Weekly Wonders

Archetypes of the Ancients Volume VIII

Shambhala

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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 Shambhala, the mythical hidden kingdom of Chinese and Tibetan origin, said to be found in a secluded valley at the top of a mountain, and to be a pure and unsullied land, a spiritual place that is heaven on earth. The people living in Shambhala were said to be possessed of extremely long lifespans, and a great strength of spirit. In fact, some legends go so far as to claim that anyone who lived in Shambhala was guaranteed to reincarnate in a better form in their next life, simply from their proximity to enlightenment. Numerous other mystical powers were associated with the residents of Shambhala, including the ability to fly, as well as to heal themselves from illness and poison. The archetypes in this book capture these themes, allowing characters to harness the power of Shambhala.

New Archetypes

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

Chanter of Shambhala (Bard)

In Shambhala, ritual chants are performed to help one meditate and center oneself, and also to perform a variety of feats of magic. Those who specialize in such chants are known in the outside world as chanters of Shambhala, and can use their voices alone to perform truly remarkable feats.

Bardic Performance: A chanter of Shambhala gains access to the following types of bardic performance.

Song of Restoration (Su): At 6th level, a chanter of Shambhala can recite healing mantras over a creature that is afflicted by a disease or poison, mystically curing them of their ailment. To do so, the chanter of Shambhala must be adjacent to the creature, and must perform for 3 rounds. The chanter of Shambhala then makes a special Perform check, with a DC equal to 5 + the saving throw DC of the disease or poison. If the check is successful, the target is immediately cured of the affliction. This is a healing effect, and relies on audible components.

This ability replaces the suggestion class feature.

Song of Sleep (Su): At 8th level, a chanter of Shambhala can perform a mantra that causes nearby creatures to grow weary, encouraging them towards a peaceful sleep. This bardic performance can be used in one of two ways. If performed when allies are about to rest, it requires 5 rounds of bardic performance, and causes all allies within 30 feet of the chanter of Shambhala to be immune to any harmful effects that specifically target sleeping creatures, such as a *nightmare* spell, until they awaken. Alternatively, the performance can be used at any time to cause all enemies within 30 feet that can see and hear the performance to be fatigued for as long as they remain within 30 feet and the chanter of Shambhala continues the performance, plus 1d4 rounds thereafter. This is a mind-affecting compulsion effect, and relies on audible components.

This ability replaces the dirge of doom class feature.

Zephyr Song (Su): A chanter of Shambhala of 14th level or higher can perform a special chant that grants herself and her allies the ability to fly through the air, held aloft by the wind. Up to one ally per bard level, all of which must be within 6o feet of the chanter of Shambhala, gain the benefits of the *fly* spell for as long as the chanter of Shambhala continues the performance. All affected creatures must remain within 120 feet of the chanter of Shambhala at all times, and straying further than this distance causes the effect to end for that creature. Any creature that is currently airborne when the effect ends is affected as though by the spell *feather fall* for 3 rounds or until they reach the ground, whichever comes first. This performance relies on audible components.

This ability replaces the frightening tune class feature.

Calming Chant (Sp): At 18th level, a chanter of Shambhala can recite a powerful mantra that brings about peace. Each creature that can hear the chanter of Shambhala must succeed on a Will save (DC = 10 + 1/2the chanter of Shambhala's bard level + the chanter of Shambhala's Charisma modifier) or be affected as though by the spell *calm emotions* for as long as the chanter of Shambhala continues the performance. Creatures that succeed on their saving throw must make a new saving throw each round they hear the performance. This is a mind-affecting compulsion effect, and relies on audible components.

This ability replaces the mass suggestion class feature.

Chant of the Great Wheel (Sp): At 20th level, a chanter of Shambhala can restore life to a fallen ally with a powerful mantra of reincarnation. Doing so requires that the chanter of Shambhala perform the mantra adjacent to the creature's corpse for 5 rounds, after which time the creature is affected as though by the spell *reincarnate*, except that the creature's new body is formed in only 1 minute. Additionally, the chanter of Shambhala can help guide the reincarnation process towards a more desirable result: after making an initial roll to determine what form the creature will come back as, the chanter of Shambhala

can choose to roll again, using the new result instead of the previous one. She can do this up to three times each time this ability is used, but each time she chooses to do so, she loses access to the result of the previous roll.

This ability replaces the deadly performance class feature.

Shambhalan Meditant (Cleric)

Nearly everyone in Shambhala is devoted to achieving enlightenment and spiritual purity. Rather than worship a particular deity, however, those who seek the divine in Shambhala do so through intense meditation and attempting to become spiritually one with all things.

Meditation (Ex): As a full-round action, a Shambhalan meditant can focus her thoughts in order to exchange one unused, prepared spell for another spell that can occupy the same spell slot. She simply loses the old spell and gains the new one in its place. She can use this ability once per day per spell level.

Unarmed Strike: At 1st level, a Shambhalan meditant gains the unarmed strike class feature of the monk, treating her cleric level as her monk level for the purposes of determining her unarmed strike damage. She does not gain the stunning fist or flurry of blows class features.

Zen Mysticism: A Shambhalan meditant does not devote herself to a particular deity, as many clerics do, but instead attempts to achieve a state of divine enlightenment, becoming one with all things. She does not gain domains, nor does she gain an additional spell slot per day of each spell level for domain spells.

Cloud Step (Sp): Beginning at 6th level, a Shambhalan meditant gains the ability to walk on air. As a move action, she can grant herself the benefits of the spell *air walk*, with a caster level equal to her cleric level. She can use this ability for a total number of minutes each day equal to 10 times her cleric level. These minutes need not be spent consecutively, but must be spent in 10-minute increments.

Guided Reincarnation: At 8th level, a Shambhalan meditant adds *reincarnate* to her class's spell list. Additionally, whenever she casts *reincarnate*, she can roll twice to determine the creature's new race, and choose which result to use.

Shambhalan Guardian (Inquisitor)

Charged with standing guard over the gates to Shambhala, these inquisitors are particularly skilled at picking out monsters and unclean creatures whose very presence would taint the spiritual purity of Shambhala.

Watchful (Ex): Shambhalan guardians are particularly skilled at sensing deception and noticing hidden threats, as it is their job to guard paradise on earth from external threats. A Shambhalan guardian receives a morale bonus on all Perception and Sense Motive checks equal to 1/2 her inquisitor level (minimum +1).

This ability replaces the stern gaze class feature.

Contemplative (Ex): Shambhalan guardians are not as quick to act as other inquisitors, but when they do so, they do so with a purity of focus. At 2nd level, a Shambhalan guardian gains a +2 bonus on saving throws made to resist mind-affecting effects.

This ability replaces the cunning initiative class feature.

Detect Monster (Su): Beginning at 2nd level, a Shambhalan guardian gains the ability to sense the presence of creatures whose very proximity could threaten the purity of Shambhala. This functions as *detect undead*, except that it also detects the presence of aberrations, monstrous humanoids, oozes, and outsiders with the evil subtype. The Shambhalan guardian cannot determine which creature type a given creature belongs to, from among those detected in this way. This ability pierces most illusions and even polymorph effects, unless the effect specifically states that it alters the creature's aura (such as *misdirection*). The Shambhalan guardian can use this ability at will.

This ability replaces the detect alignment class feature.

Zephyr Dance (Su): At 17th level, a Shambhalan guardian gains the ability to fly through the air. She can grant herself the benefits of the *fly* spell as a standard action. She can use this ability for a total number of minutes per day equal to her inquisitor level. These minutes need not be spent consecutively, but must be spent in 1-minute increments.

This ability replaces the slayer class feature.

Monkey Disciple (Monk)

Shambhala is an oasis of heavenly paradise on earth, and few mythological figures represent the blending of the heavenly and the earthly so much as the legendary monkey king, who is said to visit Shambhala in secret. An order of monks known as monkey disciples devote themselves to mastering the techniques of the monkey king in lesser form.

Chaos Disciple: Like the monkey king, a monkey disciple pursues enlightenment by following his heart and his spirit, and many monkey disciples have a decidedly mischievous bent about them. Monkey disciples are not restricted in their alignment.

Cloud Step (Su): At 5th level, a monkey disciple learns how to walk on thin air. By spending 1 point from his *ki* pool as a swift action, the monkey disciple can gain the benefits of the *air walk* spell for 1 round. Alternatively, by spending 1 point from his *ki* pool as a move action, he can gain the benefits of *air walk* for a number of rounds equal to his Wisdom modifier.

This ability replaces the high jump class feature.

Object Manipulation (Sp): At 7th level, a monkey disciple learns to use his *ki* to cause objects to shrink and grow, much like the monkey king's famous staff. By spending 1 point from his *ki* pool as a move action, he can affect any object he is currently holding as though with the spell *shrink item* (the caster level is equal to his monk level). Alternatively, in the same fashion, he can cause the item to grow by the same amount, rather than shrink. Additionally, the monkey disciple suffers half the normal penalty for wielding a weapon that is the wrong size for him (-1 per size category of difference, rather than -2).

This ability replaces the wholeness of body class feature.

Master of Shapes (Sp): At 12th level, a monkey disciple learns the secret of transforming into a wide variety of creatures, much like the monkey king, although like the monkey king's, the transformations are incomplete. As a standard action, he can expend 2 points from his ki pool to affect himself as though by the spell polymorph, except that some aspect of himself (such as his face, his hands, or another body part, chosen when he gains this ability) always remains the same. This has no impact on the spell's effects, but it does mean that any creature that views him while transformed can identify that he is not a real version of that creature with a successful DC 15 Knowledge check of the appropriate type, and, if they are familiar with him, may be able to identify that it is him, specifically. Finally, while polymorphed in this way, for all primary natural attacks he possesses, he uses the natural attack's normal damage dice or the damage dice for his unarmed strike, whichever is higher. His caster level for this effect is equal to his monk level.

This ability replaces the abundant step class feature.

Thousand Bodies (Su): At 15th level, a monkey disciple masters the trick of plucking hairs from his own body and transforming them into clones of himself, much as the monkey king was able to do. By expending 3 points from his *ki* pool as a move action, the monkey disciple can make two or more clones of himself. This functions as the spell *simulacrum*, creating a total number of Hit Dice worth of clones equal to the monkey disciple's monk level, each with the same number of Hit Dice. For example, at 15th level, he could create two clones with 7 Hit Dice each, or three clones with 5 Hit Dice each, or five clones with 3 Hit Dice each, and so on. The clones last for a number of rounds equal to the monkey disciple's Wisdom modifier. Once per day, the monkey disciple can use this ability without spending *ki* points, but he must do so as a full-round action.

This ability replaces the quivering palm class feature.

Cloud Somersault (Su): At 19th level, a monkey disciple can perform incredible leaps that span great distances, similar to the ones performed by the monkey king. As a standard action, he can expend 2 points from his *ki* pool to leap up to 100 miles per monk level, arriving instantaneously and safely at the destination. This functions as the spell *teleport* (including the chance of arriving in the wrong location), except that the monkey disciple can bring only as many passengers as he can carry without exceeding a medium load, and he must have line of effect (but not necessarily line of sight) to his destination. This means that he cannot use this ability to enter or leave enclosed spaces unless an entrance or exit is first created.

This ability replaces the empty body class feature.

Kalachakra Disciple (Spiritualist)

Shambhala is the home of the kalachakra, a mystical artifact said to depict the wheel of life and rebirth, which teaches one the path to enlightenment through reincarnation. Some of those who study the kalachakra are able to call upon the spirits of their ancestors to aid them.

Ancestor's Shield (Ex): At 4th level, a kalachakra disciple can direct her phantom to shield an ally that it is adjacent to as a move action. As long as the phantom is in ectoplasmic form and remains adjacent to that ally, the ally gains a +2 shield bonus to armor class and a +2 circumstance bonus on saving throws. These bonuses do not apply if the phantom is grappled, helpless, or unconscious. At 12th level, these bonuses increase to +4.

This ability replaces the spiritual interference and greater spiritual interference class features.

Spiritual Purity (Sp): Beginning at 5th level, a kalachakra disciple's spirit is fully purified, and is greatly resistant to corruptive forces. She gains the benefits of *protection from evil* at all times, with a caster level equal to her spiritualist level. If the effect is dispelled, she can resume it as a standard action. If the kalachakra disciple is not good, or ceases to be good for any reason, this ability has no effect until her alignment becomes good.

This ability replaces the detect undead class feature.

Pure Body (Ex): At 14th level, a kalachakra disciple's body becomes infused with her own spiritual purity, granting her a number of benefits. She becomes immune to diseases and poisons, as well as to any effect that would supernaturally age her. Further, she becomes immune to the effects of aging, and no longer takes penalties to her ability scores for aging. Any such penalties she has already taken remain in place, and age bonuses still accrue as she ages. The kalachakra disciple can still die of old age, but her maximum age is increased by 100 years.

This ability replaces the spiritual bond class feature.

Natural Reincarnation (Sp): At 16th level, a kalachakra disciple masters the secret of reincarnation. Once per week, when the kalachakra disciple dies, she automatically returns to life one hour later, as though with the spell *reincarnate*. Further, she has some limited control over the type of creature she returns as, and can roll twice when determining her new race and choose which of the two results to use.

This ability replaces the call spirit class feature.



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.

Lotus Path (Psychic Warrior)

You are calm and centered in combat, the eye of the storm, focusing yourself while battle rages around you and striking at the precise moment to maximize your potential.

Powers: Defensive precognition, empty mind.

Skills: Acrobatics, Perception, Sense Motive.

Bonus Class Skill: Sense Motive.

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus on attack rolls made with weapons with the monk special quality. This bonus increases by 1 at 5th level and every four psychic warrior levels thereafter.

Maneuver : Beginning at 3rd level, you can expend your psionic focus as a move action. If you do, you gain an insight bonus to AC equal to your Wisdom modifier for 1 minute.

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heaven on Garth

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 Shambhala, the mythical hidden kingdom of Chinese and Tibetan origin, said to be found in a secluded valley at the top of a mountain, and to be a pure and unsullied land, a spiritual place that is heaven on earth. The people living in Shambhala were said to be possessed of extremely long lifespans, and a great strength of spirit. In fact, some legends go so far as to claim that anyone who lived in Shambhala was guaranteed to reincamate in a better form in their next life, simply from their proximity to enlightenment. Numerous other mystical powers were associated with the residents of Shambhala, including the ability to fly, as well as to heal themselves from illness and poison. The archetypes in this book capture these themes, allowing characters to harness the power of Shambhala, This book includes the following archetypes:

• The chanter of Shambhala, a bard archetype that uses ritual chanting to cure afflictions, calm the mind, and even fly through the air.

• The Shambhalan meditant, a cleric archetype whose meditation allows for more flexible spellcasting, and who is trained in mystic martial arts.

• The Shambhalan guardian, an inquisitor archetype devoted to protecting heaven on earth against those that would corrupt it.

• The monkey disciple, a monkarchetype that follows the footsteps of the great Monkey King, who can walk through the air, change his shape, and even create mystical clones of himself.

o The kalachakra disciple, a spiritualist archetype who has mastered the secrets of the wheel of reincarnation, and is pure in body and spirit.

• Albonus archetype for the psychie warrior, from *Dsionics Unleashed* by Dreamscarred Dress, the lotus path specializes in perceiving the weaknesses of your enemies and exploiting them.

Whether you're about to embarkon an archaeological campaign (such as the official Daizo 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. Gven 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.



