

💡 ULTIMATE OPTIONS NEW ARCANIC DISCOVERIES



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

"Sorcerers gain magic through no special effort, without skill or understanding. You cannot master what you do not understand. We must study every word, every gesture, to summon magic. With that study, comes understanding. We are the true masters of magic."

– Lord Brevic Falkavian, royal academician

Wizards are portrayed, both in descriptive materials within the game rules, and in most fantasy fiction, as scholars and learned masters of mystic powers who have access to lore and magic tricks second to none. However, in most campaigns there is nothing a wizard can do that a sorcerer cannot. The wizard does gain considerable versatility, in the form of an unlimited number of spells known, but as a practical matter a wizard can only cast spells he thinks to prepare in advance, and the most useful spells (those a wizard is most likely to prepare) are also those a sorcerer is most likely to select as spells known.

The *Advanced Players Guide* actually amplified this conceptual problem somewhat, for while it provided new options for wizards, it also created two whole new arcane classes – the alchemist and the witch – both of which have considerable powers a wizard cannot duplicate. The "masters of arcane lore" remained a viable class as far as power balance was concerned, but many wizard players felt there was no sign of their character's presumed devotion to a lifelong study of magic.

Then *Ultimate Magic* introduced arcane discoveries – special powers a wizard (and only a wizard) could take in place of his bonus feats at 5th, 10th, 15th and 20th level. Here, at long last, were the rules to allow wizards to do things with magic no other class could manage. It was an amazing idea... but as a result of the number of amazing ideas in *Ultimate Magic*, there

was room for only ten arcane discoveries. To expand on these great opportunities for wizards to meet their full, scholarly potential, *Ultimate Options: New Arcane Discoveries* presents 30 new arcane discoveries, along with two archetypes of alternate class abilities, to allow different kinds of wizards to play with the new possibilities arcane discoveries represent.

NEW ARCANE DISCOVERIES

ARCANE REFUSAL

Prerequisite: Great Fortitude, Iron Will, or Lightning Reflexes.

Benefit: When making a saving throw against a spell, and the saving throw is of a category (Fort, Ref, or Will) you gain a bonus to from a feat, if you succeed at the save you may totally ignore the effect of the spell. You may use this ability once per day.

ARCANE VENGEANCE

Prerequisite: Combat Reflexes

Benefit: When a foe provokes an attack of opportunity from you, you may cast and deliver a prepared spell as your attack of opportunity. The spell must have a casting time of 1 standard action or less, and a range of touch. If you miss with your touch attack, the spell is lost. Except for casting the spell as an attack of opportunity, all the normal rules of spellcasting apply. You may use this ability once per day. At 15th level, you can use this ability twice per day.

ARMOR RUNES

You can attune armor to not interfere, with your spellcasting.

Prerequisite: Arcane Armor Training

Benefit: When you prepare your spells for the day, you can also place armor runes on one suit of armor. Placing an armor rune on a suit of armor requires you to sacrifice one spell slot for every level of spell you can cast. (Thus a 5th level wizard wishing to place armor runes on a suit of armor must sacrifice four total spell slots -- one 0-level, 1st, 2nd, and 3rd level slot.) You do not suffer arcane spell failure for casting your wizard spells while wearing armor on which you have placed armor runes. This has no effect on spells you gain from other classes, or any armor on which you yourself did not place armor runes. Armor runes last until you next prepare spells, at which point they must be renewed.

Note that placing armor runes on armor does not give you any special proficiency with the armor.

ARTISTIC STUDIES

You have spent considerable effort learning the rules of art and social interaction, thus overcoming your lack of natural presence.

Benefit: You may add your Intelligence modifier (rather than your Charisma modifier) to Bluff, Diplomacy, and Perform checks.

CAUSTIC MAGIC

You can imbue your acid magic with the terrifying power of caustic vapors.

Benefit: When you deal acid damage to a foe with a spell, spell-like ability, or supernatural ability, as a swift action you may also force that foe to make a Fortitude save (DC 10 + 1/2 level + Int modifier) or be considered flanked by you for 1 round. You may use this ability a number of times per day equal to 3 + your Intelligence modifier.

ARMOR RUNES

While wizards are prohibited from wearing armor for good reasons both in game logic (learning to cast spells comes at the expense of training in such bulky, mundane gear) and game balance, the cost to overcome these limitations is alternately too low, and too high. A character can use *mage armor* to gain 4 points of armor bonus to AC, duplicating most light armors, or buy mithral breast plates and take Arcane Armor Mastery and be as well-protected as most rangers (and many fighters). Armor runes provide a compromise, allowing a wizard to wear even the bulkiest iron plate mail, but at the cost of losing several spell slots (which for balance purposes, can effectively be considered to have been used to cast increasingly high-level variants of *mage armor*). This allows the wizard to wear whatever armor he can afford (and get his hands on), but ensures he continues to pay a modest cost that is neither crippling, nor irrelevant at higher levels.

DEEP BOND: FAMILIAR

Your arcane bond with your familiar is much stronger and deeper than that of most wizards.

Prerequisite: Arcane bond (familiar)

Benefit: Because of this bond, when you cast a spell with a casting time of 1 standard action or less, you may choose to cast it as a full-round action, and have the spell originate at your familiar's location (as if you were standing where your familiar is), rather than your own. You must have line of sight on your familiar, and you may only use this option a number of times per day equal to 1 + your Intelligence modifier.

Because your bond to your familiar is so strong, Should the familiar die, you may not summon another familiar for 30 days or until you gain a wizard level, whichever comes first. During this 30-day period, you take a -1 penalty to your caster level.

DEEP BOND: OBJECT

Your arcane bond to an object is stronger and deeper than that of most wizards.

Prerequisite: Arcane bond (object)

Benefit: Increase the number of times per day you can cast a spell in your spellbook, even if the spell is not prepared, from once to twice per day. The spell is still treated like any other spell cast by you, including casting time, duration, and other effects dependent on your level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from your opposition school.

Because your bond to this object is so strong, if you attempt to cast a spell without the bonded object worn or in hand, in addition to having to make a concentration check or lose the spell, your caster level is reduced by two.

EFFICIENT SPELLCASTING

You can complete long casting times faster than most wizards.

Benefit: You can cast a spell with a casting time of 1 round (such as the *summon monster* line of spells) with a standard action and a swift action.

EXPEDITED SPELLCASTING

You can cast spells requiring lengthy preparations in less time.

Benefit: You can cast spells with a casting time greater than 1 round in half the normal time.

FIERCE CASTER

You can channel more power into some of your offensive spells, at the cost of reduced accuracy.

Benefit: At the beginning of your round, you may take a -1 penalty on all attack rolls you make with spells and spell-like abilities to gain a +3 bonus to hp damage with spells and spell-like abilities that require attack rolls. These penalties last until the beginning of your next turn. Only spells that deal hp damage gain this bonus. When your caster level reaches 4 (and every 4 caster levels afterward) the penalty increases by -1, and the bonus by +3.



FLAME MAGIC

You can imbue your fire magic with the power of raging wildfires.

Benefit: When you deal fire damage to a foe with a spell, spell-like ability, or supernatural ability, as a swift action you may also force that foe to make a Fortitude save (DC 10 + 1/2 level + Int modifier) or catch on fire. You may use this ability a number of times per day equal to 3 + your Intelligence modifier.

GENIE SERVITOR

You bind a genie to your service.

Prerequisite: Able to cast 3rd level spells

Benefit: You gain a genie servant, who loyally and faithfully serves you until dismissed. This genie is one who has volunteered to serve a mortal spellcaster, and is then summoned by you in a ritual similar to those used to call a familiar. Most genie servitors volunteer in order to gain access to the secrets of the Material Plane and its spellcasters, and absorb arcane lore by observing your actions. A few genie servitors agree to such service as punishment for a crime committed amongst geniekind, and are treated as having been banished until their term of service is completed. The rarest genie servitors are those bound to a family or nation through ancient, centuries-old pacts, and are sworn to provide a given number of servitors to the group with which they made the ancient pact.

The maximum HD of your genie servitor is determined by your Arcane Master score (see below). Most wizards summon a janni as their first servitor, then specialize into more powerful genies associated with elements the wizard

often uses in his spells. If a genie servitor is 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. If a wizard's Arcane Master score allows for a servitor with more HD than the genie race selected, the genie servitor gains HD using the normal rules for monster advancement.

The magic bond that keeps the genie loyal and faithful to your desires (rather than merely obedient to the letter of your commands) drains some of the genie's innate magic powers, resulting in limitations to some of their innate spells and spell-like abilities. A genie servitor can't use any spells or spell-like abilities with a level greater than half your wizard level, and cannot use any based on spells that have a material component with a gp cost, or a focus. Any spell or spell-like ability the genie would normally be able to use at-will is instead limited to 3/day.

Arcane Master Modifiers: Several factors can affect your Arcane Master score, causing it to vary from the base score (spellcaster level + Int modifier). These modifiers are based somewhat on your reputation, but more on your mystic power, and how many ways it's already being pulled.

Arcane Master Score	Genie HD
7 or less	None
8	5
9	6
10	7
11	7
12	8
13	9
14	10
15	10
16	11
17	12
18	12
19	13
20	14
21	15
22	15
23	16
24 or higher	17
Arcane Master Modifiers	
The Wizard...	Modifier
Has a special mount or animal companion	-2
Has a cohort or familiar	-4
Recruits a genie of a different alignment	-1 per alignment step difference
Is an elemental wizard of same element as genie	+1
Is an elemental wizard of different element as genie	-1
Caused the death of a genie servitor	-2*
* Cumulative per servitor killed.	

ICE MAGIC

You can imbue your cold magic with the power of the bone-chilling north.

Benefit: When you deal cold damage to a foe with a spell, spell-like ability, or supernatural ability, as a swift action you may also force that foe to make a Fortitude save (DC 10 + 1/2 level + Int modifier) or have all their movement rates halved for 1 round. You may use this ability a number of times per day equal to 3 + your Intelligence modifier.

GENIE COHORTS

The genie servitor arcane discovery serves a common trope in fantasy, the wizard with a genie. It is also clearly based on the rules for gaining cohorts through use of the Leadership feat. Of course normally, genies can't be taken as cohorts, for exactly the reasons their powers are limited with this arcane discovery – too many genies gain too many spell-like abilities at too low a level. However, when those powers are curtailed, having a genie servitor becomes no more overpowered than taking a healing-based cleric, a paladin, or a summoner (and his eidolon) as cohorts. Indeed the genie servitors are less likely to unbalance most campaigns than some of the options under the Leadership feat, and genie servitors don't come with the baggage of an additional twenty 1st level followers for the GM to worry about.

IMPROVED BLAST

You have strengthened one of your spell-like abilities.

Benefit: Select one spell-like touch attack ability you gained from the wizard class, that deals 1d6 damage +1 damage per 2 levels with a range of 30 feet and which you can use a number of times per day equal to 3 + your Int modifier. Add +1d6 to the damage dealt by this ability, and +30 feet to its range.

Special: This arcane discovery can be taken more than once. Its effects stack.

LIFE LESSONS

You have discovered the secrets of magic can be found in every part of life.

Benefit: When you gain a new level of wizard, you gain 2 additional spells known (in addition to the 2 spells known learned by all wizards at each level). These additional spells known can not be of the highest level of spell you can cast, and can not be from your opposition school (if any).

LINGERING ARCANA

You can put the force magic you invoke to multiple uses.

Benefit: When you cast a [force] spell of 1st level or higher, as a swift action you may also gain the benefits of *mage armor* or *shield* (your choice) for 1 round.

LINGERING DIVINATION

You can put the divination magic you create to multiple uses.

Benefit: When you cast a divination spell of 1st level or higher, as a swift action you may also gain the benefits of *detect magic*



for 3 rounds. It takes no time to use this effect to study an area or subject, but the rounds of study gained with this ability do not stack with rounds of study through an actual casting of the *detect magic* spell.

LINGERING FLAMES

You can imbue some of the fire you summon with spells with a brief semblance of life.

Benefit: Whenever you cast a [fire] spell of 2nd level or higher, as a swift action you may also summon a fire elemental. This acts as a fire elemental summoned with a *summon monster* spell of the same level or lower as the [fire] spell that triggered this ability, but the elemental remains for only one round.

Special: A GM may choose to allow similar arcane discoveries that work off acid or earth spells (earth elementals), cold spells (ice elementals), or lightning and air spells (air elementals).

LINGERING MIRAGE

You can put the illusion magic you create to multiple uses.

Benefit: When you cast a (glamer) spell of 1st level or higher, as a swift action you may also gain the benefits of *blur* for 1 round.

LINGERING NECROMANCY

You can put the necromantic magic you create to multiple uses.

Benefit: When you cast a necromancy spell of 1st level or higher, on your next turn if you deal hp damage to one or more targets with a spell or spell-like ability, you may heal yourself for 1 hit point per die of damage dealt by your spell. (You gain the same amount of healing regardless of how many targets you harm with your spell.)

MASTER OF MAGIC LORE

You are an expert in all matters arcane.

Benefit: You add half your wizard level to all Knowledge (arcana) and Spellcraft checks.

PRIMAL MAGIC

You have learned some of the raw, primitive magic of the shamans and tribal wise ones.

Benefit: Select a magic item body slot from the following list: body, chest, feet, hands, shoulders, wrists. When you prepare your spells for the day, you may select one spell of a level no higher than half the highest level spell you can cast, and mark your body with sigils for that spell in special oils and/or paints. As long as you do not have a magic item in that slot, you may cast the selected spell once per day without it counting against your total spells/day. You must meet all the spells requirements to cast it. If you wear a magic item in the slot at any time after preparing spells, you lose the ability to cast the spell until the next time you prepare spells.

Special: You may select this arcane discovery more than once. Each time it applies to a different magic item slot.

PROBING MAGIC

When you control a foe's mind, you also gain a glimpse into it.

Benefit: When a foe fails a saving throw against a mind-affecting spell you cast, as a swift action you may probe into the target's mind. This gives you information as if you had cast *detect thoughts* on the target

and concentrated for 1 round. If the same target fails multiple saving throws against your mind-affecting spells in the same 24-hour period, each subsequent failed save after the first gives you information as if you had concentrated on the target with *detect thoughts* for a number of consecutive rounds equal to the number of times the target has failed its save.

SHOCK MAGIC

You can imbue your electricity magic with the power of jolting sparks.

Benefit: When you deal electricity damage to a foe with a spell, spell-like ability, or supernatural ability, as a swift action you may also force that foe to make a Fortitude save (DC 10 + 1/2 level + Int modifier) or suffer a -2 penalty to all attack rolls and Dexterity-based ability checks and skill checks for 1 round. You may use this ability a number of times per day equal to 3 + your Intelligence modifier.

SOVEREIGN ARCANA

Prerequisites: You must have taken the Spell Mastery feat to select this arcane discovery.

Benefit: Select a number of spells equal to your Int bonus you have mastered with Spell Mastery. These are your sovereign spells. You may sacrifice a different prepared spell of the same level or higher to cast a sovereign spell. You may use this ability a number of times per day equal to 3 + your Intelligence modifier.

SPELL CUNNING

You can use different spellcasting techniques when circumstances require it.

Benefit: As a swift action, you can change what components you fulfill to cast a spell. For example, when casting spell with only verbal components, you may choose to instead cast it using only somatic components. You may do this a number of times per day equal to half your caster level.

The total number of components a spell requires are not changed by using this ability, only which components you must meet in order to cast it. Thus you can ignore the verbal, somatic or material component of a spell by adding another such component. You cannot replace a material spell component that has a gp cost. You can replace a spell focus, but only with a material component that has a cost equal to 1/50th the gp cost of the focus.

For example, Eliana is a wizard with Spell Cunning and the *magic missile* spell prepared, but she finds herself in the area of a *silence* spell. Since she cannot complete the verbal component of magic missile, and it already has a somatic component, so as a swift action she uses Spell Cunning to change the spell so she needs to complete a material component instead of a verbal one. Since she has her spell component pouch, she can cast the spell with somatic and material components even though she is silenced.

In most campaigns a material component added as a requirement through Spell Cunning can be assumed to be something the wizard has in a material component pouch. However, in some campaigns a GM may wish to require a wizard with Spell Cunning

to define a material component for each spell they have that normally does not require one, so the character can add material components while using this discovery. In this case such material components should never have a gp cost, and should be thematically related to the spell in question — for example, *magic missile* might require an arrowhead as a material component.

SPELLBANE

You know how magic spells work... and how to disrupt them.

Benefit: When you deal hit point damage to a target with a spell or spell-like ability, as a swift action you may choose to use the damage to disrupt that target. The damage dealt by the spell counts as “continuous damage” for that target’s spellcasting and concentration checks. This effect lasts until the beginning of your next turn. You may use this ability a number of times per day equal to 3 + your Int modifier.

THEURGE

You are realizing that, at its root, all magic is the same.

Prerequisite: Int 15

Benefit: Select a spell from a class list other than your own that is at least 2 levels lower than the highest-level spell you can cast. You learn this spell, and it is added to your class list as a spell 2 levels higher than its normal level.

Special: You may take this arcane discovery more than once. It’s effects do not stack. Each time you select it, you choose a different spell from another class list.



THUNDER MAGIC

You can imbue your sonic magic with the power of thunder.

Benefit: When you deal sonic damage to a foe with a spell, spell-like ability, or supernatural ability, as a swift action you may also force that foe to make a Fortitude save (DC 10 + 1/2 level + Int modifier) or be deafened for 1 round. You may use this ability a number of times per day equal to 3 + your Intelligence modifier.

UNDYING

Prerequisite: You must be at least a 20th-level wizard to select this discovery.

Benefit: You have performed rituals that blend the power of *wish*, *contingency*, and *permanency*. If you are killed, your body (or anything that remains of it) is teleported to a safe location of your choosing (treat this as a *greater teleport*), and you are brought back to life as if *true resurrection* had been cast on you. Each time this ability is used, you must renew it with a ritual that takes 1 hour and costs 25,000 gp.

Once a day when you prepare your spells, you may set a delay on this ability, so it only functions if you remain dead for a predesignated period of time (such as only if you remain dead for 1 minute, or only if you remain dead for 8 hours). You may also change the location you are teleported to once a day when you prepare your spells.

ALTERNATE CLASS POWERS

As flexible and customizable as the wizard is, the class makes numerous assumptions about its role and style of play which may not match the preferences of every player. To create more options on what kinds of wizards can exist in a campaign, *Ultimate Options: New Arcane Discoveries* presents two archetypes — academician and zauberer, that alter the powers and spellcasting ability of the wizard class.

ACADEMICIAN

The academician is a wizard who is far more concerned with scholarly study than the acquisition of magic might. Of course, the academician is also the first to tell you knowledge *is* power, and in the course of his studies he has picked up a broad range of useful talents, as well as a wide array of wizard spells.

An academician receives 6 skill points per level. An academician does not gain an arcane school (not even the universal school) or arcane bond. An academician gains an additional arcane discovery at 3rd, 8th, 13th, and 18th level.

ZAUBERER

A zauberer is spellcaster who has learned the basic rules of arcane spellcasting, but did so in addition to having a natural proclivity toward arcane magic. In essence zauberers are people who, like sorcerers, have a natural link to magic but for whom that link is not strong enough to actually gain spells

without study. Once a zauberer has learned spells, however, he can fuel them with his innate arcane power, rather than use his preparations to cast spells which are then expended.

Indeed, the zauberer's mastery of magic is insufficient for his spells to be cast, as a wizard's are, by preparation alone — only by pouring his force of will into his prepared spells can a zauberer cast spells. But as a result once he has prepared his spells, he can choose which ones to cast freely even casting the same spell over and over, until he runs low on the vital essence with which his magic is fueled.

Spells: A zauberer casts spells drawn from the sorcerer/wizard spell list. A zauberer must prepare spells in advance of casting them, as a wizard does, but then uses spell points to actually cast the spells. (When a zauberer casts a prepared spell the spell is not lost, and remained prepared. The zauberer simply expends a number of spell points, as detailed below). To learn, prepare, or cast a spell, a zauberer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a zauberer's spell is 10 + the spell level + the zauberer's Charisma modifier.

A zauberer may prepare the same number of spells as a wizard of the same level. However, rather than only be able to cast each prepared spell once, a zauberer has a limited number of points in a spell pool. To cast a 1st level or higher spell he has prepared, a zauberer must expend a

TABLE 1: ZAUBERER SPELL POOL

Zauberer Level	Spell Pool	Maximum Output
1	6	2
2	8	2
3	10	2
4	16	3
5	20	3
6	30	4
7	40	4
8	52	5
9	66	5
10	82	6
11	100	6
12	120	7
13	140	7
14	160	8
15	180	8
16	200	9
17	220	9
18	240	10
19	260	10
20	280	10

number of points from his spell pool equal to the spell's level +1. Thus to cast a 1st level spell a zauberer must expend 2 points from his spell pool, and casting a 5th level spell the zauberer must expend 6 points from his spell pool.

A zauberer may know any number of spells, learning then as a wizard does, but may not cast spells he does not have prepared. If a zauberer wishes to use a

ZAUBERER VS. SORCERER VS. WIZARD

The idea behind the wizard is that the class gains versatility (with no limit to how many spells the wizard may know) in exchange for power (in terms of spell levels per day) and flexibility (the need to prepare spells in advance) compared to a sorcerer. The idea behind the zauberer is that it gains greater flexibility (its spellcasting can all be focused on spells of a single level, rather than being limited to a set number of spells at each spell level), without giving up versatility, by sacrificing some of a standard wizard's power (in total spells cast per day, arcane bond, and arcane discoveries).

metamagic feat, he must prepare a spell with the feat. For example, if a zauberer has Still Spell and *magic missile*, he may only use the metamagic feat if he has prepared a Still *magic missile* as a second level spell. While a high Charisma score does not affect the number of points in a zauberer's spell pool, it does increase the number of spells he may prepare each day (by the same number of bonus preparations a wizard would receive with an Intelligence of the same value as the zauberer's Charisma).

Cantrips: A zauberer prepares a number of cantrips, or 0-level spells, equal to a wizard of the same level. These spells are cast like any other spells, but they do not require the zauberer to expend any points from his spell pool.

Arcane Bond: A zauberer's link to the arcane is tied up in his spells. As a result, a zauberer does not receive an arcane bond.

Arcane Discoveries: Because a zauberer's mastery of magic is much weaker than typical wizards, he does not qualify for arcane discoveries (although he does gain wizard bonus feats, which can be spent on item creation feats and metamagic feats, as normal for wizard bonus feats).

AUTHOR'S NOTE

For the curious, the cover depicts a wizard with the Genie Servitor and Primal Magic arcane discoveries.



WE ERR ON THE SIDE OF AWESOME!

CREDITS

Designer:

Owen K.C. Stephens

Editor:

Lj Stephens

Cover Art:

Joseph Calkins and Cerebus Illustrations

Interior Art:

Lin Bo, Larry Elmore and Peter Szabo Gabor

Graphic Design and Typesetting:

R. Hyrum Savage

Creative Director:

Stan!

Produced By:

Super Genius Games

www.supergeniusgames.com

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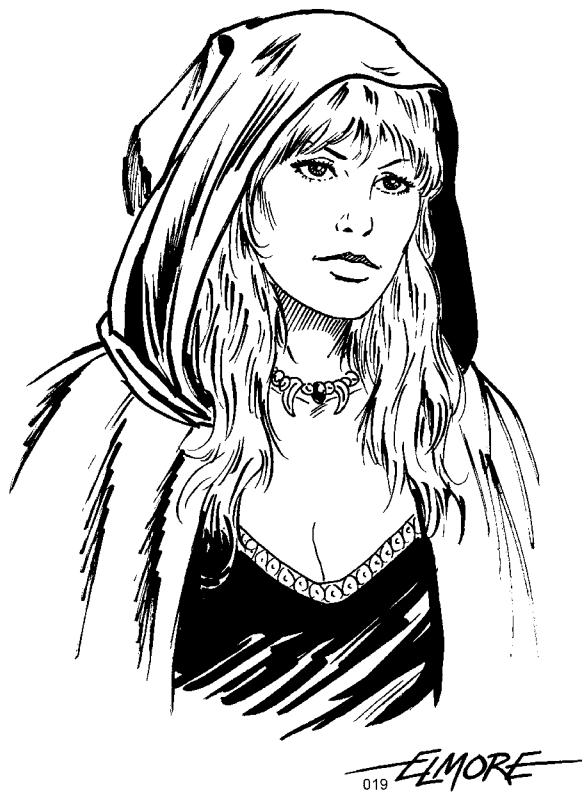
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