

Williamoak's
Wishing for power in Nex : The guide to the Arclord
Or
Using your third eye: the guide to the mage of the third eye



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Product: Paths of Prestige. Art Director: Andrew Vallas - Artist: Jason Juta

The Arclord of Nex is one of a few Golarion-themed prestige class for wizards. Being a big fan of paizo prestige classes in general, and having some time, I thought, why not try to make a guide? Nex is a nation that relies on constructs to defend itself against the undead armies of Geb, and the power of the Arclords reflects this fact. This guide can be used together with my Guide for construct crafting ([link](#)).

This guide will proceed on the Treantmonk standard:

Red: a generally terrible choice.

Orange: a poor choice, though it can be workable.

Green: a good choice.

Blue: a great choice, to take as often as you can.

The mage itself:

So, let's start with the Arclord itself, and an analysis of its powers. Overall, it's an interesting class which gets more flexibility out of school powers.

Note: I will use PrC as shorthand for prestige class.

Roles of an arclord:

The arclord itself has a few roles it can play quite well, and are worth keeping in mind when choosing to play it.

Crafter: This will be a principal role of the arclord. I needs to have the 3 most useful crafting feats just to qualify, so it will have the tools to craft a tremendous amount of magical items, weapons & constructs (link). This role is rarely allowed in games, as crafter can be very disruptive. Talk with your GM before choosing this prestige class.

The generalist wizard: I you are an arclord, you are going to know a lot of spells. While this does leave you with less spells than a more specialized wizard, the versatility can be useful. This role is NOT for beginner players, and requires careful planning to be most useful.

Requirements

Feats : Craft Construct, Craft Wondrous Item & Eldritch eye. This is one of the few PrCs without feat taxes: all of them are useful to the PrC and to players in general. However, this is a high feat cost as far as prestige classes go, since the "unmentioned" feat is Craft Magic Arms & Armor required to qualify for Craft Construct.

Skills : All of the skills (save diplomacy) are useful to a caster & crafter.

Special 1 : Casting Arcane Sight is no problem, though the need to have 2 spells from every school of magic closes off the possibility of being a thassilonion specialist.

Special 2 : You MUST have an arcane school (not too hard) & a 3+int school power, with bonuses if the power is "hand of the apprentice". This is a bit unpleasant (since it cuts off thematically appropriate schools like "arcane crafter), but it essential for the PrCs abilities.

Powers

As for the Arclord itself, it has some interesting power:

Mystic Pedagogue : A basic spellcraft bonus, useful for crafting & expanding your spellbook.

Third eye (improved, greater) : of moderate use. It scales well (max 7/day at 9th), and allows arcane sight (& greater), see invisibility and true seeing, and a weird aid another boost to caster level.

Artificer's touch : mending don't work on construct, so this is of doubtful use.

Scholiast : Bonus school powers by consuming you hand of the apprentice, at your caster level rather than wizard level. The best powers I could find are "Reveal weakness" (void school), "Protective ward" (abjuration school), "Prescience" (divination-foresight school), "versatile evocation" (evocation-admixture school), "Augment" (transmutation-enhancement), "Iron Skin" (metal school).

Arcane architect : a GREAT option (especially when combined with the "valet" familiar archetype) if you actually get to craft constructs. Doesn't reduce the cost, but it reduce the crafting time to ¼, which is HUGE.

Extradimensional extension : a weird power that makes rope trick moderately more useful. Not the most interesting to be honest.

Call for aid : If you have construct defenders, this can end up being quite useful. Can also help the mobility of some PCs.

Qualifications: How to get there

The Arclord has a very limited window of entry. The basic requirements (IE, having an arcane school) limits you to a single class: the WIZARD.

Wizard: Already know as the best class out there by optimizers, there is a lot to get out of it here. You can craft well (thanks to high int & a bevy of spells) and a “valet archetype” familiar can speed up your crafting. There isn’t much else to say, the power of wizards is already well established.

Archetypes: This is one of the few cases where archetypes are a problem. While there are a few archetypes that keep the arcane school, most of them lose the wizard bonus feats, making it harder to qualify for the PrC. All in all, avoid archetypes.

Races: who an arclord is

There are very few interesting races for an arclord. The basic wizard races are ok, but there are 3 that are worth mentioning because of their special skills.

Human: Human is, as usual, the best race. While the bonus feat doesn’t actually help you qualify as an Arclord, it does give you an extra feat for defensive tools, such as toughness, defensive combat training, or more. The extra skill point is also quite useful. I will give an honorable mention to the “**Focused study**” trait, that trades the bonus feat for 3 skill focuses. Quite useful.

Elf: It’s not too much of a surprise that elves are a top choice here, since they are among the top races for a wizard. They get bonus to concentration, spellcraft & caster level checks so they should not be ignored. On top of that, their favored class bonus increases the amount of times you can use your 3+int/day power, which could pay off handsomely. However, you are more fragile, with less con and less feats to throw around.

Tiefling: The tiefling is tougher than the elf, and has the same int & dex stat boosts that wizards love. It also has the same favored class bonus as the elf. However, it gets none of the special wizard bells & whistles.

Speed crafting: a discussion

It has come to my attention that the ability “arcane architect” may (or may not) stack with other abilities, such as cooperative crafting. The language goes as such:

“a Mage of the third eye can create [constructs](#) with the [Craft Construct](#) feat in only half the time it would normally take.”

As for cooperative crafting:

“your assistance doubles the gp value of items that can be crafted each day.”

As the two texts suggest, cooperative crafting would allow you to craft 2000 gp of an item in a single day which, stacked with arcane architect, would allow you to craft 2000 gp in half a day, thus 4000 gp a day. I read it as such, and will treat it as such in my own games, but that may not be the case of your GM, so talk to them.

Useful tools to the Arclord:

This section will catalogue a bunch of feats, traits items & other things that an arclord might use in addition to its already required feats & abilities. These will be specific to the Arclord, as there are plenty of great wizard guides out there for everything else.

Spells:

Crafter's fortune: Fairly useful for the “craft” requirement of construct construction. All in all a great spell.

Fabricate: While this does not remove the need for a craft check, it does simplify the acquisition of material. Dubious value.

Investigative mind: allows you to roll a spellcraft check twice and take the higher result. Quite a good spell for crafting uses.

Feats & Arcane Discoveries:

Improved Eldritch heritage (impossible bloodline): While the feat cost for this may be incredibly high, it gives Craft Wondrous Items as a bonus feat, and allows you to ignore a number of spell requirements while crafting an item. Not too shabby, but hard to get.

Golem Constructor: Considering you already have the requirements this discovery allows you to ignore, forget about it.

Arcane Builder: Really easy to get, making crafting even faster, and gives you a bonus on the spellcraft check. The only thing I'm uncertain about is whether it would stack with “arcane architect”, and if so how.

Traits:

Hedge Magician & Spark of creation: magic items crafted cost 5% less. That is HUGE, especially with high-costing golems.

Mutant eye: So weird, but SO thematic. Unfortunately you can't have this & speak of creation...

Items:

Armillary amulet/gloves of elvenkind: a +5 competence bonus to spellcraft is nothing to sneeze at when you're crafting golems.

Golem Manual: a decent competence bonus if you're into a specific type of golem.

Companions:

While there aren't many useful companions for a wizard a “**Valet archetype**” familiar is awesome. Why? It gets cooperative crafting (a speed-boosting feat) for free, and is considered to have all the player's crafting feats. Quite sweet.

A few example arclords:

So, to finish up the guide, I decided to build an example arclord myself. There is also an example arclord in the Inner Sea NPC codex, that can be found [here](#).

For the sake of the build, I will take a human universalist wizard with a 20-pt build.

Stats:

Str: 7 Dex: 14 Con: 14 Int: 20 Wis : 11 Cha : 7

Level Progression :

Wizard (universalist school, arcane bond: greensting scorpion (valet archetype))

1 Feats: Scribe Scroll^B, Toughness, Defensive Combat Training^B; Traits: Spark Of Creation, Resilient

2

3 Feat: Craft wondrous item.

4

5 Feats: Craft Magic Arms & Armor, Craft construct^B.

6

7 Feat: Eldritch eye

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8

9 Feat: Improved Familiar (homunculus)

10

11 Feat: Quicken Spell

12

13 Feat: Arcane discovery (Fast Study).

This short build shows the quickest way to become an Arclord. The 2 feats taken at level 1 are to increase the toughness of the wizard, who will be fragile & easy to grapple at low level. At level 3 it can start crafting seriously, and quite rapidly with the aid of its familiar. At level 5 it gains its last 3 crafting feats, allowing to craft weapons & armor for its companions while starting to create your own defenders from constructs. At level 7, you can take eldritch eye and take the role as an arclord. The choices after depend on your style; I chose improved familiar to get a homunculus familiar, which is a cool little construct familiar which you can upgrade. Quicken spell & fast study are also quite useful for wizards in general.

If you have any ideas, comments or other notes, send a message to williamoak on the paizo forums!