

The Genius Guide to:

The Archon



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The Archon is a new core class, designed for use with the *Pathfinder Roleplaying Game*. It is a hybrid combat class, designed to blend arcane power (including spellcasting) with martial skill. While an archon lacks the ongoing high damage output of most other fighting classes, and has neither the heavy armor of a fighter (at least initially) or the enhanced hit points of the barbarian, the ability to blend arcane and martial skills together makes up for this reduced durability.

THE ARCHON

An archon is a warrior-wizard, trained to master both magic and mundane fighting techniques. Most are members of powerful aristocracies, for only nobles can normally take the time required in youth to train for the rigors of both the mystic and martial worlds. In many lands archons are the only ruling class, with all other spellcasters and fighters relegated to secondary roles. In other lands only a few noble lines have archons, with each generation learning the rare art from their forefathers.

The style of magic practiced by archons is unique and, in its own way, limiting. An archon studies and masters spells through training and intellect, as does a wizard. However, archons cannot call upon the vast range of fighting talents pure fighters learn, nor do they have the breadth of spells of other pure casters. An archon can't match a wizard in terms of spell level, spell slots per day, or spells known. Archons do learn to mix their arcane learning with martial skills, including ways to access their magic in a more raw and primal form, making them very versatile combatants.

Most archons depend on sword and armor for their combat ability, and use magic to either augment their fighting power or grant them non-combat abilities. An archon can't cast enough spells in a day to make such choices as *magic missile* or *fireball* practical as anything other than back-up options to be employed when all else has failed. Longer lasting spells such as *cat's grace* and *bull's strength* are more effective, and augment the archon's own skill at arms as well. Spells entirely unrelated to combat

such as divinations and transportation spells are also popular choices, allowing the archon to be effective in situations where violence is not the best answer, though the archon spell list is somewhat limited in this regard.

Background: Archons begin their training at a young age, for they have much to learn. While other children are allowed to play and enjoy the bright days of spring, archons-in-training are drilled at weapons practice, taught foreign languages, and forced to repeat mystic incantations over and over. Many trainees are unable to handle this intense regimen, and abandon the path of the archon to focus on just one of the traditional roles—fighter or wizard. Only the most dedicated and skilled youths ever become first level archons.

In addition to their training in spellcasting and combat, students are repeatedly drilled on the importance of duty and critical thinking. An archon is expected to uphold the interests of his family under all circumstances, and to find ways to succeed were others fail. Young archons are constantly tested, probed, and pushed to the limits of their abilities. Only by risking failure and death can an archon discover what he is truly capable of, and any sign of cowardice is likely to result in dismissal from training or even banishment. While not all archons continue to serve their family once mature, that is the focus of their training in youth.

Archons are most commonly found in the older nations of the world, especially those

dominated by humans and elves. This is because the archon’s path is adapted from the ways of the fearsome dusk knights—representatives of the twin gesh races who once crossed the planes of existence to wage their millenniums-long wars in the human and elven lands. The many dusk knights who remained as lords of the lands they conquered taught their arcane and martial techniques to trusted non-gesh retainers. While the gesh empires have long ago retreated back into the twisting astral space between realities, their teachings still live among the archons who now thrive in the lands the gesh once ruled.

Role: Archons are good secondary combatants, and often find themselves on, or just behind, the front line. They are less effective

spellcasters, because of their severely limited number of spell castings per day. They are very adaptable, often able to find a way to contribute to situations where more focused characters are less efficient. In many groups archons become the defender of other spellcasters, keeping healers safe and looking after less physically resilient arcane spellcasters.

Alignment: Though most archons are lawful, they may be of any alignment.

Hit Die: d10.

TABLE 1: THE ARCHON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day						
						0	1st	2nd	3rd	4th	5th	6th
1	+1	+0	+0	+2	Rivenspell	1	1					
2	+2	+0	+0	+3	Favored spell	1	1					
3	+3	+1	+1	+3	Arcane armor training 1	2	1	1				
4	+4	+1	+1	+4	Rivenspell	2	1	1				
5	+5	+1	+1	+4	Arcane surge 1/day	2	2	1	1			
6	+6	+2	+2	+5	Arcane armor training 2	2	2	1	1			
7	+7	+2	+2	+5	Rivenspell	3	2	2	1	1		
8	+8	+2	+2	+6	Soul of the spellblade	3	2	2	1	1		
9	+9	+3	+3	+6	Arcane armor training, arcane surge 2/day	3	3	2	2	1	1	
10	+10	+3	+3	+7	Rivenspell	3	3	2	2	1	1	
11	+11	+3	+3	+7	Favored spell	3	3	3	2	2	1	1
12	+12	+4	+4	+8	Arcane armor training 3	3	3	3	2	2	1	1
13	+13	+4	+4	+8	Arcane surge 3/day, rivenspell	3	3	3	3	2	2	1
14	+14	+4	+4	+9	Force of the hexsword	3	3	3	3	2	2	1
15	+15	+5	+5	+9	Arcane armor training 4	3	3	3	3	3	2	2
16	+16	+5	+5	+10	Rivenspell	3	3	3	3	3	2	2
17	+17	+5	+5	+10	Arcane surge 4/day	3	3	3	3	3	3	2
18	+18	+6	+6	+11	Arcane armor training 5	3	3	3	3	3	3	2
19	+19	+6	+6	+11	Rivenspell	3	3	3	3	3	3	3
20	+20	+6	+6	+12	Dominion of the dusk knight	3	3	3	3	3	3	3

CLASS SKILLS

The archon's class skills are Appraise (Int), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana), Knowledge (nobility), Profession (Wis), Ride (Dex), Spellcraft (Int), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the archon.

Weapon and Armor Proficiency: An archon is proficient with all simple weapons, plus two martial weapons selected at 1st level. (While most archons take proficiency with one martial melee weapon and one martial ranged weapon, any two martial weapons may be selected.)

Archons are also proficient with light armor and shields (except tower shields). An archon can cast archon spells while wearing light armor and using a shield (except tower shields) without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an archon wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component (see the arcane armor training ability for exceptions to this general rule). A multiclass archon still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: An archon casts arcane spells drawn from the archon spell list. An archon must choose and prepare his spells ahead of time, as a wizard does.

To learn, prepare, or cast a spell, the archon must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an archon's spell is 10 + the spell level + the archon's Intelligence modifier.

An archon can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table 1: The Archon**. In addition, he receives bonus spells per day if he has a high Intelligence score (see Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook* for more information on bonus spells per day from a high ability score.)

Like a wizard, an archon keeps a spellbook into which he records his known spells. (This book begins with three cantrips and two 1st level spells of the archon's choice at 1st level.) An archon uses the same method for learning, researching and recording spells as a wizard, including preparing spells from borrowed spellbooks. The notations wizards and archons use are identical, so an archon may learn a spell from a wizard's spellbook if the spell is also on the archon spell list (presented at the end of this document) and vice-versa. While archons do some minor ongoing spell research, and therefore learn 1 new archon spell of his choice at each new archon level, most of an archon's spells must however, be learned from wizards' or other archons' spellbooks.

Unlike a wizard, an archon may only learn a set number of spells (as detailed in **Table 2: Archon Spell Maximums on page 6**). An archon simply spends too much of his time maintaining combat skills to also master an unlimited number of arcane formulas. Much as most classes are only proficient with a limited number of weapons (and must take Weapon Proficiency feats to learn more), the archon can only learn a limited number of spells (and must take the Increased Spell Maximum feat to learn more, see page 8 for details).

An archon must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook.



While studying, the archon decides which spells to prepare.

Cantrips: Archons can prepare a number of cantrips, or 0-level spells, each day, as noted on **Table 1: The Archon** under “Spells per Day.” These spells are cast like any other spell, but they are not expended when cast and may be used again.

Rivenspell (Su): The rivenspell is one of the basic techniques of the archon, the first step in learning to fully combine martial and arcane thought processes into a single action. It is literally the ability to rive (tear apart) a spell into raw, primal magic energy. The archon sacrifices one of his prepared 1st-level or higher spells, then uses the crude magic from the

“riven spell” to produce a simple magic effect. Though using a rivenspell is quick and easy (a swift action that does not provoke an attack of opportunity), it’s also fairly limited. The archon begins play knowing a single way to focus a rivenspell, creating one simple effect that lacks the focus and precision of a true spell. At 4th level and every three levels after (7th, 10th, 13th, 16th, and 19th level) the archon can learn one additional rivenspell technique.

Some rivenspell effects require a minimum spell level be sacrificed to create their effect (such as dispel), but otherwise any 1st-6th level archon spell may be used. The spell slot is expended as part of the action, so the archon must select exactly which prepared spell is sacrificed each time a rivenspell is used. In most cases, the power of the rivenspell effect is based on the level of the spell sacrificed to create it.

The potential rivenspell effects are as follows:

Bolt (Su): As part of the swift action sacrificing a spell to power this effect, the archon may make a ranged attack at a single target. For each level of the spell used to power this effect, the ranged attack deals 1d4 points of force damage and adds 10 feet to the maximum range. Thus an archon sacrificing a 3rd level spell gains a single ranged attack dealing 3d4 at a maximum of 30 feet. This rivenspell acts as a force effect.

Counter (Su): As an immediate action, the archon may sacrifice a spell of 4th level or higher to reroll a single missed saving throw. If a 5th level spell is used the reroll gains a +1 bonus, if a 6th level spell is used the reroll gains a +2 bonus. The archon must use the second saving throw roll, even if it is worse than the original save result. The archon may only use one counter rivenspell per round. An archon must be 7th level before selecting this rivenspell.

Dash (Su): Until the end of the archon’s next turn, he gains an enhancement bonus to one form of movement (selected by the archon each time the ability is used) equal to 5 ft. per level of spell sacrificed.

Dispel (Su): This rivenspell empower’s the archon so the next creature he hits with a melee attack (before the end of the archon’s next turn) is the subject of a targeted dispel, as from a *dispel magic* spell. A spell of 4th or higher spell level must be sacrificed to empower this rivenspell. If a 5th level spell is used the dispel check gains a +1 bonus, and if a 6th level spell is used the dispel check gains a +2 bonus. An archon must be 10th level before selecting this rivenspell.

Focus (Su): The archon gains a bonus to skill checks made with one skill selected when this rivenspell is used. The bonus is equal to the level of spell used to empower the rivenspell. If the skill selected is Acrobatics, Appraise, Bluff, Diplomacy, Disable Device, Escape Artist, Heal, Intimidate, Knowledge (any), Linguistics, Sense Motive, Sleight of Hand, Spellcraft, or Use Magic Device the bonus lasts until the beginning of the archon’s next turn. If the skill selected is Climb, Fly, Handle Animal, Perception, Perform, Ride, Stealth, or Swim the bonus lasts for one minute per level of spell sacrificed. If the skill is Craft, Profession, or Survival the bonus applies to any one use of the skill that does not take more than 24 hours.

Shield (Su): The archon gains a deflection bonus to AC equal to the level of spell used to empower this rivenspell. The bonus is considered a force effect, and lasts for a number of rounds equal to the level of spell sacrificed.

Smite (Su): The archon gains an insight bonus to attack and damage on his next attack roll (made before the end of his next turn). The bonus is equal to the level of spell sacrificed to empower this rivenspell.



Vigor (Su): The archon gains 2 temporary hit points per level of the spell used to empower this riven spell. Multiple uses of the vigor riven spell do not stack, each use resets the number of temporary hit points based on its level.

Favored Spell (Ex): Much as some combatants favor a specific weapon or fighting style, archons focus their training on just a few spells above all others. At 2nd level an archon chooses a single spell he knows to be his favored spell. An archon gains a +2 bonus to caster level, concentration, and Spellcraft checks made regarding this spell (including caster level checks made to overcome SR, and efforts to use the spell to counterspell the efforts of other spellcasters).

At 11th level the archon selects a second favored spell. Additionally, the bonus gained to appropriate checks regarding the original favored spell increases to +4.

Arcane Surge (Ex): Beginning at 5th level, an archon may, once a day, cast a single spell as a swift action. The spell must have a casting time of 1 standard action or less, and the archon may not cast any other spell during the same round. The spell must be one gained from the archon spell list, and not a spell gained through some other character class. The archon can use this ability twice per day at 9th level, three times a day at 13th level, and four times a day at 17th level.

Arcane Armor Training (Ex): Though an archon's basic training allows him to cast spells with somatic components in light armor with no risk of spell failure, an archon constantly strives to master the art of spellcasting in heavier armors. At 3rd level an archon in medium armor reduces his chance of arcane spell failure by 5% (minimum 0). This reduction increases by 5% at 6th, 12th, 15th, and 18th level, ending with a 25% reduction in spell failure while in medium armor.

At 9th level, the archon's arcane armor training also applies to heavy armor. It also applies to the arcane spell failure chance from a tower shield, if the archon is proficient with tower shields.

Soul of the Spellblade (Su): At 8th level the archon learns the first power taught to the Spellblades, the loyal humanoid servants to the gesh dusk knights. This allows an archon to deliver a touch-range archon spell with a successful melee attack. To do this the archon must cast the spell (with its normal casting time) but not immediately use it to touch a target. (This is called "holding the charge.") On the next round (or any time within the next six rounds) the archon may deliver the touch spell with any melee attack (unarmed or with a weapon) he makes against a target's full AC (not their touch AC). On a successful attack, the spell is delivered along with the melee attack's normal damage.

The archon must declare what melee attack is being used to deliver a held charge prior to making the attack rolls. A missed attack roll expends the spell uselessly to no effect, while a blow that hits but fails to do damage (for example, one that fails to penetrate a target's DR) discharges the spell successfully against the target.

While the archon is holding the charge of a touch spell in preparation to use this power he may touch other creatures freely, and even make other melee attacks, without losing the held spell. However, the archon cannot cast any other spells while holding the charge of a touch spell. The archon may release the spell harmlessly as a free action. After six rounds from being cast, the charge on a touch spell dissipates even if it has not been used.

Force of the Hexsword (Su): At 14th level the archon learns one of the monster-slaying techniques used by the ancient gesh race's Hexsword Slayers. All weapon attacks made by the archon are treated as though the weapon he wields is magic and has one of the following properties (selected by the archon when this ability is gained): good (only for good archons), evil (only for evil archons), silver, or cold iron. This is in addition to whatever properties the weapon actually has, and does not replace existing properties.

Additionally, the archon can cause the damage dealt by his weapon to be of one of the following types (selected by the archon when this ability is gained): cold, electricity or fire damage. All damage must be affected or none – the archon cannot affect only some damage dealt by his weapon. (For example: an archon able to cause his weapon to deal fire damage, using a *shocking longsword*, either deals 1d8 slashing damage +1d6 electricity, or 1d8+1d6 fire damage. He cannot do 1d8 fire damage and 1d6 electricity damage with the weapon.) The archon may switch between elemental and normal weapon damage as a free action.

Even if an archon has his weapon deal elemental damage, DR is still effective against the base damage die of the weapon. If a target has both DR and the appropriate elemental resistance, both are effective against the archon's elemental hexsword damage.

Dominion of the Dusk Knight (Ex): At 20th level the archon gains mastery over the art of dual martial and arcane combat, achieving the powers once reserved for the ancient dusk knights. As a full round action, the archon may make a single attack (melee or ranged) and cast a single spell with a casting time of 1 standard action. The archon may decide to cast then attack, or attack then cast. When the archon uses the dusk knight ability, he may also use his arcane surge ability to cast a second spell in the same round (though he still cannot use arcane surge to cast multiple spells in a round when not using his dusk knight ability).

Table 2: Archon Spell Maximums

Character Level	Maximum Spells Known					
Level	1st	2nd	3rd	4th	5th	6th
1	1					
2	2					
3	2	1				
4	3	2				
5	3	2	1			
6	3	3	1			
7	4	3	1	1		
8	4	3	1	1		
9	4	4	2	1	1	
10	4	4	2	1	1	
11	5	4	2	2	1	1
12	5	4	2	2	1	1
13	5	5	3	2	2	1
14	5	5	3	2	2	1
15	6	5	3	3	2	2
16	6	5	3	3	2	2
17	6	5	3	3	3	2
18	6	6	3	3	3	2
19	6	6	3	3	3	3
20	6	6	3	3	3	3

ARCHON SPELL LIST

0-LEVEL ARCHON SPELLS (CANTRIPS)

Arcane Mark: Inscribes a personal rune on an object or creature (visible or invisible).

Dancing Lights: Creates torches or other lights.

Detect Magic: Detects all spells and magic items within 60 ft.

Disrupt Undead: Deals 1d6 damage to one undead.

Flare: Dazzles one creature (–1 on attack rolls).

Ghost Sound: Figment sounds.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Message: Whisper conversation at distance.

Open/Close: Opens or closes small or light things.

Prestidigitation: Performs minor tricks.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Touch of Fatigue: Touch attack fatigues target.

1ST-LEVEL ARCHON SPELLS

Alarm: Wards an area for 2 hours/level.

Animate Rope: Makes a rope move at your command.

Burning Hands: 1d4/level fire damage (max 5d4).

Charm Person: Makes one person your friend.

Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.

Comprehend Languages: You understand all spoken and written languages.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Detect Undead: Reveals undead within 60 ft.

Disguise Self: Changes your appearance.

Endure Elements: Exist comfortably in hot or cold regions.

Enlarge Person: Humanoid creature doubles in size.

Erase: Mundane or magical writing vanishes.

Feather Fall: Objects or creatures fall slowly.

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lbs./level.

Grease: Makes 10-ft. square or one object slippery.

Hold Portal: Holds door shut.

Jump: Subject gets bonus on Acrobatics checks.

Magic Aura: Alters object's magic aura.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Magic Weapon: Weapon gains +1 bonus.

Mount: Summons riding horse for 2 hours/level.

Obscuring Mist: Fog surrounds you.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, plus additional protection against selected alignment.

Ray of Enfeeblement: Ray causes 1d6 Str penalty + 1 per 2 levels.

Shield: Invisible disc gives +4 to AC, blocks magic missiles.

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 min./level.

2ND-LEVEL ARCHON SPELLS

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.

Alter Self: Assume form of a Small or Medium humanoid.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Blindness/Deafness: Makes subject blinded or deafened.

Blur: Attacks miss subject 20% of the time.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Darkness: 20-ft. radius of supernatural shadow.

Darkvision: See 60 ft. in total darkness.

Detect Thoughts: Allows "listening" to surface thoughts.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Fog Cloud: Fog obscures vision.

Fox's Cunning: Subject gains +4 to Int for 1 min./level.

Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.

Glitterdust: Blinds creatures, outlines invisible creatures.

Gust of Wind: Blows away or knocks down smaller creatures.

Hypnotic Pattern: Fascinates 2d4 + level HD of creatures.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction.

Locate Object: Senses direction toward object (specific or type).

Make Whole: Repairs an object.

Minor Image: As silent image, plus some sound.

Mirror Image: Creates decoy duplicates of you.

Obscure Object: Masks object against scrying.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Protection from Arrows: Subject gains DR 10/ magic against ranged attacks.

Pyrotechnics: Turns fire into blinding light or thick smoke.

Resist Energy: Ignores first 10 (or more) points of damage per attack from specified energy type.

Scorching Ray: Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).

See Invisibility: Reveals invisible creatures or objects.

Shatter: Sonic energy damages objects or crystalline creatures.

Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.

Spider Climb: Grants ability to walk on walls and ceilings.

Touch of Idiocy: Subject takes 1d6 penalty to Int, Wis, and Cha.

Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL ARCHON SPELLS

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Daylight: 60-ft. radius of bright light.

Dispel Magic: Cancels one magical spell or effect.

Displacement: Attacks miss subject 50% of the time.

Explosive Runes: Deals 6d6 damage when read.

Fireball: 1d6 damage per level, 20-ft. radius.

Flame Arrow: Arrows deal +1d6 fire damage.

Fly: Subject flies at speed of 60 ft.

Gaseous Form: Subject becomes insubstantial and can fly slowly.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Heroism: Gives +2 bonus on attack rolls, saves, skill checks.

Keen Edge: Doubles normal weapon's threat range.

Lightning Bolt: Electricity deals 1d6/level damage.

Magic Circle against Chaos/Evil/Good/Law: As protection spells, but 10-ft. radius and 10 min./level.

Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).

Major Image: As silent image, plus sound, smell and thermal effects.

Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.

Phantom Steed: Magic horse appears for 1 hour/level.

Age: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.

Ray of Exhaustion: Ray makes subject exhausted.

Sleet Storm: Hampers vision and movement.

Slow: One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.

Stinking Cloud: Nauseating vapors, 1 round/level.

Suggestion: Compels a subject to follow stated course of action.

Tiny Hut: Creates shelter for 10 creatures.

Tongues: Speak and understand any language.

Vampiric Touch: Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.

Water Breathing: Subjects can breathe underwater.



4TH-LEVEL ARCHON SPELLS

Arcane Eye: Invisible floating eye moves 30 ft./round.

Bestow Curse: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Black Tentacles: Tentacles grapple all creatures within a 20-ft. spread.

Confusion: Subjects behave oddly for 1 round/level.

Contagion: Infects subject with chosen disease.

Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.

Detect Scrying: Alerts you to magical eavesdropping

Dimension Door: Teleports you a short distance.

Enervation: Subject gains 1d4 negative levels.

Fear: Subjects within cone flee for 1 round/level.

Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Locate Creature: Indicates direction to familiar creature.

Minor Creation: Creates one cloth or wood object.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Remove Curse: Frees object or person from curse.

Resilient Sphere: Force globe protects but traps one subject.

Secure Shelter: Creates sturdy cottage.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Solid Fog: Blocks vision and slows movement.

Stone Shape: Sculpts stone into any shape.

5TH-LEVEL ARCHON SPELLS

Baleful Polymorph: Turns subject into harmless animal.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Break Enchantment: Frees subjects from enchantments, transmutations, and curses.

Cone of Cold: 1d6/level cold damage.

Dismissal: Forces a creature to return to its native plane.

Dream: Sends message to anyone sleeping.

Interposing Hand: Hand provides cover against 1 opponent.

Mage's Faithful Hound: Phantom dog can guard a location and attack intruders.

Major Creation: As minor creation, plus stone and metal.

Mind Fog: Subjects in fog get –10 to Wis and Will checks.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Persistent Image: As major image, but with no concentration required.

Polymorph: Gives one willing subject a new form.

Prying Eyes: 1d4 + 1/level floating eyes scout for you.

Sending: Delivers short message anywhere, instantly.

Telepathic Bond: Link lets allies communicate.

Teleport: Instantly transports you as far as 100 miles per level.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Waves of Fatigue: Several targets become fatigued.

6TH-LEVEL ARCHON SPELLS

Acid Fog: Fog deals acid damage.

Antimagic Field: Negates magic within 10 ft.

Chain Lightning: 1d6/level damage and 1 secondary bolt/level.

Control Water: Raises or lowers bodies of water.

Disintegrate: Reduces one creature or object to dust.

Eyebite: Target becomes panicked, sickened, and comatose.

Flesh to Stone: Turns subject creature into statue.

Forceful Hand: Hand pushes creatures away.

Freezing Sphere: Freezes water or deals cold damage.

Guards and Wards: Array of magic effects protect area.

Globe of Invulnerability: As lesser globe of invulnerability, plus 4th-level spell effects.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Mislead: Turns you invisible and creates illusory double.

Move Earth: Digs trenches and builds hills.

Permanent Image: Permanent illusion, includes sight, sound, smell, and thermal effects.

Shadow Walk: Step into shadow to travel rapidly.

Stone to Flesh: Restores petrified creature.

Veil: Changes appearance of a group of creatures.

FEATS

INCREASED SPELL MAXIMUM

You have focused greater attention on your arcane studies than most archons, and thus can learn a greater number of spells.

Prerequisites: 1st-level Archon.

Benefit: Your maximum spells known for each spell level increases by 1. You still must learn these spells normally, they are not automatically gained by taking this feat.

Special: You can select this feat multiple times, its effects stack.

BRING A GENIUS TO THE TABLE!

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