective magic centered on you that lasts for a number of rounds equal to your Intelligence modifier. All allies in this area (including you) receive a +1 deflection bonus to their Armor Class. This bonus increases by +1 for every five wizard levels you possess.

CONJURATION

Passive: Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). This increase is not doubled by Extend Spell. At 20th level, you can change the duration of all *summon monster* spells to permanent. You can have no more than one *summon monster* spell made permanent in this way at one time. If you designate another *summon monster* spell as permanent, the previous spell immediately ends.

Active: At 1st level, you can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

DIVINATION

Passive: You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to 1/2 your wizard level (minimum +1). At 20th level, anytime you roll initiative, assume the roll resulted in a natural 20.

Active: When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your wizard level (minimum +1) for 1 round.



ENCHANTMENT

Passive: You gain a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every five wizard levels you possess, up to a maximum of +6 at 20th level. At 20th level, whenever you succeed at a saving throw against a spell of the enchantment school, that spell is reflected back at its caster, as per *spell turning*.

Active: You can cause a living creature to become *confused* for 1 round as a melee touch attack (will save negates). Creatures with more Hit Dice than your wizard level are unaffected.

EVOCATION

Passive: Whenever you cast an evocation spell that deals hit point damage, add 1/2 your wizard level to the damage (minimum +1). This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by *Empower Spell* or similar effects. This damage is of the same type as the spell. At 20th level, whenever you cast an evocation spell you can roll twice to penetrate a creature's spell resistance and take the better result.

Active: When you cast an evocation spell that does acid, cold, electricity, or fire damage, you may change the damage dealt to one of the other four energy types. This changes the descriptor of the spell to match the new energy type. Any non-damaging effects remain unchanged unless the new energy type invalidates them (an *ice storm* that deals fire damage might still provide a penalty on Perception checks due to smoke, but it would not create difficult terrain). Such effects are subject to GM discretion. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

ILLUSION

Passive: Any illusion spell you cast with a duration of "concentration" lasts a number of additional rounds equal to 1/2 your wizard level after you stop maintaining concentration (minimum +1 round). At 20th level, you can make one illusion spell with a duration of "concentration" become permanent. You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends.

Active: As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be *blinded* for 1 round. Creatures with more Hit Dice than your wizard level are *dazzled* for 1 round instead.

NECROMANCY

Passive: You receive Command Undead or Turn Undead as a bonus feat. You can channel energy a number of times per day equal to 3 + your Intelligence modifier, but only to use the selected feat. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to 10 + 1/2 your wizard level + your Charisma modifier. At 20th level, undead cannot add their channel resistance to the save against this ability.

Active: As a standard action, you can make a melee touch attack that causes a living creature to become *shaken* for a number of rounds equal to 1/2 your wizard level (minimum 1). If you touch a *shaken* creature with this ability, it becomes *frightened* for 1 round if it has fewer Hit Dice than your wizard level.

TRANSMUTATION

Passive: You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.

Active: As a standard action, you can touch a creature and grant it either a +2 enhancement bonus to a single ability score of your choice or a +1 bonus to natural armor that stacks with any natural armor the creature might possess. At 10th level, the enhancement bonus to one ability score increases to +4. The natural armor bonus increases by +1 for every five wizard levels you possess, to a maximum of +5 at 20th level. This augmentation lasts a number of minutes equal to 1/2 your wizard level (minimum 1 round), and the wizard can only augment a single creature at a time.

Bonded Object: At 1st level, a wizard must select a bonded object from the following list: orb, spellbook, or staff. Each object grants a bonus while held:





Orb: +1 insight bonus to armor class

Spellbook: +2 insight bonus to all skill checks

Staff: +1 insight bonus to all attack rolls

At 8th level and every eight levels thereafter, this bonus increases by +1, to a maximum of +3 at 16th level.

If a wizard attempts to cast a spell without their bonded object in hand, they must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level.

A wizard can add additional magic abilities to their bonded object as if they have the required Item Creation Feats regardless of their level, and an orb is treated as though it was an amulet while a spellbook is treated as a ring (this does not allow a wizard to gain the benefit of two amulets or three rings unless they would otherwise be able to, and the book or orb may be magical in its own right, such as a *blessed book*). The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares their spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as their bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Cantrips: Wizards can prepare a number of cantrips, or 0-level spells, each day, as noted on **Table: Wizard** under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again. A wizard can prepare a cantrip from an opposition school, but it uses up two of their available slots.

Arcane Discovery: At 2nd level and every four levels thereafter, the wizard gains an arcane discovery from the following list:

ARCANE BUFFER

Benefit: Select one type of magic item (potions, wondrous items, and so on). You gain the related item creation feat (such as Craft Wondrous Item) and create

items of this type 50% faster than normal, also gaining a +6 bonus on Spellcraft checks (or other checks, as appropriate) to craft items of this type. You must meet all prerequisites of this item creation feat.

Special: You may select this discovery multiple times; its effects do not stack. Each time you select this discovery, it applies to a different type of magic item.

ARCANE FATIGUE

Benefit: Whenever a creature makes a successful saving throw against any of your spells, they take a -2 penalty on saving throws against any spells you cast for 1 minute or until they fail a saving throw against a spell you cast, whichever comes first. This penalty stacks with itself, but all instances of it end upon a creature failing a saving throw against a spell you cast.

CREATIVE DESTRUCTION

Benefit(s): When you cast an evocation spell that deals damage, you gain a number of temporary hit points equal to two times the total number of dice used to determine the damage caused by the spell. Temporary hit points gained from this discovery do not stack and disappear after 1 hour.

DEFENSIVE FEEDBACK

Benefit(s): When an abjuration spell you cast prevents damage (with damage reduction, energy resistance, or energy immunity) or if you are protected from damage by the passive ability of the abjuration school, if the attacking creature is within 30 feet of the protected creature, the foe takes 2d6 points of force damage for every 5 points of damage prevented.

DIMENSIONAL BULWARK

Benefit: Whenever a creature attempts to use a teleportation effect or summon a creature within 60 feet of you or attempts to use a teleportation effect which would place them within 60 feet of yourself, you may attempt to block the effect. Make an opposed caster level check (1d20 + caster level) as an immediate action. If the check succeeds, the spell or effect fails and is wasted; otherwise, it is unaffected.

EVOLVED SUMMONS

Benefit: Whenever you summon a creature, it gains 1 evolution point as though it was a summoner's^{APG} eidolon with the biped base form; this point must be used upon summoning it. At 6th level and every six levels thereafter, it gains an additional evolution point.

EVOLVED UNDEAD

Benefit: Whenever you create an undead creature (but not summon one), it gains 1 evolution point as though it



was a summoner's^{APG} eidolon with the biped base form; this point must be used upon creation of the undead. At 6th level and every six levels thereafter, it gains an additional evolution point.

FERAL SPEECH

Benefit: You gain the supernatural ability to speak with and understand the response of any animal or vermin as if using *speak with animals*. You can make yourself understood as far as your voice carries. This discovery does not predispose any animal addressed toward you in any way.

GOLEM CONSTRUCTOR

Prerequisite(s): Wizard 6th.

Benefit: You have learned the art and craft of creating golems. When creating a golem, you count as having the Craft Wondrous Item, Craft Magic Arms and Armor, and Craft Construct feats. You must meet all other construction requirements for the golem as normal.

IDEALIZE

Prerequisite: Wizard 6th.

Benefit(s): When a transmutation spell you cast grants an enhancement bonus to an ability score, that bonus increases by 4. At 20th level, the bonus increases by 6.

INFECTIOUS CHARM

Prerequisite: Wizard 10th.

Benefit: Anytime you target and successfully affect a single creature with a charm or compulsion spell and that creature is within 30 feet of another opponent, your spell has a chance of affecting the second creature as well. As a swift action immediately after affecting a creature with a charm or compulsion spell, you can cause the spell to carry over to the nearest creature within 30 feet. The spell behaves in all ways as though its new target were the original target of the spell.

KNOWLEDGE IS POWER

Benefit(s) Your understanding of physical forces gives you power over them. You add your Intelligence modifier on combat maneuver checks and to your CMD, as well as treating your base attack bonus as equal to your level when determining your CMD. You also add your Intelligence modifier on Strength checks to break or lift objects.

ITEM CREATION FEAT

Benefit: You gain two item creation feats of your choice. You must meet all prerequisites for these item creation feats.



MULTIMORPH

Benefit: When you cast a spell of the polymorph subschool on yourself, you may spend a move action to assume another form allowed by the spell. You can do this as often as you like. This is a supernatural ability.

OBSERVANT ILLUSIONS

Benefit: You can project your senses into any ongoing figment or shadow illusion you create. You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a swift or move action.

While you are using its senses, your body is considered blinded and deafened.

OUTSTANDING CONCENTRATION

Benefit: You add your Intelligence modifier to your concentration checks, and whenever you roll a concentration check, you can roll twice, taking the better result.



OVERCLOCKED CASTING

Prerequisite(s): Educated Metamagic class feature, Arcane School class feature.

Benefit: You can spend 1 use of your educated metamagic class feature as a free action to double your school bonus caster level bonus. If you do so, you cannot cast another spell from your specialty school until the end of your next round.

RESILIENT ILLUSIONS

Benefit: Anytime a creature tries to disbelieve one of your illusion effects, make a caster level check. Treat the illusion's save DC as its normal DC or the result of the caster level check, whichever is higher.

SPELL PIERCER

Benefit: Whenever you fail to overcome a creature's spell resistance, as a swift action you can reroll your caster level check. You must accept the new result, even if it is worse.

STAFF-LIKE WAND

Benefit: Similar to using a magic staff, you use your own Intelligence score and relevant feats to set the DC for saves against spells you cast from a wand, and you can use your caster level when activating the power of a wand if it's higher than the caster level of the wand.

UNITED SPELL FOCUS

Prerequisite(s): Opposition Breakthrough class feature.

Benefit: You gain the Spell Focus feat for both your specialty school and whichever school you selected with the opposition breakthrough class feature. If you

already possess the Spell Focus feat for either of these schools, you can replace it with another feat of your choice for which you qualify.

Intelligent Design (Ex): At 2nd level, the wizard can select 1 skill; the wizard can choose to use their Intelligence modifier in place of the ability modifier normally used for that skill.

Genius Insight (Ex): At 3rd level, once per day, a wizard can cast any one spell that they have in the spellbook and is capable of casting, even if the spell is not prepared. This spell must be one level lower than the highest spell level they can cast unless it is from their specialty school. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. At 9th level and every six levels thereafter, they can use this class feature 1 additional time per day.

Educated Metamagic (Ex): At 4th level, a wizard can select a metamagic feat from the following list, ignoring its prerequisites: Aquatic Spell^{PRG:MTT}, Benthic Spell^{PPC:EMH}, Blissful Spell^{PRG:PA}, Bouncing Spell^{PRG:APG}, Delayed Spell^{PRG:IV:LOW}, Ectoplasmic Spell^{PRG:APG}, Elemental Spell^{PRG:APG}, Enlarge Spell, Extend Spell, Focused Spell^{PRG:APG}, Intensified Spell^{PRG:APG}, Intuitive Spell^{PRG:OA}, Lingering Spell^{PRG:APG}, Piercing Spell^{PRG:UM}, Selective Spell^{PRG:APG}, Silent Spell, Still Spell.

The wizard gains that metamagic feat and can apply it to a number of spells from their specialty school without increasing the level of the spell equal to $1/4$ their Wizard level + their Intelligence modifier (minimum 1); if the wizard has the path of the prodigy class feature, they can apply these metamagic feats to their spells as they are being cast without increasing the casting time. If the wizard selects a metamagic feat from this list through other methods (such as feats gained for leveling up), they can use them with this class feature. At 8th level and every four levels thereafter, they can select an additional metamagic feat from this list.

At 12th level, the wizard adds the following metamagic feats to those available: Burning Spell^{PRG:UM}, Coaxing Spell^{PPC:DH}, Concussive Spell^{PRG:UM}, Consecrate Spell^{PPC:BoA}, Empower Spell, Persistent Spell^{PRG:APG}, Seeking Spell^{PPC:RTT}, Threnodic Spell^{PRG:UM}.

At 20th level, the wizard adds the following metamagic feats to those available: Echoing Spell^{PRG:APG}, Familiar Spell^{PPC:AA}, Maximize Spell, Widen Spell.

In addition, at 20th level, all metamagic feats which would increase a spell's level by 1 can be applied to any wizard's spell from their specialty school at will as well as not increasing the casting time of the spell.





Bonded Advancement (Su): At 5th level, as a free action, a wizard can release their bonded object and allow it to float around themselves indefinitely. Doing so still treats the bonded object as though it was being held by the wizard. In addition, the wizard reduces the concentration check needed for casting without their bonded object to $15 + \text{the spell's level}$.

Arcane Identification (Su): At 7th level, a wizard can spend a swift action to select a creature, making a Knowledge (Arcana) check with a DC equal to $15 + \text{the creature's CR}$. If this check is successful, the wizard treats the spell resistance of the creature as 2 lower than its actual SR for a number of rounds equal to their Intelligent modifier (minimum 1). At 11th level and every four levels afterward, they treat the creature's spell resistance as though it was 1 point lower, to a maximum of 5 lower at 19th level.

At 13th level, the wizard can instead increase the DC of any spell they cast against that creature by 1 until the beginning of your next turn.

At 19th level, the wizard does not have to choose between these effects, gaining both whenever they successfully identify a creature.

Opposition Breakthrough (Ex): At 9th level, a wizard had learned to push past the limitations of their opposition school. The wizard can select one (if they have more than one) of their opposition schools; this school is no longer treated as an opposition school.

Bonded Inspiration (Su): At 11th level, a wizard can spend a full round action to teleport their bonded object to their hand as long as it is on the same plane as themselves. The wizard can also use this ability to teleport to their bonded object as long as it is within 1 mile of themselves. In addition, the wizard reduces the concentration check needed for casting without their bonded object to $10 + \text{the spell's level}$. Wizards also gain the following abilities based on their bonded object:

Orb: The wizard can spend a move action to gain a 20% miss chance against all attacks until the beginning of their next turn. They can spend a swift action at the beginning of any turn after using this ability to increase its duration by 1 round.

Spellbook: The wizard can prepare two additional spells per day (path of the diligent wizards can only use this on spells 2 levels lower than the highest spell level they can cast).

Staff: The wizard can spend a move action to cause all attacks made with spells to ignore cover and concealment (but not total cover or concealment) until the beginning of their next turn. They can spend a swift action at the beginning of any turn after using this ability to increase its duration by 1 round.

Secondary Specialization (Ex): At 12th level, the wizard can select any school except for their specialty school or an opposed school; this school gains half the benefit of the wizard's caster level boost from their arcane school ability. The wizard also treats this school as their specialty school for the purpose of any class feature or ability that would involve their specialty school such as genius insight.

Bonded Union (Su): At 17th level, the wizard no longer requires a concentration check when casting spells without their bonded object in hand. Wizards also gain the following abilities based on their bonded object:

Orb: The wizard can spend a move action to gain a 50% miss chance against all attacks until the beginning of their next turn. They can spend a swift action at the beginning of any turn after using this ability to increase its duration by 1 round

Spellbook: The wizard can prepare two additional spells per day for a total 4 including the bonded inspiration class feature (path of the diligent wizards can only use this on spells 2 levels lower than the highest spell level they can cast)

Staff: The wizard can spend a move action to cause all attacks made with spells to ignore all cover and concealment until the beginning of their next turn. They can spend a swift action at the beginning of any turn after using this ability to increase its duration by 1 round

Eternal Study: At 20th level, a wizard has reached the apex of their study. Their Intelligence score permanently increases by 4 and they no longer age. A wizard no longer takes penalties to their ability scores for aging, loses any previously accrued penalties gained by aging, and cannot be magically aged.

SPELLBOOK

A wizard must study their spellbook each day to prepare their spells. They cannot prepare any spell not recorded in their spellbook, except for *read magic*, which all wizards can prepare from memory.

A wizard begins play with a spellbook containing all 0-level wizard spells (except those from their opposed schools, if any; see *Arcane Schools*) plus three 1st-level spells of their choice. The wizard also selects a number of additional 1st-level spells equal to their Intelligence modifier to add to the spellbook.

Adding Spells to a Wizard's Spellbook: Wizards can add new spells to their spellbooks through several methods. A wizard can only learn new spells that belong to the wizard spell lists (see *Magic*).

Spells Gained at a New Level: Wizards perform a certain amount of spell research between adventures. Each time a character attains a new wizard level, they



ARCHETYPES



gain two spells of their choice to add to their spellbook. The two free spells must be of spell levels they can cast.

Spells Copied from Another Spellbook or Scroll: A wizard can also add a spell to their book whenever they encounter one on a magic scroll or in another wizard's spellbook. No matter what the spell's source, the wizard must first decipher the magical writing (see *Arcane Magical Writings*). Next, they must spend 1 hour studying the spell. At the end of the hour, they must make a Spellcraft check (DC 15 + spell's level). A wizard who has specialized in a school of spells gains a +2 bonus on the Spellcraft check if the new spell is from their specialty. See *Writing a New Spell into a Spellbook* for associated costs.

ARCANE SPELLS AND ARMOR

Armor restricts the complicated gestures required while casting any spell that has a somatic component. The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

If a spell doesn't have a somatic component, an arcane spellcaster can cast it with no arcane spell failure chance while wearing armor. Such spells can also be cast even if the caster's hands are bound or they are grappling (although concentration checks still apply normally). The metamagic feat *Still Spell* allows a spellcaster to prepare or cast a spell without the somatic component at one spell level higher than normal. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.

The gargantuan drake scrambled out of the dungeon hall, crashing through an archway as it pursued the group. Stone crashed and crumbled to the ground, adding further cacophony to the beast's screams. "Alif!" cried Saeed as he readied his shield, "I hope you've got a spell prepared for this!"

"No." Alif replied coolly as she rifled through the contents of her bag of holding.

"What!?"

"Not a spell." Alif withdrew a long musket from her bag and aimed down the barrel at the drake. "Cover your ears." She pulled the trigger, causing a deafening crash to echo from the stone walls as smoke and lightning arced from the muzzle.

BLADE DANCER

Intelligence and technique are valued in the magical arts, but such virtues can be seen in the weaving of sword and sorcery by those willing to dedicate themselves to two master. Blade dancers work by seamlessly mixing deadly swings into their magical assaults, forming a beguiling core of steel and spells.

Martial Prowess: A blade dancer has a moderate base attack bonus progression as though they were a cleric. This ability alters the wizard's base attack bonus.

Singular Path: A blade dancer can only select the path of the prodigy. In addition, the blade dancer may cast one fewer spell of each level than normal. If this reduces the number to 0, they may cast spells of that level only if their *Intelligence* allows bonus spells of that level. This ability alters the path of the mage class feature.

Bonded Blade: A blade dancer can choose a melee weapon of their choice as their bonded object, treating it as though it was any of the three other options for the purpose of its benefits.

Blade Gift: Whenever a blade dancer successfully casts a spell defensively, they can make an attack as a free action. This attack is treated as an attack action for the purpose of feats. At 9th level, the blade dancer gains the *Vital Strike* feat. At 15th level, they gain the *Improved Vital Strike* feat. This ability replaces the active ability from the blade dancer's specialty school.



BONDED SAVANT

Many a wizard possesses their own unique bonded item, considering it a vital part of their magical arsenal. And yet only bonded savants go as far as to imbue their bonded objects with its own sapience. Wielders of such bizarre magic often find themselves in strange and unique company, even among their fellows.

Arcane Union: Whenever a bonded savant selects their bonded object, that object gains a spark of intelligence. While it is generally believed that this intelligence is spontaneously manifested, there are rumors that such mages draw the spirit of their fallen brethren, with these wayward souls finding their way into these bonded objects.

Intelligence: This is the intelligence score of the bonded object. It starts at 9 and increases by 1 for every two levels of the bladebound magus (at 3rd level, 5th level, and so on).

Wisdom and Charisma: As the bonded savant increases in level, so do the *Wisdom* and *Charisma* of the bonded object. These abilities start at 6 and increase by 1 for every two levels of magus.

Ego: A bonded object starts with an ego of 5, and that ego increases as the blade becomes more powerful, as per Table: Bonded Savant Bonded Object Progression below. In cases where a wielder and the bonded object come into conflict, like any intelligent item, a bonded object can attempt to exert its dominance (see *Intelligent Items*). Due to its flexible and powerful nature, a bonded object has a nonstandard ego progression.

Languages and Skills: A bonded object starts with Common as a language. As the bonded object increases in *Intelligence*, it manifests knowledge of languages and arcane lore. Upon reaching an *Intelligence* of 12, it gains a bonus language of the GM's choice, and gains 1 rank in *Knowledge* (arcana). Each time the sword gains a bonus to *Intelligence*, it gains another language and another rank in *Knowledge* (arcana).

Senses: A bonded object is aware of everything around it like a creature that can see and hear. It can be *blinded* and *deafened* as if it were a creature. It uses the *saving throws* of its magus, even if the magus is not currently wielding the bonded object.

This ability alters the bonded object class feature.

Contingent Casting (Ex) At 9th level, if the bonded specialist is unable to take a standard action (such as through being stunned, paralyzed, or other such conditions) but is still conscious, their bonded object can cast a spell on their turn as long as that spell has a casting time of 1 standard action or less. This ability replaces the opposition breakthrough class feature.

TABLE 2-1:

BONDED SAVANT BONDED OBJECT PROGRESSION

Bonded Savant Class Level	Int	Wis/Cha	Ego
1st-2nd	10	6	4
3rd-4th	11	7	5
5th-6th	12	8	7
7th-8th	13	9	8
9th-10th	14	10	9
11th-12th	15	11	11
13th-14th	16	12	12
15th-16th	17	13	13
17th-18th	18	14	15
19th-20th	19	15	16

DRAKE MAVERICK

In their search for power, some wizards learn that they cannot travel this road alone, seeking to partner with more arcane creatures. These mages often find drakes willing companions for their adventures, the two forming a pairing which benefits both with a wealth of arcane knowledge to satiate their yearnings.

Draconic Bond: At 1st level, the drake maverick develops a magic bond with a drake, empowering the both of them through the sharing and amplification of magic. The drake maverick gains a *legendary drake companion*. The drake companion's mind is influenced by their magical bond with the drake maverick, increasing their base *Intelligence* score to 11. At 3rd level, and every 2 levels thereafter, their base *Intelligence* increases by 1 point. This replaces the wizard's bonded object class feature.

Amplifying Bond: The drake maverick only gains their bonus to caster level from their arcane school while they are within close range (25 feet + 5 feet per two wizard levels) of their drake companion. In addition, while the drake maverick and their companion are within range of each other, the drake companion gains the passive benefits of the drake maverick's arcane school, and may use the arcane school's active ability. This modifies the wizard's arcane school class feature.

Draconic Magic: At 5th level the bond of magic that connects the drake maverick and their companion together grows in power, allowing them to share their power across it. While the legendary drake and the drake maverick are within Close range of each other, the legendary drake can cast drake maverick's spells. The drake companion may only cast cantrips in any round where the drake maverick



casts a spell of 1st level or higher, and vice versa. When the drake companion casts one of the drake mavericks spells, it uses the drake's statistics and the drake maverick's caster level when determining its effects, and expends the drake mavericks prepared spells (or spell slots, for a path of the prodigy wizard). The drake maverick can always choose to revoke the drake's ability to cast their spells, if they wish to.

At 11th level, the drake companion can cast a spell of 2nd level or lower in the same round the drake maverick casts a spell of 4th level or higher, and vice versa.

At 17th level, the drake companion can cast a spell of 3rd level or lower in the same round the drake maverick casts a spell of 6th level or higher, and vice versa.

This replaces the wizard's bonded advancement, bonded inspiration, and bonded union class features.

Drake Maverick Arcane Discoveries: The following new arcane discoveries are available to the drake maverick in addition to their normal selection of arcane discoveries.



DRACONIC POWER

Benefit: You gain one of the following legendary drake powers of your choice, using your class level as your effective charge's level: *aqualung*, *breath weapon*, *blindsight*, *breath master*, *dragon senses*, *energy resistance*, *iron scales*, *scent*, or *tremorsense*.

FAMILIAR WIZARD

To most wizards, a bonded object is enough for them. But for some, they require a partnership that goes beyond what a bonded object can offer. These familiar wizards seek to learn and grow along with their ally, the pair working together to further each other's understanding, serving as both friends and allies to one another.

Familiar: At 1st level, familiar wizards form a powerful bond with a creature called a familiar. A familiar is an animal chosen by a spellcaster to aid them in their study of magic. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but is now a magical beast for the purpose of effects that depend on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar grants special abilities to its master, as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

If a familiar is dismissed, lost, or dies, it can be replaced 1 week later through a specialized ritual that costs 200 gp per wizard level. The ritual takes 8 hours to complete. A list of familiars can be found [here](#).

This replaces the wizard's bonded object class feature.

Familiar Telepathy (Su): At 5th level, a familiar wizard can converse with their familiar telepathically from any range as long as they are on the same plane. In addition, the familiar wizard can spend 1 day in concentration, allowing them to select a number of creatures equal to their Intelligence modifier (minimum 1); the selected creatures can also converse with the familiar as though they were the wizard, which would allow the familiar wizard to relay messages using their familiar. A familiar wizard can spend 1 hour to break any connection it has to other creatures.

This replaces the wizard's bonded advancement class feature.

Familiar Teleportation (Sp): At 11th level, as a full round action, a familiar wizard can teleport to the location of their familiar as long as it is within 1 mile of their current



location. Alternatively, they can instead choose to teleport their familiar to their current location with this class feature. This replaces the wizard's bonded inspiration class feature.

Familiar Spellsource (Su): At 17th level, a familiar wizard can see through their familiar's eyes as well as use their familiar as the point of origin for any spell they cast as long as it is within 1 mile of their current location. The familiar wizard must expend any material components needed when casting in this fashion, but their familiar is not required to provide any somatic, verbal, or material components for the spell. This replaces the wizard's bonded union class feature.

GENIUS SCHOLAR

Even with all of the unique facets of power that arcane magic provides, there are those who search for even more esoteric means of powers. Through study of things beyond, genius scholars have tapped into an alternative source of magic, wielding it as expertly as their similar brethren of the arcane.

Casting: A genius scholar may combine spheres and talents to create magical effects. A genius scholar is considered a High-Caster and uses Intelligence as their casting ability modifier. (Note: all casters may select a casting tradition the first time they gain the casting class feature. This replaces the wizard's cantrips and path of the mage class features.

Spell Pool: A genius scholar has a reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their level + their casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A genius scholar gains their choice of a combat or magic talent at each class level. A genius scholar uses their casting ability modifier as their practitioner modifier.

Sphere Specialization: At 1st level, the genius scholar gains specialization in a sphere of their choice. These specializations can be selected from the [combat sphere specializations](#) available to the conscript, or from the [magic sphere specializations](#) available to the incanter. The genius scholar treats their conscript or incanter levels for the purpose of their specialization as equal to their genius scholar level. This replaces the wizard's arcane school class feature.

Genius' Flexibility: At 3rd level, the genius scholar can utilize their genius in a surge of sudden insight into their combat and magic spheres, temporarily gaining abilities they don't normally possess. Once per day, as a free action, the genius scholar can grant themselves the benefits of one combat talent or magic talent they don't possess. This effect lasts for 1 minute. The genius

scholar must possess the talent's base sphere and meet any prerequisites for the talent, if it has prerequisites.

At 9th level, and again at 15th level, the genius scholar can use this ability an additional time each day. Multiple uses of this ability do not stack. If the genius scholar uses this ability again before the previous use's duration has expired, it replaces the previous use.

This replaces the wizard's genius insight class feature.

Educated Metamagic: Instead of this ability's normal effects that allow the wizard to spontaneously apply metamagic to their spells, the genius scholar can use this ability to spontaneously apply metamagic to their magic sphere effects. The genius scholar can apply metamagic feats gained from this ability to their magic sphere effects a number of times per day equal to $1/4$ their wizard level + their intelligence modifier without an increase in the spell point cost of the sphere effect. If they apply the metamagic feat to a magic sphere that they specialize in, they also don't increase its casting time. This modifies the wizard's educated metamagic class feature.

Second Specialization: At 9th level, the genius scholar gains a second sphere specialization as their choice. For the purposes of determining the effects of this second specialization, they treat their conscript or incanter level as their genius scholar level -8. This replaces the wizard's opposition breakthrough and secondary specialization class features.

Bonded Spellbook: If the genius scholar selected the spellbook as their bonded object, they gain an additional use of their genius' flexibility ability each day at 11th level instead of the ability to prepare more spells. They gain an additional use of that ability at 17th level as well.

This modifies the wizard's bonded inspiration and bonded union class features, but does not count as doing so for the purposes of archetype compatibility.

Genius Scholar Arcane Discoveries: The following new arcane discoveries are available to the genius scholar in addition to their normal selection of arcane discoveries.

EXTRA SPHERES

Benefit: You gain a bonus combat or magic sphere talent of your choice.

Special: You may select this discovery multiple times; its effects stack.

SURGE OF GENIUS

Prerequisite: Wizard 3rd.

Benefit: You gain an additional use of your genius' flexibility ability each day.

Special: You may select this discovery multiple times; its effects stack.



GUNPOWDER MAGE

One would think that the excitement of arcane magic would be enough for some, but others are drawn to the siren song of more explosive armaments. Gunpowder mages are at home among the sights and sounds of combat, wielding unique weaponry in an attempt to immerse themselves in the song of strife.

Gunpowder Magic: The gunpowder mage has learned to combine the explosive force of gunpowder with their magics, allowing them to use firearms to amplify the potency of their spells. The gunpowder mage gains Exotic Weapon Proficiency (firearms) as a bonus feat. The gunpowder mage infuses any firearm they wield with their arcane powers, treating them as arcane guns. Arcane guns can be used to both fire projectiles and cast magic. While wielding an arcane gun, the gunpowder mage can perform the somatic components of their spells using their firearm, rather than requiring a free hand.

The gunpowder mage can cast any ranged touch attack, cone, line, or ray wizard spells through their arcane gun. When they cast through the arcane gun, the gun's enhancement bonus (if any) is added as a bonus to the caster level of the spell, as a bonus to the spell's attack rolls, and to the spell's saving throw DCs. Spells fired through the arcane gun that require an attack roll have a $\times 3$ critical hit multiplier. When the gunpowder mage uses their gun to cast a spell, the gun must be loaded with gunpowder, which requires reloading the gun as normal.

Using the unpredictable nature of gunpowder to enhance spells in this way has its inherent risks. If any of the spells' attack rolls result in a natural 1 (a misfire), or a natural 20 is rolled on any saving throw made against the spell by a target (an overload), the arcane

gun gains the broken condition. If the arcane gun already has the broken condition, the gun explodes. When a gun explodes, it lets loose a blast of force, or if the spell has the acid, cold, electricity, or sonic descriptor, it deals that type of energy damage instead. In the case of spells with multiple descriptors, roll randomly among the descriptors to determine the type of damage dealt by the blast. The blast is centered on a single intersection within the spellslinger's space (spellslinger's choice) and deals 1d6 points of the appropriate energy damage or force damage per level of the spell cast. Any creature within the blast other than the spellslinger can make a Reflex saving throw to halve the damage. The Reflex save DC is calculated using the spell level of the spell being sacrificed.

This replaces the wizard's arcane bond class feature.

Diminished Arcane School: The gunpowder mage does not gain an increase to their caster level with spells from their arcane school.

This modifies the wizard's arcane school class feature and replaces the secondary specialization class feature.

Gunsmith: The gunpowder mage gains the [Gunsmithing](#)^{UC} feat and a battered gun that is identical to the firearm a [gunslinger](#)^{UC} gains at first level. Like a gunslinger, a spellslinger can use the Gunsmithing feat to restore their battered gun. This replaces the wizard's scribe scroll class feature.

GUNPOWDER MAGE AND GUNS EVERYWHERE

If your game is using the Guns Everywhere rules, adjust the gunpowder mage archetype in the following ways:

Gunpowder Magic: The gunpowder mage gains the [Gunsmithing](#) feat and a battered firearm instead of gaining the [Exotic Weapon Proficiency](#) (firearms) feat.

Gunsmith: The gunpowder mage no longer gains this ability, and no longer replaces the scribe scroll class feature.

Gunpowder Infusion: At 5th level, the gunpowder mage has learned to transfer spell energy directly into their arcane gun, infusing its gunpowder with arcane power. As a [swift action](#), the gunpowder mage can sacrifice a prepared spell (or a spell slot, for a path of the prodigy wizard) and transform its energy into a weapon bonus equal to the spell level of the sacrificed spell (or slot) to a single barrel of one of their arcane guns. With that weapon bonus the spellslinger can apply any of the



following to their arcane bond: *enhancement bonuses* (up to +5) and *dancing, defending, distance, flaming, flaming burst, frost, ghost touch, icy burst, merciful, seeking, shock, shocking burst, spell storing, thundering, vicious, and wounding*. An arcane gun gains no benefit from having two of the same weapon special abilities on the same barrel. The effect of this ability lasts for a number of minutes equal to the level of the spell sacrificed, or until this ability is used again to assign the infused barrel different enhancements. These bonuses stack with any existing *enhancement bonuses* and abilities of the firearm, stacking to a maximum *enhancement bonus* of +5. This replaces the wizard's bonded advancement class feature.

Arcane Gunpowder: At 11th level, the gunpowder mage has learned techniques to refine their gunpowder with magic. The misfire chance of their arcane guns are reduced by 1 (to a minimum of 0). At 17th level, spells they cast through their arcane gun can no longer misfire or overload. This replaces the wizard's bonded inspiration and bonded union class features.

Gunpowder Mage Arcane Discoveries: The following new arcane discoveries are available to the gunpowder mage in addition to their normal selection of arcane discoveries.

ARCANE AMMUNITION (SU)

Benefit: You can utilize your magic to keep your arcane guns continuously loaded with conjured ammunition. This ability functions as the *reloading*

hands spell as a continuous effect. If a firearm loaded with this conjured ammunition leaves your hands, the ammunition immediately disappears. If you wield more than one arcane gun, each arcane gun is affected by this ability.

ARCANE CLEAR (SU)

Benefit: You can use your arcane power to quickly clear a misfire from your arcane gun. As a standard action that provokes attacks of opportunity, you can remove the *broken* condition from a single firearm you are currently wielding, as long as that condition was gained by a firearm misfire, or a misfire or overload caused by casting a spell through your arcane gun. In addition, as a move action you can sacrifice a prepared spell of 1st level or higher (or a spell slot of 1st level or higher, for a path of the prodigy wizard) to clear the *broken* condition (as above) and to prevent your arcane gun from misfiring or overloaded for a number of rounds equal to the level of the sacrificed spell.

MASTER OF UNDEATH

Most consider death to be an end, a finality granted by nature to usher on a new age. And yet for a master of undeath, it is not an end, but a new beginning. Focusing on making the vale between life and death that much thinner, these lords of the dead focus on the goal of bringing that which once was back from the brink.





School of Necromancy: The master of undeath must select necromancy as their arcane school at 1st level. They gain the following ability in place of the normal active ability granted by the necromancy school:

Spontaneous Reanimation: As a standard action the master of undeath can infuse a corpse within 100 feet of them with necromantic energies, causing it to spontaneously animate, rise to its feet, and make a single attack against a creature of the master of undeath's choice. After the attack is made, the creature collapses into a lifeless corpse. The creature uses the statistics it possessed in life when making the attack, save that it also counts as an undead created by the master of undeath for the purposes of any effects that grant an undead creature bonuses or penalties.

This modifies the wizard's arcane school ability.

Bond with Undeath: The master of undeath has formed a magical bond with the powers of undeath itself, allowing them to use their powers to spontaneously raise corpses into unlife. The master of undeath can sacrifice one of their prepared spells (or a spell slot, for a path of the mage wizard) to create undead minions under their control. The wizard can choose to sacrifice a spell of a higher level than the reanimation spell they choose to cast, increasing the effective spell level of the reanimation spell to the level of the sacrificed spell, as the *Heightened Spell* metamagic feat.

At 1st level, the wizard can sacrifice a 1st level spell to spontaneously cast *lesser animate dead*. If they cast this using a 1st level spell slot, the duration of the undead created is 1 hour per caster level, rather than instantaneous.

At 3rd level the wizard can sacrifice a 2nd level spell to spontaneously cast *lesser animate dead*.

At 5th level, the wizard can sacrifice a 3rd level spell to spontaneously cast *animate dead* without requiring the spell's normal material components.

At 11th level, the wizard can sacrifice a 6th level spell to spontaneously cast *create undead* without requiring the spell's normal material components.

At 15th level, the wizard can sacrifice an 8th level spell to spontaneously cast *create greater undead* without requiring the spell's normal material components.

This replaces the wizard's arcane bond and scribe scroll class features.

Vigor of Undeath: At 5th level, any undead creatures the master of undeath create gain a +2 Enhancement bonus to their Strength and Dexterity

scores. This bonus increases to +4 at 11th level, and +6 at 17th level. This replaces the wizard's bonded advancement class feature.

Lord Over Undeath: At 11th level, the master of undeath can bind intelligent undead they create to their will. Whenever the master of undeath creates an undead creature with the *create undead* or *create greater undead* spells, they can choose to have the resulting undead creature created under their control. If they choose to do so, this undead counts against the number of Hit Dice of undead they can control using the *animate dead* spell. Undead created by *create undead* count as twice their Hit Dice, undead created by *create greater undead* count as three times their Hit Dice, and undead created with class levels (such as Skeletal Champions) count as four-times their Hit Dice for this purpose. This replaces the wizard's bonded inspiration class feature.

Undeath's Union: At 17th level, the master of undeath infuses themselves with their own necrotic energies, allowing themselves to gain the benefits of their vigor of undeath ability as if they were an undead creature they created. This replaces the wizard's bonded union class feature.

MASTER SPECIALIST

Specialty is nothing new to a wizard, focusing on a single school to the exclusion of others. But for a master specialist, other mages are simply dabblers in the art form of their specialization. These dedicated individuals push past normal specialization, making an art of their field of study in a way of which others can only dream.

Supreme School: At 1st level, a master specialist must choose to specialize in one school of magic, gaining additional spells and powers based on that school. This choice must be made at 1st level, and once made, it cannot be changed.

The wizard gains prohibited schools based on their choice of specialization, with certain schools having more opposed schools than others (see table 1-4). In addition, the wizard must select an additional prohibited school.

These restrictions are more significant than those most wizards follow, and are known as prohibited schools. A master specialist can never prepare a spell that is in one of their prohibited schools—they treat these spells as if they were not on the wizard spell list. If using a spell trigger or spell completion item to cast a spell from one of their prohibited schools, they must use the Use Magic Device skill to do so.



In addition, a master specialist is treated as though they were five levels higher for the purpose of determining the effects of their school powers.

This ability alters the school focus class feature.

Specialized Metamagic: The master specialist can use the educated metamagic class feature a number of times equal to $1/2$ their Wizard level + their Intelligence modifier (minimum 1). This ability alters the educated metamagic class feature.

PACT WIZARD

The route to arcane power is a long and arduous one, often fraught with perils unimaginable. In that way, does that not make the pact wizard smarter than all others, circumventing some of that risk with the help of a patron? The risks are far outweighed by what is gained, and who better to study under than such a powerful patron.

Pact (Ex): The pact wizard enters into a bargain with an otherworldly being to increase their magical powers. At 1st level, they selects a patron belonging to one specific subtype of [outsider](#) for which there exists an improved familiar option (such as [devil](#) or [azata](#)). The pact wizard can select a subtype of outsider even with a diametrically opposed alignment; in this case, the patron being offers the pact in an attempt to tempt or redeem the pact wizard. A pact wizard whose alignment shifts away from the chosen outsider subtype, who grossly abuses their familiar or any outsider of the chosen subtype, or who commits egregious acts against the alignment of the patron loses all the benefits of this archetype (but keeps the additional opposition school) until they receive an *atonement*.

Aura: The pact wizard has an aura corresponding to the alignment of their chosen outsider as a cleric of their wizard level.

Pact Focus: At 1st level, a pact wizard must choose an additional school of magic to gain as an opposition school. This modifies the wizard's arcane school class feature.

Pact Familiar: At 1st level, the pact wizard gains a [familiar](#), as the familiar wizard archetype. The familiar's loyalty lies with the pact wizard's patron, and it reports back to the patron on the wizard's activities. This replaces the wizard's arcane bond class feature.

Pact Spells: At 1st level, the pact wizard gains a [patron](#) as the witch class feature. This patron represents the magical potential granted by the otherworldly being the wizard formed a pact with, and the chosen patron should align with the abilities and ideals of the outsider.



These spells are stored in the pact wizard's familiar, but can otherwise be prepared normally as if they were recorded in their spellbook.

In addition, the pact wizard can expend any prepared spell (or a spell slot, for path of the prodigy wizard) in order to spontaneously cast one of their patron's spells of the same level or lower.

This ability replaces the wizard's scribe scroll class feature.

Great Power at a Cost: As the pact wizard improves their abilities, their pact begins to affect their physical body.

At 5th level, the pact wizard chooses one [oracle curse](#)^{APC}, using $1/2$ their character level as their effective oracle level when determining the effects of the curse. If the oracle curse would add spells to the oracle's list of spells known, the pact wizard instead adds those spells to their familiar, as the pact spells feature.

At 11th level, the pact wizard can invoke their patron's power to roll twice and take the better result when attempting any caster level check, concentration check, initiative check, or saving throw. They can activate this ability as a free action before attempting the check, even if it isn't their turn. They can use this ability a number of times per day equal to $3 + 1/2$ their Intelligence modifier. At 17th level, when the pact wizard invokes their patron's power to roll twice on a check, they add their Intelligence bonus to the result as an insight bonus. When they apply metamagic feats to any spells they learned via their patron or curse, they treat that



spell's final effective level as 1 lower (to a minimum level equal to the spell's original level).

This replaces the wizard's bonded advancement, bonded inspiration, and bonded union class features.

True Form: At 7th level, the pact wizard's familiar reveals its true form, automatically transforming into an outsider [improved familiar](#) of the chosen type.

UNIVERSALIST

To study magic in its entire breadth and scope is an impossible task to most, choosing to specialize to give themselves the chance to understand as much as possible. And yet to a universalist, such a choice is seen as weakness. Mages most dedicated, universalist know that to study magic without the full scope of what is possible is a fool's errand.

Unschooled: A universalist does not select a school in which to specialize, and gains no increase to their caster level. However, they can select a single passive ability from any school, gaining it as if they had specialized in that school. In addition, a universalist can use their educated metamagic class feature with any spell rather than requiring the spell to be from a specialty school. All spells are treated as though they were the universalist's specialty school for the purpose of their genius insight class feature. This ability alters the arcane school and educated metamagic class features.

Metamagic Enhancement (Ex): Whenever the universalist applies a metamagic feat to a spell, that spell's DC and caster level are increased by 1. This ability replaces the opposition breakthrough class feature.

Universal Talent (Ex): At 12th level, the universalist increases the caster level of the first spell they cast each round by 1. This ability replaces the secondary specialization class feature.



MAGIC ITEMS



"You'd be shocked how fast those wizards go through things like this, always coming back for more, requesting better reagents. Funny thing is, only about 10% are smart enough to know which are actually worth buying."

—Kalen Telos, owner of the Gunpowder Scorpion

ALL-NIGHTER READING GLASSES PRICE 4,000 GP

Slot eyes; **CL** 3rd; **Weight** —

Aura faint transmutation

This pair of brass-framed reading glasses sit comfortably on the face, and seemingly make reading effortless. These glasses, a favorite of arcane researchers from a myriad of academies and universities, grant the user an extra reserve of mental fortitude when they are exhausted.

When worn as a magic item, the glasses grant the wearer low-light vision and immunity to magical *sleep* effects. Furthermore, when the user has exhausted all of their highest level spells per day, they grant a +2 enhancement bonus to the DC and caster level of their spells cast, and a +3 enhancement bonus on saving throws against mind-affecting effects.

CONSTRUCTION REQUIREMENTS COST 2,000 GP

Craft Wondrous Item, *keen senses*^{PRG:APG}

ARCANIST'S ENCYCLOPEDIA PRICE 9,000 GP

Slot ring; **CL** 11th; **Weight** 3 lbs.

Aura moderate divination

This thick leather bound tome shows signs of wear even when brand new, pages seemingly dog-eared in advance, and in spite of its heft, the pages seem to flip so easily that one might think that they turn on their own. By speaking a command word, this 250-page spellbook can be changed into an encyclopedia which contains a library's worth of information on magical traditions. When holding the encyclopedia, you receive a +10 enhancement bonus on Spellcraft checks made to identify spells or magic items as long as it is active. The reader may also search the encyclopedia for knowledge to increase this bonus to +20, but doing so requires an hour of research.

Furthermore, three times per day, the encyclopedia may be used either to cast *analyze dweomer* as a spell-like ability, or take 20 on a Spellcraft check to identify a spell as it is being cast.

CONSTRUCTION REQUIREMENTS COST 4,500 GP

Craft Wondrous Item, *analyze dweomer, memorize page*^{PRG:ACG}



BRANCH OF SHADOWS PRICE 85,800 GP

Slot none; **CL** 11th; **Weight** 6 lbs

Aura moderate illusion

This hefty, gnarled staff is made from naturally black wood and set with golden rings near the tip. It allows the use of the following spells:

Umbral weapon^{PPC:MTT} (1 charge)

Shadow conjuration (1 charge)

Shadow evocation (2 charges)

Shadow transmutation^{PPC:BoS} (3 charges)

Baleful shadow transmutation^{PPC:BoS} (3 charges)

CONSTRUCTION REQUIREMENTS COST 42,900 GP

Craft Staff, *umbral weapon*^{PPC:MTT}, *shadow conjuration*, *shadow evocation*, *shadow transmutation*^{PPC:BoS}, *baleful shadow transmutation*^{PPC:BoS}

CLOAK OF ENERGY ABSORPTION PRICE 22,000 GP

Slot shoulders; **CL** 10th; **Weight** 2 lbs.

Aura moderate abjuration

This clean white cloak is made of a sturdy, light fabric that repels dust and water. When the wearer casts a spell with the acid, cold, electricity, or fire descriptors, it harnesses a portion of the spell's energy, granting protection against it.

Each time you cast a spell of one of the aforementioned descriptors, the cloak changes color (green for acid, blue for cold, yellow for electricity, and red for fire,) and stores one charge per spell level. The cloak can store up to 10 charges for a duration of 10 minutes, with the duration resetting each time the cloak absorbs a charge. Each charge stored in the cloak absorbs 5 points of energy damage that matches the stored type. If the user casts a spell of a differing energy type while a charge is stored, all of the stored charges are lost, and the new number and type of charges are absorbed in their place.

As an example, if you cast *fireball*, the cloak turns red and gains 3 charges of fire absorption. Then, if you cast *shocking grasp*, the cloak loses those three charges, turns yellow, and gains 1 charge of lightning absorption.

CONSTRUCTION REQUIREMENTS COST 11,000 GP

Craft Wondrous Item, *protection from energy*

GLOVES OF THE BATTLEMAGE PRICE 5,000 GP

Slot hands; **CL** 5th; **Weight** 1 lb.

Aura faint transmutation

These hardened leather gloves protect the hands from stray blows, yet allow the fingers to remain fully flexible. Whenever the wearer of the *gloves of the battlemage* casts a spell with a range of touch, they may move up to 10 feet

as part of the touch attack made to cast the spell. This movement provokes attacks of opportunity as normal.

CONSTRUCTION REQUIREMENTS COST 2,500 GP

Craft Wondrous Item, *expeditious retreat*

HEADMASTER'S MONOCLE PRICE 12,000 GP

Slot eyes; **CL** 11th; **Weight** –

Aura moderate enchantment

This monocle with a golden chain grants the wearer an unmistakable air of authority and intelligence. The monocle confers a +2 enhancement bonus on Sense Motive checks and Diplomacy checks. The monocle may also be used to either motivate one's ally, or browbeat an opponent. As a move action, the wearer may perform one of the two following abilities.

Motivate: By making carefully considered and eloquent speech, the wearer of the headmaster's monocle may grant a single ally a +2 competence bonus on weapon attack rolls for a number of rounds equal to your intelligence modifier. As a free action, the recipient of this bonus may add an additional 2d6 precision damage to a single weapon damage roll they make during the duration of this effect. Doing so ends the effect immediately.

Browbeat: By sharply and sternly lecturing an enemy, the wearer of the headmaster's monocle may force a single target creature to make a will saving throw with a DC of 10 + your intelligence modifier. Should the target fail this save, they become shaken for a number of rounds equal to your intelligence modifier. As a swift action, you can snap at a creature that has already become shaken by this ability to force them to cower for one round, doing so causes the effect to end after the round the target spends cowering.

Both of these modes are mind-affecting, language-dependent effects, including the ability to force the target of a browbeating to cower. Either of these abilities can be used once every 5 rounds, but only one at a time on a single target. If an ally is benefitting from your motivation, you cannot browbeat an enemy, and vice versa.

CONSTRUCTION REQUIREMENTS COST 6,000 GP

Craft Wondrous Item, *grand destiny*^{PPC:ArAn}, *debilitating speech*^{PPC:DD}

ORB OF REMOTE CASTING PRICE 8,000 GP

Slot neck; **CL** 5th; **Weight** 1 lb.

Aura faint transmutation

This orb made of lavender crystal glows faintly, and gently hovers in place when left alone. When you speak the command word, the orb sheds additional light, and may be thrown up to 20 feet in a given direction, landing in one of the surrounding squares using the same rules as



a thrown splash weapon. When the orb is thrown in this manner, it hovers in place for 3 rounds. During this time, the owner may cast spells using the orb as the point of origin instead of the caster, including touch spells and rays, which are cast with a -2 penalty on the attack roll. Furthermore, if the owner is a wizard who has designated the orb as their bonded object, the orb is considered to be in their possession during this time for the purpose of feats and class features relating to bonded objects. Spells cast in this fashion have their casting time increased by one step unless they use the quickened spell metamagic feat. At the end of the 3 rounds, the orb stops glowing entirely and floats back to the owner's possession. It regains the glow after spending 10 continuous minutes in its owner's possession, at which point it may be activated again.

CONSTRUCTION REQUIREMENTS COST 4,000 GP

Craft Wondrous Item, *eldritch conduit*^{PRG:ISM}

SHOES OF THE MIRAGE PRICE 8,000 GP

Slot feet; CL 10th; **Weight** 1 lb.

Aura moderate illusion

These soft, comfortable shoes shimmer curiously when held up to a source of light. When wearing these shoes, the wearer can tap their toes against the ground to activate the effects of the spell *blurred movement*^{PRG:ACG} for up to 10 minutes a day in one minute increments.

CONSTRUCTION REQUIREMENTS COST 4,000 GP

Craft Wondrous Item, *blurred movement*

STAFF OF GALES PRICE 25,600 GP

Slot none; CL 8th; **Weight** 5 lbs.

Aura moderate evocation

This +1/+1 *quarterstaff* is made of sun-bleached wood, smoothed to a soft finish as if by being exposed to many a year of wind-blown sand. In addition to being usable as a *quarterstaff*, the wielder may swing the staff to produce a brief, but forceful gust of wind as a ranged attack action. Feats and abilities which benefit attacks made with staves also benefit attacks made using the gales. **Gale: Range:** 10 ft. **Damage:** 1d6 nonlethal bludgeoning **Critical:** x2

Furthermore, the staff allows use of the following spells:

Gust of wind (1 charge)

Wind wall (2 charges)

CONSTRUCTION REQUIREMENTS COST 12,800 GP

Craft Staff, *gust of wind*, *gusting sphere*^{PRG:ARG}, *wind wall*

THEORYCRAFT GRIMOIRE PRICE 10,000 GP

Slot none; CL 7th; **Weight** 2 lbs.

Aura faint transmutation

This grimoire, bound in dark blue leather, feels slightly electric to the touch, and words and diagrams on its pages shift slightly. A wizard who has made this Spellbook their bonded item may use it to alter the properties of up to three spells which they have prepared from it. When the wizard the Theorycraft Grimoire is bound to prepares a spell, they can change it in one of three ways:

Alter area of effect: If the spell prepared is a line, cone, or circular spread that emanates from the caster, you may alter the shape of the spell to another one of those shapes. This alters the radius or distance of the spell depending on the shape chosen. The length of a line spell is three times as long as the radius of the conical version of that spell, and the cone's radius is twice as long as the radius of its spread version. To use an example, the spell *lightning bolt* emanates in an 120 ft. line, and thus makes a 40 ft cone, or 20 ft spread instead.

Alter affected creature type: For spells which target a specific creature type, you may alter it to target one of the following creature types: aberration, animal, fey, humanoid, magical beast, monstrous humanoid, and vermin. For example, the wizard could alter the spell *hold person* to become *hold aberration*, thus targeting aberrations instead of humanoids. Much like the original version of this spell, these may only affect the designated creature type, not both the new type and the original target type. Altering a spell in this way does not bypass any immunities a creature may have to such spells because of its creature types or subtypes. This feature cannot be used to alter any variation of the spell *planar binding*.

Alter elemental properties: A spell which deals or prevents fire, cold, electricity, or acid damage may be changed to deal or prevent the damage of a different one of these energy types. When altering the type of damage dealt, you may choose whether the spell has half of the damage dealt changed, or all of it. If there are multiple types of energy in the spell being altered, you must pick only one to alter. If the effect of a spell allows you to deal damage of a specific type as well as preventing damage of the same type, both effects must still share an energy type. This effect changes the descriptors of the spell to include the new energy type.

Spells altered in this way must have the type of alteration chosen when the spell is prepared, as well as the effect of that alteration. Each altered spell may only be altered in one way, but each type of alteration may be chosen more than once.

CONSTRUCTION REQUIREMENTS COST 5,000 GP

Craft Wondrous Item, *adjustable polymorph*^{PRG:APG}



SAMPLE LEGENDARY WIZARD: ALIF THE STOIC

"I may not know where I came from, but does that make me so very different from anyone else? No person is born into this world with a purpose or a cause, we must all determine such things for ourselves."

— Alif the Stoic

ALIF THE STOIC

CR 7

XP 3,200

Female dhampir^{PRG:ARG} wizard 8

NG Medium humanoid (dhampir)

Init +3; Senses darkvision 60 ft.; Perception +16

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 deflection)

hp 30 (8d6)

Fort +2, Ref +5, Will +9

Defensive abilities undead resistance, negative energy affinity, resist level drain

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4-1)

Ranged mwk dagger +7 (1d4-1)

Spell-like abilities (CL 8th) detect undead (3/day)

TACTICS

Before Combat: When given a chance to prepare for combat, Alif casts enhancement spells such as *haste*, *enlarge person* and/or *reduce person*, on herself and her allies, along with any relevant abjuration or enchantment spells which might grant an edge in combat.

During Combat: Alif's primary role in combat is providing support to her allies by enhancing their abilities, debilitating their enemies, or manipulating the battlefield with spells like *stone shape*. If she needs to directly deal damage, she will do so primarily with the spells *telekinetic volley*^{PPC:RTT} and *earth tremor*^{PRG:UW}.

Morale: Alif prefers to move with the group wherever possible, supporting them whether they flee or stand and fight. However, she will advise a retreat if she determines that continuing conflict is not worth the casualties. Conversely, she will refuse to flee if it means leaving an

ally or an innocent behind, and delay any such retreat until those people have been rescued.

STATISTICS

Str 8, Dex 16, Con 10, Int 16, Wis 13, Cha 12

Base Atk: +4 CMB: +3 CMD: 16

Feats: Brew Potion, Dodge, Extend Spell, Greater Spell Focus: Transmutation, Iron Will, Piercing Spell, Scribe Scroll, Spell Focus: Transmutation

Skills: Fly +16, Knowledge (Arcana) +16, Knowledge (Religion) +16, Perception +16, Spellcraft +16

Languages: Common, Celestial, Draconic





SQ: Path of the Prodigy, Arcane School (Transmutation), Bonded Object: Spellbook, Intelligent Design (Perception), Arcane Buffer (Potions), Idealize, Educated Metamagic (Extend), Educated Metamagic (Piercing), Arcane Identification (Spell Resistance), Genius Insight (2/day), Bonded Advancement, Opposition Breakthrough (Necromancy)

Combat Gear: oil of greater magic weapon, potion of inflict moderate wounds (2) **Other Gear:** cloak of resistance +1, ring of protection +1, lesser talisman (arrow protection)^{PRG:OA}, deathwatch eyes^{PRG:UE}, masterwork arrows (50), masterwork dagger, 448 gp

STORY

The circumstances of Alif's birth are unknown to her, as well as all who know her. When a group of adventurers uncovered the hidden laboratory of an ancient necromancer named Kheshet, they found a young woman asleep within a plain limestone casket. The young Dhampir awoke with no memories and a gold tattoo on her shoulder simply identifying her as "Alif." The documents in the laboratory offered no explanation for her existence, whether she was an experiment created by Kheshet, a member of her family, or perhaps the necromancer herself. For whatever the reason, Alif was simply there, locked away along with the wizard's many works.

Taking pity on her, Zuri, the junior member of the band, took Alif in, hoping that perhaps she would one day remember something. Years passed, and Alif remembered nothing, but learned much. Quiet and at times reclusive, the girl found studying arcane magic to be her favorite pastime. Most especially when she could apply it to helping Zuri and her companions as repayment for their kindness. Though not especially expressive, Alif developed a genuine affection for the group, and indeed, people in general.

When she decided to formally pursue education in a field of arcana, to Zuri's surprise--and perhaps relief--rather than necromancy, she researched transmutation. Her time at the Academy was well-spent, and both peaceful and enjoyable for her. However, months before completing her courses, Alif discovered a translation of a tome written by Kheshet. Having ignored her origins for many years, this discovery felt like something of a revelation to Alif.

As she worked hard to complete her education, Alif tirelessly hunted for any and all of the enigmatic necromancer's works that she could find. When she was finally done with her studies, she was armed with both knowledge and a mission. Alif returned home to meet Zuri, who had taken over as leader of her group in Alif's absence. Alif was thrilled to share with Zuri what she had discovered: Kheshet had hidden a number of laboratories across the region, each with enough of her arcane knowledge to fill a small library. The young transmuter requested Zuri's assistance in hopes to find all of these labs and uncover the secrets held within. Happy to see the Dhampir after a long absence, and eager for a new adventure, Zuri agreed, and introduced Alif to her party. Alif didn't know what she was hoping to find, but she knew that the search in and of itself would be fulfilling.

Boon: A player that wishes to procure Alif's cooperation must succeed at a DC 30 Diplomacy check, thus shifting her attitude to helpful. If the player has shown themselves to have good judgment in combat, or can provide information regarding the location of one of Kheshet's laboratories, they will receive a +10 circumstance bonus on the skill check. A player that has improved Alif's attitude in this fashion may ask for her assistance in identifying magical items or learning the history of certain arcane magic users. Additionally, they may purchase potions or oils from her at a price of 1.6 times the material cost.



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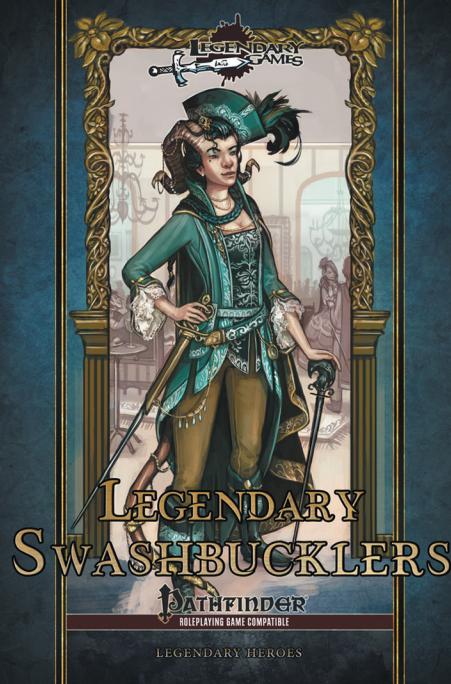
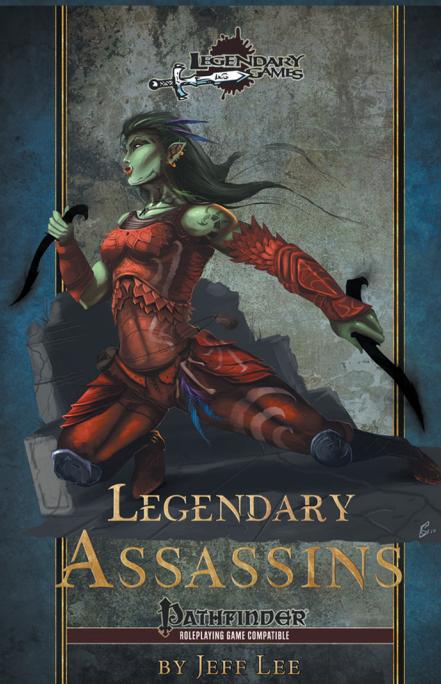
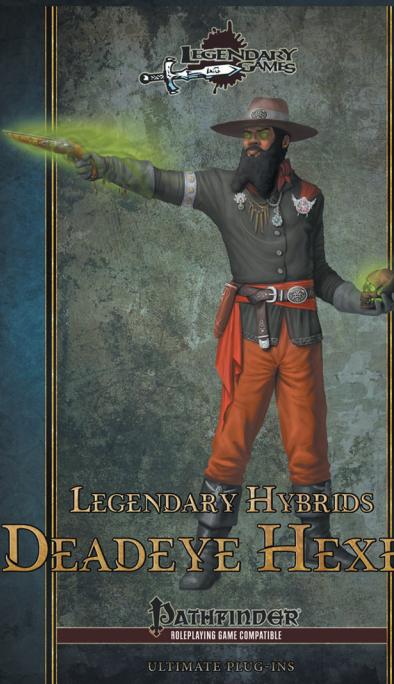
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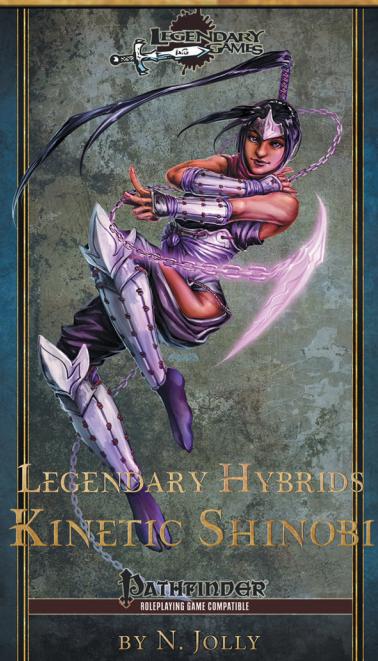
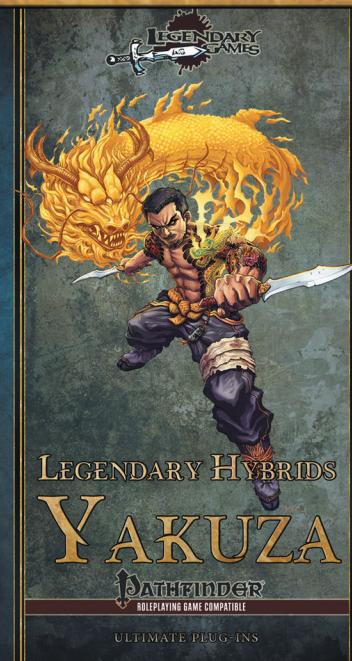
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