

The Glorious God-King Wizard Plan

aka GGWP

PREAMBLE

Wizards are known powerful arcane casters able to bend the universe to their whim... If they have that spell prepared... And as long as they beat the spell resistance of the universe... And as long as they're standing far enough away, they don't wanna get hit... Also, don't expect them to always prepare buffs, they want to do damage too.

Yes, most of those things can be overcome by more spells or feats or items. But why waste valuable resources when you can get your class progression to give them to you for free? Enter: The Glorious God-King Wizard Plan. The Glorious God-King Wizard Plan, or GGWP for short, is a flexible character plan you can apply to any INT based character.

EXECUTIVE SUMMARY

This class plan marries the [Exploiter Wizard](#) and [Pact Wizard](#) (from the Haunted Heroes Handbook) archetypes to give you rerolls on important things like caster level checks, concentration checks, initiative and saves. In addition it gives you access to spells outside the wizard/sorcerer spell list by giving you an oracle curse and witch patron. It also grants access to some of the coolest (and most OP) abilities in the game, arcanist exploits.

The witch patron spells are perhaps the most important choice of this plan. I'll go into more detail later, but you can **spontaneously cast** any of these patron spells using your prepared spell slots so this selection is extremely important.

CORE BUILD

The table on the next page is the general structure I would *recommend* for this build. The key quality you may notice is to take Extra Exploit. [Technically you do qualify for this](#) but your GM may pitch a fit. If so, just take the exploits a little slower.

You'll notice in the table that I have several asterisks (*) in certain locations. This is one of my favorite parts of this build. It's extremely flexible in that it doesn't tie itself down to any one specialization. Another nice thing is that besides your curse and patron, you can retrain pretty much any choice you make. That being said, the choice of your curse and patron is the most important choice in this build. Make it with care. Drop me a comment at this location if you'd like me to review the current patron and curse choices specifically with these two archetypes in mind rather than from an oracle/witch point of view.

Progression Table (w/Archetypes: [Exploiter Wizard](#) and [Pact Wizard](#))

LVL	Special Abilities	Feat (* is an open feat)	Exploits	Pact Boons
1	Exploiter Exploit , Pact Patron	*	Potent Magic	Witch Patron (choice)
2				1st patron spell
3		Extra Exploit	Quick Study	
4				2nd patron spell
5	Exploiter Exploit , Great Power Greater Expense (curse)	*	Dimensional Slide	Oracle curse (choice and 1st effect)
6				3rd patron spell
7		Extra Exploit	Counterspell	
8				4th patron spell
9	Exploiter Exploit	* retrain the 7th level Extra Exploit	Counterspell	
10	Great Power Greater Expense (roll twice on CL check, conc. checks, init and saves)			5th patron spell , 2nd curse effect
11		Selective Spell		
12				6th patron spell
13	Exploiter Exploit	* retrain the 3rd level Extra Exploit	Quick Study	
14				7th patron spell
15	Great Power Greater Expense (roll twice + INT bonus)	*		
16				8th patron spell
17	Exploiter Exploit	*	Dimensional Slide or *	
18				9th patron spell
19		*		
20	Great Power Greater Expense (natural 20 always autosucceeds)			3rd curse effect

Exploits (pink > blue > green > yellow > red ? unsure)

You gain exploits at 1st level and every 4 thereafter from the Exploiter Wizard archetype. These are always regular exploits and never greater exploits. [According to this FAQ](#) you qualify for Extra Exploit, but run it by your GM before planning which ones to take.

Acid Jet: This is bad for regular arcanists, don't do it.

Altered Shifting: Pretty decent for most God-Kings, though the transmuter will **need this!** Sucks it only works on you though.

Arcane Barrier: You're not going to have a Charisma focus so the barrier will be minimal. Just throw up *false life*.

Arcane Discovery: Lffy... The interaction between arcanist levels and wizard levels is a bit fuzzy. Assuming you half your wizard level to determine which ones you can select, I'd rate this **yellow**. If instead, you can use your full wizard level, this is **green**. Ask your GM for clarification.

Arcane Weapon: Lawl. You're a wizard not a fighter.

Aspect of Innocence: I never quite got the point of the Innocence spell and I don't get the point of this exploit except to gain the Charmer exploit.

Bloodline Development: Taking this exploit by itself is pretty lackluster. However, if you're willing to take a level in sorcerer you'll be able to have full bloodline progression. However, I cannot advise min-maxing to that point. This is already a powerful character, don't piss off your GM or steal the spotlight from the rest of the party. [Take a look at this reddit comment for more details.](#)

Charmer: You really shouldn't be doing the talking in your party. However if there's no other option, this is the exploit to have when you go convince the evil queen that she should abdicate the throne. Still, you have to take a horrible exploit to get to this semi-bad one when you could just buy a scroll and UMD your way through the problem.

Consume Magic Items: Waaaaaaaaaaaay too expensive. Unless you have a stave, in which case it may be worth it.

Counterspell: Yes, the resource cost is heavy at 1 point and 1 higher spell slot (or the exact prepared spell if you have it), but being able to save your barbarian from a *dominate person* or yourself from a *feeblemind* can turn the tide of an entire campaign. These game-changing spells usually only happen at the later levels, so you can wait on this until your 7th level exploit.

Dimensional Slide: **boop** I'm over here! **boop** I'm over here! **boop** - On the real though, this is one of the best teleports around. Definitely a need to have.

Energy Shield: Flexible, scalable and decent duration. All around solid choice, if a bit safe.

Familiar: Personally, I love familiars. They're great RP opportunities with a lot of utility if you use them correctly. However, that's not always the case. Therefore, this is gray.

First-World Face Thief: Just cast the spell.

First-World Illusion Catcher: Obscure and likely never to be used.

Flame Arc: Similar to Acid Jet, bad.

Focused Summoning: I don't think I've seen a more niche ability. If your campaign is on another plane and you happen to be fighting creatures of that plane then this would be **great**. For anyone else this is a hard pass.

Force Strike: Better than the other straight up damage exploits, but not worth it. Maybe if you took it at early levels then retrained it once the damage scaling fell off, but that seems like a lot of work when you could just buy [this](#).

Holy Water Jet: This has the best scaling damage of any of the damage exploits but it does absolutely nothing to 90% of Pathfinder monsters. However, in an undead heavy campaign this would be **green**.

Ice Missile: Not horrible. The damage is meh, but having the chance to stagger your enemies is nice!

Item Crafting: I'd say just take the feat normally. However, if you want to pick up the triumvirate of Craft Wand, Craft Arms and Armor and Craft Construct all at level 5, then exploiter wizard is certainly one way to do that, so for serious crafters this is much better than it looks and may become **green**.

Lepidstadt Shifter: This is **blue** for the transmuter! So many possibilities are available when you can be a diminutive creature and still cast spells.

Lightning Lance: The damage is lame and the reflex save is lame.

Mending Flesh: As much as I like healing this is really just an in combat "Oh shit" psudeo-heal (mainly for the bleeding stop), and it really doesn't even heal that much. I'd recommend just pumping UMD and grabbing a wand of CLW.

Metamagic Knowledge: Just take the feat. This is only good for qualifying for one of the major exploits but that won't happen.

Metamixing: This is awesome! It allows you to have flexibility with your metamagic feats and not worry about prepping each and every spell with just the right metamagic feats.

Nidalese Shadow Veil: Haaaaaaaaaaaaa..... no.

Obfuscated Spellcasting: Unimpressive, but it has its niche uses.

Philanthropic Magic: The temporary hit points aren't enough to make it worth it.

Orderly Casting: Why? Unless you believe in bad luck and that you have it, there is no reason to take this. Half round down is worse than average. At least be average.

Potent Magic: Boosts CL and DCs. Good god this is amazing. This is why you build a God-King. Take this as your first exploit.

Primal Magic: Depending on how your campaign is set up, I could see this being one of the most fun aspects of the game or one of the worst. The effects themselves are too variable to rate effectively.

Quick Study: *dodges gunshots* Look, I have a reason for this not being blue. Pact Wizard lets you prepare spells in between 1 and 15 minutes. Just leave a slot open and prepare that.

School Understanding: If taken with the void school's **Reveal Weaknesses** power, it's amazing. Anything else (aside from **Prescience** from the Foresight school) is pretty much not worth. Check with your GM.

See Magic: It's ok but not worth your time.

Sonic Blast: Deafening is good for shutting down spellcasters, but that's about all this exploit has to offer.

Spell Disruption: Just counter it.

Spell Resistance: Good god, no.

Spell Tinkerer: It's basically Extend Spell so just take that. There's enough versatility to raise it from being a yellow, but it's pretty close.

Swift Consume: You don't have Consume Spells and hopefully don't have Consume Magic Items, so this is 100% useless for you.

Third Eye: Take an exploit to use a feat an extra time. I wouldn't recommend this at all.

Outer Exploits

All of these will likely be difficult to use as your Charisma shouldn't be a high stat and therefore the DCs will be lower than a normal arcanist.

Blood Tears: Dumb. Just avert your eyes, you likely have plenty of spells that don't rely on sight and gaze attacks aren't that common.

Damnation Susurrus: It's a pretty decent debuff, but the DC will be low.

Fiendish Proboscis: The best way to use this exploit is to use it on all your helpless captives (or willing party members or maybe not so willing summoned creatures) after a battle. You can regain reservoir points and heal yourself. If you want to use it in battle you'll likely need to take Weapon Finesse.

Rift Fog: 1d6 damage and *slow* if they fail a Will save for only ½ level rounds? Trash.

Soulrider: Truthfully this is best to use on allies, especially scouts.

Tentacles: Gross, but the reach could be potentially useful. Expensive at 2 points but there's no duration. If you don't have a problem with being a freak, pop it once and never look back.

Patrons (pink > blue > green > yellow > red)

You gain patron spells from the Pact Wizard archetype. These spells are added to your spell book and spell list. You can also cast these spells spontaneously by converting any spell slot into a patron spell of the same level or lower. This is the most important aspect to keep in mind when picking a patron aside from the strength of the spells themselves.

Overall rating (average of the three categories)

[Spontaneity (usefulness of your patron's spells as spontaneous casts) |

Off List (usefulness of the spells not included on your spell list) |

Spells (strength of the spells independent of the other two factors, heavily weighted)]

Agility [Spontaneity | Off List | Spells]: While this does have a lot of great spells, they're nearly all buffs you'd cast probably once a combat. Taking this patron would seriously waste your spontaneous potential.

Agility w/Fey Gifts: You get Hideous Laughter? That's really about it. It replaces Animal Shapes at 16th which is one of the better spells too.

Ancestors [Spontaneity | Off List | Spells]: Great for a buffer! This does waste the spontaneous nature of the patron, but it grants you a lot of spells off your spell list. If you have a cleric in the party, this drops to yellow.

Ancestors w/Empath: Taking the unique patron gets rid of the redundant Bless spell and gives you some nice self buffs and (imo) some amazing flavor opportunities.

Animals [Spontaneity | Off List | Spells]: Animals aren't common at higher levels and even then most of these spells are pretty useless.

Animals w/Green Whispers: Given the patron's hex grants continuous Speak with Animals, your 4th level slot is pretty useless. However the replacement spells are great on their own and would be the saving grace of this patron.

Aurora [Spontaneity | Off List | Spells]: The problem with most illusion spells is the uselessness if they pass the DC or the HD limit. You can get around this with Potent Magic and the spontaneity. Overall a good choice, though you can just pick up most of these spells normally.

Autumn [Spontaneity | Off List | Spells]: The spells here are decent, acid damage is one of the best elemental types since creatures with acid resistance are semi-rare. There's a couple CC and save or suck spells too but they're not really stuff you want to be flinging around willy nilly. Also literally every spell is on your list.

Boundaries [[Spontaneity](#) | [Off List](#) | [Spells](#)]: This patron has a pretty decent selection of spells but they're mostly already your spell list and not really beneficial to cast spontaneously.

Conspiracies [[Spontaneity](#) | [Off List](#) | [Spells](#)]: If you're in an intrigue campaign this may bump up to green. Ultimately though, these spells would be better with metamagic feats which you can't do with patron spontaneity. Also, all of them are already on your spell list.

Death [[Spontaneity](#) | [Off List](#) | [Spells](#)]: The lower level spells aren't terribly impressive but spontaneous save-or-die higher level spells would be awesome for many God-Kings.

Death w/Shadowbound: Trade off some save-or-die for some utility. A welcome addition in my book.

Decadence [[Spontaneity](#) | [Off List](#) | [Spells](#)]: This is just all around bad. Avoid at all costs.

Deception [[Spontaneity](#) | [Off List](#) | [Spells](#)]: An amazing choice for the subtle wizard or campaign. The list includes lots of spells you'd rather not have prepared every day but are indispensable in certain times. Most of these can also really benefit from +2CL from Potent Magic.

Deception w/Shadowbound: The only poor replacement is *confusion* and you get *shadow conjuration* instead. Not a bad deal. Personally I think the pairing of all these spells bumps the combo to a blue.

Devotion [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Another great buff patron. This patron is more single target buffs than Ancestor patron's AOE type. Plus with a bit of damage thrown in the mix, this is a better candidate for patron spontaneity. If you have a cleric in the party this drops to [green](#).

Elements [[Spontaneity](#) | [Off List](#) | [Spells](#)]: (My personal favorite) Rather than elemental protection spells these are pretty much all damage. Having the ability to convert your utility spells into damage is so much fun.

Elements w/The Condition of All: Semi-interesting that this replaces most of your non fire-based damage. I'd say this is a slight bit weaker than the base but not enough to change its rating.

Enchantment [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Overall a solid patron. Unfortunately most of the spells are already on your spell list but the higher level ones are some of the best. If you're an enchanter this turns [blue](#).

Enchantment w/Fey Gifts: Boo don't get rid of my *unnatural lust*. On the real though, basically just do a 2nd and 4th level swap of a buff and debuff.

Enchantment w/Infernal Contract: You sacrifice some good spells for other good spells. The new spells are off spell list though so I'd prefer them over some enchantments.

Endurance [[Spontaneity](#) | [Off List](#) | [Spells](#)]: I initially rated this yellow due to the dull spells, however, paired with spontaneity these spells get a ton better. Being able to react to changing conditions with powerful protection spells is awesome.

[Endurance w/Celestial Agenda](#): This is a bit better spellwise, with Greater Planar Ally being a great capstone-ish spell.

[Endurance w/Green Whispers](#): Unfortunately you lose out on some of the better protection spells that'll keep your party alive but you do gain some CC.

[Entropy \[Spontaneity | Off List | Spells\]](#): These spells are pretty decent but not while there's other options out there.

[Ethereal \[Spontaneity | Off List | Spells\]](#): This one is just weird... I'm not 100% sure how most of these spells work but from what I can tell they're ok.

[Ethereal w/Shadowbound](#): Again, not familiar with these but my thoughts are you're losing two of the better ones. However you're gaining a lot of utility and you still have plenty of survivability.

[Fate \[Spontaneity | Off List | Spells\]](#): Most of these spells are pretty lackluster, but they do really benefit from spontaneity and it grants you access to several spells off your spell list.

[Healing \[Spontaneity | Off List | Spells\]](#): White mages, this is [blue](#) for you! Funnily enough there's not much healing to be found in these spells. However, there's a lot of benefit to taking this patron, even with a cleric in the party.

[Healing w/Celestial Agenda](#): Unfortunately this unique patron replaces some of your best debuff removal spells and replaces them with a debuff, damage and Phone-An-Angel.

[Insanity \[Spontaneity | Off List | Spells\]](#): These are good spells, but they're all on your spell list. Also, they don't benefit from spontaneity very much.

[Insanity w/Touched by the Outer Gods](#): The spells aren't any better or worse after this replacement. Just a bit weirder.

[Jynx \[Spontaneity | Off List | Spells\]](#): Jynx is interesting. It's actually better than most other patrons but only at lower levels. I'd say by level 8 there are other patrons that may outshine this one. But if you're in a level < 8 game I'd rate this as [blue](#). Ill Omen, Shatter and Bestow cure are great spontaneous spells but the rest are pretty poor. There's quite a few off your spell list around mid level but they're not terribly strong or useful.

[Light \[Spontaneity | Off List | Spells\]](#): This is pretty bad. The later levels have some decent spells but there's not much use for taking this patron.

[Light w/Celestial Agenda](#): Still not worth.

[Mercy \[Spontaneity | Off List | Spells\]](#): Whoo boy, CLW! That's enough to make this green right there. Thankfully there's lots of other stuff that makes this good like Restoration, Cleanse and ... err well I guess that's it. But! Just those three are great! The other spells are typically off your list and have their uses. If you don't have a cleric in the party I'd highly suggest this patron.

Mind [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Similar to Ethereal, I don't have much experience with these spells. However, they do look powerful but not likely to be used spur of the moment. There is one interesting interaction with *psychic asylum* however. If your GM allows you to ignore the "you can use the time to prepare a single spell" line, and instead allow you to use the 15 minutes freely, you can prepare all of your spells in a swift action.

Mind w/[Empath](#): You get rid of some of the more useless spells but unfortunately also lose out on the interaction above.

Moon [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Woof, this is bad. Avoid.

Moon w/[Green Whispers](#): Still bad just slightly less so. I'd still avoid.

Moon w/[Hag's Calling](#): See above.

Mountain [[Spontaneity](#) | [Off List](#) | [Spells](#)]: This one is pretty decent, though if you're not going to be close to stone then I would recommend you stay away from this one.

Nightmares [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Thematically cool, but unfortunately most of these are on your spell list anyway and don't benefit from spontaneity.

Occult [[Spontaneity](#) | [Off List](#) | [Spells](#)]: The spells are decent, but they're already on your spell list and, besides a couple, won't be useful with spontaneity.

Occult w/[Touched by the Outer Gods](#): This tosses *create undead* which was one of the better spells.

Peace [[Spontaneity](#) | [Off List](#) | [Spells](#)]: No these spells won't win you a battle, but they will save your ass in a pinch. They're also nice to have as spontaneous backups rather than having them prepped.

Plague [[Spontaneity](#) | [Off List](#) | [Spells](#)]: This is [green](#) for necromancers. Most others won't be able to fully utilize the array of undead this patron hands you.

Plague w/[Hag's Calling](#): Without spontaneous *animate dead* this patron kinda falls apart. Heh.

Plant [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Even if you have a nature focused campaign, this is pretty bad. Just play a druid.

Portents [[Spontaneity](#) | [Off List](#) | [Spells](#)]: If you want to bug your GM even more than this build already will, this patron is for you! Spontaneous "Ask God" spells are pretty nice, but hopefully you won't need them that often.

Portents w/[Celestial Agenda](#): This gets rid of only one really useful spell, turning the spells rating to blue and overall to green.

Protection [[Spontaneity](#) | [Off List](#) | [Spells](#)]: This one is a tricky one. You get access to quite a few spells off your spell list and they work well with spontaneity, however, they're not the best spells

in the world. Most have their uses but you're likely better off going with a different way of aiding the party.

Recovery [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Overall a solid choice for a white mage. It provides some great condition removal spells in addition to some solid healing and buffs at higher levels.

Revenge [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Ouch. These are pretty much all bad. Most are situationally useful buffs that are already on your spell list. Avoid.

Rot [[Spontaneity](#) | [Off List](#) | [Spells](#)]: This one's pretty straight forward. Lots of diseases. This means lots of save or suck, a couple touch spells and lots of grossness. I don't typically recommend save or suck spells in general though this one has some of the best disease ones from lots of different spell lists. If you're really building your DCs high and you're ok with not getting every spell off, go for it.

Shadow [[Spontaneity](#) | [Off List](#) | [Spells](#)]: One of the best choices. Talk about spontaneity! This is [amazing](#) for a shadowcaster and great for everyone else!

Shadow w/[Hag's Calling](#): Somehow this unique patron fucked up the one of the best patrons out there. This is one of the few times I'd advise taking the base patron over the unique patron.

Shadow w/[Shadowbound](#): For the ultimate shadowmaster. Taking this doesn't change any spells, so take this if you want a free hex in exchange for light hurting your eyes a bit.

Space [[Spontaneity](#) | [Off List](#) | [Spells](#)]: This one has some good things to offer (spontaneous *hostile juxtaposition* seems hilarious) but overall is underwhelming.

Spirits [[Spontaneity](#) | [Off List](#) | [Spells](#)]: This is a hard one. For most God-Kings you'll want to stay away from this one. However, it does give you access to *planar ally* which is freaking awesome. If you want to build around that spell this one is [blue](#) for you.

Spirits w/[Empath](#): You get rid of some debuffs for a couple self buffs. Overall not a large swing in the power of this patron.

Spring [[Spontaneity](#) | [Off List](#) | [Spells](#)]: This one is really all over the place. First things first, everything's on your spell list. That being said it's got a nice combination of damage, save or suck, debuff removal and utility all on a single patron.

Stars [[Spontaneity](#) | [Off List](#) | [Spells](#)]: All of the decent spells given by this patron are already on your spell list and won't benefit from spontaneity.

Stars w/[Touched by the Outer Gods](#): Aside from *cloak of dreams* the new spells are a slight step up.

Storms [[Spontaneity](#) | [Off List](#) | [Spells](#)]: A solid choice for any God-King. Spontaneous damage and some "cover your escape"-type are pretty handy.

Strength [[Spontaneity](#) | [Off List](#) | [Spells](#)]: You're a wizard not a fighter. Stay out of melee combat.
Strength w/[Infernal Contract](#): The new spells are strong by themselves and replace some of the less useful spells.

Summer [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Excepting the first spell, this is actually a pretty good fire-based blaster patron. Solid choice for most God-Kings!

Thorns [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Another unsuspecting damage patron, though this one is more of a mixed bag of CC, targeted spells and conjuration. Another solid choice.

Time [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Normally this would be a blue, but considering most of these spells are already on your spell list and don't benefit from spontaneity much I'd advise taking a different patron.

Time w/[The Condition of All](#): Much of the same as above.

Transformation [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Remember what I said about you not being a fighter? However, I will say that paired with spontaneity, the utility of the transformation spells can really be brought out.

Transformation w/[Green Whispers](#): Congrats, you now have spells off your spell list. This doesn't save the patron unfortunately.

Transformation w/[The Condition of All](#): These spells are better but not good enough to raise the rating unfortunately.

Transformation w/[Touched by the Outer Gods](#): Am I starting to sound like a broken record?

Trickery [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Disclaimer, all of these are on your spell list. However, if you have the right GM and the right amount of creativity this could be one of the best patrons. For an illusionist, this would be [blue](#).

Trickery w/[Fey Gifts](#): Losing out on Silent Image is just too much to make this a good selection.

Trickery w/[Infernal Contract](#): Overall this is a pretty good gain. The replaced spells are on the lower end of the useful ones.

Vengeance [[Spontaneity](#) | [Off List](#) | [Spells](#)]: These are all on your spell list already and they're pretty weak already.

Vengeance w/[Hag's Calling](#): Trade some crappy damage for crappy utility. Meh.

Vengeance w/[Infernal Contract](#): Lipstick on a pig.

Water [[Spontaneity](#) | [Off List](#) | [Spells](#)]: These spells are going to be pretty useless unless you're in an underwater campaign. Avoid.

Winter [[Spontaneity](#) | [Off List](#) | [Spells](#)]: Another bad one. These spells are alright as far as damage goes but most of them aren't worth choosing over a different blasting option.

Winter w/[Fey Gifts](#): If you're going for a blaster patron then this is not the replacement for you.

Wisdom [[Spontaneity](#) | [Off List](#) | [Spells](#)]: A very solid protection patron. If your GM loves spellcasters, this will save you more than once.

Wisdom w/[Empath](#): You lose out on some of the nice AC buffs but gain some interesting self buffs and info gathering spells.

Wisdom w/[The Condition of All](#): This changes my first statement. If your GM loves hard hitting monsters this a good patron. These replacements toss both the globe spells so your anti-spellcaster tactics are out the window.

Woodlands [[Spontaneity](#) | [Off List](#) | [Spells](#)]: For the wizard with an identity crisis. I really couldn't recommend this one unless you're 100% sure you're not leaving the forest. Even then there are other patrons that do this better.

Unique Patrons

These patrons give a hex at 1st level but also impose a penalty. Additionally they override a few of the spells of their available themes. As far as I'm aware there's nothing that says a Pact Wizard can't take Unique Patrons, so if your GM allows it go for these! Hexes are the beeeeeeest. I'll be rating these patrons in a couple ways,

Overall rating (average of the three categories)

[Hex (usefulness of your patron's given hex, heavily weighted) |

Penalty (not so bad penalty = better score, lightly weighted) |

Spells (strength of the spells independent of the other two factors)]

Please note, this is not the complete view of my rating of a specific patron. If you notice above, some of the patron entries have two ratings, one vanilla and one with its associated unique patron(s) replacement spells. Each unique patron rating below will have a link back to its associated rating in the main patron area.

Celestial Agenda [**Hex (Ward)** | **Penalty** | **Spells**]: Greater Planar Ally is insanely good if you can get up to that level in your game. Other than that though, the spells just aren't enough to pull this one through.

Available patrons: [Endurance](#), [Healing](#), [Light](#), [Portents](#)

Empath [**Hex (Tongues)** | **Penalty** | **Spells**]: Addressing the hex: just cast *tongues*. The spells are pretty good, granting you two off the psychic spell list.

Available patrons: [Ancestors](#), [Mind](#), [Spirits](#), [Wisdom](#)

Fey Gifts [**Hex (Charm)** | **Penalty** | **Spells**]: Oof. Not often you see an all red ranking. The hex is horrible, the penalty is insanely bad (even with a nice GM) and the best spell replacement is hideous laughter. That should say enough.

Available patrons: [Agility](#), [Enchantment](#), [Trickery](#), [Winter](#)

Green Whispers [**Hex (Feral Speech)** | **Penalty** | **Spells**]: This is a bit niche but a really strong unique patron. So long as you've got some birdseed you've got a potential scout, plus *plant growth* and a heightened *entangle* with your additional DC boost from potent magic makes you the best darn entangler in the forest. The penalty is very mitigatable with 1) the fact that you don't wear armor and 2) mage hand.

Available patrons: [Animals](#), [Endurance](#), [Moon](#), [Transformation](#)

Hag's Calling [[Hex \(Coven\)](#) | [Penalty](#) | [Spells](#)]: This one is a bit dumb. The penalty (no aid another) cancels out half the benefits from the Coven hex. Also you get *commune* but only with your hag patron which is a significant nerf when compared with a deity.

Available patrons: [Moon](#), [Plague](#), [Shadow](#), [Vengeance](#)

Infernal Contract [[Hex \(Misfortune\)](#) | [Penalty](#) | [Spells](#)]: This is a tricky one. Overall I'd say this is one of the best unique patrons available. Misfortune is insanely good. However the penalty requires you to feed blood to your familiar, which you don't have as a base. I'd ask your GM about this one specifically before you select it. He may impose that you have to select the Familiar exploit (in which case this drops to [green](#)) or that you perform some other type of ritual. Additionally the spells are amazing but high level so they may not even be relevant. This patron also prevents you from being resurrected "except by extraordinary means". Take that as you will.

Available patrons: [Enchantment](#), [Strength](#), [Trickery](#), [Vengeance](#)

Shadowbound [[Hex \(Disguise\)](#) | [Penalty](#) | [Spells](#)]: So long as you don't cast Daylight in combat you should be fine. Disguise is one of my favorite hexes, but I do love some subterfuge. The big draw to this patron is that it can make any of its available patron a discount Shadow patron. Nice for if you don't want to fully invest all your spells into shadow but still want the premium level of flexibility. The only one you miss out on (of importance) is shadow evocation.

Available patrons: [Death](#), [Deception](#), [Ethereal](#), [Shadow](#)

The Condition of All [[Hex \(Scar\)](#) | [Penalty](#) | [Spells](#)]: You miss out on half of the benefits from the Scar hex but making your scrying attempts almost impossible to resist may be useful in some situations. Additionally, having spontaneous *dismissal* is both great fun and will cause your GM to hate you. As for the penalty, just be mindful of things that may shift your alignment. Preemptively ask your GM if descriptor spells will shift your alignment at all.

Available patrons: [Elements](#), [Time](#), [Transformation](#), [Wisdom](#)

Touched by the Outer Gods [[Hex \(Unnerve Beasts\)](#) | [Penalty](#) | [Spells](#)]: What odd spells. *Compelling rant* seems interesting but really harmful unless you can easily get that drain removed. Unnerve Beasts is handy but you have to think outside the box.

Available patrons: [Insanity](#), [Occult](#), [Stars](#), [Transformation](#)

Curses (pink > blue > green > yellow > red)

Pact Wizard gives you half progression for a single oracle curse. Since these are mainly thematic, I'd suggest investigating into which one you think is the coolest. My ratings will be based on power but only up to the 10th level ability. Also, keep in mind these are supposed to be hampers to your character so most of my ratings will be poor.

Aboleth: You take a -2 on saves against some of the most dangerous spells and gain spells already on your spell list. Boo.

Accursed: This is a tricky one. Morale bonuses are very common and handy, however if you're sure you won't be needing/using them, the spells are decent and the save bonus is better.

Blackened: While a -4 on weapon attack rolls isn't debilitating for you, there's no benefit to taking this curse since the spells it gives you are already on your list.

Clouded Vision: May be green for races without darkvision. However, for the rest it's pretty poor.

Cold-Blooded: All around eh. Penalties for an obscure subset of spells with just as obscure benefits at 1st, 5th and 10th levels.

Consumed: This is playing with fire but it actually may save your life more than it endangers you. Going unconscious early will suck for your party members (and you if someone tries to coup de grace you) but it'll save you from further beatings unless your GM is a dick.

Covetous: The tax (heh, literally) is acceptable for gaining a +7 to UMD and +4 to a few other checks. *Fabricate* is already on your spell list so don't consider that a boon.

Deaf: Being deaf sucks in RP but the benefits are pretty nice. Grab the Familiar exploit and have him do the listening for you.

Deep One: Pretty useless. If you are playing in an underwater campaign this is green.

Demonic: The penalties aren't horrible (unless you took a trait to get Int to Diplomacy) and bonuses to saves are always nice.

Elemental Imbalance: Literally all of these spells are in your spell list. Pass.

Ghoul: Disgusting but kinda cool. If you're playing in an evil campaign, the bonuses to saves will be handy, otherwise you gotta work on your stealth skills.

Haunted: Scrolls and potions become pretty much useless at this point and the spells this curse gives you are already on your spell list.

Hellbound: Similar to demonic, though at 10th (20th level for us) you gain full immunity to fire. As long as you don't mind being scary, go for it.

Hive: The bonuses are meh and the description is so gross I can't really recommend this one.

Hunger: -2 on saves and some other stuff until you bite someone with your ½ BAB? Lawl.

Infested: This one has very specific boons that likely won't be used too often. *Vomit swarm* is an awesome spell though and makes this curse worth considering.

Lame: Just cast Fly. Though the boons are pretty useless.

Legalistic: This is a very interesting curse. The penalty could theoretically never happen while you get +4 to any roll you want once a day if you play your cards right. The 10th level ability is pretty nice too. There are some [shenanigans](#) you can get up to with this one but I don't advise poking the sleeping bear that is the GM.

Lich: Only take this if you want to read between the lines and be a step closer to turning into an undead monster. Vampirism is a better curse for negative energy affinity.

Lycanthropy: Not being able to communicate with your party during a fight is very debilitating.

Plagued: The penalty is a bit dangerous but the boons make up for it. The 10th level ability is particularly nice though you'll have to wait til 20th before you can use it.

Possessed: Avoid being around enemies while casting is a rule for any wizard, now it's mandatory for you. The boons however, are awesome.

Powerless Prophecy: Going first is always nice and uncanny dodge is nothing to sneeze at. Not being able to act in a surprise round sucks though.

Pranked: God this is really bad.

Promethean: This is really strange. Since you need 2 points of ability damage to take a penalty, this effectively does nothing. Granted, you have a headstart in accruing a penalty but the first boon you receive negates this. The other bonuses on saves really help against severely damaging abilities.

Reclusive: Avoid unless you're a transmuter. In which case this becomes **green**, though be prepared to have everyone in the party hate you.

Shadowbound: Darkvision is super nice. If you already have darkvision however, give this a pass. The other boons aren't useful.

Shattered Psyche: Large penalties for large boons. Take at your own risk!

Site-Bound: Horrible. I don't even know why this is a thing.

Song-Bound: Hilarious and pretty useless, though if you want to have a mechanical reason to be loud be my guest.

Tongues: Definitely not as debilitating as Lycanthropy with better boons.

Toxic Blood: Unless your Charisma is super high for some reason, avoid this.

Vampirism: If you're playing with an evil cleric there's no reason not to take this. Otherwise, it's a bit of a toss up. Wizards do have much easier access to negative energy than positive though.

Wasting: Decent but your Charisma checks are already going to be garbage.

Wolfscarred Face: You're a caster. Spell failure chance is the devil.

Wrecker: There's no real benefit or harm to this curse. You won't be directly attacking much and the rogue should be taking care of the traps.

Wrecking Mysticism: This isn't applicable for anyone, even kitsune.

Builds

The long awaited build section is here! First a preface, please don't use these as "optimized builds" or "the best X build". I'm going to add in suggestions that fit a theme and suggest a couple feats/items/traits that may fit well with said theme and boost your abilities. If there's anything I'm saying you HAVE to take, I'll make sure to detail it.

Also, I won't be color coding these builds based on strength. I'll copy the colors from the patron/curse/exploits but that's it. The GGWP will be a very strong character, the selections you make in exploits are most of that power with a small factor in patron. For 90% of the builds, my recommended exploits will not change, so I won't list them (see the Exploits section). Don't select a build solely on how powerful its various components are. Go with what you think looks fun and what would mesh well with your party. Anyway, enough preaching, on to the builds!

God of Shadows

Build focus: Shadow spells, an illusion subschool that creates semi-real figments of other spells. Extremely versatile and complex, not recommended for most players

Patron: [Shadowbound Shadow](#) (duh)

Curse: [Shadowbound](#) (for flavor)

Other:

- **Exploits:** Arcane Discovery for [Resilient Illusions](#)
- **Metamagic:** [Solid Shadows](#)
- **Items:** [Crook of Cidhureen](#)
- **Traits:** [Master Illusionist](#)

God of Blasting

Build focus: Blastin', lots o' damage

Patron: [Elements](#)

Curse: [Hellbound](#) (kamikaze fireball anyone?)

Other:

- **Exploits:** [Metamixing](#)
- **Feats:** Spell Focus (inc. Greater) Evocation
- **Items:** Rod of [Selective Spell](#)
- **Metamagic:** [Elemental Spell](#)

God of Mercy (aka It's a mercy I played this archetype, now thank me)

Build focus: Sometimes a you gotta play mom and make sure your mortal companions don't die

Patron: [Mercy](#)

Curse: [Legalistic](#) ("I promise to not let you die")

Other:

- **Exploits:** [Soulrider](#)
- **Items:** [Staff of Healing](#) (guilt the party into giving you all their money)
- **Traits:** [Precise Treatment](#)

God of Many Forms

Build focus: Polymorphing, one of the more complex and MAD areas of focus out there

Patron: [Ancestors](#) (you already have the good polymorph spells on your list and you can change your shape with Altered Shifting, use this patron to help mitigate your abysmal BAB)

Curse: [Reclusive](#) (Ify. This is great in theory but depends highly on your party comp)

Other:

- **Exploits:** [Lepidstadt Shifter](#), [Altered Shifting](#)
- **Feats:** [Varisian Tattoo](#) (if you plan on using Altered Shifting a lot, boost your CL), Toughness, Weapon Finesse
- **Items:** Only continuous effect items, no wands, scrolls, etc
- **Traits:** [Less Effort](#)
- **Guides:** [RPG BOT's Practical Guide to Polymorph](#)

And more!

If you want any advice/suggestions on a build theme you'd like to see added to this guide please leave a comment or email RoguishQuail@gmail.com!

Btw for you redditors who'd like me to add your build to this guide please use the template on the following page.

God of Reddit

****Build focus.****

****Patron.****

****Curse.****

****Other.****

*** **Exploits.****

*** **Feats.****

*** **Items.****

*** **Traits.****

*** **Guides.****

Q & A

Do you recommend Crossblooded Sorc 1/Wiz 19?

As a whole, yes I do. Arcana are extremely strong and a one level sacrifice is nothing. However, ask your GM. A lot of them don't like this kind of minmaxing (I wouldn't, you're strong enough already) but there's nothing in the rules saying its not allowed. Personally I'd have a backup plan and go to my GM with the Sorc/Wiz first, see if its allowed. Be sure to bring justification on why you need it for your build.

Does this count as spontaneous casting for the purposes of qualifying for the Dragon Disciple PRC?

Nope, you have to sacrifice a *prepared* spell in order to cast your patron spells spontaneously. Since Dragon Disciple explicitly calls out "without preparation", you're out of luck.

Reddit Post History

Title	Date
[UPDATED] The Glorious God-King Wizard Plan aka GGWP - now with Builds!	Jan 13, 2019
[UPDATED] The Glorious God-King Wizard Plan aka GGWP - now with recommendations for Exploits, Patrons and Curses!	Oct 1, 2017
The Glorious God-King Wizard Plan aka GGWP - A guide to building the most flexible and powerful wizard ever!	Sept 26, 2017