

The Genius Guide to: ARCANES ARCHETYPES



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Arcane magic is one of the most popular, flexible, and influential components of the *Pathfinder Roleplaying Game*. Arcane spells immediately call to mind some of the most iconic elements of fantasy stories. Characters flying through the air, chucking bolts of lightning at their foes, and deflecting dragon's breath with mystic shields are fun and memorable parts of high-magic games. Even in more low-key settings, characters are often summoning light, sensing magical auras, and enhancing their natural abilities with softly muttered spells. Arcane spells are the tools used in most campaigns to represent the world's magic of combat, research, and wards of defense. A great deal of the sense of the fantastic in the *Pathfinder Roleplaying Game* comes from arcane magic.

Fantasy stories are also full of rogues who once trained with master wizards and retain a bit of that knowledge, bored swordsmen who happen to have vast resources available if they call on ancient pacts, wondrous magisters able to access many forms of magic, and semi-competent sorcerers with powers they barely understand and have trouble controlling. These characters can be built, at least sometimes, with the multiclassing rules and prestige classes, but such efforts often feel awkward and the mechanics may not make sense when a character's entire backstory is taken into account. Of course in any core rulebook there is a limit to the number of character options that can be presented, and many players quickly crave more flexibility.

The Genius Guide to Arcane Archetypes provides the material necessary to give spellcasting classes new forms of arcane magic or to add arcane power to classes that normally lack it. It does this through the use of archetype packages—a way to remove a set of related class abilities normally included in a base class and replace them with new powers (in this case, tied to arcane magic). These archetype packages

can change how magic works for a character (as you'll see with the Sigil Mage and Shadow Master archetypes) or add an element of arcane spellcasting to a character that normally lacks it (with archetypes such as the Hedge Wizard and Warder).

WHAT ARE ARCHETYPE PACKAGES?

Archetype packages are sets of class abilities characters may select in place of some of the normal abilities gained from a class. The concept was first introduced in the *Genius Guide to Archer Archetypes*, and the archetypes presented in this product are fully compatible with *Archer Archetypes* (though you certainly don't need that book to use the new material in this product). While we went into a fair amount of detail on how and why we developed archetype packages in *Archer Archetypes* and don't want to repeat ourselves too much, it's important we cover the basics for people who are first encountering the concept here.

This book was written with the assumption that every class has at least one archetype package built into it which represents a standard set of powers that all members of the class receive (see below for details). It is designed with the premise that one can remove some of the standard abilities of a class and replace them with new options that, while different from what the core rulebook says, have no detrimental effect on the class's mechanical balance or ability to fill its traditional role in an adventuring team.

An obvious example of an existing archetype package can be seen in the cleric, who gets to pick two domains. These are in addition to the cleric's core abilities (and clerics have a broad range of

options even without domains). Even if a player neglected to ever select those domains, the character would be able to perform the cleric's core function and maintain the same role in a well-built team. However, over 20 levels these domains give the cleric access to nine spell slots, eighteen spells known, four special abilities, and in some cases up to two additional class skills or bonus feats.

In the context of this product, the cleric's two domains represent a single archetype package—the Domain Servant. That package becomes just one option a cleric can take, with the new archetypes in this volume representing some alternative options. A player who wants to play a cleric that also has a smattering of arcane spells available to her (perhaps as a priest serving a deity of spells and magic) gives up the Domain Servant archetype package and gains one of the new arcane archetypes described in the following pages instead.

USING ARCANES ARCHETYPES

The most basic way to use archetype packages is to allow a character, when taking his first level of a new class, to simply swap the archetype package that is normally part of that class out in favor of one of the new packages from this volume. In other words, characters gain these new abilities by foregoing access to some of their class's traditional abilities. This is limiting, but no more so than most of the other decisions one makes when creating a character. (A cleric, after all, cannot change domains after they've been selected, so why would one be allowed to pick a new archetype package a few levels later?)

Whenever new options are added to a campaign, though, it's a good idea to consider ways to allow existing characters to gain access to them. In this case, that would mean finding a way to let characters swap out some of their long-time abilities in favor of a new archetype package. In our cleric example, a character who had already chosen two domains and used their abilities would give up those powers in favor of those from the new archetype.

This exchange is not entirely beyond logical explanation. If you consider archetypes as being similar to modern day occupations, it's easy to justify a character learning new ones occasionally. As an optional rule, you may allow characters to change one archetype package whenever they gain an even-numbered class level. The GM may require a character to have a source of guidance in order to do this—a character with the desired archetype to act as teacher, a manual of instruction, or even divine inspiration. Upon taking a new archetype package, all abilities, feats, and skill points associated with the old archetype package are lost. (The skill points can be taken from whatever skills the player prefers when an old archetype is abandoned, and may add them in any configuration that falls within the standard rules for skill points when they are gained from a new package.)

While a character losing abilities and skills he once possessed may seem unrealistic, there's no other mechanically balanced option to allow existing characters to gain archetypes. In the case of magic powers, it's no great stretch to say that whatever energy

once fueled them is now instead channeled into the new abilities. As for feats and skills, they can be explained as activities that require constant practice. They are not technically “lost” or “forgotten” when the character begins studying new areas of expertise, but the character falls out of practice and becomes unable to perform them sufficiently well, thus he may no longer use them in the game.

These answers may not cover every situation, but for most campaigns they should suffice to explain why a character’s abilities suddenly change. (If the campaign, GM, or players do not find these answers satisfactory, they should not use this optional rule. This will result in returning archetype packages to being options that may only be taken when a character first takes a level of a base class, which remains a balanced and viable way to handle these new alternative powers.)

EXISTING ARCHETYPE PACKAGES

Below we define the archetype packages already included as part of the heroic base classes presented in the *Pathfinder Roleplaying Game Core Rulebook*. To gain a new archetype package, a character must forgo one of the archetypes normally granted to his class. While most classes have only one archetype, a few (bard, paladin, and ranger) have two. Classes that contain multiple archetypes only need to give up one in order to take a new archetype package.

BARBARIAN

The barbarian has one archetype package: Berserker.

Berserker: The Berserker archetype includes a barbarian’s rage class ability and all rage powers, including greater rage, indomitable will, tireless rage, and mighty rage. A barbarian that gives up this package never receives any of these abilities.

BARD

The bard has two archetype packages: Performer and Spellsinger.

Performer: The Performer archetype grants a bard all the bardic performance class abilities plus the versatile performance and well-versed class abilities. A bard that gives up this package never receives any of these abilities.

Spellsinger: The Spellsinger archetype grants a bard all his spellcasting ability. A bard that gives up this package gains no caster level, has no spells known or spells/day, and has no access to the bardic spell list.

CLERIC

The cleric has one archetype package: Domain Servant.

Domain Servant: The Domain Servant archetype grants a cleric two domains, and one spell slot/level for domain spells. A cleric that gives up this package does not receive one additional spell slot per spell level for domain spells, and gives up all domain granted powers and domain spells.

DRUID

The druid has one archetype package: Beastlord.

Beastlord: The Beastlord archetype grants the druid the spontaneous casting, wild empathy, and wildshape class abilities (including all improvements to wildshape). A druid that gives up this archetype never receives any of these abilities.

FIGHTER

The fighter has one archetype package: Battle Master.

Battle Master: The Battle Master archetype grants a fighter the bonus feats gained at 1st, 6th, 12th, and 18th level, bravery, and weapon training. Additionally, without this archetype package the character cannot take feats that require levels in the fighter class (such as Weapon Specialization).

MONK

The monk has one archetype package: Ki Master.

Ki Master: The Ki Master archetype grants a monk the flurry of blows, bonus feat gained at 2nd level, ki pool, wholeness of body, abundant step, and empty body class abilities. A monk that gives up this package never receives any of these abilities, has no ki pool, and cannot spend ki points as part of the high jump ability.

PALADIN

The paladin has two archetype packages: Avenger and Divine Guardian.

Avenger: The Avenger archetype grants a paladin the smite evil, lay on hands, mercy, channel positive energy, and divine bond class abilities. A paladin that gives up this package never receives any of these abilities.

Divine Guardian: The Divine Guardian archetype grants a paladin the detect evil and

aura of courage class abilities, plus all of the paladin's spellcasting ability. A paladin that gives up this package never receives any of those abilities, gains no caster level, has no spells/day, and has no access to the paladin spell list.

RANGER

The ranger has two archetype packages: Scout and Woodland Spellcaster.

Scout: The Scout archetype grants a ranger the favored enemy, combat style feat, favored terrain, and hunter's bond class abilities. A ranger that gives up this package never receives any of these abilities.

Woodland Spellcaster: The Woodlander Spellcaster archetype grants a ranger Spellcraft as a class skill, 2 of the ranger's 6 skill points per level, the ranger's wild empathy ability, and all the ranger's spellcasting ability. A ranger that gives up this package never receives any of those abilities, gets only 4 skill points (plus Int modifier) per level, gains no caster level, has no spells/day, and has no access to the ranger spell list.

ROGUE

The rogue has one archetype package: Sneak.

Sneak: The Sneak archetype grants a rogue the sneak attack dice gained at 1st, 5th, 9th, 13th, and 17th levels, as well as the trap sense class ability. A rogue that gives up this package still receives sneak attack dice at 3rd, 7th, 11th, 15th and 19th levels, but never receives the trap sense abilities.

SORCERER

The sorcerer has one archetype package: Heritage.

Heritage: The Heritage archetype grants a sorcerer one bloodline—including the bloodline class skill, bonus spells, bonus feats, bloodline arcane, and bloodline powers. A sorcerer that gives up this package never receives any of these abilities or bonus items.

WIZARD

The wizard has one archetype package: Arcane Master.

Arcane Master: The Arcane Master archetype grants a wizard the arcane bond and arcane school class abilities. The wizard does not choose a school (not even the universalist school) to specialize in, and never gains any of the abilities granted for specializing in a school. The wizard also does not need to choose two opposing schools.

ARCANE ARCHETYPE PACKAGES

Several new arcane archetype packages are detailed below. While not all are available to all characters, each is applicable to a wide range of character classes. All arcane archetype packages follow a few broad rules, as follows.

Restrictions: Because of the power inherent to arcane spells, not every arcane archetype can be taken by every class. Some are designed only to be added to



classes that have no other source of spells, while others only modify how a class casts spells it already has (and are thus useless to nonspellcasters). Each arcane archetype package will have one of the following levels of restriction.

Noncasters Only: This restriction means the archetype package can only be added to a class that has no other source of spellcasting ability. It's all right to allow a class to swap out an archetype package that grants it spellcasting for a new package with different options, as long as the class still ends up with only one source of spells. For example, you can give up a paladin's Divine Guardian package to take the Warder package, as the paladin ends up with only the spells from the Warder archetype package.

Spellcasters Only: This restriction means the archetype package can only be added to a class that already casts spells. In general, these packages change how the spells a character casts function, and are thus worthless (and inappropriate) for classes like fighters and rogues who don't have any spell ability. You also can't take this package by giving up a class's only source of spellcasting. For example, you can't give up a bard's Spellsinger package to take the Sigil Mage package, as without Spellsinger the class has no spell ability.

You can take these packages for classes with limited spellcasting ability, though doing so is rarely a strong option. A ranger can give up the Woodland Scout archetype package to take the Shadow Master package,

for example, but most likely it will result in an overall reduction of power for character.

None: Some arcane archetypes have no restrictions. Any character may take these archetypes packages, even if that results in the class having access to two sets of spells and two spell lists. For example, a sorcerer can give up the Heritage archetype package to gain Acolyte, even though that gives the class access to both cleric and wizard spells. Even a cleric can take Acolyte, representing a priest who has sacrificed higher-level domain powers for broader access to low-level spells and abilities.

Special: A few arcane archetypes have special rules that apply to any class that gains the archetype. For example, if you add the Acolyte archetype package to a class, you also add it's special rule that a character must be within one alignment step of the deity he worships in order to gain a level of that class.

SPELL TABLES

There are just two sets of spells/level values that most archetype packages use to grant access to spells. Rather than reprint the same tables over and over, we present them here. Anytime an archetype package refers to the Table 1: Dabbler or Table 2: Specialist tables, these are what they mean.

ACOLYTE

Restrictions: None.

A character with the Acolyte archetype package is a devoted follower of a deity, but is not granted all of the powers of a cleric.

TABLE 1: DABBLER SPELLS PER DAY

Class Level	Spells Per Day			
	1st	2nd	3rd	4th
1st-3rd	–	–	–	–
4th	0	–	–	–
5th	1	–	–	–
6th	1	–	–	–
7th	1	0	–	–
8th	1	1	–	–
9th	2	1	–	–
10th	2	1	0	–
11th	2	1	1	–
12th	2	2	1	–
13th	3	2	1	0
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	3

While they have true faith and are loyal to their god, they simply lack the training and religious power of full priests. Acolytes are, however, able to call on some level of their gods' might, in the form of limited access to domain powers and spells.

Many acolytes began life happily training to be priests, but were forced to abandon that hope by circumstances beyond their control. Younger children of noble houses who suddenly became heirs, believers who converted late in life and lacked the time for full training, and the survivors of sects that were wiped out before they took their final vows are all good examples

of Acolytes. Sometimes political issues within a church may have prevented committed applicants from becoming ordained priests, resulting in characters with access to power from their gods but not enough skill to use it to its fullest.

Other Acolytes may be considered specialty priests or agents of the church, and combine their divine training with their other abilities. A fighter acolyte might be a temple guard, a ranger acolyte a church tracker, or a bard acolyte a chorister. Acolytes of this kind may even have the full rank and political power of ordained priests, just not the spellcasting power of a cleric. A goddess of magic, for example, may consider clerics and acolyte sorcerers as equally valid agents of her will.

Religious Training: You gain Knowledge (religion) and Spellcraft as class skills. If you add this archetype package to a class that already has one or more of these as class skills, you may select a different skill as a class skill in place of one already known. You gain an additional 1 skill point per class level.

Devotions: You gain limited access to the powers normally granted to clerics of your god. Select one domain your god can grant. This is your primary domain. At 1st level, you can access the domain power of your primary domain. Treat your class level as your cleric level for this power.

Spellcasting: Beginning at 4th level, you can prepare spells as a cleric does. Select four domains your god can grant, one of which must be the domain you chose as the primary domain for your devotions ability. You may only prepare and cast spells from these four domains. Use your Wisdom score to determine

your spells' save DCs, the level of spell you can cast, and bonus spells per day. Your spells per day are determined using *Table 1: Dabbler Spells Per Day*.

Special: Your alignment must be within one step of the god you worship.

HEDGE WIZARD

Restrictions: None.

A hedge wizard has some arcane training, but not enough to have perfected his spellcasting abilities. Hedge wizards can cast spells from a limited number of schools, but never master higher-level spells or the full scope of arcane magic. A hedge wizard may well be able to cast *detect magic*, *lightning bolt* and *shield*, but lacks the flexibility and power of a full wizard.

Hedge wizards are often people with no formal training in wizardry, or those who chose (or were forced) to give up their apprenticeship before they had mastered all the basic arcane skills. A student thrown out of wizard school for spending too much time scrying on the girls' dormitory, a thief who studied just enough magic to find arcane traps, or an apprentice whose master died before passing on all his lore are typical hedge wizards.

In other cases hedge wizards are from regions with no strong tradition of arcane knowledge—they are as well-trained as their environment can make them. A tribal druid who also knows all the arcane lore his predecessors have gathered, a cleric of a god of magic living in a land where wizardry is outlawed and arcane lore is burned, or a kobold sorcerer who is on the verge of

WHY DO SOME ARCANES ARCHETYPES GRANT DIVINE POWERS?

Two of the arcane archetype packages presented here (Acolyte and Initiate) seem more like divine archetypes, as they give limited access to divine spells and powers. So what are they doing in a book about arcane archetypes?

Simply put, they are attractive options for characters that already have arcane powers. While we could have restricted this book to archetype packages that grant arcane powers, we wanted to be sure there were lots of options for bards, sorcerers, and wizards as well. While we already have several of those (Sigil Mage and Spellblaze), we decided to err on the side of awesome and include a few magic-related archetype packages that give out divine powers, which we were sure would be in high demand among players of arcane spellcasters.

Not to worry. When we do the *Genius Guide to Divine Archetypes*, there will be lots more cool options to include!

discovering wizardry as a separate source of power all fall into this category.

Arcane Training: You gain Knowledge (arcana) and Spellcraft as class skills. If you add this archetype package to a class that already has one or more of these as class skills, you may select a different skill as a class skill in place of one already known. You gain an additional 1 skill point per class level.

TABLE 2: SPECIALIST SPELLS PER DAY							
Level	Spells Per Day						
	0	1st	2nd	3rd	4th	5th	6th
1	1	—	—	—	—	—	—
2	2	—	—	—	—	—	—
3	2	—	—	—	—	—	—
4	2	1	—	—	—	—	—
5	2	2	—	—	—	—	—
6	2	2	—	—	—	—	—
7	2	2	1	—	—	—	—
8	3	2	2	—	—	—	—
9	3	2	2	—	—	—	—
10	3	2	2	1	—	—	—
11	3	3	2	2	—	—	1
12	3	3	2	2	—	—	1
13	3	3	2	2	1	—	1
14	3	3	3	2	2	—	1
15	3	3	3	2	2	—	2
16	3	3	3	2	2	1	2
17	3	3	3	3	2	2	2
18	3	3	3	3	2	2	2
19	3	3	3	3	2	2	3
20	3	3	3	3	3	2	3

Cantrips: Select three schools of magic. At 1st level, you know one cantrip (0-level spell) from each of these schools of magic. You can only have one of these cantrips prepared at a time, though you can use it an unlimited number of times each day.

Spellcasting: Beginning at 4th level, you can learn and prepare spells as a wizard does. You maintain your spells in a spellbook, which acts identically to a wizard's spellbook. The spells you learn must be from the sorcerer/wizard spell list and must belong to one of the schools of magic you choose for your cantrips. You can only prepare spells that

belong to these three schools. You use your Intelligence score to determine your spells' save DCs, the level of spell you can cast, and bonus spells per day. Your spells per day are determined using *Table 1: Dabbler Spells Per Day*.

At 5th level, and every odd level afterward, you automatically learn a single additional wizard spell of your choice. The spell must be of a level you can cast and from one of your three allowed schools of magic. This represents a fortuitous discovery made in the course of your ongoing magic studies. To learn any other spell you must be copy it from a scroll or wizard's spellbook or discover it through spell research, just as a wizard does.

Beginner's Knack (Su): Although your wizardly training is far from complete, the very fact that you don't follow a traditional path has allowed you to discover a talent typical wizards lack. Choose one of the following beginner's knacks at 1st level. Once made, this choice cannot be changed.

- **Bypass Gestures (Su):** You're not really sure why sometimes the spells you cast while wearing armor don't work for you, but rather than just stop wearing armor you've kept trying to find a way to overcome the problem. Once per day, you can cast a spell gained from the Hedge Wizard archetype package as if it had been prepared with the Still Spell metamagic feat, without increasing the spell's level. This increases to twice per day at 8th level, and three times per day at 16th level.

- **Power Boost (Su):** The slow pace at which your power increases is unsatisfying. You constantly strain to make your spells go farther, last longer, and do more damage. Once per day, you can increase your caster level by 1 for a single spell you cast. This increases to twice per day at 8th level, and three times per day at 16th level.

INITIATE

Restrictions: None.

A character with the Initiate archetype package has been introduced to the mysteries of the wild world and the powers it offers, but cannot fully travel that path. Initiates can tap into the same power as druids, but in a much more limited way. While druids are avatars of the elemental forces of nature, an Initiate is, at best, their casual ally.

Most often, Initiates never had an expectation of becoming full druids, and are drawn to other life paths. But their connection to the forces of nature is strong enough for them to gain some benefit from training with druids, and to become more than just people who like the outdoors. A druid does not push Initiates to learn any more than makes them comfortable, seeing no reason to force students to be anything other than what their own nature makes them. A barbarian who feels more in touch with beasts than the rest of his clan, a tribal sorcerer who was raised by druids, and a bard who particularly loves sylvan songs all are examples of this kind of Initiate.

Other Initiates could have been druids but balked at the wild, feral powers they began to access, and turned away from fully devoting themselves to such primal forces. They may be failed druids who left their lands, or simply

cultured people who have the talent to become druids but can't manage to walk away from the trappings of their civilized lifestyles. A paladin of a god of nature who has heard the call of the wild but cannot give up his alignment to answer it, a monk who sought the monastic life to fight his animalistic urges, or a fey-blooded sorcerer who craves arcane power more than divine spells are all examples of this type of initiate.

Nature Training: You gain Knowledge (nature) and Spellcraft as class skills. If you add this archetype package to a class that already has one or more of these as class skills, you may select a different skill as a class skill in place of one already known. You gain an additional 1 skill point per class level.

Wild Empathy (Ex): At 1st level you gain the wild empathy ability, which functions as the druid class ability of the same name.

Spellcasting: Beginning at 4th level, you can prepare and cast spells as a druid does. You use your Wisdom score to determine your spells' save DCs, the level of spell you can cast, and bonus spells per day. Your spells per day are determined using *Table 1: Dabbler Spells Per Day*.

Unlike a druid, you only know a limited number of spells drawn from the druid spell list. At 4th level, and each class level you gain afterward, you learn a single druid spell of your choice. The spell must be from the druid class list and must be of a spell level you can cast. You do not learn spells in any other way.

Special: If you wear metal armor or carry a metal shield, you are unable to cast druid spells or use any of the spell-like or supernatural abilities granted by this archetype package while doing so and for 24 hours afterward.

MINSTREL

Restrictions: None.

The Minstrel archetype package gives a character access to some bardic skills and spells, but not the broad selection of special abilities that full bards enjoy. A minstrel has gained some magic tied to song, sound, and society but lacks the virtuoso status of a senior bard. The Minstrel is also forced to prepare his bardic spells in advance, lacking the inherent ability to call upon them at will.

In many cases, Minstrels simply don't have the presence and skill to become bards. No matter how a youth may crave to use magic to entertain and confuse, he may not have the soul of a performer—or he may have a voice like a dying cat. Either way, lacking the perfect balance of personality and creativity, some people just cannot follow the bard's road. The closest they can come is the imperfect talents of the Minstrel archetype.

Other characters with the archetype perfectly well could become bards, but don't dedicate themselves to the effort. This is most common among those who began bardic studies but found it was simply easier to be a sorcerer, clerics of gods of song and dance who love to perform but can't spare time from their religious duties to master such talents, and rogues who need only enough bardic magic to distract those they meet from suspecting their true callings.

Performance Training: You gain Perform and Spellcraft as class skills. If you add this archetype package to a class that already has one or more of these as class skills, you may select a different skill as a class skill in place of one already known. You gain an additional 2 skill points per class level.

Cantrips: Select three cantrips (0-level spell) from the bard spell list. You can only have one of these cantrips prepared at a time, though you can use it an unlimited number of times each day.

Spellcasting: Beginning at 4th level, you can prepare and cast spells as a wizard does. You maintain your spells in a spellbook, which acts identically to a wizard's spellbook. The spells you learn must be from the bard spell list. You use your Charisma score to determine your spells' save DCs, the level of spell you can cast, and bonus spells per day. Your spells per day are determined using *Table 1: Dabbler Spells Per Day*.

At 4th level, and every level afterward, you automatically learn a single additional bard spell of your choice, though it must be of a level you can cast. This represents a discovery made in the course of your ongoing magical and musical studies.

Special: If you wear armor heavier than light armor, you suffer arcane spell failure. In light armor, the simple mystic gestures needed for the spells gained through this archetype package don't force an arcane spell failure check. You may never cast spells learned through this archetype package with the Silent Spell feat. You do not learn spells in any other way.

PACT SCION

Restrictions: Noncasters only.

For the Pact Scion, everything has a price. Arcane magic is available in abundance through ancient contracts and alliances, but calling on that power requires payment, both in currency and in personal energy. A Pact

Scion can cast a fair number of spells each day, but every spell cast requires payments be made to appease those primeval accords.

A Pact Scion may be a member of a ruling class or powerful caste who has carefully studied and trained in making packs with outsiders, relics, dragons, or even pantheons of spirits or gods. These Pact Scions consider their arcane talent as a sign of their superior breeding and education. For many, the actual act of making use of their pacts may be less important than the stature they gain within their cultures for having the knowledge and authorization to do so.

Of course, the most powerful families of Pact Scions make deals that remain binding on their heirs and offspring—deals with no expiration. Even decades after the importance of the pacts fade or the cultures that valued them crumble, the deals themselves remain in place, though succeeding generations may forget about them entirely. If rediscovered, the pacts can lead to individuals from very humble births discovering they have the ability to demand aid from otherworldly powers, possibly with no idea how or why this is the case.

Pact Training: You gain Knowledge (planes) and Spellcraft as class skills. If you add this archetype package to a class that already has one or more of these as class skills, you may select a different skill as a class skill in place of one already known.

Spellcasting: You can learn and cast spells as a sorcerer does. At each class level, select two spells. These spells must be from the druid or sorcerer/wizard class lists and must

be of the conjuration or divination schools. These spells represent ancient deals you or your ancestors made with powerful, otherworldly beings. As you grow in levels, you qualify to call upon more such pacts, represented by the new spells you select at each level. You use your Charisma score to determine your spells' save DCs, the level of spell you can cast, and bonus spells per day. Your spells per day are determined using *Table 2: Specialist Spells Per Day*.

Whenever you cast a spell, you must meet all its normal component requirements, but you also must appease the patrons who made the spell available to you. Each spell requires material components from you in the form of valuable materials (normally coins or gems, though the GM may allow you to also pay for spells with other items with a gp cost). This additional material component must have a value equal to or greater than the spell's level $\times$ the caster level you're using for the spell $\times$ 5 gp. You can choose to cast a spell as less than your full caster level, but never at a level lower than the class level at which you first received spells of its level.

Additionally, calling on these pacts takes a toll on your personal energy. Every time you cast a spell, for each level of the spell you suffer nonlethal damage equal to $1d6 + 1$.

SHADOW MASTER

Restrictions: Spellcasters only

The Shadow Master archetype package turns the class it is attached to into a consummate manipulator of the magic of shadow. Any spell can be twisted and



converted into a shadow-spell—a quasi-real manifestation of the darkness. The shadow master must use this talent carefully, as once the nature of his shades of magic are known, they lose a great measure of their power. But the shadow master enjoys a flexibility unmatched by any other spellcaster, and risking penumbral figments sometimes failing to produce solid results is a price many shadow masters are happy to pay.

Shadow Masters are rarely well regarded by society. They often belong to secret societies that conceal their true nature behind some other, more acceptable arcane tradition. These societies generally maintain that their esoteric knowledge is misunderstood and too dangerous to fall into the hands of common spellcasters. They may use their abilities to protect their homelands, but insist on doing so in secret, lest others discover their shadowy powers. Other groups lurk in hidden bases and use shadow-spells to plot to take over their cultures, seeing themselves as the puppet masters pulling the strings of lesser beings.

Very few groups openly proclaim their abilities as Shadow Masters. Necromancers are often already so reviled they see no reason not to strike fear in their enemies with displays of umbral power. Clerics of gods of death, darkness, and trickery sometimes consider the Shadow Masters among them as particularly favored by their deity, though again such accolades are often kept from outsiders.

Shadow Power (Su): Your spells work best in shadowy conditions. Targets in an area of bright light (though not normal light) or total darkness gain a +2 bonus to saving throws against your

spells. Creatures in areas of dim light suffer a –1 penalty to saving throws against your spells.

Shadow Caller (Su): Any time you cast a spell, you may decide to replace its normal effects with a shadow-spell, which emulates the effects of a spell of your choice. The shadow-spell must emulate a spell that is a lower level than the one it is replacing and must come from your class's spell list, but it does *not* need to be a spell that you know and could cast ordinarily. You must meet all the shadow-spell's prerequisites and components normally. Any creature that interacts with the shadow-spell can attempt a Will save to recognize its true nature. The Will save DC is 10 + level of the shadow-spell + your Intelligence, Wisdom, or Charisma modifier (whichever is highest).

Shadow-spells that deal damage have normal effects unless the affected creature disbelieves the spell by succeeding on its Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. Shadow-spells can only restore 20% of the damage that a true healing or restoration spell would, regardless of any disbelief by the recipient.

A summoned shadow-creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as quasi-real). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow-creature, however, its damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each

affected character separately.) Furthermore, the shadow-creature's AC bonuses are just one-fifth as large. Creatures conjured with shadow-spells are only one-fifth (20%) as strong as the real things, though creatures who believe the shadow-spell to be real are affected by them at full strength.

If a spell has an effect other than damage, that effect is only 20% likely to occur. For example, *shadow mage armor* has only a 20% chance to grant you an armor bonus to AC, rolled when the spell is cast. If the spell functions, it functions for its full duration.

Regardless of the result of the save to disbelieve, an affected creature also receives any save that the spell being simulated allows. In addition, any effect created by a shadow-spell allows spell resistance, even if the spell it is simulating does not. Shadow-objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work. A creature that succeeds on its save perceives shadow-spells as transparent images superimposed on vague, shadowy forms.

At 8th level, any time your shadow-spell would normally only be 20% as effective, it is instead 30% as effective. This increases to 40% at 12th level, 50% at 16th level, and 60% at 20th level.

SIGIL MAGE

Restrictions: Spellcasters Only

Sigil Mages are spellcasters whose bodies are marked with the complex formulas and sigils used to learn, understand, and cast spells. Sigil Mages become living spellbooks and personal histories, their powers and

knowledge literally written upon their bodies. While this forces Sigil Mages to be open about their powers, the benefits they gain from incorporating such arcane marks on themselves more than compensates in most situations. In fact, many Sigil Mages prefer to proudly display their markings and flaunt their powers, daring the world to say a cross word about it. Sigil Mages are also known as painted mages, runecasters, flesh scrolls, and marked ones.

Most Sigil Mages come from cultures and traditions that considered magical aptitude as an ability too powerful to be kept secret. To ensure it was obvious who the spellcasters were, they began marking the skin of anyone able to perform magic. Over time, the spellcasters took possession of the meaning of these marks, turning them from tattoos of identification to extravagant signs of warning—signifying that the bearer was not to be trifled with. While such cultures are often conservative, the spellcasters they produce are often as flashy and flamboyant as possible, proudly taking any excuse to expose their flesh and flaunt the normal rules of society.

Other Sigil Mages are the victims of arcane accidents, the result of explosive runes setting off a chain reaction in nearby warded spellbooks and tomes on glyphs. Others are blessed (or perhaps cursed) by the gods of runes and writing to be walking icons of the written word. Unlike their flamboyant brethren, these Sigil Mages are often embarrassed by their tapestry of flesh, and may try to hide their true nature (usually with little success).

Written In The Flesh (Ex): The skin of a Sigil Mage is covered in magical marks. These are the core of a Sigil Mage's power, as well as impressive warnings to any who see the marks. A young Sigil Mage always begins with marks on at least parts of the face and hands, and quickly expands so that they reach to the arms, legs, and torso. As a Sigil Mage grows in power the marks begin to appear automatically, though many Sigil Mages still enhance these marks with brands, tattoos, piercings, and attention-grabbing attire. The sigils glow slightly, their illumination even shining (mutedly) through normal clothes.

When a large number of the sigils are clearly visible (not covered by clothing or gear), the Sigil Mage gains a +1 bonus to caster level and a +4 bonus to Intimidate checks from the power of the glowing sigils. To make that large a section of skin visible, the sigil mage cannot wear armor of any kind, nor any outfit that grants nonmagic circumstance bonuses to Fortitude saves against exposure to cold weather, and must be in light encumbrance. Most sigil mages wear courtier's outfits or entertainer's outfits.

The sigils remain visible, glowing slightly, even when disguised or when you are in a different form. You suffer a -10 penalty to all Disguise checks to appear not to be a Sigil Mage. Any creature able to examine your skin extensively gains a +4 circumstance bonus to all Knowledge checks made in regards to you.

For spellcasters that require spellbooks, these tattoos also replace the need for an



external spellbook. When a new spell is learned, it is inscribed onto the caster's skin using special inks she makes herself (or has a body art specialist do it for her). The caster then takes the time to learn the newly inscribed spell. While this process is different from scribing material into a spellbook, it takes the same amount of time and has the same cost. And just as a wizard can allow others to learn from his spellbook, a sigil mage may allow them to learn from the sigils on her body (though she must be present for the entire learning process to do so). In some campaigns, the GM may decide to require a sigil mage to record where on her body each spell is located, and that spot must be exposed for another caster to learn the spell.

Sigil Lore (Sp): You can cast *read magic* as a move action at will. You add half your class level to all Spellcraft checks regarding sigils and runes, including any to identify spells that can be affected by an *erase*, or have 'glyph,' 'sigil,' or 'rune' in the spell title.

Sigil Spell (Su): Because your body is covered in the arcane formula for spells, you can sometimes expand your spellcasting options by using your own flesh as a template. Rather preparing or learning a spell normally, you can create a sigil spell that connects the spells written on two locations of your living tapestry of spell formulas. While you can only cast one of the linked spells, you choose which at the time of casting. Exactly how sigil spell works depends on what kind of spellcaster you are, as detailed below.

Prepared Sigil Spells: If you are a spellcaster that prepares spells in advance (such as the cleric, druid, and wizard), you

can create a sigil spell any time you prepare spells for the day. Choose a single spell slot and fill it with two spells, both of which must be lower level than the slot itself. When you cast the spell, select which of the linked spells to cast and treat it as if its spell level was that of the spell slot used.

For example, Swift is a 9th-level Sigil Mage wizard preparing her spells for the day. She knows numerous second-level spells, including *acid arrow* and *resist energy*. For one third-level spell slot, rather than prepare a third-level spell, she prepares a sigil spell linked to *acid arrow* and *resist energy*. When she expends that prepared spell slot, she decides which linked spell to cast, treating it as a 3rd-level spell.

Spontaneous Sigil Spells: If you are a spontaneous spellcaster (such as bards and sorcerers), you can choose a sigil spell as one of your spells known at a given level. Choose two spells from the sorcerer/wizard spell list that are lower level than the spell slot of the spell you are learning. When you cast the spell, select which of the linked spells to cast and treat it as if its spell level was that of the spell slot used.

For example, Fharhanna is a Sigil Mage sorceress. Upon reaching 7th level she gains an additional 3rd-level spell known. Rather than learning a normal new 3rd-level spell, she

decides to learn a sigil spell. She selects two 2nd-level spells, *scorching ray* and *web*. Her 3rd-level sigil spell is listed as "sigil spell—scorching ray, web" on her list of 3rd-level spells known. She can now cast *scorching ray* or *web* as 3rd-level spells, using a 3rd-level spell slot.

Expunge (Ex): A Sigil Mage has one major vulnerability—her powers are directly tied to the marks on her body. If one of those marks is damaged or removed, she loses access to the spell it represented. There are two different effects that can cause this, each detailed below. Regardless of the method a foe uses to expunge your sigils, the effect is temporary. You always regain access to all your spells when you regain the use of your daily abilities (the sigils reappear on your body in the original spot if possible, and elsewhere if not). While a spell's sigils are expunged, you act in all ways as if you did not know that spell.

Erase: A foe can touch you with the *erase* spell in an effort to remove a single spell's worth of sigils. In addition to having to succeed at a touch attack, the foe must make a caster level check (DC 11 + your caster level). If that is successful, you are allowed a Will save (DC 10 + spell level + attacker's spellcasting modifier). Only if the touch and caster check succeed, and your save fails, do you lose access to one spell. The foe may make a DC 20 Spellcraft check to try to target a

specific spell to expunge. Otherwise, roll randomly to see what spell is affected.

Damage: Since your sigils cover your flesh, damage to you has a chance of striking through one or more of them, cutting off access to one spell. Each time you are struck by a confirmed critical hit or roll a 1 on the die roll for a saving throw against a spell that deals damage, you must make a DC 15 Fortitude save. On a failed save, you lose access to a single spell known—randomly determine which spell it is.

SPELLBLAZE

Restrictions: None.

Many creatures have innate magic powers. Even among civilized humanoids, the self-discipline developed by monks and inborn abilities of sorcerers are examples of hereditary natural magic powers. But there also much cruder, simpler magic powers in some family lines. The Spellblaze archetype package represents one of the simplest magic abilities a character may have—the power to blast things.

The Spellblaze archetype can represent an alternate tradition of magic, as carefully trained and studied as the powers of clerics and wizards. Some lands may create schools able to teach young spellcasters how to focus their power into a simple, effective weapon that augments their spell repertoire. In such lands a character with this archetype package might be known as a mage lance, fusilladeer, or bolter.

Alternatively, the Spellblaze archetype package might be more common among remote, less civilized groups. Perhaps some families of the clans in the blasted deserts are just born able to summon the power of the Spellblaze, regardless of their training. Or it might be common among the followers of a god of war and destruction—a boon he passes out to battle sorcerer and berserker alike. In these lands the Spellblaze often mark themselves with bright paints and tattoos, so friend and foe alike know what power is theirs to command.

Spellblaze (Su): As a standard action you can call forth a bolt of pure arcane force energy. You can target any single creature with a range of 25 ft. + 5 ft./2 class levels with this bolt of force as a ranged touch attack. If you hit the foe, the bolt does 1d8 points of damage + 1 point for every two class levels you possess. This damage functions as damage from an evocation [force] spell. You may use this ability a number of times per day equal to 5 + half your class level.

At 5th level, the damage increases to 2d8 points of damage + 1 point for every two class levels you possess. At 10th level, it increases



to 3d8 points of damage + 1 point for every two class levels you possess. At 15th level, it increases to 4d8 points of damage + 1 point for every two class levels you possess. At 20th level, it increases to 5d8 points of damage + 1 point for every two class levels you possess.

WARDER

Restrictions: Noncasters only.

A warder is a spellcaster dedicated to using magic to protect himself and others. A Warder's access to spells is limited to only abjuration, so most Warders depend on strong sword-arms or spells gained from other traditions for times when they need to take more aggressive action. Many focus on defending allies and the innocent from harmful magics, and spend much of their lives seeking out and neutralizing evil spellcasters and aberrations with natural magic talent.

Counterspell (Su): As a readied action you can expend a spell slot to attempt to counterspell an enemy spellcaster. You must use a spell slot of at least the same level as the spell you are attempting to counterspell. You can identify the level of a spell as it is being cast as a free action by making a Perception check of DC 15 + (level of spell being cast x 2). For your counterspell to be successful, you must beat the enemy spellcaster at an opposed caster level check. If you succeed, the enemy spell is negated. If you fail or if the spell slot you used is too low, your spell slot is expended and the enemy's spell functions normally.

You are also still free to attempt counterspelling normally.

Spellcasting: You can prepare and cast spells as a sorcerer does. At each class level, you learn two spells of your choosing. These spells must be from the cleric or sorcerer/wizard class lists and must be of the abjuration school. You use your Charisma score to determine your spells' save DCs, the level of spell you can cast, and bonus spells per day. Your spells per day are determined using *Table 2: Specialist Spells Per Day*. You suffer arcane spell failure normally if wearing armor, even when casting a spell originally from the cleric spell list.

ARCHETYPE PACKAGES AND SUPER GENIUS BASE CLASSES

Super Genius Games has produced a number of base classes for the *Pathfinder Roleplaying Game*. Available to date are the Adept Godling, Archon, Armiger, Clever Godling, Death Mage, Dragonrider, Eldritch Godling, Magus, Mighty Godling, Shadow Assassin, Shaman, War Master, and Witch Hunter.

As a courtesy for gamers who already use material from various Genius Guides in their campaigns, below we provide abbreviated archetype packages for all these packages. This material is absolutely not necessary to use the *Genius Guide to Arcane Archetypes* with the core *Pathfinder Roleplaying Game* rules. We provide it simply as a courtesy for gamers who have already decided to use our material in their campaigns, so they can get maximum benefit.

ADEPT GODLING (GENIUS GUIDE TO MYSTIC GODLINGS)

Archetype Package: Blood of Magic

Included Abilities: Lineage domains, divine traits.

ARCHON (GENIUS GUIDE TO THE ARCHON)

Archetype Package: Riven Lord

Included Abilities: Rivenspell, favored spell, arcane surge.

ARMIGER (GENIUS GUIDE TO THE ARMIGER)

Archetype Package: Rampart

Included Abilities: An armiger without this archetype package only grants partial soft cover to adjacent allies with the bulwark class ability. He also does not gain an armiger talent at 2nd level, or an advanced armiger talent at 20th level. Without this package the armiger does not gain armored DR at 5th level, and his armored DR is reduced by 1 at all other levels.

DEATH MAGE (GENIUS GUIDE TO THE DEATH MAGE)

Archetype Package: Death Master

Included Abilities: Pale road, death bond.

DRAGONRIDER (GENIUS GUIDE TO THE DRAGONRIDER)

Base Archetype Package: Dragon Kith

Included Abilities: One good saving throw advancement rate*, low-light vision, spells, darkvision.

*A dragonrider without the Dragon Kith base archetype package has only two good saving throw advancements, chosen when the package is selected. The other saving throw advances at the same rate as a barbarian's Reflex save.

CLEVER GODLING (GENIUS GUIDE TO THE GODLING)

Base Archetype Package: Like My Father

Included Abilities: Lineage domains, scion talents.

ELDRITCH GODLING (GENIUS GUIDE TO MYSTIC GODLINGS)

Archetype Package: Blood of Magic.

Included Abilities: Lineage domains, divine traits.

MAGUS (GENIUS GUIDE TO THE MAGUS)

Base Archetype Package: Master of Mysticism

Included Abilities: Mystic bond, mystic talents, advanced mystic talents.

MIGHTY GODLING (GENIUS GUIDE TO THE GODLING)

Base Archetype Package: Like My Father

Included Abilities: Lineage domains, scion talents.

SHADOW ASSASSIN (GENIUS GUIDE TO THE SHADOW ASSASSIN)

Base Archetype Package: Shadow Cunning

Included Abilities: 2 of the shadow assassin's skill points/level and 4 class skills*, shadow style.

*A shadow assassin built without this archetype package has only 4 skill points/level, and must choose 4 of the shadow assassin's normal class skill to not be class skills for the character.

SHAMAN (GENIUS GUIDE TO THE SHAMAN)

Base Archetype Package: Spirit Talker

Included Abilities: 2 of the shaman's skill points/level* and Craft (focus) as a class skill*, spirit companion.

*A shaman built without this archetype package has only 2 skill points/level and does not have Craft (focus) on its class skill list.

WAR MASTER (GENIUS GUIDE TO THE WAR MASTER)

Base Archetype Package: Student of Battle

Included Abilities: 2 of the war master's skill points/level*, war master talents, advanced talents.

*A war master built without this archetype package has only 2 skill points/level.

WITCH HUNTER (GENIUS GUIDE TO THE WITCH HUNTER)

Base Archetype Package: Devoted

Included Abilities: Devoted strike, devotee talent.



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