

# Weekly Wonders

## Archetypes of Intrigue

### Volume VI

# Officials

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*Necromancers  
of the Northwest*

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# Credits

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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.

Officials are essential to running any good government, or even a bad one. They make for interesting characters because they can serve as either champions of the people, or as their worst enemies, silently struggling against them from their halls of ivory. As you take these archetypes in your hands, which will you be: a villain lurking in shadowy halls and smoky rooms, or a hero fighting for the people and ensuring their leaders are working for them? Take control now with these new archetypes.

## New Archetypes

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

### Authority Domain (Cleric)

Deities of law and rulership often offer the authority domain. This domain grants a specific set of powers that enable the cleric to exercise the power of his deity to govern the minds and bodies of mortal kind. Usually employed by high priests or other clerics in an official government capacity, the authority domain allows those that have access to it the ability to control their enemies.

**Granted Powers:** You use the power of authority to dictate the actions of your enemies.

**Censure (Su):** A number of times per day equal to 3 + your Wisdom modifier, you can issue a divine censure against certain types of behavior. As a standard action, you can select a single character within 30 feet to censure in this way. When you select a creature, you must also choose to condemn cowardice, or magic, or violence. The target must succeed on a Will saving throw (DC = 10 + 1/2 your level + your Wisdom modifier) or be unable to perform certain actions, based on your choice of condemnation. If you condemned violence, the target cannot attack, including making attacks as part of casting a spell. If you condemned magic, the target cannot cast spells or use spell-like abilities. If you condemned cowardice, the target cannot willingly move from his current location by either mundane or magical means. Regardless of the

condemnation chosen, the effects of the censure last until the end of your next turn, and a character can only be affected by this ability once every 24 hours. This is a mind-affecting effect.

**Mandate (Su):** At 8th level, you can issue a divine mandate to force a character to act a certain way. Once per day, as a standard action, you can touch a character (requiring a successful melee touch attack if the target is unwilling), forbidding the target from taking a certain course of action for the day. The action must be specific and cannot be obviously harmful to the target; for example, a command to cease breathing would not be allowed, nor would a command to not do anything. You must speak your command in 25 words or less. When you use this ability, you curse the target with dire consequences should he undertake the forbidden course of action. If the target performs the forbidden course of action, he must make a Will saving throw (DC = 10 + 1/2 your level + your Wisdom modifier) or suffer a -4 penalty to each of his ability scores for as long as he continues to perform the forbidden course of action, and for 1 minute thereafter. The effects of this curse remain for 24 hours per level, or until you chooses to release it (a free action). The curse can also be ended early with a *remove curse* spell or more powerful magic.

**Domain Spells:** 1st—*command*, 2nd—*hold person*, 3rd—*suggestion*, 4th—*spell immunity*, 5th—*mass charm person*, 6th—*geas/quest*, 7th—*repulsion*, 8th—*antimagic field*, 9th—*dominate monster*.

### Master of the Hunt (Hunter)

In charge of important social events such as fox hunts, as well as keeping the grounds of royal woods and preserves, masters of the hunts are officials in charge of official animals. Gifted in the ways of nature, these hunters focus not on becoming one with animals, but on making animals the very best they can be. They use their magical abilities to create faster, more cunning animals, to both aid in the hunt and serve as more entertaining prey.

**Huntworthy (Su):** The master of the hunt can use her bond with nature in order to make animals more effective both at hunting and at surviving the hunt. As a standard action, the master of the hunt can apply one of the following benefits to an animal within 30 feet. The chosen benefit lasts for 1 minute per hunter level. At 8th level, the master of the hunt can instead bestow two huntworthy traits on an animal when she uses this ability. The master of the hunt can use this ability a number of times per day equal to 1/2 her level + her Wisdom modifier (minimum 1).

In addition, the master of the hunt can choose one of these benefits for her animal companion to gain. Her animal companion retains this benefit indefinitely, but can only benefit from one huntworthy trait at a time. At 8th level, the master of the hunt can instead bestow two huntworthy traits on her animal companion.





The master of the hunt chooses from the following huntworthy traits.

*Discipline (Ex):* The animal is more easily controlled. The DC of Handle Animal and Ride checks made to interact with the animal are decreased by 5.

*Enhanced Tracker (Ex):* The animal gains supernatural tracking abilities. It gains the scent quality, if it did not already possess it. Additionally, it gains a bonus equal to the master of the hunt's level on Survival checks made to track. Finally, the animal can move at full speed while following tracks.

*Exceptional (Ex):* The animal gains a +4 enhancement bonus to the ability score of its choice and can take 10 on ability checks tied to that ability score. This ability cannot raise an animal's Intelligence above 2. The master of the hunt must be at least 5th level before she can bestow this trait.

*Fierce (Ex):* The animal doubles the critical threat range of each of its natural attacks. This benefit does not stack with the *keen* weapon special ability or the Improved Critical feat.

*Fury (Ex):* The animal can make an additional attack with one of its natural weapons when making a full attack. The master of the hunt must be at least 5th level before she can bestow this ability on an animal.

*Hardy (Ex):* The animal gains a dodge bonus to AC equal to the master of the hunt's Wisdom modifier. This bonus is doubled against attacks of opportunity caused by movement.

*Hunting Companion (Ex):* The animal is a gifted hunter and a valuable ally to have on any hunt. An animal with this ability can designate a single creature as its prey. If it does, it gains a bonus on attack rolls and damage rolls against that creature equal to the master of the hunt's Wisdom modifier. Designating a creature is a swift action. Once designated, a creature remains the animal's designated prey until it is slain, or until the animal designates another creature as its prey. The animal may only designate one such creature at a time.

*Keen Vision (Ex):* The animal gains a bonus on Perception checks equal to 1/2 the master of the hunt's level. Additionally, the animal gains the benefits of low-light vision and does not suffer miss chance from concealment in conditions of dim light.

*Pathfinder (Ex):* The animal can take 10 on Acrobatics, Climb, Fly, and Swim checks, and gains a bonus on such checks equal to 1/4 the master of the hunt's level.

*Potent (Ex):* The animal is fortified by magic to be more dangerous. The saving throw DCs of any special attack possessed by the animal are increased by 2.

*Resilient (Ex):* The animal gains a number of temporary hit points equal to the master of the hunt's level, and a +2 resistance bonus on all saving throws. The temporary hit points gained from this ability vanish after 1 minute.

*Swift (Ex):* The animal gains a +20-foot enhancement bonus to its movement speed and ignores the effects of nonmagical difficult terrain.

This ability replaces the animal focus class feature.

**Conjure Animals (Su):** At 4th level, the master of the hunt can summon animals relating to the hunt to her side in order to serve her and her social betters. As a full-round action, the master of the hunt can summon a total number of Hit Dice worth of dogs, riding dogs, light horses, heavy horses, or ponies equal to her class level + her Wisdom modifier. The summoned animals are comprised of woodland spirits, and appear instantly once the master of the hunt finishes summoning them. The summoned animals remain for 1 hour. Such animals are friendly to the master of the hunt when summoned, but are under no obligation to obey her commands.

This ability replaces the improved empathic link class feature.

**Encourage Lordly Animal (Ex):** At 14th level, the master of the hunt can use her close bond with nature and with animals in order to greatly empower a single animal she can see. The chosen animal gains the natural armor bonus, Strength and Dexterity bonuses, bonus tricks, and special abilities of the master of the hunt's animal companion for 1 minute per level the master of the hunt possesses.

This ability replaces the greater empathic link class feature.

## Great Captain (Paladin)

Great captains are paladins in charge of large military operations. Skilled in both combat and administration, these holy generals can often be found organizing crusades and rallying to defend their homelands against foreign foes. Masters of inspiring the troops, these commanders lack some of the personal fighting abilities of knightly orders, instead relying on their inspirational presence to propel their allies to greatness.

**Bonus Teamwork Feat:** The great captain is a master of working as a team. At 1st level, and every 3 levels thereafter, the great captain gains a bonus teamwork feat for which she qualifies.

This ability replaces the detect evil and spellcasting class features.

**Rally the Troops:** The great captain is an inspiration to her troops, able to rally them when all seems lost. As a move action, the great captain can grant a bonus on attack rolls equal to her Charisma modifier to all allies within 30 feet. These allies also gain the benefits of all teamwork feats the great captain possesses. These benefits last for 1 minute. The great captain can use this ability once per day at 1st level, and an additional time per day for every 3 levels beyond 1st.

This ability replaces the smite evil class feature.

**Combat Negotiation (Ex):** At 2nd level, the great captain can end battles with words in a short period of time. The great captain can use Diplomacy during combat in order to improve the attitudes of hostile creatures. She can attempt to do so as a full-round action, rather than by spending 1 minute, but if she does so, she suffers a -20 penalty on the check. Depending on how the battle is faring, the great captain may receive a bonus on Diplomacy checks made during combat. If the great captain has more allies involved in the battle than the character whose attitude she is

attempting to improve, she gains a +2 bonus on this check for each such ally the target is aware of, to a maximum bonus of +10. Only allies in excess of the number of allies the target possesses count in this fashion. Additionally, allies whose total Hit Dice is at least 4 lower than the target's CR do not count for this purpose. If the great captain has the backing of a larger army than the character she is negotiating with, she gains an additional +4 bonus on the check. If the great captain or her allies have killed one or more of the target's allies during the course of battle, she gains an additional +2 bonus on this check. If the great captain has the backing of a king or ruler, she gains a +2 bonus on this check.

The same is true in reverse, if the tide of battle is turning against the great captain. For every ally the target possesses more than the great captain, the great captain suffers a -2 penalty on the check, and so on.

This ability replaces the divine grace class feature.

**Divine Message (Su):** At 2nd level, the great captain can relay her orders over vast distances through the power of the divine. As a standard action, the great captain can communicate an order of up to 25 words to any character she is aware of within 1 mile per level she possesses. She can use this ability at will.

This ability replaces the lay on hands class feature.

**Order Bonus (Su):** At 3rd level, when the great captain issues an order with her divine message class feature, she can choose to grant a special bonus to a character carrying out her order. A number of times per day equal to her level + her Charisma bonus, the great captain can grant a bonus to a character in this way. The type of bonus the character receives depends on the great captain's level. The target only receives this bonus if he follows the great captain's orders, but retains the benefits of the bonus for as long as he continues to follow the order, or until 1 hour per level of the great captain elapses. Some bonuses have different durations, which is explained in their entries.

At 3rd level, the great captain can grant the following bonuses.

**Courage:** The target gains a +4 bonus on saving throws versus fear effects, and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every 5 levels thereafter, these bonus increase by +1.

**Fortitude:** The target gains a +2 bonus on Constitution checks and on Fortitude saving throws made to resist poisons and diseases.

**Recovery:** The target immediately regains a number of hit points equal to 1d8 + the great captain's level and is cured of exhaustion and fatigue. This is an instantaneous effect.

**Speed:** The target gains a +10-foot enhancement bonus to his movement speed and does not need to make checks to avoid penalties from a forced march.

**Stealth:** The target gains a bonus on Stealth checks equal to 1/2 the great captain's level.



At 6th level, the great captain can also grant the following order bonuses.

**Caution:** The target gains a +2 resistance bonus on all saving throws. At 11th level, and every 4 levels thereafter, this bonus increases by a further +1.

**Expeditionousness:** The target's movement speed is not reduced by difficult terrain.

**Gracefulness:** The target gains a bonus on Bluff and Diplomacy checks equal to 1/2 the great captain's level.

**Improved Recovery:** The target immediately regains a number of hit points equal to 3d8 + the great captain's level and is cured of fatigue, exhaustion, or poison. This is an instantaneous effect.

**Stand Ground:** The target gains a +4 dodge bonus to AC. At 12th level, and again at 18th level, this bonus improves by an additional +1.

At 9th level, the great captain can also grant the following order benefits.

**Greater Recovery:** The target regains a number of hit points equal to 5d8 + the great captain's level. At 15th level, the target also gains the benefits of a *restoration* spell.

**Hurry:** The target can make an additional attack each round as part of a full attack. This benefit lasts for 1 round per level of the great captain; these rounds need not be spent consecutively. The recipient must choose whether he gains the benefits of this ability at the beginning of each of his turns.

**Skillfulness:** The target can take 20 on up to three skill checks of his choice while following orders.

At 12th level, the great captain can grant the target any two bonuses when she issues orders.

This ability replaces the channel positive energy and mercy class features.

**Deputize (Ex):** At 5th level, the great captain can designate a number of characters equal to her Charisma modifier as deputies. It takes 1 hour to deputize a character. A great captain can release a deputy as a free action. A character designated as a deputy carries some of the great captain's battlefield presence with him. Each deputy, and the 10-foot-radius area around him, is counted as being within the great captain's aura for the purposes of her aura class features, such as aura of courage.

This ability replaces the divine bond class feature.

**Aura of Cooperation (Su):** At 11th level, the great captain becomes more adept at cooperating with her allies. The great captain and all allies within 10 feet of her gain a +1 morale bonus on damage rolls for each ally within 10 feet of the great captain. Additionally, when she uses rally the troops class feature, she can expend 2 uses of that ability in order to grant her entire Charisma bonus to all affected characters.

This ability replaces the aura of justice class feature.

**Aura Glory (Su):** At 20th level, the great captain's presence is a beacon of shining hope to those under her. All characters within the area of the great captain's auras are considered to be the great captain for the purposes of how those auras affect them.

This ability replaces the holy champion class feature.

## Chronicler (Skald)

Chroniclers are the scribes and bards that fill the courts of kings and jarls. They record the deeds of the great and worthy, sharing the stories of extraordinary deeds with the world. Those who read a chronicler's tale can gain great benefits, as the stories fill their hearts with visions of glory.

**Chronicle (Ex):** A chronicler can create a special chronicle to record the deeds of those that came before him. Any character that reads his chronicle can gain a temporary benefit from doing so. Though the exact details of a chronicler's chronicle vary depending on the events of the chronicler's life and the deeds that he adds to it over time, there are a few basic structures that all chronicles have in common, and which determine their effects. Chronicles take time to complete and longer to perfect, and so as the chronicler gains in skill and life experience, the types of chronicles he has available and the strength of those chronicles improves.

Studying a chronicle takes a character 1 hour and provides benefits to the reader for 24 hours, or until the reader reads a different chronicle. A character can only benefit from one chronicle at a time. At 7th level, the chronicler's skill is such that his chronicle is more readily studied and can be studied in only 10 minutes. At 13th level, it can be studied in only 1 minute, as his poems and verses tell the tale far quicker than more traditional storytelling methods.

At 1st level, the chronicler creates the chronicle of battles, recording the deeds of heroes and soldiers. A character benefiting from this chronicle gains a +1 morale bonus to attack rolls. This bonus is doubled on attack rolls made to confirm critical hits. At 4th level, and every 4 levels thereafter, this bonus on attack rolls increases by a further +1.

At 3rd level, the chronicler creates the chronicle of kings, detailing the stories of shrewd rulers and the wisdom of the state. A character benefiting from this chronicle gains a +2 competence bonus on Wisdom- and Charisma-based skill checks. At 6th level, and every 3 levels thereafter, this bonus increases by +1.

At 6th level, the chronicler creates the chronicle of magic, containing magical lore and occult knowledge. The effective caster level of a character reading this chronicle is increased by 1. At 11th level, and again at 16th level, this bonus increases by a further +1.

At 10th level, the chronicler creates the chronicle of the people, relating the trials and tribulations of the common folk and the struggles of a nation. A character reading this chronicle gains a +2 luck bonus on all saving throws. At 15th level, and again at 20th level, this bonus increases by a further +2.



**True Chronicle (Ex):** At 20th level, the chronicler's skill is such that his chronicle is woven together to form a single cohesive tale. Whenever a character studies the chronicler's chronicle, she gains the benefits of all the different types of chronicles.

This ability replaces the master skald class feature.

### Executioner (Slayer)

While it is a job coveted by few, a select number of gifted individuals rise to serve the greater good as executioners. Their calling makes them the instruments of justice, swiftly dealing death and destruction to those who dare to defy the law of the land. While many executioners are in the service of noble houses, striking fear into the hearts of the masses with a single stroke of their axe, some choose to go into business for themselves, turning their deadly talent to their own ambitions.

**Executioner's Study (Ex):** The executioner reads his enemies, looking for their weaknesses that he might more swiftly end their lives. As a move action, the executioner can study a character in order to size up his mark. If he does, he increases the critical threat range of his weapon by 1 for all attacks he makes against that character. This adjustment is made after any adjustment from a *keen* weapon or similar ability. This effect lasts until the executioner successfully scores a critical hit against his target. Additionally, the executioner can spend a standard action in order to increase the critical threat range of the next attack he makes by an additional 1. At 5th, 10th, 15th, and 20th levels, whenever the executioner uses this ability, the critical threat range on his weapon is increased by an additional 1. At 7th level, he can use this ability as a swift action.

This ability replaces the studied target class feature.

**Certain Execution (Ex):** An executioner is sure of the lethal potential of his strikes. He adds 1/2 his level on all attack rolls made to confirm critical hits. At 11th level, he automatically confirms critical hits.

This ability replaces the track and swift tracker class features.

**Executioner's Strike (Ex):** Beginning at 3rd level, an executioner makes deadlier strikes with his weapon. Whenever the executioner scores a critical hit, he deals an additional 1d6 points of precision damage, or an additional 2d6 points of precision damage if his weapon has a critical multiplier of x3 or higher. At 6th level, and every 3 levels thereafter, this damage increases by an additional 1d6, or 2d6 if the weapon has a critical multiplier of x3 or higher.

This ability replaces the sneak attack class feature.

**Executioner's Swing (Ex):** At 7th level, an executioner is able to readily fell his foes. Whenever he makes an attack against the target of his executioner's study using a weapon with a critical multiplier of x3 or higher, he gains a bonus equal to the amount by which the critical threat range is expanded by executioner's study on the attack roll and damage roll.

This ability replaces the stalker class feature.

At 14th level, the chronicler creates the chronicle of heroes, relating the heroic deeds of the legendary figures that define a kingdom. A character reading this chronicle gains a +2 bonus to attack rolls, damage rolls, skill checks, and ability checks. At 18th level, this bonus increases to +4.

This ability replaces the raging song class feature.

**Living Chronicle (Ex):** At 3rd level, the chronicler can quickly record the events he witnesses in his life in order to create inspiring poetry at a moment's notice. Whenever the chronicler sees a character successfully confirm a critical hit, successfully overcome spell resistance to cast a spell, succeed on a skill check, or make a successful saving throw, as an immediate action he can make a special Perform (oratory) check to craft a short poem, called a living chronicle. Once completed, the chronicler or another character can read the poem as a move action in order to gain a benefit on a future check. The bonus can be on an attack roll if a critical hit was witnessed, on a caster level check or concentration check if a spell overcame spell resistance, on the same kind of skill check if a successful skill check was witnessed, or on the same kind of saving throw if a successful save was witnessed. The bonus gained depends on the result of the check. A +1 bonus is granted if the result of check is 10 or higher, with an additional +1 bonus for every 10 points by which the result of the check exceeds 10. Each living chronicle grants a bonus only once. The chronicler can use this ability a number of times per day equal to her Charisma modifier, plus an additional time each day for every 3 levels she possesses beyond 3rd.

This ability replaces the rage powers class feature.



**Expert Executioner (Ex):** At 10th level, the executioner gains Critical Focus as a bonus feat. Additionally, whenever he would gain a slayer talent, the executioner can choose to gain a critical feat as a bonus feat, instead. He must meet all prerequisites for a feat he selects in this way.

This ability replaces the slayer talent gained at 10th level.

**Final Blow (Ex):** At 20th level, whenever the executioner confirms a critical hit against the target of his executioner's study, the target must succeed on a Fortitude save (DC = 10 + 1/2 the executioner's level + the executioner's Intelligence modifier) or be instantly slain. Only one character can be affected by a given executioner's final blow each round.

This ability replaces the master slayer class feature.

### Whisperer Bloodline (Sorcerer)

The power to move nations flows in your blood, as your very words stir the hearts of princes and kings to act according to your wishes. Your whispers echo like a roar through the huddled masses and your very blood makes you a superior politician and leader. The magic that sleeps inside you flows easily to others, allowing you to move them to greatness, or to harness their powers for your own benefit.

**Class Skill:** Diplomacy.

**Bloodline Spells:** *cultural adaptation*<sup>UI</sup> (3rd), *detect thoughts* (5th), *suggestion* (7th), *charm monster* (9th), *feeblemind* (11th), *mislead* (13th), *simulacrum* (15th), *sympathy* (17th), *dominate monster* (19th).

**Bloodline Feats:** Combat Expertise, Deceitful, Empower Spell, Improved Initiative, Iron Will, Silent Spell, Skill Focus (Bluff), Skill Focus (Diplomacy), Stealthy, Still Spell.

**Bloodline Arcana:** Whenever you cast a spell on a character that shares a subtype with you or shares your nationality, your effective caster level for that spell is increased by +2.

**Bloodline Abilities:** Your whispering blood allows you to invoke the powers of others to serve your needs.

**Words of Advice:** You can call upon your blood in order to inspire others. As a standard action, you can grant a character within 30 feet who can clearly see and hear you a bonus equal to your Charisma modifier on the next skill or ability check he makes. Alternatively, you can expend 2 uses of this ability to add your Charisma modifier to the next attack roll or saving throw the target makes. In either case, the target must make the check within 1 minute, or the ability is wasted. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Claim Credit (Su):** At 3rd level, you are able to harness the success of others in order to enhance your own powers. Whenever an ally within 30 feet successfully makes an attack roll, a saving throw, a skill check, or ability check, you can attempt to harness the power of that check as an immediate action. If you do, you gain a +4 bonus on the next roll of the same kind you make within the next minute. For the purposes of saving throws, skill checks, or ability checks, this bonus only applies to saves or checks of the same kind. At 3rd level, you can use this ability 3 times per day. At 7th level, and every 4 levels thereafter, you can use this ability an additional time each day.

**Alter Perception (Su):** At 9th level, you can whisper to a target, changing the way he perceives what he hears and casting his thoughts to your favor. Once per day, as a full round action you can whisper to a non-hostile creature. The target must succeed on a Will save (DC = 10 + 1/2 your level + your Charisma modifier) or be affected by your whispers. Friendly characters and helpful characters suffer a -4 penalty on this saving throw, and a character that fails his saving throw is unaware he was affected by this ability. For the next 24 hours, any character interacting with the affected individual rolls Bluff, Diplomacy, and Intimidate checks against the individual twice, and you choose which result the character uses.

**Marionette (Sp):** At 15th level, you can take direct control over an individual in order to guide his successes and failures. Once per day, as a full-round action, you can attempt to exert your influence over a character with an attitude of helpful towards you. The target makes a Will save (DC = 10 + 1/2 your level + your Charisma modifier). If he fails, the target becomes affected as though by the spell *dominate person* for 1 hour. During this time, the target's mind is subtly manipulated, causing him to retain no memory of your control over him. Instead, the target retains false memories of your design. These false memories function like those which can be created by a *modify memory* spell.

**Puppet Prince (Sp):** You enslave the mind of another and enhance his natural abilities in order to turn him into the face of your government. You may spend 1 full minute whispering to a character in order to place him under your control. If you do, the target must succeed on a Will save (DC = 10 + 1/2 your level + your Charisma modifier) or fall under your spell. A character under your spell is affected as though by the spell *dominate person*, except that you can use the target's senses and speak with the target's voice, provided you are on the same plane of existence. The target also gains a +2 bonus to each of his ability scores and uses your caster level in places of his base attack bonus. The duration of this effect is permanent, but you can release the target at any time. You may only have one such character under your control in this way at any given time. A *wish* or *miracle* spell can free the target of this influence.



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# Seneschals and Stewards

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 officials. When we think of officials in a fantasy game, we often think of fat, corrupt bureaucrats who do nothing but scheme petty schemes and attempt to outdo one another. But while this is certainly one type of official (and one that could certainly be fun to play), there are plenty of more noble professions in a medieval society that don't require actually being noble. Each of the archetypes in this book focuses on themes of bureaucracy and control, as well as specific official roles and duties, such as that of the master of the hunt, the chronicler, and the executioner. This book includes the following archetypes:

- The authority domain, for clerics, which allows one to censure and mandate a foe's actions, compelling them to do or not do what you specify.
- The master of the hunt, a hunter archetype that organizes hunts, and can conjure animals and make animals more effective in combat.
- The great captain, a paladin archetype that focuses on teamwork, and can deliver orders from great distances that divinely inspire those who receive them.
- The chronicler, a skald archetype that records great deeds he witnesses, the recordings of which can inspire others to greatness.
- The executioner, a slayer archetype that focuses on killing foes with a single deadly blow.
- The whisperer bloodline, for sorcerers who form the power behind the throne.

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.

