

Weekly Wonders

Archetypes of Intrigue Volume IV

Assassins

Alex Riggs, Joshua Zaback



*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC
8123 236th St SW, Unit 102
Edmonds, WA, 98026
www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Introduction

Intrigue is a staple of the fantasy genre, and many players and GMs are drawn to the idea of a grand campaign of political intrigue, in which the players face the dangers of scheming politicians, backstabbing assassins, high-society soirees, and similar trials, instead of the usual drudging through moldy old dungeons killing things and taking their stuff. A proper political drama or heist adventure can be hard to run and even harder to write, but perhaps the hardest is for players to get in the appropriate mindset, and deal with their problems with finesse, rather than a blunt weapon. One thing that can help players get in the mood—and get themselves an edge—when it comes to intrigue is having an archetype that kits their preferred class out a bit more for the type of adventure they'll be playing. Each installment of *Weekly Wonders: Archetypes of Intrigue* presents six new archetypes tied to a particular role common in intrigue adventures.

Assassins play a pivotal role in any intrigue setting, able to change the course of fate in the briefest of moments. These warriors of the shadows capture our imaginations and excite our curiosity. Stalking the darkness, they move unseen, causing events to play out just as they have carefully planned. Assassins also come in many varieties and in this book, you will find stealthy killers who employ a wide variety of styles and techniques, far beyond what most would expect.

New Archetypes

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

Black Thorn (Druid)

Black thorns are druids who turn their skills in manipulating nature to dark purpose. Lethal killers, these nature's assassins prefer to accomplish their nefarious tasks with poisons harvested from carefully cultivated plants. More than a mere poisoner, however, the black thorn is a skilled herbalist who can grow and harvest her lethal plants in nearly any environment.

Harvest Poison (Ex): A black thorn can harvest poison in nearly any environment by making a successful Survival check to find and extract poisons. The DC for this check is 20 for most natural areas where plants are abundant, 25 for urban areas, or 30 for deserts and similar areas where plants are extremely rare. To make this check, the black thorn must search for poison ingredients, and success on the Survival check yields enough toxic plant material for 1 dose of poison + 1 additional dose for every 5 points by which the result of the check exceeds the DC. It takes 1 hour for the black thorn to find the ingredients and combine them to make the poison.

The type of poison harvested from these plants is a special extract known only to black thorns, who use secret techniques to create a unique poison. At 1st level, the black thorn can create the black thorn extract poison described below. Alternatively, she can combine reagents whose total cost is equal to 1/2 the market price of a specified poison in

order to create 1 dose of that poison. She may only use this ability to create poisons whose total market price does not exceed 200 gp per class level. The save DC of a poison created in this way is equal to 10 + 1/2 the black thorn's level + the black thorn's Wisdom modifier, or the poison's normal save DC, whichever is higher.

Black thorn extract is a special poison that must be handled delicately, and which rapidly loses potency, causing it to degrade after 24 hours.

Black Thorn Extract—contact; save Fortitude DC = 10 + 1/2 the black thorn's level + the black thorn's Wisdom modifier; onset 1d6 rounds; effect 1d2 Strength damage; cure 1 save.

When she creates a dose of black thorn extract, the black thorn can choose to create it as an injury poison, in which case it has no onset time.

At 5th level, the black thorn can create black thorn extract as an inhaled poison, and it deals 1d4 points of Strength damage instead of 1d2 points. At 10th level, the black thorn extract deals 1d4 points of Constitution damage in addition to 1d4 points of Strength damage. At 15th level, the black thorn extract deals 1d6 points each of Strength, Dexterity, and Constitution damage. At 20th level, all ability damage dealt by black thorn extract is drain instead of damage.

This ability replaces the nature's bond class feature.

Poison Use (Ex): Black thorns are trained in the use of poison and they cannot accidentally poison themselves when applying poison to a weapon or object.

This ability replaces the wild empathy class feature.

Poison Power (Su): At 4th level, the black thorn's connection to poison infuses her magic, making her spells more lethal. The saving throw DC of any spell with the poison descriptor cast by the black thorn is increased by 2.

This ability replaces the resist nature's lure class feature.

Poison Plant (Su): By 4th level, the black thorn's mastery of poisonous horticulture is such that she can plant poisonous plants, and, using natural magic, cause them to blossom to lethal potential in moments. Once per day for every 2 levels the black thorn possesses, she can plant a poisonous plant, which reaches its full size within 10 minutes. At 4th level, she can plant the blood-red rose plant. This plant appears identical to a rose bush, and flowers harvested from it resemble roses. A successful Knowledge (nature) check (DC = 11 + the black thorn's level + the black thorn's Wisdom modifier) is sufficient to notice the difference, as is a Perception check which exceeds this DC by 5 or more. Contact with the blood-red rose or any of its flowers causes the target to be affected by the black thorn's black thorn extract poison, and to suffer 1d6 points of bleed damage.

As she increases in power, the black thorn can create different poisonous plants with this ability. At 8th level, she can create gas flowers that appear like orchids. Whenever a living creature other than the black thorn moves within 5 feet of one of these gas flowers, it explodes in a 20-foot-

radius spread cloud of sleeping gas. Creatures in the area are exposed to the black thorn's black thorn extract poison, and additionally fall asleep if they are affected by the poison. Affected creatures automatically awaken when the poison runs its course, or when they are cured of it, and can also be woken by more mundane means.

At 12th level, the black thorn can create poisonous creepers. These creepers function like assassin vines, except that they have 1/2 the black thorn's hit points, use her base attack bonus, and whenever they successfully constrict a creature, that creature becomes exposed to the black thorn's black thorn extract. The assassin vine created in this way lasts for 10 minutes before withering and dying.

At 16th level, the black thorn can create a tree that bears poisonous apples. She can only create one such tree, and it produces 1d8 poisonous apples each month, beginning 30 days after it is planted. Apples harvested from the tree remain ripe for 1d6 days. As long as the apple remains ripe, any character ingesting it must succeed on a Fortitude save (DC = 10 + 1/2 the black thorn's level + the black thorn's Wisdom modifier) or begin to die. The target falls unconscious in a sleep from which he cannot awaken. The target remains asleep until he perishes from natural causes (such as starvation), or until he is freed from the poison in his system. In order to be rid of the poison, the target must receive the benefits of a *break enchantment* spell (or more powerful magic) and a *neutralize poison* spell.

At 20th level, the black thorn can use this ability at will.

This ability replaces the wild shape class feature.

Dead Shot (Gunslinger)

While killing people is far from unusual for a gunslinger, some elevate their combat skills to a deadly art form. These are the dead shots, gunslingers who believe in the supreme power of their weapon to dispatch foes quickly. Often employed as assassins or special forces, dead shots strike from the shadows, killing their targets without revealing their presence.

Death's Shadow (Ex): At 2nd level, the dead shot gains a +4 bonus on Stealth checks. At 6th level, and every 4 levels thereafter, this bonus increases by a further +2.

Deeds: A dead shot has access to the following deeds.

Shadow Shot (Ex): The dead shot can fire from concealment without revealing her position. Whenever the dead shot makes an attack with a firearm against a foe that is unaware of her presence, she may spend 2 points of grit in order to make a Stealth check as an immediate action in order to remain hidden.

This ability replaces the quick clear deed.

Executioner's Shot (Ex): At 3rd level, the dead shot can execute a lethal point blank shot. The dead shot can spend 1 point of grit whenever she makes an attack with a firearm against an adjacent foe that is unaware of her. If she does, and the attack is successful, it is automatically a critical threat.

This ability replaces the pistol whip deed.

Study Shot (Ex): At 11th level, the dead shot can study her intended victim in order to make a lethal killing shot. Each round, as a standard action, the dead shot can spend 1 point of grit to study a target she can see. If she does, the next time she makes a firearm attack against that creature, she gains a +2 bonus on the attack roll and deals an additional 1d6 points of precision damage for each round she has studied the target.

This ability replaces the expert loading deed.

Sniper Shot (Ex): At 15th level, the dead shot rarely misses, even on attacks from great range. Whenever the dead shot makes a firearm attack from beyond the first range increment, she can spend 1 or more points of grit. If she does, for each point of grit spent in this way, she rolls the attack roll an additional time, and may choose the best result.

This ability replaces the slinger's luck deed.

Shadow Blaster (Kineticist)

While all kineticists manipulate energy to damage their opponents with powerful blasts, only a select few learn to augment that energy with the power of shadows. Those that master these techniques are the shadow blasters. Able to project their blasts accurately at greater distances and augment their energies with the power of shadow, these kineticists are in high demand as assassins and mercenaries.

Gather Shadows (Su): A shadow blaster can gather shadows about her to augment her blasts, making them more lethal. As a move action, while in an area of dim light or darkness, the shadow blaster can gather shadows about herself. If she does, she deals an additional 1d6 points of damage with her blast and her blast deals untyped damage, instead of the normal type of damage it would deal. The amount of burn caused by any form infusion wild talent she uses to augment such a blast is increased by 1. Alternatively, the shadow blaster can use a full-round action to gather shadows in order to increase the damage dealt by her attack by 2d6, although doing so causes her to automatically suffer 1 point of burn. She can combine these effects in order to boost the amount of damage her blast deals by 3d6.

This ability replaces the gather power class feature.

One With Shadows (Su): At 2nd level, a shadow blaster becomes one with the very shadows. While in an area of dim light or darkness, she becomes enshrouded in a thick pall of shadowy energy. She gains concealment (20% miss chance) even against creatures who could see in such conditions.

Additionally, she gains a competence bonus equal to her level on Stealth checks made to hide in such areas.

This ability replaces the elemental defense class feature.

Shadow Overflow (Su): At 3rd level, a shadow blaster who has channeled enough energy to accumulate sufficient burn is suffused by powerful shadows. When she has burn, her blasts that have been modified by gather shadows deal additional damage. Whenever she makes an attack with a blast that has been modified by gather shadows, the attack deals an additional number of points of damage equal to three times the amount of burn she has suffered, or 4 times the amount of burn if the target of the attack was unaware of the shadow blaster. The maximum number of points of burn she can benefit from when using this ability on is equal to 1 + 1 per every 3 kineticist levels.

Additionally, while suffused with overflowing shadows, the shadow blaster is surrounded by a nimbus of darkness. At 6th level, as long as she has at least 3 points of burn, the shadow blaster reduces the level of light in a 20-foot radius around her by 1 step (to a maximum of darkness), and she gains darkvision 60 feet (or if she already has darkvision, it increases by 30 feet).

At 11th level, as long as she has at least 5 points of, then the light level within a 20-foot radius around the shadow blaster is decreased by 2 steps, and she gains the ability to see in magical and supernatural darkness.

At 16th level, as long as she has at least 7 points of burn, the light level within a 30-foot-radius of the shadow blaster is reduced by 3 steps. If this would cause the light level to drop below darkness, then it becomes supernaturally dark, and only creatures who can see in magical and supernatural darkness can see in the area.

This ability replaces the elemental overflow class feature.

Shadow Charge (Su): At 11th level, the shadow blaster can augment her own elemental energy with raw shadows. Whenever she uses a wild talent in an area of dim light or darkness, she suffers 1 less point of burn than she ordinarily would.

This ability replaces the supercharge class feature.

Spellkiller (Magus)

Spellkillers are an unusual breed of magus that focuses on subtlety and stealth rather than on cold confrontation. They wield their magic and weapons from the shadows, looking to bring their foes' lives to an end with terrifying alacrity. Though less gifted in the art of toe-to-toe combat, spellkillers often find that subtlety and surprise can be every bit as lethal.

Assassin Spell (Ex): At 2nd level, the spellkiller can demonstrate mastery of delivering suddenly lethal and deadly spells. Whenever the spellkiller successfully deals damage to a creature that was denied its Dexterity bonus to AC, his caster level for any spells cast against that creature

before the end of his next turn is increased by 2, and the saving throw DC is increased by 1.

This ability replaces the spellstrike class feature.

Subtle Spells (Ex): At 7th level, the spellkiller gains access to a host of subtle spells not normally accessible to him. He treats all illusion spells on the sorcerer/wizard spell list as though they were on the magus spell list, and can learn them and add them to his spellbook. If the spell appears on both the sorcerer/wizard spell list and the magus list, it uses the magus level to determine the spell's level. Otherwise, the spell's level is equal to the sorcerer/wizard spell level. However, illusion spells on the sorcerer/wizard spell list of 7th level and above are not on the magus class spell list, and a spellkiller cannot use spell completion or spell trigger magic items of sorcerer/wizard spells of 7th level or higher without making a successful Use Magic Device check.

This ability replaces the medium armor class feature.

Master Assassin Strike (Ex): At 13th level, the spellkiller can more easily cast his spells against creatures that are unaware of his presence. Whenever he deals damage to a creature that was unaware of his presence, as a free action, the spellkiller can cast a 0th- or 1st-level spell that targets the creature he damaged and has a casting time of 1 standard action or less. This is in addition to any spell cast using spell combat. At 16th level, he can cast spells of up to 2nd level in this way. He may only cast one extra spell in this way.

This ability replaces the heavy armor class feature.

Nefarious Collector (Occultist)

While all occultists study the significance of objects and people, few do so with such ill intent as the nefarious collector. These dangerous individuals use the psychic connections between people and objects to more easily cast their spells and learn information from or about their victims. Often employed as spies or assassins, there are few more treacherous than a nefarious collector when he has a personal belonging of another character.

Connected Spells (Su): At 2nd level, a nefarious collector can use an object closely associated with an individual to more effectively use his magic against her. A nefarious collector who uses an item that belongs to a particular character as an implement gains a +4 bonus to his caster when casting spells which target that character, and the saving throw DC of any spell he casts on that character is increased by 2.

This ability replaces the magic item skill class feature.

Read Bones (Su): At 5th level, the nefarious collector can hold a bone to discover the psychic resonance within it and learn information about the character it belonged. This requires the nefarious collector to hold the bone for at least 1 minute. If he does, he learns the owner's name, age, and any significant facts about that person's life, such as her noteworthy deeds, if any, her passions, and what the character did the last day she was alive. He learns this information through jumbled psychic visions and glimpses of

the bone owner's past, and his mind naturally sorts through these visions to find information that is most relevant to the nefarious collector, or to a line of inquiry he has.

This ability replaces the aura sight class feature.

Remote Surveillance (Su): Beginning at 8th level, the nefarious collector learns to use objects with a strong link to a particular character in order to find her. As long as he has some object that belongs to a character, he can expend 1 point of mental focus in order to attempt to view her remotely. At 8th level, this functions like the *clairaudience* effect of a *clairaudience/clairvoyance* spell, providing sounds around the target for 1 minute. At 12th level, this functions as the spell *scrying* for 10 minutes, instead. At 16th level, it functions like the spell *greater scrying* for 1 hour, instead. At 20th level, this functions like *discern location*, instead.

This ability replaces the outside contacts class feature.

Cutthroat (Swashbuckler)

The cutthroat is a more lethal kind of swashbuckler. Eschewing graceful style and courteous attitudes, these deadly fighters are still full of swagger. Each practices special techniques to dispatch her foes quickly and quietly, often ending battles before they really begin. This special training includes deeds of stealth and deadly special attacks that make the cutthroat an especially dangerous foe.

Sneak Attack: If a cutthroat catches an opponent unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. The cutthroat's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the cutthroat flanks her target. This additional damage is 1d6 at 1st level, and increases by 1d6 every 4 levels thereafter. Should the cutthroat score a critical hit with a sneak attack, this additional damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or unarmed strike), a cutthroat can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The cutthroat must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A cutthroat cannot use sneak attack while striking a creature with concealment.

This ability replaces the swashbuckler finesse and swashbuckler weapon training class features.

Deeds: The cutthroat gains access to the following deeds.

Quick Poison (Ex): The cutthroat can quickly and safely poison her weapon. As a swift action, the cutthroat can spend 1 panache point to apply poison to her weapon. Additionally, as long as she has at least 1 panache point remaining, she never risks poisoning herself when she applies poison to her weapon or to another object.

This ability replaces the dodging panache deed.

Assassins Strike (Ex): At 3rd level, the cutthroat can deliver lethal strikes against her foes. As long as she has at least 1 panache point, whenever she rolls sneak attack damage she rerolls all 1s. She must take the new result, even if it is a 1. Additionally, she can spend 1 panache point in order to make any attack a sneak attack.

This ability replaces the precise strike deed.

Stealth Run (Ex): At 7th level, as long as the cutthroat has at least 1 panache point, she never suffers a penalty on Stealth checks for moving up to twice her speed while using Stealth.

This ability replaces the swashbuckler's grace deed.

Hide in Plain Sight (Ex): At 11th level, the cutthroat can hide even while observed as long as she has at least 1 panache point remaining. Additionally, she can spend 1 panache point in order to gain a +20 bonus on Stealth checks for a number of rounds equal to her Charisma modifier.

This ability replaces the subtle blade deed.

Cutthroat's Edge (Ex): At 15th level, the cutthroat can take 10 on all Acrobatics, Sleight of Hand, and Stealth checks, so long as she has at least 1 panache point remaining. She can also spend 1 panache point to draw a concealed weapon as a free action, to not provoke attacks of opportunity for leaving a threatened square, or to immediately attempt a Stealth check to hide with a -20 penalty after making an attack roll.

This ability replaces the swashbuckler's edge deed.

Cutthroat Mastery: At 20th level, whenever the cutthroat confirms a critical hit, if the attack was a sneak attack, then the sneak attack damage is multiplied as well as the weapon damage and any appropriate modifiers.

This ability replaces the swashbuckler weapon mastery class feature.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal Maclean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Horror Adventures © 2016, Paizo Inc.; Authors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben MacFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Player Companion: Arcane Anthology © 2016, Paizo Inc.; Authors: Alexander Augunas, Steven T. Helt, and David N. Ross.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Baisley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Psionics Unleashed. Copyright 2010, Dreamscarred Press.

Weekly Wonders: Archetypes of Intrigue Volume IV: Assassins Copyright 2018, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

Death from the Shadows!

Intrigue is a staple of the fantasy genre, and many players and GMs are drawn to the idea of a grand campaign of political intrigue, in which the players face the dangers of scheming politicians, backstabbing assassins, high-society soirees, and similar trials, instead of the usual drudging through moldy old dungeons, killing things and taking their stuff. A proper political drama or heist adventure can be hard to run and even harder to write, but perhaps the hardest is for players to get in the appropriate mindset, and deal with their problems with finesse, rather than a blunt weapon. One thing that can help players get in the mood—and get themselves an edge—when it comes to intrigue is having an archetype that kits their preferred class out a bit more for the type of adventure they'll be playing. Each installment of *Weekly Wonders: Archetypes of Intrigue* presents six new archetypes tied to a particular role common in intrigue adventures.

For this book, we focus on assassins. There are many ways to deal with one's rivals in the world of intrigue: deftly outmaneuvering them in social arenas, enacting laws and ordinances that benefit you and hamper them, but perhaps the most effective route is simply to have them eliminated. Of course, such things aren't acceptable in civilized society, which is where the assassin comes into play: these hired killers will do the dirty work of eliminating troublemakers, while distancing their employers from the deed. Each of the archetypes in this book focus on traditional methods of assassination, whether that be poison, stealth attacks from the shadows, or deadly ambushes made from a distance. This book includes the following archetypes:

- The black thorn, a druid archetype that can easily harvest and create poisons, including a special poison known as black thorn extract, which only they can create.
- The dead shot, a gunslinger archetype that can fire from concealment without giving away her position, and deliver deadly short-range execution shots.
- The shadow blaster, a kineticist archetype that can harness the power of shadows to stealthily kill her foes.
- The spellkiller, a magus archetype whose spells are more effective against unwitting targets, and who gains access to subtle illusion magic.
- The nefarious collector, an occultist archetype that uses a person's trinkets and keepsakes to attack them from afar.
- The cutthroat, a swashbuckler archetype with sneak attack, who gains a variety of stealthy and nefarious deeds.

Whether you're about to embark on a campaign of courtly intrigue (such as one of multiple official Paizo adventure paths), or you just want to play a character with a political bent, this book has lots of tantalizing options to offer. Even GMs can get in on the fun, as several of the archetypes here are perfect for NPCs tied to royal courts as well, and can make for exciting and memorable encounters.



Necromancers
of the Northwest

PATHFINDER
ROLEPLAYING GAME COMPATIBLE