Weekly Wonders

Archetypes of the Ancients

Volume I

Atlantis

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Introduction

There are many kinds of dungeons for adventurers to delve in the *Pathfinder Roleplaying Game*, but perhaps none is quite so satisfying as the ancient ruins of a lost civilization. There is an added air of mystery, wonder, and excitement that comes from uncovering secrets from long ago, along with the possibility of rediscovering knowledge or power that was thought forever lost, ushering in a golden age once again. When a character has a particular stake in or tie to an ancient civilization, that excitement grows even further. Each installment of *Weekly Wonders: Archetypes of the Ancients* presents six archetypes that are thematically tied to a particular real-world ancient civilization, and the legends and tales relating to it.

For this book, we focus on the legend of Atlantis, the mythical ancient utopian city that is said to have sunken beneath the waves ages ago. The myth of Atlantis has been reinterpreted and invoked many times in modern media, from movies to television shows, books and games, including several tabletop roleplaying games, and, indirectly, even the official *Pathfinder Campaign Setting*. While the interpretations of Atlantis vary dramatically, most of them remain true to a few core themes, which we have used to craft the Atlantis-inspired archetypes in this book. These themes include: an ancient culture more advanced than the modern day (whether magically or technologically), a close association with water, and the ability to manipulate energy.

New Archetypes

The following archetypes are presented in alphabetical order, based on the name of the class that they modify.

Ancient Experimenter (Alchemist)

Ancient experimenters are alchemists who study the often insane and highly controversial methods of alchemy, particularly as it relates to the human form, said to have been practiced in the civilization of Atlantis. Using their knowledge, these ancient experimenters fuse parts of their body with living mineral compounds to gain stupendous supernatural powers. Each also seeks to attain higher secrets of alchemy, believed by some to have been lost with the fallen continent. While the studies these ancient experimenters pursue have their roots in the ancient civilization, much of the context of them has been lost, leading these intrepid alchemists to search for meaning in what they achieve in their attempt to master the ancient art.

Living Minerals (Su): Ancient experimenters know how to coax life into clay, crystal, and metal, and can utilize these living substances to empower themselves by combining their will and life-force with the semi-living minerals. At 1st level, the ancient experimenter can imbue a semblance of life into clay, crystal, or metal. It takes 1 hour to imbue life into one of these elements, which remains potent for 1 hour per level before becoming inert again. During this time, the substance can be fused with the ancient experimenter's body, granting him benefits based on the type of substance fused to him. He can only have one type of substance fused with him at a given time, and the substance remains fused for as long as it retains some semblance of life. The effects of each type of mineral are described below.

Clay: The ancient experimenter gains a +4 natural armor bonus to AC and his movement speed is reduced by 10 feet.

Crystal: The ancient experimenter gains a +2 bonus on saving throws against spells and spell-like abilities. So long as the crystal is fused to his body, the ancient experimenter's extracts are treated as having a caster level of 1 lower than they actually have (minimum 1)

Metal: The ancient experimenter gains DR 3/—. The heavy metal imposes a penalty of –1 to the ancient experimenter's melee attack rolls, and imposes a penalty of –2 to his ranged attack rolls.

This ability replaces the mutagen class feature.

Mineral Resistance (Su): At 2nd level, an ancient experimenter gains additional defensive abilities based on the type of mineral he has fused to himself.

Clay: The ancient experimenter gains an amount of resistance to acid, cold, electricity, or fire equal to his class level. At 10th level, he instead gains immunity to that element. The ancient experimenter may choose a different element each time clay is fused to the ancient experimenter.

Crystal: The ancient experimenter gains spell resistance equal to 5 + his class level. At 10th level, this increases to 10 + his class level.

Metal: The ancient experimenter gains a +1 bonus on saving throws made to resist poisons and diseases. At 4th level, and every 2 levels thereafter, this bonus increases by a further +1. At 10th level, whenever he would make a saving throw against a poison or disease, he may roll twice and take the higher result.

This ability replaces the poison resistance and poison immunity class features.

Animate Minerals (Su): At 2nd level, the ancient experimenter can animate minerals he has imbued with a semblance of life, allowing them to act on their own. When the ancient experimenter gives life to a mineral compound, or by spending 1 minute applying alchemical reagents to a mineral already imbued a semblance of life, he can cause it to animate. The animated mineral functions like a homunculus, except that its base attack bonus and base saves are equal to that the ancient experimenter, and it has half the ancient experimenter's hit points. The homunculus remains animated for as long as the mineral retains life, and cannot be fused while animated in this way.

This ability replaces the poison use class feature.

Fused Senses (Su): At 6th level, the ancient experimenter can fuse a living mineral to his eyes rather than his body, which grants him superior senses. This effect lasts for 10

minutes per level, after which time the mineral ceases to function and falls harmlessly from his eyes, returning it its inert state. He can have a different mineral fused to his eyes and his body. The effects of each type of mineral on his senses are described below.

Clay: The ancient experimenter gains darkvision out to 10 feet per class level, and also gains low-light vision.

Crystal: The ancient experimenter can see magical auras; this functions as the spell *arcane sight*.

Metal: The ancient experimenter gains a +2 bonus on saving throws made to disbelieve illusions with visual components and always counts as having averted his eyes for the purposes of being affected by gaze attacks.

This ability replaces the swift poisoning class feature.

Multifusion (Su): At 14th level, the ancient experimenter can choose to gain the benefits of two different living minerals to either his body or his eyes. He must have the living minerals to apply in this fashion.

This ability replaces the persistent mutagen class feature.

Atlantean Discovery (Su): At 20th level, the ancient experimenter discovers an ancient Atlantean secret relating to one of the three types of living minerals. This has two effects: firstly, the ancient experimenter can choose to permanently bond with that type of living mineral, allowing him to permanently fuse it to his body and/or eyes. Additionally, when he fuses that mineral to his body, he gains the following benefit tied to that living mineral.

Clay: The ancient experimenter's natural armor bonus increases to +8, and he gains immunity to critical hits and precision based damage.

Crystal: Whenever the ancient experimenter resists a spell with the spell resistance granted by fusing with crystal, the spell is reflected back on its source as though he were affected by *spell turning*.

Metal: The ancient experimenter's damage reduction is increased to 10/—, and he gains a +2 bonus on all saving throws.

This ability replaces the grand discovery class feature.

Ancient Weapon Master (Gunslinger)

Ancient weapon masters are gunslingers who, through careful study, endless hours of practice, and sheer luck, have managed to construct an ancient Atlantean energy weapon. They devote their skills to learning how to operate and maintain such a powerful device. Though they travel a difficult road, ancient weapon masters bring technology far beyond that which is readily available to the battlefield.

Ancient Weapon (Ex): An ancient weapon master has learned how to construct a powerful ancient weapon though the acquisition of esoteric lore and pseudo-science, and this serves as her primary weapon. She begins play with an Atlantean energy pistol, which requires no ammunition, has a range increment of 120 feet, deals 3d6 points of electricity and fire damage, deals x4 normal damage on a critical hit, and misfires on a 18-20. The pistol weighs 1 lb. (for a Medium creature), and because of its strange and alien appearance and extensive use of improvised components, it can be sold only for 50 gp. No other character is considered proficient with the ancient weapon, and no other character can repair it, except by magical means. Attacks made with the Atlantean energy pistol are ranged touch attacks.

Though the pistol requires no ammunition, it is powered by a rare crystal matrix that requires maintenance, and it can only be fired a certain number of times before needing to be recharged. An Atlantean energy pistol has 10 charges, and firing the pistol reduces the charges by 1. The charges can be restored to the pistol by spending 10 minutes maintaining the crystal matrix. If the pistol has the broken condition, then it cannot be recharged until it is repaired.

The ancient weapon master also gains Gunsmithing as a bonus feat and can apply it to her Atlantean energy pistol.

This ability replaces the gunsmith class feature.

Deeds: An ancient weapon master gains the following deeds.

Fast Charge (Ex): The ancient weapon master can harshly manipulate her crystal matrix in order to quickly recharge his weapon. As a move action, the ancient weapon master can spend 1 point of grit to restore all charges to her Atlantean energy pistol.

This ability replaces the deadeye deed.

Power Shot (Ex): At 3rd level, the ancient weapon master can manipulate the power flow on her Atlantean energy pistol in order to make more powerful bolts of energy. By expending 1 point of grit as a standard action, the ancient weapon master can spend 2 or more charges from her weapon in order to make a power shot. For each charge expended in this way, she suffers a –1 penalty to the attack roll, but deals an additional 1d6 points of electricity and fire damage on a successful hit.

This ability replaces the pistol whip deed.

Energy manipulation (Ex): At 3rd level, the ancient weapon master can manipulate the dials and switches on her Atlantean energy pistol in order to alter the type of damage it does for 1 round. As a swift action, the ancient weapon master can spend 1 point of grit to change the type of damage to acid, cold, or sonic damage.

This ability replaces the utility shot deed.

Rapid Fire Shot (Ex): At 11th level, the ancient weapon master can make an attack with his Atlantean energy pistol at rapid speed, firing many shots in a short period of time. By spending 1 point of grit as a full-round action, the ancient weapon master can fire any number of shots from her Atlantean energy pistol. For each shot fired this way, 2 charges are consumed from her pistol, and she suffers a -2 penalty on each attack roll for each shot fired beyond the first. The ancient weapon master cannot fire more shots than her pistol has charges.

This ability replaces the lightning reload deed.

Ancient Weapon Upgrade (Ex): At 4th level, and every 4 levels thereafter, the ancient weapon master can upgrade her weapon, improving its efficiency. When she gains this ability, she must choose either enhancement, capacity, or range. If she chooses enhancement, her weapon's enhancement bonus is increased by +1. If it already had an enhancement bonus of +1 or higher, she may instead apply a weapon special ability with a +1 enhancement bonus equivalent. If she chooses capacity, she may make an additional 10 attacks with her weapon before needing to recharge it. If she chooses range, the range increment of her weapon is increased by 30 feet.

This ability replaces the bonus feats gained at 4th, 8th, 12th, 16th, and 20th levels.

Techblade (Magus)

Techblades utilize modern magic with ancient Atlantean technology to become truly dangerous and versatile combatants. Skilled in the use of mechanical devices like those of the fabled lost continent, as well as more mundane weapons and spells, techblades are very effective and adaptable adventurers. If the techblade can be said to have a weakness it's that they are less reliant on traditional means of defense, instead counting on their technology and spells to keep them safe from harm.

Arcane Interference (Su): Before they master technology's awesome power, techblades learn to use their magic to interfere with technological devices, crippling them using naught but their arcane power. Beginning at 3rd level, so long as he has at least 1 point remaining in his arcane pool, as a standard action a techblade can cause a single piece of technological equipment within 30 feet to lose 1d4 charges. For every 4 charges lost in this way, the techblade regains 1 point to his arcane pool. Additionally, the techblade can spend 1 point from his arcane pool and make a melee touch attack against a construct or non-magical item; this attack deals an amount of damage equal to 1d6 per two levels. This damage is doubled against robots and technological objects that have a capacity.

This ability replaces the magus arcana gained at 3rd level.

Recharge Tech (Su): Techblades make extensive use of technology and magic and know how to use their own arcane energies to power advanced devices from ancient times and distant places, long after their natural power sources have given out. At 7th level, the techblade can spend one point from his arcane pool as a standard action in order to restore 1d4 charges to a piece of technological equipment that uses charges, or to a technological lab.

This ability replaces the medium armor class feature.

Tech-Knowledge (Ex): At 10th level, a techblade learns enough about ancient Atlantean technology to build his own advanced technology labs and create his own items. He can draw upon his Atlantean knowledge to cobble together an advanced technology lab of any type out of rare and exotic materials whose total cost is equal to that of an advanced technology lab. The newly created lab has 100 charges. Additionally, the techblade adds his class level to all Craft checks made to create technological equipment at his advanced technology lab.

This ability replaces the fighter training class feature.

Tech Siphon (Su): At 13th level, a techblade can manipulate the advanced technology of the ancients to fuel his own arcane energies. As a standard action, the techblade can drain 1d10 charges from a piece of technology he possesses in order to immediately cast a spell he knows, whose level is no greater than the number of the charge drained from the technology. When casting a spell in this way, he may apply any metamagic effects to the spell, provided the total modified spell level does not exceed the number of charges drained in this way. He may use this ability once per day at 13th level, plus an additional time each day for every 3 levels after 13th.

This ability replaces the heavy armor class feature.

Lorefinder of Atlantis (Rogue)

Lorefinders of Atlantis are rogues who spend their time and energy in search of ancient secrets. The tradition is said to have its origins in Atlantis itself, with vague stories of ancient explorers plundering the world for the secrets of gods and outsiders who once walked its surface. To the modern lorefinder, however, the chief concern is discovering the secretes of the ancients, particularly those who dwelt in the lost continent. Many claim ancestors from that storied place, and are searching for pieces of themselves, while others are merely questing for ever-greater knowledge and treasure.

Class Skills: A lorefinder of Atlantis gains all Knowledge skills as class skills.

Weapon and Armor Proficiencies: A lorefinder of Atlantis is proficient only with simple weapons and light armor, and is not proficient with any kind of shield.

Applied Lore (Ex): A lorefinder of Atlantis learns many secrets in the course of her work. These discoveries provide her with unique insights into the workings of the world and its inhabitants. The lorefinder of Atlantis has a pool of lore equal to 3 + her class level + her Intelligence modifier, which she can use at her discretion as part of making an ability check, attack roll, saving throw, or skill check. When she does, she receives a bonus on the roll. This bonus is equal to 1d6 for skill checks with skills she is trained in, or 1d4 for other checks. When she uses this bonus on a Knowledge skill she is not trained in, she can achieve results higher than 10, and when she uses this bonus on a Disable Device check, she can disarm magical traps. At 3rd level, and every 2 levels thereafter, the bonus on skill checks for which she is trained increases by a further 1d6, and the bonus for other checks is increased by 1d4.

This ability replaces the sneak attack class feature.

Lore Finding (Ex): A lorefinder of Atlantis is exceptionally adept at discovering the secrets of the past. She adds 1/2 her level to all Knowledge and Linguistics skill checks. This bonus is doubled when deciphering text, hieroglyphs, or similar with regard to extinct civilizations.

This ability replaces the trapfinding class feature.

Ancient Technology Lore (Ex): At 2nd level, a lorefinder of Atlantis has amassed enough working knowledge of ancient technological secrets that she can easily use ancient tech when she finds it. She is considered to be proficient with all technological weapons and armor even if she normally would not be. Additionally, by spending 1d4 minutes studying a technological object, she can determine its function, capacity (if applicable), and remaining charges (if applicable).

This ability replaces the evasion class feature.

Improved Trap Sense (Ex): Beginning at 3rd level, a lorefinder of Atlantis learns special techniques to survive traps. She gains the normal benefits of trap sense, except that if she succeeds on her saving throw, she suffers no ill effects for the trap, and her bonus to AC and saves against mechanical traps is doubled.

This ability modifies the trap sense class feature.

Ancient Knowledge (Ex): At 4th level, the lorefinder of Atlantis's hard work has begun to pay off, as she discovers useful secrets possessed by the ancients. Upon reaching 4th level, and every 4 levels thereafter, the lorefinder of Atlantis learns some useful ancient secret which she can use to her advantage. She may select a secret from the following list; secrets marked with an asterisk (*) can be selected more than once. Spell-like abilities gained in this way must be of a level no higher than 1/4 the lorefinder of Atlantis's class level.

Combat Secret: The lorefinder of Atlantis gains a +1 bonus on all attack rolls and weapon damage rolls.

Defensive Secret: The lorefinder of Atlantis gains a +1 insight bonus to AC, CMD, and saving throws.

*Feat**: The lorefinder of Atlantis gains a single feat. She is treated as having ability scores, base attack bonus, class level, and skill ranks as 2 higher than they actually are for the purposes of qualifying for this feat, but must otherwise meet all prerequisites.

Secrets: The lorefinder of Atlantis gains a +2 insight bonus on all skill checks.

*Skills**: The lorefinder of Atlantis immediately gains 5 skill points.

Spell Knowledge*: The lorefinder of Atlantis gains a spell from the sorcerer/wizard list, which can be cast as a spell-like ability a number of times per day equal to her Intelligence modifier. The lorefinder of Atlantis's caster level for this effect is equal to her class level, and the saving throw DC for this effect (if any) is based on her Intelligence modifier. This ability replaces the uncanny dodge and improved uncanny dodge class features, as well as the rogue talents gained at 12th, 16th, and 20th levels.

Atlantean Master Craftsman (Wizard)

Atlantean master craftsmen are genius crafters whose skills hail back to the ancient lost continent of Atlantis. Expert artisans of magical and mechanical items, they use ancient secrets in order to produce superior goods, and in vastly shorter time spans. In ancient days, the craftmasters of the sunken continent produced wonders of magic and science that surpass even modern inventions and high art.

Atlantean Master Craftsman: At 1st level, an Atlantean master craftsman is able to create any kind of magical or technological item with relative ease. He is always treated as having access to the appropriate kind of lab or workshop for creating technological items, although the cost of creating technological items is doubled if he doesn't have access to a proper lab, as he must substitute rare crystals and arcane artifacts to make up the difference. Additionally, as long as he has the appropriate feat, the Atlantean master craftsman is treated as though he met all the other prerequisites for creating an item using that feat. For each prerequisite he actually does meet, he gains a +2 bonus on the Craft check to create the item.

This ability replaces the arcane bond class feature.

Atlantean Crafting Secrets (Ex): At 5th level, an Atlantean master craftsman gains a single item creation feat as a bonus feat. He can create magical items using that bonus feat at extreme speeds, so long as he uses expensive ancient Atlantean components in its creation. By increasing the cost to create the item by 50%, he can create a magical item using that feat in 1/10 the normal time that would be required to make that magical item.

This ability replaces the bonus feat gained at 5th level.

Atlantean Charge Master (Ex): At 10th level, an Atlantean master craftsman can create items that are far longer lasting than those created by wizards unfamiliar with the ancient traditions of Atlantis. Whenever the Atlantean master craftsman creates an item with charges, the number of charges that item has when created, as well as the maximum number of charges that item can have, are doubled. For example, staffs are created with 20 charges, wands with 100, and technological items have twice their normal capacity.

This ability replaces the bonus feat gained at 10th level.

Atlantean Crafting Lore (Ex): At 15th level, an Atlantean master craftsman gains a single item creation feat as a bonus feat. When creating items using that feat, the Atlantean master craftsman reduces the cost of items created by that feat by 50%. By incorporating additional Atlantean items into the construction of that item, he can produce the item at its normal cost in order to increase the caster level of the item by 5, and increase the saving throw DC of any ability possessed by the item by 1.

This ability replaces the bonus feat gained at 15th level.

Atlantean Masterwork (Ex): At 20th level, an Atlantean master craftsman gains the ability to create a truly wondrous work of Atlantean craft. By incorporating expensive and rare ancient components into an item he is crafting, he can create works beyond that of mortals. This increases the item's cost by 10 times the normal cost. Technological items created in this way do not use charges when used, if they would normally have a capacity. Weapons created in this way overcome damage reduction as though they were epic weapons. Armor created in this way grants its wearer DR 5/—. The caster level of spell completion and spell trigger items created in this way is increased by 10. Items created in the way that can be used a limited number of times per day can be used one additional time each day. The caster level of all other items created in this way is increased by 5. Any item created in this way gains an additional 25 points of hardness and 100 hit points.

This ability replaces the bonus feat gained at 20th level.

Psionic Archetype

Ancient and lost civilizations are often associated with strange and mystical powers, and popular media often depicts the people of such places as having tapped into latent psionic potential. As a result, six of the seven volumes of *Archetypes of the Ancients* features a special bonus archetype for one of the psionic classes from Dreamscarred Press (with the other installment featuring an additional Paizo class, instead). For more information on *Psionics Unleashed* and other psionic content from Dreamscarred Press, as well as the specific class that this archetype modifies, please visit www. dreamscarred.com.

New Psion Discipline: Atlantean Psion

Atlantean psions are called ancients, and are psions who specialize in the ancient psychic mysteries of Atlantis, learning how to psychically manipulate magical objects and become more in tune with the energies of both magical and technological marvels. Ancients have a great affinity for using charged magic items as well as certain technological marvels and can draw on them to feed their own psychic abilities. Ancients receive Appraise and Use Magic Device as class skills. The ancient is treated as a generalist for the purposes of learning powers restricted to a psionic discipline.

Discipline Talents: Choose two powers from the following list: *bolt, crystal light, far hand,* or *psionic repair.*

As long as you maintain psychic focus, you can use the chosen powers without expending any power points. When you use *bolt* in this way, only 1d4 pieces of ammunition are produced and each carries either an enhancement to attack rolls or damage rolls, rather than both. You may augment *bolt* further by spending the appropriate number of power points; if you do, the power functions normally. When using *far hand* in this way, it is a standard action to move the object. By spending 1 power point when you use the *far hand* power in this way, you may move the object as a swift action. This is in addition to the normal augmentations offered by the *far hand* power.

Item Affinity (Su): At 1st level, you are able to attune your psionic essence with objects of power, unlocking their mysteries and drawing on them to restore your psionic energies. You may expend psionic focus in order to learn the special abilities and magical properties of a magical or technological item you are touching. This functions exactly as though you had identified the item using Spellcraft, and always reveals whether or not the item is cursed, or requires a special command to operate, and the remaining charges the item has. Additionally, you may expend psionic focus as a standard action while touching an object that has charges in order to reduce the number of charges of that object by 1 and regain 2 power points. At 4th level, and every 4 levels thereafter, you may reduce the object's charges by a further 1 and regain 2 additional power points. If the object is attended by a character other than yourself, it may make a Will saving throw (DC = 10 + 1/2 your psion level + your Intelligence modifier) to resist this effect.

Psionic Activation (Su): At 8th level, you may expend psionic focus whenever you activate an item that requires either a manifestor level check or a Use Magic Device check to operate. If you do, treat the result of that check as though you had rolled a 20, then add any modifiers to the result. Additionally, when you activate an object that has charges or daily uses in this way, you may spend a number of power points equal to 1/2 the item's caster level in order to use the item without expending any charges or daily uses of the item.

Power Transfer (Su): At 14th level, you may expend psionic focus in order to use your psionic energies to restore energy to a magical or technological item that uses charges. As a move action, you may expend psionic focus and a number of power points in order to recharge an item. The cost in power points is equal to caster level of the item if it is a magical item, or to 1/1,000th of the item's price in gold pieces if it is a technological item. This ability restores 1d8 charges to the item. At 16th level, and every 2 levels thereafter, the item regains an additional charge when you use this ability.

Ancient Master (Su): At 20th level, the caster level for every magic item you wield or wear is increased to 20 so long as you are using it. Additionally, while in your possession, the maximum number of charges for any magic item you possess is increased by 10, and the capacity for technological items is increased by the same amount.

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harness the Power of Atlantis!

Plumbing ancient ruins in search of long-forgotten secrets and the power of lost civilizations is nothing new to adventurers. Hew fantasy settings are without some lost civilization from ages before, which boasted magic or technology far more advanced than anything seen today. But if you're going to go after mythical cities from bygone eras, you may as well go after the best of the best. Each installment of Weekly Wonders: Archetypes of the Ancients takes a single real-world mythological city, lost continent, or hidden kingdom and provides six archetypes specifically designed to invoke the themes and elements that that place is known for.

This installment focuses on perhaps the most well-known lost civilization of them all, the city of Atlantis. Famous for its advanced culture, technology, and magic, said to be far superior than anything the current world possesses, for all its greatness, Atlantis was lost beneath the waves in a great catastrophe, setting back the development of mankind for untold centuries. While there are many legends and tales about exactly what Atlantis was like, the archetypes in this book focus on some of the common threads shared by most of them: advanced magic and technology, the ability to harness and control energy, heavy use of crystalsand a close connection to the water. This book contains the following archetypes:

• The ancient experimenter, an alchemist archetype that is adept at manipulating minerals.

• The ancient weapon master, a gunslinger archetype that specializes in the use of ancient Atlantean weaponry.

• The techblade, a magus archetype that blends modern magic with ancient Atlantean technology.

• The lorefinder of Atlantis, a rogue archetype that weaponizes obscure lore and ancient knowledge, and has a particular knack for using ancient technology.

• The Atlantean master craftsman, a wizard archetype that can make items to replicate the ancient wonders of Atlantis.

• A bonus discipline for the psion, from *Psionics Unleashed* by Dreamscarred Press, the Atlantean psion derives her power from a connection o ancient Atlantis, and, among other things, can use her own psychic power to fuel magic items.

Whether you're about to embark on an archaeological campaign (such as the official Paizo adventure path dealing with seeking out the secrets of a lost and ancient civilization), or you just want to play a character with a connection to the ancient past, this book has lots of tantalizing options to offer. Given GMs can get in on the fun, as several of the archetypes here are perfect for NPCs tied to mythical places as well, and can make for exciting and memorable encounters.



Necromancers of the Northwest