

Weekly Wonders

Archetypes of
the Ancients

Volume V

Lemuria

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*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

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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, and the possibility of rediscovering knowledge or power that was thought forever lost, ushering in a golden age once again, and when a character has a particular stake or tie in 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 continent of Lemuria. Originally theorized to explain the geographic disposition of lemurs and similar small mammals by postulating a missing land-bridge that once connected areas where they are found, Lemuria eventually became the topic of much occult interest. Various different claims exist regarding the land, but among the more widely held ones are that the continent was inhabited by a “root race” of humanity: a four-armed, three-eyed hermaphroditic species that reproduced by laying eggs, and which was very spiritually pure. After the collapse of their continent, some of these creatures were said to relocate to what would later become Atlantis, and their descendents became the human race. Other sources claim that survivors from Lemuria still live in massive underground tunnels beneath certain mountains. For this book, we’ve focused on themes relating to primordial evolution, as Lemuria is often credited with the birth of humanity, and focused specifically on those traits attributed to the ancient Lemurian race, including their third eye and spiritual purity.

New Archetypes

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

Lemurian Bloodline (Bloodrager)

Through a quirk of evolution, your bloodline has unlocked hidden potential in your genes, dating all the way back to ancient Lemuria. Your closeness to the strange people of that lost land empowers you when you rage.

Bonus Feats: Combat Expertise, Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Toughness, Two-Weapon Fighting.

Bonus Spells: *long arm*^{ACG} (7th), *animal aspect*^{UC} (10th), *monstrous physique*^{IUM} (13th), *stoneskin* (16th).

Bloodline Powers: When you bloodrage, you tap into the power and spiritual energy of your Lemurian ancestors, granting you clarity and insight.

Lemurian Evolution (Su): At 1st level, when you bloodrage, your body is filled with the primordial power of the ancients. You may choose a single evolution worth 1 evolution point, from among those available to a summoner’s eidolon. Every time you bloodrage, you gain the chosen evolution for the duration of the bloodrage. At 4th level, and every four levels thereafter, you gain 1 additional evolution point to spend in this way, and can reallocate any previously spent evolution points.

Third Eye (Su): At 4th level, whenever you bloodrage, a third eye opens in the back of your head, granting you greater clarity in combat. While bloodraging, you gain a +4 bonus on Perception checks and cannot be flanked.

Spiritual Clarity (Su): At 8th level, while bloodraging, you are overcome with a euphoric tranquility. You can use Charisma-, Dexterity-, and Intelligence-based skills normally while bloodraging, and can use abilities that require patience or concentration. Additionally, you gain a +4 bonus on saving throws made to resist emotion and fear effects, and this stacks with the normal bonus to Will saves granted by your bloodrage.

Flexible Evolution (Su): At 12th level, you gain greater control over the ways that your blood mutates your body during a bloodrage. Each day, when you rest and regain your spells, you may choose to reallocate the evolution points granted by your Lemurian evolution class feature.

Lemurian Shell (Su): At 16th level, whenever you end your bloodrage, you can allow yourself to become encased in an egg-like shell of stone, which protects you as you recover. If you choose to be encased in the egg, you gain total cover against everything outside the egg, as well as fast healing equal to your Charisma modifier. You cannot act in this state, except to take purely mental actions. You remain in the egg until it is broken, or for as long as you remain fatigued as a result of bloodraging, whichever comes first. The egg has hardness 10 and a number of hit points equal to your bloodrager level.

True Mutations (Su): At 20th level, you gain supreme control over the way that your Lemurian blood manifests when you bloodrage. Each time you bloodrage, you can choose how to allocate the evolution points gained from your Lemurian evolution class feature.

Seeker of Lemuria (Investigator)

As with many lost continents, there are many today who seek out the ruins of lost Lemuria, in an effort to be closer to its primordial energies and the ruins of its ancient civilization, and perhaps to uncover some of its secrets in the process. Those who devote themselves to this pursuit are often known as seekers of Lemuria.

Biologist (Ex): Beginning at 2nd level, a seeker of Lemuria has an innate instinct for biology and the origins of species, and is capable of quickly identifying a new species and its traits. The seeker of Lemuria gains a +5 bonus on Knowledge

checks made to identify creatures, and can always make such checks untrained. Additionally, whenever the seeker of Lemuria successfully identifies a creature, he gains one more piece of information about that creature than he otherwise would.

This ability replaces the poison lore class feature.

Meditation (Ex): At 2nd level, a seeker of Lemuria learns to perform ancient Lemurian meditations that allow him to purify his spirit. Doing so requires 10 minutes of uninterrupted rest, during which time the seeker of Lemuria must focus inward. After performing this meditation, the seeker of Lemuria gains a +2 bonus on all saving throws made to resist mind-affecting effects for 1 hour. This bonus increases to +4 at 5th level, and to +6 at 8th level. At 11th level, while under the effects of this meditation, the seeker of Lemuria is immune to emotion and fear effects.

This ability replaces the poison resistance class feature.

Archaeologist (Ex): By 3rd level, a seeker of Lemuria becomes a dabbler in archaeology. He gains a +1 bonus on all skill checks relating to ancient and lost civilizations, including (but not limited to) Knowledge checks to learn about them, Linguistics checks to decipher their writings, Perception checks to spot traps and secret compartments in their architecture, and Disable Device checks to disarm or open such things. At 6th level, and every three levels thereafter, this bonus increases by 1 (to a maximum of +6 at 18th level).

This ability replaces the trap sense class feature.

Underground Adaptation (Ex): By 4th level, a seeker of Lemuria is well-trained in travelling underground, the better to seek out the lost survivors of that continent, said to dwell now in caverns beneath an ancient mountain. The seeker of Lemuria gains darkvision to a range of 30 feet, and gains a +2 bonus on all skill checks made while underground.

This ability replaces the swift alchemy class feature.

Lemurian Biochemistry (Su): At 11th level, a seeker of Lemuria is able to infuse his extracts with the unstable precambrian essence of ancient Lemuria, increasing their potency. Whenever one of his extracts grants an enhancement bonus, that bonus is increased by +2.

This ability replaces the investigator talent gained at 11th level.

Lemurian Scion (Medium)

While all mediums call upon spirits in order to gain their power, it is believed by some that the older a spirit is, the more potent the gifts it can provide. Those who adhere to this theory often look to the spirits of long-lost Lemuria, a land so ancient it is said to predate even the birth of humanity, drawing on these primordial spirits to grant them the mystic powers of the ancient Lemurians.

Evolutionary Boost (Su): As a move action, a Lemurian scion can allow his spirit to gain 1 additional point of influence over him in order to tap into his connection to his ancient primordial ancestors and cause a surge of evolution in his own body. He may choose a single 1-point evolution from among those available to a summoner's eidolon, and gain the benefits of that evolution for 1 minute. At 10th level, he can gain up to 2 points' worth of evolutions in this way (a single 2-point evolution, or two 1-point evolutions) whenever he uses this ability. At 20th level, he can gain up to 3 points' worth of evolutions whenever he uses this ability.

This ability replaces the spirit surge class feature.

Third Eye (Su): At 3rd level, a Lemurian scion gains the ability to open a mystical third eye by calling upon the power of his Lemurian ancestors. Doing so is a swift action, and results in a visible third eye appearing on the back of the Lemurian scion's head. While the third eye is open, the Lemurian scion cannot be flanked, and gains a +4 bonus on sight-based Perception checks. The Lemurian scion can close his third eye with another swift action.

This ability replaces the haunt channeler class feature.

See the Unseen (Sp): At 5th level, the Lemurian scion can use his third eye to see things that are invisible to normal human sight. He can gain the benefits of the *see invisibility* spell for a number of minutes per day equal to his medium level. He must have his third eye open to use this ability. The minutes need not be spent consecutively, but must be spent in one-minute increments. The caster level for this effect is equal to his medium level.

This ability replaces the location channel class feature.

See the Truth (Sp): At 7th level, the Lemurian scion can use his third eye to see things as they truly are. He can gain the benefits of the *true seeing* spell for a number of rounds per day equal to his medium level. He must have his third eye open to use this ability. The caster level for this effect is equal to his medium level.

This ability replaces the connection channel class feature.

Lemurian Mentalist (Mesmerist)

Possessing a psychic link to ancient Lemuria, Lemurian mentalists are mesmerists that focus on achieving the same level of spiritual and mental clarity that was possessed by the denizens of that long-lost place.

Mental Clarity (Ex): A Lemurian mentalist adds 1/2 his mesmerist level (minimum 1) as a bonus on all concentration checks. In addition, the Lemurian mentalist is treated as having Dexterity, Intelligence, and Wisdom scores of 13 for the purposes of meeting the prerequisites of feats.

This ability replaces the consummate liar class feature.

Evolutionary Touch (Su): Beginning at 3rd level, a Lemurian mentalist can instill another creature with the volatile and mutagenic energy that suffused Lemuria, causing their body to develop spontaneous, temporary mutations. Doing so is a standard action, and requires that the Lemurian mentalist touch the creature to be affected. The creature gains a single evolution of the Lemurian mentalist's choice, from among the evolutions he has learned.

At 3rd level, the Lemurian mentalist chooses two 1-point evolutions from among those available to a summoner's eidolon, and learns them, choosing which of the two to grant each time he uses this ability. At 5th, 7th, and 9th levels, he learns an additional 1-point evolution. At 11th, 13th, and 15th levels, he learns a single 1- or 2-point evolution, and at 17th and 19th levels, he learns a single evolution that costs 3 or fewer points.

Regardless of which evolution the Lemurian mentalist applies, the effect lasts for 1 minute. The Lemurian mentalist can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces the touch treatment class feature.

Calming Aura (Sp): At 5th level, as a standard action, a Lemurian mentalist can radiate an aura of calming mental energy in a 30-foot radius. Each creature within this area must succeed on a Will save (DC = 10 + 1/2 the Lemurian mentalist's mesmerist level + the Lemurian mentalist's Charisma modifier) or be affected as though by the spell *calm emotions* for as long as it remains within the area of effect. The Lemurian mentalist must spend a move action each round to maintain this effect. The Lemurian mentalist can use this ability for a total number of rounds per day equal to his mesmerist level.

This ability replaces the mental potency class feature.

Third Eye (Su): At 11th level, a Lemurian mentalist can open his third eye, increasing the effectiveness of his painful stare. Opening or closing his third eye is a move action, and he can keep his third eye open for a total number of rounds per day equal to his mesmerist level. While his third eye is open, the number of stare feats that he can apply to any individual attack increases by one. This stacks with other sources that increase the number of stare feats he can apply, such as the Compounded Pain feat.

This ability replaces the glib lie class feature.

Lemurian Mystery (Oracle)

There are many oracles who claim to have close ties to ancient Lemuria, receiving visions of that primordial continent and the strange and alien creatures that dwelled there in a bygone age before the birth of humanity. These Lemurian oracles attempt to bring forth the wisdom of that long-lost land to the modern day, bringing everyone together in spiritual harmony and awakening the long-lost potential of their race.

Class Skills: An oracle with the Lemurian mystery adds Knowledge (dungeoneering), Knowledge (nature), Perception, and Survival to her list of class skills.

Bonus Spells: *long arm*^{ACG} (2nd), *animal aspect*^{UC} (4th), *heroism* (6th), *greater darkvision*^{UM} (8th), *planar adaptation*^{APG} (10th), *monstrous physique IV*^{UM} (12th), *greater polymorph* (14th), *sympathy* (16th), *foresight* (18th).

Revelations: An oracle with the Lemurian mystery can choose from any of the following revelations.

Calming Touch (Su): You can touch a creature in order to fill it with a sense of calm and peace. If the creature is unwilling, this requires a successful melee touch attack, which does not provoke attacks of opportunity. The target is also entitled to a Will saving throw (DC = 10 + 1/2 your oracle level + your Charisma modifier) to resist the effect. A creature that fails its saving throw is affected as though by the spell *calm emotions* for a number of rounds equal to your Charisma modifier. You can use this ability at will, but a creature that succeeds on its saving throw is immune to the effect for 24 hours.

Copy Extraordinary Ability (Su): By touching a creature, you can alter your own body to allow you to gain some of that creature's abilities. If the creature is unwilling, you must succeed on a melee touch attack, which does not provoke attacks of opportunity. You may then select a single extraordinary ability the creature possesses that you are aware of (you have either seen the creature use the ability, or have identified the ability with a successful Knowledge check). You gain the benefits of that ability for 1 hour. If the ability can be used a limited number of times per day, you can use it only once. Otherwise, it functions in all ways as it does for the creature you copied the ability from. You can use this ability three times per day. You must be at least 11th level to select this revelation.

Evolutionary Touch (Su): As a standard action, you can instill a touched creature with the primordial energies of ancient Lemuria, allowing them to temporarily unlock hidden evolutionary potentials. The touched creature gains a single 1-point evolution from among those available to summoners' eidolons. You choose which evolution is gained. The evolution lasts for a number of rounds equal to your Charisma modifier. You can use this ability three times per day.

Hermaphroditic (Ex): You tap into the ancient biology of the primordial Lemurians, allowing your body to become both genders at once. You are treated as belonging to both genders for all effects that reference your gender. Additionally, you gain a +4 racial bonus on Diplomacy and Sense Motive checks, due to a greater sense of empathy with all living things.

Personal Evolution (Su): Your connection to ancient and primordial Lemuria awakens a surge of evolution in your body. Choose a single 1-point evolution available to summoners' eidolons. You gain the benefits of that evolution permanently. At 14th level, you may choose a second 1-point evolution to gain, or can exchange your existing 1-point evolution for a 2-point evolution. You must be at least 7th level to select this revelation.

See Auras (Sp): You have trained your third eye to allow you to read the auras of creatures and objects. As long as your third eye is open, you gain the benefits of the *analyze aura*^{OA} spell. Additionally, the bonus on sight-based Perception checks granted by your third eye increases by 2. Finally, the number of minutes per day that you can use your third eye revelation increases by an amount equal to 1/2 your oracle level. You must have the third eye revelation in order to select this revelation.

See the Unseen (Sp): You have trained your third eye to allow you to see things which cannot normally be seen. As long as your third eye is open, you gain the benefits of the *see invisibility* spell. Additionally, the bonus on sight-based Perception checks granted by your third eye increases by 2. Finally, the number of minutes per day that you can use your third eye revelation increases by an amount equal to 1/2 your oracle level. You must have the third eye revelation in order to select this revelation.

Spiritual Purity (Sp): You attain a similar level of spiritual enlightenment to that mastered by the ancient Lemurians. You are constantly affected as though by a *protection from evil* spell. If your alignment ever ceases to be good, you lose all benefits of this revelation until your alignment returns to good.

Third Eye (Su): You gain the ability to open a mystic third eye, located on the back of your head. Doing so is a swift action, and as long as the eye is open, it is visible to anyone who looks at you. As long as your third eye is open, you are able to see in all directions at once, ensuring you cannot be flanked. Additionally, you gain a +4 bonus on sight-based Perception checks. You can have your third eye open for a total number of minutes per day equal to your oracle level. The minutes need not be spent consecutively, but must be spent in 1-minute increments.

Unlock Racial Heritage (Ex): You tap into your evolutionary potential, gaining access to aspects of other lineages of your race. Choose two alternate racial traits for your race. You gain those racial traits permanently, without having to give up the racial trait you would normally lose to gain them. At the GM's discretion, some very powerful racial traits may count as two racial traits for the purposes of this ability. You cannot gain a racial trait you already possess in this way.

Final Revelation: Upon reaching 20th level, you achieve your full racial potential, as the power of Lemuria causes your body to undergo rapid mutations. You gain a total number of eidolon evolutions whose combined point values do not exceed 5.

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* feature 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.

Lemurian Surge (Wilder)

Your psychic power comes from dormant abilities that can be traced all the way back to ancient Lemuria, a recessive power deep in your blood that has been unlocked by a freak accident of evolution.

Wild Surge and Psychic Enervation: A Lemurian wilder channels the power of primordial Lemuria through herself, invoking ancient magic and potential that has long rested dormant in the human race. Whenever she suffers psychic enervation, she suffers a sudden and temporary quirk of evolution that dramatically cripples some aspect of her, gaining a –6 penalty to a single ability score (determined at random) for a number of rounds equal to the level of wild surge used, and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost).

Surge Bond: Whenever a Lemurian wilder invokes a wild surge, the power of ancient Lemuria surging through her body also causes her form to twist and evolve in strange and alien ways. She may choose a single 1-point evolution from among those available to summoners' eidolons, and she gains the benefits of that evolution for a number of rounds equal to her Charisma modifier.

Improved Surge Bond: At 5th level, the Lemurian wilder's spiritual purity becomes strong enough that she is able to more easily resist the corrupting influence of others. She is constantly affected as though by the spell *protection from evil*.

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Primordial Spawning Ground of Civilization!

Plumbing ancient ruins in search of long-forgotten secrets and the power of lost civilizations is nothing new to adventurers. Few 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.

For this book, we focus on the continent of Lemuria. Originally theorized to explain the geographic disposition of lemurs and similar small mammals by postulating a missing land-bridge that once connected areas where they are found, Lemuria eventually became the topic of much occult interest. Said to have been inhabited by a strange and alien race of proto-humans, the archetypes in this book grant the traits attributed to this progenitor race, and have general themes of evolutionary surges. This book includes the following archetypes:

- The Lemurian bloodrager bloodline, which allows the bloodrager to mutate his own body, open his third eye, and gain spiritual clarity.
- The seeker of Lemuria, an investigator archetype trained in unusual biology and ancient practices of meditation.
- The Lemurian scion, a medium archetype with several powers relating to a mystical third eye, which allows them to see things others cannot.
- The Lemurian mentalist, a mesmerist archetype that can temporarily mutate others with a touch, and can radiate a calming aura.
- The Lemurian oracle mystery, offering a wide variety of powers relating to Lemuria, its ancient race, and evolutionary mutation.
- A bonus wild surge type for the wilder, from *Psionics Unleashed* by Dreamscarred Press, the Lemurian surge causes her body to physically mutate when she invokes a wild surge.

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. Even 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*

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