

Weekly Wonders

Archetypes of Intrigue  
Volume V

# Malcontents

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*Necromancers  
of the Northwest*

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## 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.

For this book, we focus on malcontents, the rebels and anarchists who oppose the status quo and wish to see the current regime cast out to make way for something new and different. The archetypes in this book benefit characters filled with rage and righteous anger, and are at their best when turned against an oppressive, authoritarian foe.

## New Archetypes

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

### Arcane Insurgent (Arcanist)

It is taught in many arcane colleges and universities that magic is the great equalizer, a powerful tool that can be accessed by noble and peasant alike, and it is usually this kind of rhetoric that leads an arcanist to involve herself in politics, lending her magical talents to worthy causes battling oppressive regimes in an attempt to bring down the corrupt and ensure freedom for all.

**Intimidating Spell (Su):** An arcane insurgent can expend 1 point from her arcane reservoir when she casts a spell that has one or more targets, or which has an area of effect that is measured in feet. If she does so, she may make a single Intimidate check to demoralize each creature affected by the spell, applying the same result to each such creature. She gains a bonus on this Intimidate check equal to the spell's level.

This ability replaces the arcane exploit gained at 1st level.

**Arcane Exploits:** An arcane insurgent gains access to the following arcane exploits, in addition to those available to all arcanists.

*Destructive Spell (Su):* The arcane insurgent can expend 1 point from her arcane pool whenever she casts a spell that deals damage in an area. If she does, the spell deals its damage to all unattended objects in the area, if it doesn't already. Additionally, damage dealt by the spell is not halved before applying the object's hardness.

*Noble Thaumaturgy (Su):* The arcane insurgent can use her knowledge of a particular noble's lineage, coat of arms, and family history in order to make her spells more effective against him. Whenever she casts a spell that would affect a creature who can be learned about with a Knowledge (nobility) check, she can expend 1 point from her arcane pool. If she does, the spell gains various benefits based on the highest Knowledge (nobility) check result she has ever made regarding that person. If the result is equal to at least 10 + the creature's CR, that creature suffers a –1 penalty on any saving throws he makes to resist the spell. For every 5 points by which the result of the check exceeds this DC, the spell is treated as though its caster level were 1 higher for the purposes of its effects on the chosen creature. The arcane insurgent can use this ability only once per spell she casts, even if that spell will affect multiple members of the nobility: it can only be tailored to one of them at a time.

*Unsilenceable (Su):* As a move action, the arcane insurgent can expend 1 point from her arcane pool in order to overcome any effect that would silence her. For one minute, she is able to make noise normally, and can be heard even if she would not normally be able to be heard, such as if she is inside a *silence* effect. This allows her to cast spells with verbal components normally. It does not allow any other sounds within the area of silence to be heard (for example, it does not allow her to hear the speech of her allies, nor does it allow her to hear the footfalls of an approaching assassin within the area of silence, etc.).

**Combat Conformity (Su):** By 5th level, an arcane insurgent is an expert at doing battle against the faceless, rank-and-file soldiers of the establishment. Whenever she casts a spell that targets two or more creatures, or which affects all creatures in an area, she can expend 1 point from her arcane pool. If she does, and any group of two or more creatures affected by the spell all have the same bonus on their saving throw to resist the spell, all creatures with that bonus suffer a –2 penalty on their saving throw. If there are multiple groups of creatures that share different bonuses (for example, two creatures making their saving throws at +3, and three creatures making their saving throw at +2), this applies only to the group with the most members.

This ability replaces the arcane exploit gained at 5th level.

**Sever Control (Su):** At 13th level, an arcane insurgent is able to sever a wide variety of magical bonds. By expending 1 point from her arcane pool as a standard action and touching a creature, she can end a variety of different forms of magical control that may be affecting that creature. This requires a melee touch attack, if the creature is not willing (including if it is being compelled to combat her).

If the target is under the effects of a charm or compulsion effect, it gains a new saving throw to resist the effect, with a +4 bonus. If the target is a summoned or called outsider that was compelled to perform services for another creature, the arcane insurgent makes a caster level check (DC = 11 + the caster level of the creature that summoned or called the outsider), and, if the check is successful, the creature is freed from service and can act as it pleases. If the target is an undead creature or construct under the control of another



creature, the arcane insurgent makes a caster level check ( $DC = 11 +$  the caster level of the construct or undead creature's creator), and, if the check is successful, the undead creature or construct becomes berserk for 1 minute, with a 50% chance each round to attack the nearest creature, and a 50% chance to attack its previous controller.

Regardless of the nature of the target, it gains a +2 bonus on attack and damage rolls against the creature that was previously controlling it for 1 minute after being freed of control.

This ability replaces the arcane exploit gained at 13th level.

## Fist of the Revolution (Brawler)

When a regime becomes too oppressive, and conditions for the average people become truly unbearable, the first sign of rebellion is found in the streets, when common folk begin to pour from their homes and turn to violence. The fist of the revolution is a brawler who specializes in this kind of violence, fighting the forces of the status quo with two furious fists.

**Resist Control (Ex):** A fist of the revolution is particularly resistant to attempts to compel him magically. At 3rd level, he gains a +1 circumstance bonus on Will saves made to resist charm and compulsion effects. At 7th level, and every four levels thereafter, this bonus increases by 1, to a maximum of +5 at 19th level.

This ability replaces the maneuver training class feature.

**Peasant Weapon Focus (Ex):** At 5th level, a fist of the revolution is able to deal more damage with the traditional weapons of the peasantry. When wielding one of the following weapons, the fist of the revolution deals 1 additional point of damage with each successful hit:

Battleaxe, club, handaxe, greataxe, greatclub, heavy crossbow, heavy pick, light crossbow, light hammer, light pick, quarterstaff, scythe, shortspear, sickle, sling, spear, throwing axe, trident, or war hammer.

At 9th level, and every four levels thereafter, this bonus damage increases by 1 (to a maximum of +4 at 17th level).

This ability replaces the close weapon mastery class feature.

**Converting Blow (Ex):** At 16th level, a fist of the revolution can deliver a blow so powerful that it earns his enemy's respect, causing them to reconsider their allegiances. Once per day, when the fist of the revolution reduces a creature to 0 or fewer hit points with a melee attack, he can choose to make the attack a converting blow. If he does, the creature is not killed by the attack, even if it otherwise would be. Additionally, the creature must succeed on a Will save ( $DC = 10 +$  the damage dealt by the attack) or his attitude towards the fist of the revolution increases to friendly, and his alignment shifts one step closer to the fist of the revolution's. If the target's alignment differs from the fist of the revolution's on multiple alignment axes, the target chooses how his alignment is shifted (for example, if the fist of the revolution is chaotic good and uses this ability on a lawful evil

creature, they could become lawful neutral or neutral evil). At 18th level, and again at 20th level, the fist of the revolution gains one additional daily use of this ability.

This ability replaces the awesome blow class feature.

**Improved Converting Blow (Su):** At 20th level, a fist of the revolution's converting blow becomes more powerful. The fist of the revolution can choose to make any attack he makes a converting blow. He declares that he is using the ability after damage is rolled for the attack, as normal, but the damage need not reduce the target to 0 hit points. Further, in addition to the normal effects of a converting blow, the fist of the revolution can instill the target with a temporary zeal. For a number of rounds equal to the fist of the revolution's brawler level, the target faithfully fights by his side as an ally, and gains a +4 morale bonus to Strength and Constitution. This is a mind-affecting charm and emotion effect.

This ability replaces the improved awesome blow class feature.

## Denouncer (Inquisitor)

Rather than look for religious heresy, or track down monsters such as vampires and doppelgangers, some inquisitors turn their attentions to those in power, holding them responsible for their excesses and corruptions, and casting them out if they prove to be too much of a detriment to those beneath them.

**Devoted to the Cause:** A denouncer's first loyalties are to the plights of the downtrodden and the lower classes, and battling the corruption and hypocrisy of the nobility. As a result, she is not bound by the restriction placed on most inquisitors that prevents them from casting spells with an alignment descriptor that is opposed to their own alignment.

**Gossip Hound (Ex):** A denouncer knows well the power of rumors, and keeps well-informed on the activities of potential enemies to her cause. She adds her Wisdom modifier on Knowledge (local) and Knowledge (nobility) checks, as well as on Diplomacy checks made to gather information.

This ability replaces the monster lore class feature.

**Detect Sin (Su):** A denouncer can see into the hearts of men, and learn the sins that drive them. Beginning at 2nd level, by concentrating on a creature within 60 feet for one minute, she can learn which of the seven deadly sins (envy, gluttony, greed, lust, pride, sloth, and wrath) has the most influence over that creature. Typically, this will indicate which of these vices the creature is most likely to indulge in, but in certain cases (such as characters that practice sin-based magic), it may indicate an outside influence that marks them with that particular sin. In either case, the target is entitled to a Will save ( $DC = 10 + 1/2$  the denouncer's inquisitor level + the denouncer's Wisdom modifier) to resist this effect.

Beginning at 6th level, whenever a denouncer uses this ability, she learns the target's associated type of sin regardless of whether or not he succeeds on the Will save. If he fails his Will save, she also learns her choice of the following:

- A single desire that the target possesses that is related in some fashion to the type of sin he is associated with.
- A single act that the target has taken in the past, which is related in some fashion to the type of sin he is associated with, and for which he feels ashamed, embarrassed, or guilty.

Generally, the desire or action that the denouncer learns of is the most relevant or major one that is applicable, but this may not always be the case. The GM determines the specifics of what information is revealed.

This ability replaces the detect alignment class feature, and the teamwork feat gained at 6th level.

**Eye for Detail (Ex):** A denouncer has a keen eye for details. At 2nd level, she gains a bonus equal to 1/2 her inquisitor level on Perception checks made to find secret doors and hidden compartments, and on Linguistics checks made to detect forgeries.

This ability replaces the track class feature.

## New Oracle Curses (Oracle)

The following section presents two new oracle curses.

### Enraged

You are prone to violent rages and angry outbursts. You suffer a -4 penalty on Diplomacy checks. Additionally, up to three times per day, you may fly into a dangerous rage. The first time each combat that you suffer damage, you must succeed on a Will save (DC = 10 + 1/2 your oracle level + your Charisma modifier) or fly into a rage, gaining a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a -2 penalty to AC. While raging, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride), or any ability that requires patience or concentration, although you can still cast spells normally. Additionally, each round, you must take a hostile action against the creature that triggered the rage, or, if you are unable to do so (such as if that creature is dead), you must take a hostile action against the nearest creature, instead. This effect lasts for one minute, after which you are fatigued for one minute. At the GM's discretion, other things besides being damaged may trigger your rage, but your rage still cannot be triggered more than three times per day.

At 5th level, you can attempt to voluntarily enter a rage once per day. The effects are the same, but there is no trigger for the rage, and you must succeed on a Will save at the same DC, and success indicates that you become enraged. When you enter a rage in this fashion, you may choose a single creature to count as the one that triggered the rage for the purposes of determining which creature you must attack each round.

At 10th level, your rage becomes more powerful. The morale bonuses granted by your rage to Strength and Constitution increase to +6, and the morale bonus on Will saves increases to +3.

At 15th level, while raging, you roll all damage rolls you make twice, and take the better result.

### Persecuted

Whether by the subtle strings of fate, or by the decree of an intolerant lord, you are persecuted by those around you. Others view your gifts with suspicion, and you are considered an enemy of the state. The starting attitudes of humanoid creatures towards you is reduced by one step. If you are recognized by a law enforcement official, they are likely to attempt to imprison or even kill you. However, your isolation only strengthens your resolve, and you gain Iron Will as a bonus feat.

At 5th level, you gain Spell Focus as a bonus feat.

At 10th level, you gain Improved Iron Will as a bonus feat.

At 15th level, you gain Improved Spell Focus as a bonus feat.

## Voice of Shades (Spiritualist)

There are many reasons for a spiritualist and a phantom to find one another, but for some latent spiritualists, a great tragedy or injustice causes their hearts to cry out for justice, and this call is answered by a kindred spirit in the form of a phantom who desires vengeance just as badly. A spiritualist is able to draw out the rage in those around her, and call upon the spirit world for help seeking her revenge.

**Wrathful Phantom:** A voice of shades is innately drawn to the wrathful call of a phantom with a powerful rage. When choosing her phantom's emotional focus at 1st level, she must select either anger or hatred.

This ability modifies the phantom class feature.

**Spiritual Strength (Su):** At 4th level, whenever the voice of shades is within the reach of her ectoplasmic manifested phantom, she gains a +1 morale bonus on attack and damage rolls, and treats the critical threat range of any weapon she wields as though it were 1 greater than it actually is (so a longsword would threaten a critical hit on a roll of 18-20, rather than 19-20). This effect is applied after any other effects that adjust the weapon's critical threat range (such as the Improved Critical feat). She doesn't gain these bonuses when the ectoplasmic manifested phantom is grappled, helpless, or unconscious.

Similarly, whenever the voice of shades is within 30 feet of her incorporeally manifested phantom, she increases the saving throw DC of any mind-affecting spell she casts by 1.

This ability replaces the spiritual interference class feature.

**Detect Grievances (Sp):** Beginning at 5th level, a voice of shades is able to peer into the hearts of men and learn the things that make them angry. This functions as the spell *detect desires*<sup>UI</sup>, but instead of revealing a creature's most pressing current desire, it instead reveals the greatest source of frustration or anger. As with *detect desires*, presenting a creature with an opportunity to strike back against those who have angered them grants a +2 circumstance bonus (or higher, at the GM's discretion) on Diplomacy checks to influence it. The voice of shades can use this ability at will, but a creature that succeeds on its saving throw to resist the effect is immune to it for 24 hours.



This ability replaces the detect undead class feature.

**Enraging Aura (Su):** At 7th level, the voice of shades is able to incite nearby creatures to violence. As a standard action, she can emit an aura with a radius of 30 feet. Each other creature that enters this aura or begins its turn within this aura must succeed on a Will save ( $DC = 10 + 1/2$  the voice of shades's spiritualist level + the voice of shades's Charisma modifier) or be compelled to attack the nearest creature that round, if able. The voice of shades can end this effect with another standard action. She can use this ability for a total of 10 rounds per day at 7th level. At 11th level, and every four levels thereafter, she gains an additional 10 daily rounds of this ability (to a maximum of 40 rounds per day at 19th level).

This ability replaces the calm spirit class feature.

**Greater Spiritual Strength (Su):** At 12th level, a voice of shades's spiritual strength class feature applies to her allies as well, and the bonuses granted by that class feature are doubled for the voice of shades herself.

This ability replaces the greater spiritual interference class feature.

**Summon Wrathful Shade (Su):** At 16th level, a voice of shades can conjure a greater shadow as a full-round action once per day. The greater shadow fights her enemies, while ignoring her allies, but is not under the voice of shades's direct control. Often, the summons is answered by the shade of a creature with a specific grudge against one of the voice of shades's opponents, and in such cases, it typically attacks that opponent to the exclusion of all others. The greater shadow remains for 2 minutes before returning whence it came.

This ability replaces the call spirit class feature.

## Herald of Rebellion (Warpriest)

Sometimes, there is no task so holy as to rise up against one's oppressors, and to lead the people in a glorious revolution. Some warpriests devote themselves to casting out the old ways and ushering in the new, and they are frequently known as heralds of the rebellion.

**Weapon and Armor Proficiencies:** A herald of rebellion is proficient with light and medium armor, and with the following weapons: battleaxe, club, handaxe, greataxe, greatclub, heavy crossbow, heavy pick, light crossbow, light hammer, light pick, quarterstaff, scythe, shortspear, sickle, sling, spear, throwing axe, trident, or war hammer. A herald of the rebellion gains no other weapon or armor proficiencies from being a warpriest.

**Blessings:** A herald of rebellion is more devoted to overturning corruption within society than to a particular deity. One of the blessings that he chooses must come from the following list. He can select any blessing from this list, even if it does not match one of his deity's domains: community, death, destruction, fire, glory, liberation, or war.

**Peasant Weapon Focus (Ex):** A herald of the rebellion is skilled in using any weapon of the common people. He gains a +1 bonus on all attack rolls made with any of the weapons

listed under weapon and armor proficiencies, above. This ability does not stack with Weapon Focus, and counts as Weapon Focus for the purposes of meeting prerequisites.

This ability replaces the focus weapon class feature.

**Sacred Weapon (Su):** To a herald of the rebellion, any weapon of the people is holy, regardless of its connection to his deity. He applies the benefits of his sacred weapon class feature to all of the weapons listed under weapon and armor proficiencies, above.

This ability modifies the sacred weapon class feature.

**Enraging Touch (Su):** At 2nd level, a herald of the rebellion can touch a single creature and stir the fires of rebellion in that creature, spurring it to lash out. This ability can be used a number of times per day equal to  $1/2$  the herald of the rebellion's warpriest level + his Wisdom modifier.

By expending one use of this ability, the herald of the rebellion can grant a single touched creature a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a -2 penalty to AC. Affected creatures cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride), or any ability that requires patience or concentration. The affected creature also gains an additional +2 morale bonus on attack and damage rolls made against any creature that she has harbored a grievance against for at least one week. The effect lasts for one minute, after which the affected creature is fatigued for one minute. If the target is not willing, a melee touch attack is required, and the target is entitled to a Will save ( $DC = 10 + 1/2$  the herald of the rebellion's warpriest level + the herald of the rebellion's Wisdom modifier) to resist the effect.

Alternatively, as a swift action, the herald of the rebellion can expend one use of this ability to cast any one warpriest spell he has prepared with a casting time of 1 round or shorter, that has one or more targets and a range greater than personal. When cast in this way, the spell's range is reduced to touch, and it can affect only a single ally, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. The herald of the rebellion does not need to have a free hand to cast a spell in this way.

The herald of the rebellion cannot affect himself with either version of this ability.

This ability replaces the fervor class feature.

**Battle Cry (Su):** Beginning at 4th level, as a standard action, the herald of the rebellion can expend 2 uses of his enraging touch class feature to unleash a powerful battle cry that incites nearby creatures to rebellious violence. Each creature within 30 feet of the herald of the rebellion is affected as though by the herald of the rebellion's enraging touch class feature. This applies only to the version of the class feature that invokes rage in the target, not the version that allows him to cast a spell as a swift action.

This ability replaces the channel energy class feature.

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

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# Vive la Revolucion!

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 malcontents. Whether they are painted as righteous freedom fighters opposing a tyrannical regime, or riotous insurgents opposing legitimate authority for their own ends, an angry populace is a force to be reckoned with. Good or bad, malcontents may very well be at the center of political intrigues, mobilizing the people as a weapon against their foes. Each of the archetypes in this book focus on themes of outrage and revenge, and striking out against those who would control or silence them. This book includes the following archetypes:

- The arcane insurgent, an arcanist archetype that specializes in combating the establishment, with the ability to resist being silenced, and with spells that are more effective against conformists.
- The fist of the revolution, a brawler archetype that can resist mental control, and convert others to his cause with a single powerful punch.
- The denouncer, an inquisitor archetype that casts down the corrupt elite, and can sniff out their crimes and excesses.
- Two new malcontent-themed oracle curses, enraged and persecuted.
- The voice of shades, a spiritualist archetype that can sense malice and frustration in others and cause it to grow to rage and hate.
- The herald of rebellion, a warpriest archetype that can enrage others with a touch, and unleash a powerful battle cry.

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.

