

CUSTOMIZATION

This section contains options for Gamemasters looking to customize their game. Some options may not be suited for player characters, but could offer additional challenges or flavor to your campaign.

THASSILONIAN SPECIALIST

Back in Pathfinder's first edition, in the setting of Golarion there were certain wizards who gained even greater benefits for specializing in certain magic schools at the cost of being barred from ever casting spells from other schools. These "Thassilonian Specialists" could be added to your campaign through any of the following options.

ARCANE THESIS

This option is presented as an arcane thesis much in the same vein as those presented in the Core Rulebook, however as of this writing it has not been tested for use as a PC option, but it's rules could be used for NPC wizards who are Thassilonian Specialists.

SIN MAGIC

Through your rigorous studies you learn facets of your arcane school more thorough than even other specialists, though such dedicated study has left the intricacies of opposing schools of magic anathema to your understanding of the arcane.

Choose one of the following Arcane Schools: Abjuration, Conjuraton, Enchantment, Evocation, Illusion, Necromancy, Transmutation. You become a specialist wizard in that school, gaining the benefits associated with specializing in a school of magic. Additionally, for each level of spell you can cast, you can use Drain Bonded item once per day to recall a spell belonging to your arcane school of that level (instead of using it only once per day in total, and instead of using it for any spell). You treat spells from prohibited schools as though they are not on arcane spell list; this affects the wizard's ability to use wands, scrolls, or even the wish spell.

The arcane school's associated sins and prohibited schools are listed below.

Abjuration: The sin of Envy, its prohibited schools are Evocation and Necromancy.

Conjuraton: The sin of Sloth, its prohibited schools are Evocation and Illusion.

Enchantment: The sin of Lust, its prohibited schools are Necromancy and Transmutation.

Evocation: The sin of Wrath, its prohibited schools are Abjuration and Conjuraton.

Illusion: The sin of Pride, its prohibited schools are Conjuraton and Transmutation.

Necromancy: The sin of Gluttony, its prohibited schools are Abjuration and Enchantment.

Transmutation: The sin of Greed, its prohibited schools are Enchantment and Illusion.