

Weekly Wonders Archetypes of the Ancients Volume III

Mu

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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, 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 continent of Mu. At one time, popular archaeological theory held that a lost continent of Mu, situated somewhere in the Atlantic ocean, had been the home of an ancient civilization with advanced culture and, in particular, advanced engineering and stoneworking skills. This theory went on to elaborate that the great monuments of several other ancient civilizations, such as Egypt and Mesoamerica, were built by refugees from Mu after that land sunk beneath the waves. As a result, the archetypes in this book focus heavily on feats of incredible engineering and construction, as well as a deep and mystical connection with stone and stonework.

New Archetypes

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

Child of Mu (Barbarian)

The ancient empire of Mu once crossed through a great portion of the known world, leaving behind marvels of construction, tales of genius, and an enduring cultural legacy. In the remote parts of the world where the empire once held sway, some few noble savages retain the knowledge of the legacy of the lost continent. These few call themselves the children of Mu. Learned in the ways of the ancient empire, each has come to be a master of understanding stonework, achieving oneness with stone. They can call upon the ancient mysteries to assume the form of the terrible stone gods depicted in the idols of the lost empire. Surprisingly sophisticated for barbarians, children of Mu are both capable warriors and gifted scholars, with a desire to learn all they can through observation of the past and study of ancient mystery.

Stone Lore (Ex): A child of Mu is learned in the ways of stone and earth from her study of the legacy of the forgotten empire of Mu. A child of Mu gains a bonus equal to her class level on Perception checks made to notice unusual stonework, such as traps or secret doors hidden within the stone, and she receives such a check whenever she merely passes within 30 feet of them. Additionally, she gains a bonus

on all Knowledge (engineering) checks related to stonework equal to 1/2 her class level (minimum 1), and can achieve results higher than 10 on Knowledge (engineering) checks related to stonework, even if she is not trained in Knowledge (engineering).

This ability replaces the fast movement class feature.

Stone Rage (Ex): A child of Mu can unleash her inner anger in order to transform her body into the fearsome image of a wrathful stone deity, in imitation of the famed idols of Mu. Whenever she enters a rage, her body becomes hard like stone and her features become more rigid, as she begins to slowly transmute into volcanic rock. She gains the rage class feature as normal, except that when she rages she does not gain a bonus to Constitution, nor does she suffer a penalty to AC; instead, she gains a natural armor bonus to AC equal to the bonus on Will saves provided by her rage class feature.

This ability modifies the rage class feature.

Stone Strike (Ex): At 2nd level, a child of Mu is so studied in the secrets of stonework and construction that she knows precisely how to strike to destroy it, allowing her to easily breach ancient ruins, defeat guardian constructs, and destroy the idols of unworthy civilizations. The child of Mu ignores an amount of hardness and an amount of damage reduction possessed by constructs or objects equal to her class level.

This ability replaces the rage power gained at 2nd level.

Stone Trap Sense (Ex): At 3rd level, the child of Mu becomes more resistant to stone-based traps and dangers. The child of Mu gains a +2 bonus on Reflex saves and AC against traps incorporated into or hidden by stonework. This bonus is doubled against traps that are wholly or mostly stonework, such as falling blocks and some pits. At 6th level, and every 3 levels thereafter, this bonus increases by a further +2.

This ability replaces the trap sense class feature.

Body of Stone (Ex): At 7th level, a child of Mu's body becomes made of literal stone when she enters a rage. While raging, she gains DR 3/adamantine or bludgeoning. At 10th level, and every 3 levels thereafter, this damage reduction increase by a further 3.

This ability replaces the damage reduction class feature.

Stone Flesh (Ex): At 17th level, a child of Mu's flesh permanently becomes stone, granting her protections against many dangers to her mortal flesh. The child of Mu gains immunity to critical hits and precision-based damage, and a +4 bonus on Will saves against mind-affecting effects, as well as immunity to bleed, paralysis, petrification, sleep, and stunning.

This ability replaces the tireless rage class feature.

Stonekin (Druid)

Stonekin are the shamans and spiritual leaders of the ancient continent of Mu, and those that have followed in the footsteps of that sacred tradition. Though essentially worshipers of nature through its aspect of stone, stonekin are surprisingly civil-minded individuals who believe that nature and man must live actively together, rather than merely coexist. In ancient Mu, the stonekin were the chief workers of stone and were responsible for the creation of that forgotten place's greatest works and most impressive legacies. Modern stonekin are every bit as skilled in stone craft, and each has the potential to create vast and impressive works of stone.

Stone Casting (Su): At 1st level, a stonekin gains the earth domain and adds 1/2 her level as a bonus to her caster level for the purposes of determining the power of any earth spell. At 5th level, and every 5 levels thereafter, the stonekin chooses a single earth subdomain, and she gains the domain powers associated with that domain (though not any additional bonus spells). She still must be the appropriate level in order to use those abilities, if they require a minimum level.

This ability replaces the nature bond class feature.

Stone Stride (Ex): At 2nd level, the stonekin can move through stony difficult terrain (such as that caused by rubble, or rough and uneven ground). Additionally, she gains immunity to the *spike stone* spell and similar spells and effects.

This ability replaces the woodland stride class feature.

Stone Walking (Ex): At 3rd level, the stonekin is so at home moving on stone that she gains a +10-foot enhancement bonus to her movement speed and a +4 dodge bonus to AC vs. attacks of opportunity while in stone environments.

This ability replaces the trackless step class feature.

Shape Stone (Sp): At 4th level, a stonekin gains the ability to shape stone to her will. This functions like the spell *stone shape*, using her druid level as her caster level for the effect. Unlike *stone shape*, fine detail is possible for this effect, and objects with moving parts always function. She can use this ability a number of times per day equal to her druid level.

This ability replaces the wild shape class feature.

Stone Skin (Su): At 13th level, a stonekin can transform her skin into stone, granting her an amount of damage reduction equal to her class level, which can only be overcome by adamantine weapons. While under the effects of this ability, she also gains immunity to critical hits and precision-based damage. She can use this ability for a number of minutes each day equal to her level; these need not be used consecutively, but must be used in 1-minute increments.

This ability replaces the a thousand faces class feature.

Stone Regent (Hunter)

Those of ancient Mu were masters of stonework, not just in their monuments and castles, for which they are remembered, but in all aspects of their lives. The mastery of this one element was central to their existence, defining their great and mighty empire. So great was their mastery, in fact, that they discovered the secrets required to animate and ensoul stone structures. Those with an especially close connection to stone were able to bond with these animated stoneworks and were called stone regents. Magicians and warriors, stone regents use their natural magics to empower their stone guardians and serve the great continent from time immemorial.

Stone Guardian (Ex): A stone regent begins play with an animated guardian made of living stone that serves as her faithful ally in combat. The stone guardian has statistics identical to a Medium animated object, except that it receives the stone ability for free, and cannot gain the metal ability. The stone guardian gains an additional construct Hit Dice for every 2 hunter levels the stone regent possesses, and gains an additional construction point for every 3 hunter levels the stone regent possesses. Whenever she gains a new level, the stone regent may re-sculpt her stone guardian, reallocating its construction points as she sees fit. If her stone guardian is ever slain, the stone regent can create a new one by spending 1,000 gp per character level and imbuing some of her spirit into a man-sized portion of stone over 24 hours.

The stone regent may only have one stone guardian at a given time, and she has an empathic link with the stone guardian, which functions like the empathic link of a wizard's familiar. Any hunter abilities of the hunter that reference an animal companion apply to the stone regent's stone guardian instead. The stone guardian obeys the stone regent's spoken commands, and can be commanded with a swift action.

This ability replaces the animal companion class feature.

Guardian Upgrades (Ex): A stone regent learns special techniques of magic and artifice to sculpt her stone guardian in new and unusual ways, allowing her to spend its construction points on more impressive upgrades. Whenever the stone regent sculpts her stone guardian, she can choose to spend its construction points on the following abilities, in addition to those normally available to an animated object.

Ability Score Increase (Ex, 1 CP): The stone guardian gains a +4 enhancement bonus to one of its ability scores. This ability can be selected multiple times; each time it is selected, it must be applied to a new ability score.

Fast (Ex, 2 CP): The stone guardian gains a +5 bonus on initiative checks and gains the improved evasion ability of the rogue.

Fortified (Ex, 1 CP): The stone guardian gains a +2 enhancement bonus to its natural armor and 25% immunity to critical hits.

Magic Resistant (Ex, 2 CP): The stone guardian gains a +4 bonus on saving throws against spells and spell-like abilities.



Powerful Attack (Ex, 1 CP): The stone guardian's natural attacks deal damage as though it were one size category larger than it actually is.

Size Increase (Ex, 3 CP): The stone guardian becomes Large size, gaining a +4 size bonus to Strength and suffering a -2 size penalty to Dexterity. The stone guardian's natural attacks deal damage appropriate for its new size.

Speech (Ex, 1 CP): The stone guardian can speak and read any languages the stone regent knows. The stone guardian must have the sentient upgrade before it can take this upgrade.

Sentient (Ex, 1 CP): The stone guardian gains an Intelligence score of 10 and can gain skill ranks and learn feats appropriate for its Hit Dice.

Speak to Stones (Ex, 1 CP): The stone guardian can use *stone tell* as a spell-like ability once per day, with a caster level equal to its Hit Dice.

This ability replaces the animal focus class feature.

Construct Empathy (Ex): The stone regent is able to easily interact with constructions of all sorts. The stone regent can attempt to make a special check to improve the attitude of constructs. She rolls a d20 and adds her class level + her Charisma modifier, and the DC is equal to that of a Diplomacy check to influence the attitude of a creature. This ability is used as a standard action, as the stone regent projects her spirit and force of personality into the construction. She may only attempt to use this ability once per creature. This ability functions on mindless creatures, but the stone regent suffers a -4 penalty against such targets. The

stone regent gains a bonus equal to 1/2 her class level on this check against creatures made primarily of stone.

This ability replaces the wild empathy class feature.

Craft Construct (Ex): The stone regent gains Craft Construct as a bonus feat and ignores the spell requirements to create constructs using that feat.

This ability replaces the nature training class feature.

Master Craftsman (Ex): At 2nd level, a stone regent adds 1/2 her level on all Craft and Spell Craft checks made to create constructs and magical items, this bonus is doubled to create objects and constructs made primarily out of stone.

This ability replaces the track class feature.

Improved Guardian Upgrades (Ex): At 8th level, the stone regent gains access to the following upgrades, which she can apply to her stone guardian when she re-sculpts it, in addition to those already available to her.

Ability Score Increase (Ex, 2 CP): The stone guardian gains a +8 enhancement bonus to a single ability score. This ability can be selected multiple times; each time it is selected, it must be applied to a new ability score.

Sturdy (Ex, 1 CP): The stone guardian gains 10 hit points. This ability can be selected multiple times; its effects stack.

Huge Size (Ex, 5 CP): The stone guardian is Huge size, granting it a +8 size bonus to Strength and a -4 size penalty to Dexterity. The stone guardian also gains a +4 natural armor bonus to AC. The stone guardian's natural attacks deal damage appropriate for its new size.

Solid (Ex, 2 CP): The stone guardian gains immunity to critical hits and precision-based damage,

Spell Resistance (Ex, 3 CP): The stone guardian gains spell resistance equal to 10 + the stone regent's class level.

This ability replaces the second animal focus class feature.

Fast Construction (ex): A stone regent can create magical items and constructs much faster than other individuals can. Beginning at 8th level, the stone regent can create magical items and constructs in half the time normally required to construct them.

This ability replaces the swift tracker class feature.

Master Stonework (Ex): At 20th level, the stone regent is able to sculpt her stone guardian into a perfect example of her craft, imbuing it with the ancient secret techniques of the lost continent of Mu. The stone guardian gains one of the following abilities.

Indestructible: The stone guardian gains DR 20/adamantine.

Immune to Magic: The stone guardian gains the magic immunity ability of the golem.

Colossal Size: The stone guardian becomes Colossal size, gaining a +16 size bonus to Strength and suffering a -8 size penalty to Dexterity. The stone guardian also gains a +12 natural armor bonus to AC and its natural attacks deal damage as appropriate for its new size.

This ability replaces the master hunter class feature.

Monument Master (Occultist)

Monument masters are occultists who choose to study the ancient esoteric traditions of the lost civilization of Mu. Capable of reading the latent psychic energies of ancient structures and ritual sites, monument masters seek their lore directly from the source, exploring ancient ruins in search of secrets of the past.

Place Reading (Sp): At 2nd level, the monument master learns how to read the psychic energies of a place to learn its secrets. By spending 1 minute in a location such as a room, he can learn if it is currently under the effects of any spells, including if the location or anything in it is subject to a divination scrying effect, or if there are invisible creatures or objects in the room (though this ability does not reveal the location of such creatures or objects). He also learns if the location has any secret doors, traps, or hidden compartments, and the means of operation of such things. Finally, if the area is historically significant, he learns one piece of information about the location for each point of Intelligence modifier he possesses. If the area is part of a historically important structure, but is not itself historically significant, this fact is revealed, or a piece of historical information about the larger structure is revealed. The effects of this ability are limited in scope, and while the exact trappings of an area are tied directly to that location's psychic energies, it is generally confined to a single room or chamber, or an area of no more than a 30-foot-radius spread.

This ability replaces the object reading class feature.

Ward Location (Sp): At 8th level, the monument master can inscribe a special rune upon an object or structure of worked stone in order to ward an area. This can have the effects either of *glyph of warding* or *sepia's snake sigil*. It requires 1 minute to use this ability and the effect must be centered on worked stone. The monument master can have only one area warded at a given time, but can otherwise use this ability at will. At 12th level the rune can instead replicate the effects of *guards and wards*.

This ability replaces the magic circles and binding circles class features.

Contact Local Spirits (Sp): At 8th level, the monument master can spend 1 minute and expend 1 point of mental focus while in an area he has studied with place reading in order to entreat the local spirits to answer his questions. The local spirits have perfect knowledge of what happened within the area studied by place reading, but have only sharply limited knowledge beyond that (they may know about the happenings in adjacent rooms, for example, but are oblivious to things that happened in other countries unless they were discussed within their domain). This ability otherwise functions like *contact other plane* except that the monument

master may ask only 3 questions, and there is no chance of Intelligence or Charisma reduction. At 12th level, and every 4 levels thereafter, the monument master can ask an additional question.

This ability replaces the outside contact acts class feature.

Fast Wards (Ex): At 16th level, the monument master can use his ward location ability as a standard action.

This ability replaces the fast circles class feature.

Mu Sorcerer Bloodline

You can trace your ancestry back to the ancient lost continent of Mu. Your ancestors were masters of magic and architecture, and often blended the two together to create wondrous examples of stonework. This arcane tradition runs strong through you, granting you your own magical powers and a dominion over stone and earth that allows you to create your own monuments.

Class Skill: Knowledge (engineering).

Bonus Spells: *stone shield*^{ARG} (3rd), *stone call*^{APG} (5th), *improve trap*^{ARG} (7th), *stone shape* (9th), *major creation* (11th), *wall of iron* (13th), *rampart*^{APG} (15th), *create demiplane*^{UM} (17th), *resplendent mansion*^{UI} (19th).

Bonus Feats: Craft Construct, Craft Wondrous Item, Defensive Combat Training, Enlarge Spell, Extend Spell, Skill Focus (Craft), Skill Focus (Knowledge [engineering]), Widen Spell.

Bloodline Arcana: The duration of conjuration (creation) spells you cast is doubled. Additionally, whenever you make a Craft check as part of casting a spell, you gain a competence bonus on that check equal to your caster level.

Bloodline Powers: The blood of Mu that flows in your veins grants you a number of powers to manipulate the natural world in order to create useful and awesome objects and structures.

Floating Stones (Su): At 1st level, you can create a floating stone which you can use to make attacks or guard you. If you choose to make an attack with it, the stone can be used to make a ranged attack with a range increment of 30 feet that deals 1d8 + 1/2 your caster level points of bludgeoning damage. If you choose to have the stone guard you, you gain a +2 shield bonus to AC for 1 round. You can use this ability a number of times each day equal to 3 + your Charisma modifier.

Minor Stonework (Su): At 3rd level, the blood of Mu manifests in the ability to magically manipulate a small amount of stone and shape it into anything you wish. You can transmute stone into a working stone object worth no more than 10 gp per caster level. You must have an amount of unworked stone in your possession equal to the weight of the item you wish to create. You can create only nonmagical items in this fashion. Objects created in this way may otherwise be anything you desire from chests to weapons, and the item functions like an

ordinary item of its type, except that it is made of stone and has harness and hit points appropriate to stone. You can only create one such item in this way at a time, and attempting to create a new item in this way causes the old item to return to unworked stone. You may choose to return the item to unworked stone at anytime in order to cease using this ability. You can use this ability at will, but only for a total number of minutes each day equal to your caster level + your Charisma modifier.

Create Stone Wall (Su): At 9th level, you can call upon the blood of your forgotten ancestors in order to create a megalithic stone wall to shelter behind. This functions like the spell *wall of stone*, except that it is much larger, being 3 inches thick per level and one 10 ft. square per level. You can craft the wall to look however you please, though particularly complex or beautiful designs may require an appropriate Craft check, at the GM's discretion. Walls created by this ability last until they are destroyed, or until you decide to create another wall. You may use this ability once each day. At 14th level, you can use this ability twice each day, and can have up to 2 walls in existence at the same time. At 19th level, you can use this ability 3 times each day, and can have up to 3 walls in existence at the same time.

Create Stone Servant (Su): At 15th level, you can mix some of the sacred blood of Mu with sacred oils and dirt from the place of your birth and feed it to a statue in order to animate it as your servant. This ritual requires 24 hours and costs 100 gp per level. This allows you to animate a single stone construction to serve as your bodyguard and servant. This stone servant has statistics identical to a stone golem, except that it has hit points equal to your hit points and a base attack bonus equal to your caster level. Additionally, you can cast spells on your own stone servant, even though it is immune to magic, and the stone servant can understand and obey your spoken commands, even though it is unintelligent. You may only have one stone servant at a time. If your stone servant is destroyed, you can create a new one by performing a special ritual, which requires 24 hours and costs 100 gp per level.

Inheritor of Mu (Su): At 20th level, your ancient bloodline awakens fully to the majesty of the lost continent, imbuing you with the power to create and shape stone as you wish to serve your whims. You can cast *major creation* and *fabricate* as spell-like abilities at will. Additionally, objects you create with *major creation* can be made permanent by spending an amount of gold equal to 1/2 the item's cost as an additional material component.

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.

Stone Cipher (Cryptic)

Stone ciphers are a unique group of cryptics who trace the origins of their tradition back to the lost continent of Mu. These stone ciphers were gifted in noting the psionic reverberations in all things, including the stonework for which Mu was famed, and could transfer their own psionic tattoos as potent hieroglyphs to manipulate these energy patterns.

Psionic Traps (Su): When the stone cipher manifests a power, he may spend an additional power point in order to store that power in a special glyph in a stonework. The glyph is about 2 feet in diameter and the exact shape of it is dependent on the individual cipher. The glyph can be rendered invisible by spending an additional power point when manifesting a power in this way. The stone cipher can choose either proximity or touch as a trigger for the power, with a proximity trigger causing the power to manifest when a character moves within 5 feet of the glyph, and a touch trigger causing the power to manifest when a character touches the stone object or structure upon which the glyph is placed. When you create the glyph, you can choose to exempt certain individuals or types of individuals from triggering the glyph. The manifested power always targets the triggering character, and in the case of manifested powers with an area effect, the power is centered on the triggering character. At 5th level, and every 4 levels thereafter, the stone cipher reduces the power point cost of placing a glyph in this way by 2, to a minimum of 1 total power point.

This ability replaces the altered defense class feature.

Explosive Stone Trap (Su): At 4th level, the stone cipher's stone traps become more deadly. Whenever the stone cipher creates a stone trap, he may have it deal an amount of damage equal to his disrupt pattern attack to the triggering creature and all characters within 5 feet of the triggering creature (except those exempted from triggering the glyph at the time the glyph was created).

This ability replaces the rapid defense class feature.

Stone Guardian (Su): At 14th level, a stone cipher learns how to manipulate the patterns of stonework to create a powerful stone guardian from inanimate masonry. Whenever he creates a psionic trap, he may choose to spend 20 or more additional power points. If he does, then when the glyph is triggered and the power is manifested, the stone warps into a humanoid shape and expands to become a stone golem, which attacks the triggering creature until it is dead. Once the triggering creature is dead, the stone golem returns to the stone it came from. For every 2 additional power points the stone cipher spends on this ability, the stone golem gains a +1 bonus to attack and damage and 5 temporary hit points. The stone cipher cannot spend more additional power points in this way than his character level.

This ability replaces the enduring defense class feature.

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The Bedrock 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.

This book focuses on the continent of Mu. At one time, popular archaeological theory held that a lost continent of Mu, situated somewhere in the Atlantic ocean, had been the home of an ancient civilization with advanced culture and, in particular, advanced engineering and stoneworking skills. This theory went on to elaborate that the great monuments of several other ancient civilizations, such as Egypt and Mesoamerica, were built by refugees from Mu after that land sunk beneath the waves. As a result, the archetypes in this book focus heavily on feats of incredible engineering and construction, as well as a deep and mystical connection with stone and stonework.

- The child of Mu, a barbarian archetype whose body transforms into living stone when they rage.
- The stonekin, a druid archetype with a wide variety of stone-related powers.
- The stone regent, a hunter archetype whose loyal companion is a stone guardian, a powerful animated creature made of stone that fights by his side.
- The monument master, an occultist archetype that reads the psychic energies of places and monuments, and can ward them against harm.
- The Mu sorcerer bloodline, which specializes in manipulating stone and creating stone structures.
- A bonus discipline for the cryptic, from *Psionics Unleashed* by Dreamscarred Press, the stone cipher is able to manipulate the harmonic frequencies of stone to create devastating traps.

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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