# Weekly Wonders

# Archetypes of War Volume V

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Necromancers

Northwes

# Scouts and Spies

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## Introduction

The Pathfinder Roleplaying Game is full of combat and bloodshed. They are, in many ways, the bulk of what the game is, and what it is about. But there is a difference between simply fighting, even fighting for one's life, and fighting in a war. Wars are chaotic and bloody things, and a battlefield is not a single, neat, orderly conflict, but in fact hundreds, perhaps thousands of small life-and-death struggles, each of which impacts the others around it. It is an order of magnitude larger than the standard battles of an adventurer, and while many adventurers can certainly contribute in a true battle between opposing armies, that's not the same as being specifically trained and equipped for it. Each installment of *Weekly Wonders: Archetypes of War* presents six new archetypes for military characters, focused on a particular theme.

Scouts and spies are an integral part of any fighting force. Such great esteem is given to these irregular units that texts on warfare, both modern and ancient, often devote a significant portion of their wisdom to the handling of these special forces. Whether used to infiltrate the enemy to gain information or plant bribes, or used to scout the terrain ahead to discover more advantageous positions from which to conduct a battle, one cannot discount the value of information in war. This book celebrates these quintessential operatives with archetypes for a plethora of classes, which have the potential to fulfill the roles of scout and spy with exceptional prowess. We feature new archetypes for the investigator and vigilante that excel at disguise and intrigue, allowing them to infiltrate enemy armies and wreak havoc from within. We also have new archetypes for the monk and slayer that focus on the role of scout, and, when necessary, assassin or saboteur. We feature a new archetype for the stalker (from Path of War by Dreamscarred Press), which serves as an ideal scout and skirmisher, dedicated to careful and stealthy approaches to combat. Finally, no book on scouts and spies would be complete without a spy hunter of sorts. In this role, we place the mesmerist, who can read the minds of his enemies to discover potential traitors or to learn the secrets of captured prisoners. Whatever path you wish to pursue, this book has the archetype for you.

## New Archetypes

The following archetypes are presented in alphabetical order.

#### Battlefield Infiltrator (Investigator)

Battlefield infiltrators can be found in a wide variety of armies, often secretly serving the enemy. These cunning investigators are experts at disguising themselves and talking their way into positions of advantage within opposing forces. Once embedded, they are able to easily glean information, spread disinformation, and wreak havoc on their enemies. Skilled saboteurs and siege crafters, battlefield infiltrators are most commonly tasked with dismantling an enemy's siege engines, or turning the machines against them. **Battlefield Inspiration (Ex):** A battlefield infiltrator's training and mission directives lead him to focus his insights on different areas than other investigators. At 1st level, the battlefield infiltrator gains the inspiration class feature as normal, except that he can use inspiration for free when using the Bluff, Disguise, Knowledge (engineering), Perception, and Sense Motive skills, instead of the Linguistics, Spellcraft, and Knowledge other than Knowledge (engineering) skills.

This ability modifies the inspiration class feature.

**Infiltration Specialist (Ex):** At 1st level, a battlefield infiltrator is prepared to put his infiltration skills to the test behind the lines of even the most cunning adversary. He gains a bonus on all Disguise and Bluff checks equal to 1/2 his class level (minimum 1).

This ability replaces the trapfinding class feature.

**Siege Knowledge (Ex):** At 2nd level, a battlefield infiltrator is intimately knowledgeable about most forms of siege weapons and their operation. The battlefield infiltrator is considered proficient with any siege weapon. Additionally, he can attempt to use the Disable Device skill to disable a siege engine as a full-round action (typically, disabling a siege engine requires 2d4 rounds and a DC 20 Disable Device check).

**Siege Mastery (Ex):** At 2nd level, a battlefield infiltrator is able to quickly operate siege weapons in order to turn them against his enemies. The number of actions required to reload a siege engine is reduced by 1 (to a minimum of 1 action), and the battlefield infiltrator gains a +2 bonus on all skill and ability checks made to reload or prepare the siege engine to attack. At 5th level, and again at 8th level, this bonus increases by a further +2, and the number of actions required to reload and prepare the siege weapon to fire are reduced by a further 1. At 10th level, if the number of actions required to reload and prepare to fire a siege weapon is reduced to o or less, the battlefield infiltrator may reload the siege weapon as a free action, allowing him to make all the attacks he would normally be able to make with a full-attack action with the siege engine.

This ability replaces the poison resistance and poison immunity class features.

**Infiltrator's Awareness (Ex):** Beginning at 3rd level, a battlefield infiltrator becomes so used to picking up on the subtleties of his job that he rarely fails in the performance of his duties. The battlefield infiltrator gains a +1 competence bonus on Linguistics checks made to decipher codes, Perception checks, and Sense Motive checks.

This ability replaces the trap sense class feature.

#### Psychic Interrogator (Mesmerist)

Often referred to as mind readers, psychic interrogators are mesmerists who use their subtle abilities to manipulate the mind in order to ferret out deceit and search for traitors within the ranks. Both skilled at discerning the truth and in forcing others to confess their crimes, psychic interrogators are essential to commanders concerned that others have infiltrated their ranks.

**Sense Thoughts (Su):** At 2nd level, a psychic interrogator can sense certain thoughts in those around him. This subtle form of mind reading allows him to ascertain whether someone is pretending to be who they are not, allowing the psychic interrogator to add his Charisma bonus to all Perception and Sense Motive checks.

This ability replaces the towering ego class feature.

Delve Mind (Su): At 3rd level, a psychic infiltrator can delve into the minds of individuals in order to determine the veracity of their statements, and, as he grows in power, learn of their intentions and even extract their secrets directly from their subconscious minds. A number of times per day equal to 3 + his Charisma modifier, the psychic interrogator can touch a single living creature as a standard action in order to delve into her mind. As part of his touch, he may ask a single question. The target must succeed on a Will save (DC = 10 + 1/2 the psychic interrogator's level + the psychic interrogator's Charisma modifier) or be forced to answer the question. At 3rd level, if the target fails her saving throw, the psychic interrogator learns if the target is speaking the truth or not. At 6th level, the psychic interrogator additionally can discern if the target knows the answer to his question and learns their motivation for deception. At 10th level, the psychic interrogator learns the truth to his question if the target knows, regardless of the answer she gives to the question. At 14th level, the effect of the touch persists for 1 round per level, allowing the psychic interrogator to conduct a longer interview. Finally, at 18th level, the psychic interrogator can alter the target's memories relating to the asked question, as with the spell modify memory. A character affected by a mind blank spell is immune to this effect.

This ability replaces the touch treatment class feature.

**Share Thoughts (Su):** At 5th level, a psychic interrogator learns how to store a mental sensor in his enemies in order to better observe their goings-on, learning of troop positions, camp formations, and commanders' orders first hand. Once per day, the psychic interrogator can spend a full-round action in order to transport his thoughts into the mind of a helpless living creature. The target must be within 100 feet and must succeed on a Will save (DC = 10 + 1/2 the psychic interrogator's level + the psychic interrogator's Charisma modifier) or have his thoughts shared by the psychic interrogator. Once his thoughts have been implanted in another character, the psychic interrogator can enter a trance-like state in order to observe things exactly as the character whose thoughts he has shared does. He can observe in this fashion for a number of hours each day equal to his level, which need not be spent consecutively. While observing in this fashion, the psychic interrogator is helpless, and every 10 minutes the target receives a new saving throw to end the effect. The psychic interrogator can choose to stop

sharing his thoughts with a specific creature as a full-round action at any time. A psychic interrogator can share thoughts with a total number of Hit Dice worth of creatures equal to his level + his Charisma modifier at any given time. This is a psychic minda-affecting emotion effect.

This ability replaces the mental potency class feature.

**Interrogator's Sense (Su):** At 11th level, a psychic interrogator is able to discern magical attempts to conceal the truth from him. The psychic interrogator ignores the effects of any magical effect, including spells and magic items, that would conceal the truth from him (such as the *glibness* spell or a *ring of mind shielding*). A character under the effects of a *mind blank* spell ignores this ability and benefits from magical spells and effects that might shield the truth from the psychic interrogator normally.

This ability replaces the glib lie class feature.

#### Monk of the Silent Winds (Monk)

Monks of the silent winds are a monastic order devoted to cunning swift and deadly martial techniques with the aim of ending battles quickly and with minimal bloodshed. Those who swear their vows and follow their tenets are disciples of battle. Not merely skilled combatants, monks of the silent wind are required to study strategy and warfare on a grand scale. They use secret techniques of the spirit and body to silently and decidedly turn the tides of battles, by sneaking behind enemy lines and discovering key information or delivering deadly blows to enemy commanders.

**Unseen Wind (Su):** A monk of the silent winds can focus his spirit to become as the wind, unseen and unheard. A number of rounds each day equal to the monk of the silent winds' level + the monk of the silent winds Wisdom modifier, the monk of the silent winds can become invisible, as with the spell *invisibility*. Activating or deactivating this ability is a swift action. These rounds need not be spent consecutively. At 4th level, he can spend 1 *ki* point when he activates this ability; if he does, it instead lasts for 1 minute per round of this ability spent this way. At 8th level, when he uses this ability, he can spend 1 *ki* point in order to have it function as *greater invisibility* instead of *invisibility*. At 12th level, and every 4 levels thereafter, when the monk of the silent winds uses this ability, he can choose to have another character within 30 feet also become invisible.

This ability replaces the stunning fist class feature.

**Silent Wind (Su):** At 5th level, a monk of the silent winds can project an aura of silence around himself in order to conduct his missions in absolute secrecy, or to silence the screams of his enemies. As a standard action, a monk of the silent winds can spend 1 *ki* point in order to project a 10-foot-radius aura of silence around him. This aura functions identically to the *silence* spell. This aura lasts for a number of rounds equal to the monk of the silent winds' Wisdom modifier.

This ability replaces the purity of body class feature.

**Read Thoughts (Su):** At 7th level, a monk of the silent winds can read the thoughts of his enemies in order to ascertain valuable tactical information. By spending 1 point from his *ki* pool, the monk of the silent winds can attempt to read the thoughts of a single creature within 30 feet for so long as he continues to concentrate on the effect. The target may make a Will save (DC = 10 + 1/2 the monk of the silent winds' level + the monk of the silent winds' Wisdom modifier) to resist the effect. A character that fails her saving throw is unaware of any assault on her mind. This ability otherwise functions as the spell *detect thoughts*.

This ability replaces the wholeness of body class feature.

**Crippling Blow** (Ex): At 11th level, the monk of the silent winds has mastered the art of attacking his foes in such a way as to quickly turn the tides in his favor. Whenever the monk of the silent winds successfully uses an unarmed strike or a monk weapon to deal damage to a character that is unaware of his presence and denied her Dexterity bonus to AC, the target must succeed on a Fortitude save (DC = 10 + 1/2 the monk of the silent winds level + the monk of the silent winds Wisdom modifier) or be staggered for 1 round.

This ability replaces the diamond body class feature.

**Silent Defense (Ex):** At 13th level, the monk of the silent winds is exceptionally skilled at defending himself from harm while concealed. Whenever he has concealment, the monk of the silent winds gains an additional dodge bonus to AC equal to 1/2 his level.

This ability replaces the diamond soul class feature.

Assassin's Blow (Ex): At 15th level, the monk of the silent winds can use his spiritual energy to deliver especially lethal blows. Whenever he attacks a foe who is unaware of him and denied her Dexterity bonus to AC, the monk of the silent winds can spend any number of ki points from his ki pool. For every ki point spent this way, the target suffers an additional amount of damage equal to the monk of the silent winds' unarmed strike damage + the monk of the silent winds' Wisdom modifier.

This ability replaces the quivering palm class feature.

#### Double Agent (Vigilante)

Double agents are rarities on the battlefield, braving the harsh dangers of the battlefield to fight for both sides of a conflict, usually in the best interests of a single side, or possibly a third party. Masters of betrayal, double agents employ unique identities when operating on either side of a conflict. Though the exact nature of these identities can change, the special training undergone and intense discipline required to establish these identities locks them into specific skill sets. Often the stress of maintaining so many identities proves the undoing of the double agent, causing him to collapse under the weight of the question of who he really is.

**Double Agency** (Ex): A double agent establishes four separate identities: two social identities and two vigilante identities, which he keeps separate at all times so that he can seamlessly operate on both sides of a conflict. The discipline required to maintain so many separate identities is taxing, and the double agent is less able to hide who he really is if discovered by acquaintances from both sides of a conflict. This ability functions like dual identity, except that the double agent establishes a second vigilante identity and a second social identity, which he can transition into. Because the identities are tied to one another, the double agent must spend twice as long when transitioning from one identity to the other in order to avoid arousing suspicion. Additionally, whenever the double agent gains a social talent or a vigilante talent, he must decide which identity to apply that talent to. He may only use talents associated with his current identity without risking exposing himself as one of his other identities. Additionally, due to the strict mental separation between vigilante identities, he may not use vigilante talents tied to his other identity that are associated with the specialty chosen for that identity (see double specialization below).

This ability modifies the dual identities class feature and replaces the seamless guise class feature.

**Double Allegiance:** At 1st level, a double agent must choose two opposing sides or parties of a political or military conflict to pledge his allegiance to. The GM determines whether or not any particular conflict has sides that are appropriate for this purpose. The double agent assigns one of his social identities and one of his vigilante identities to one side of the conflict, and the remaining social and vigilante identities are assigned to the other side. The double agent gains a +2 bonus on Charisma-based skill checks made against creatures allied with the faction his current identity is associated with.

The double agent can end his allegiance to one or both of these groups at any time, but must wait a week before forming a new allegiance in its place. Any time he chooses new allegiances, they must be to opposing sides of the same conflict.

**Double Specialization (Ex):** At 1st level, when a double agent creates his separate vigilante identities, he learns to separate them in his mind by following a separate set of disciplines for each identity. One of his vigilante identities has the striker specialization, and the other has the stalker specialization. He only gains the benefits of each specialization while in the associated identity. When he gains a new vigilante talent, he must decide which identity receives the talent, and cannot use the selected talent while in the other identity. He may choose to select a talent that requires the striker or stalker specialization as a prerequisite, but must assign it to the identity with the corresponding specialization.

This ability modifies the vigilante specialization class feature and replaces the social talent gained at 1st level. **Double Actor** (Ex): At 3rd level, the double agent can tap into his other identities in order to benefit from his wide breadth of talent. Three times per day, as a swift action, the double agent can gain access to all vigilante talents he knows without risking exposure for 1 minute. He still may not use talents tied to a specialization he does not have access to, but may switch his specialization when he uses this ability, though doing so may arouse suspicion in those that notice a different fighting style. When he uses this ability while in his social identity, he gains use of all of his social talents without risk of exposing any of his alternate identities for 1 hour. When he uses this ability, any talent that relies on an area of great renown he may not gain the benefits if his current identity is not well known and respected within the area without risking exposing himself.

This ability replaces the unshakable class feature.

**Explained Absence (Ex):** At 5th level, a double agent is exceptionally skilled at explaining where he was to members of both sides he is playing. He gains a +10 bonus on Charisma-based skill checks to explain where he was while he was in one of his other identities. This bonus increases to +20 if he is trying to convince members of an opposing side of a conflict.

This ability replaces the startling appearance.

**Dramatic Accusation (Ex):** At 11th level, a double agent is able to take full advantage of his position working both sides to make incredibly compelling arguments with regards to those groups. As a standard action, the double agent can reveal both of his social identities to all characters who can see and hear him. This automatically reveals both of his social identities and may reveal one or more of his vigilante identities, if it is known. He may use the social talents assigned to either identity during this time without risking further exposure. Additionally, he gains a +5 bonus on Diplomacy and Intimidate checks made to convince one group which has known him as one of his social identities as to the actions of the other group. This bonus increases to +20 if both groups were present for his revelation.

This ability replaces the frightening appearance class feature.

**Dramatic Betrayal (Ex):** At 17th level, as a full-round action, a double agent can reveal both of his vigilante identities, exposing himself and revealing his identities to all characters who can clearly see and hear him within 100 feet. For the next minute, the double agent gains the benefits of both of his specializations and can use all of his vigilante talents. In order to use this ability, he must be within 100 feet of at least 1 person who recognizes each identity. The double agent can use this ability no more than once per day and it has no effect if most of the people within 100 feet who can see and hear him are aware of at least 2 of his identities.

This ability replaces the stunning appearance class feature.

#### Far Watcher (Witch)

Far watchers are a common find in the armies of savage humanoids and esoteric orders alike. Witches who possess an exceptionally strong bond to their familiars, far watchers often spend their time observing others for their own ends; however, in times of war, they are invaluable as advance scouts, able to easily relay detailed information about what dangers and opportunities lay in wait in battle. They also possess the ability to begin skirmishes by launching spells remotely, potentially ending battles before they even begin.

**Telepathic Link (Su):** A far watcher is telepathically bonded with her familiar and can speak with it telepathically over great distances. As long as the far watcher's familiar remains within 1 mile of her, the far watcher can speak telepathically to her familiar and issue it orders. The familiar can communicate in a rudimentary way, allowing it to answer yes or no questions, as well as send waves of emotion back to the far watcher to communicate how it is feeling. At 5th level, when the familiar can speak with master, it is able to communicate normally over this bond.

This ability replaces the witch hex gained at 1st level.

**Expanded Link (Su):** At 6th level, a far watcher is able to speak with and observe its familiar over greater distances. The range on the familiar's telepathic link and empathic link in increased to 10 miles per level. Additionally, the far watcher gains the familiar bonus of its familiar so long as it remains within this distance.

This ability replaces the witch hex gained at 6th level.

**Stealthy Familiar (Su):** At 10th level, a far watcher's familiar gains a bonus equal to the far watcher's level on Stealth checks.

This ability replaces the hex gained at 10th level.

**Improved Scry on Familiar (Su):** At 14th level, a far watcher is able to gain a panoramic view when scrying on her familiar. Whenever she scries on her familiar, the area within 1,000 feet of her familiar is revealed to her.

This ability replaces the hex gained at 14th level.

**Far Casting (Su):** At 18th level, a far watcher can use her familiar to cast spells across vast distances. Once per day, when scrying on her familiar, the far watcher can cast any spell she has prepared and choose to have that spell originate from her familiar. Doing so reveals the presence of her familiar and may place it in danger.

This ability replaces the hex gained at 18th level.

## Path of War Archetype

No selection of war-themed archetypes would be complete if they ignored the martial classes from Dreamscarred Press's *Path of War*. These classes, mechanically inspired by *The Book of Nine Swords*, a 3.5 Dungeons and Dragons sourcebook, use maneuvers and stances to unleash devastating effects on the battlefield, with a dynamic and exciting feel to combat. There are six main classes associated with this content from Dreamscarred Press, and with the exception of the first installment, each of the seven volumes of *Archetypes of War* features a special bonus archetype for one of these six classes. For more information on *Path of War*, and the specific class that this archetype modifies, please visit www.dreamscarred.com.

#### Shadow Knight (Stalker)

Shadow knights are stalkers who channel their *ki* energies to become as one with the shadow, moving swiftly and silently across battlefields to mercilessly end the lives of their opponents before they even know what's going on. Invaluable as advanced scouts and skirmishers, shadow knights often find themselves at the forefront of battles throughout the realms, using their secret techniques and deadly mobility to counteract scouting forces of other armies eliminating them with deadly efficiency. The shadow knight employs his *ki* to both travel silently and evade danger, making him useful for deadly hit-and-run ambushes, appearing as if from nowhere to strike with deadly effect.

**Ki Pool:** At 1st level, a shadow knight gains the *ki* pool class feature as normal, except that he is able to channel his *ki* in unique ways, allowing him to take on shadow-like properties and escape the notice of his foes. At 1st level, a shadow knight can spend 1 point of *ki* to gain a +4 competence bonus on Acrobatics and Stealth checks for a number of rounds equal to his Wisdom modifier.

At 7th level, a shadow knight can spend his *ki* in order to receive a sudden rush of insight, allowing him to focus his mind and read his opponent's exact location. He may spend 1 point from his *ki* pool in order to ignore miss chance due to concealment or total concealment for a number of rounds equal to his Wisdom modifier.

This ability modifies the ki pool ability.

**Shifting Shadows (Ex):** Beginning at 2nd level, a shadow knight is able to quickly read the moves of others, granting him insight into whatever action they might take against him. He gains a +2 dodge bonus to AC against attacks of opportunity caused by movement. At 6th level, and every 4 levels thereafter, this bonus increases by a further +2. Additionally, as long as he has at least 1 *ki* point remaining, the shadow knight can move a number of feet equal to 5 times his Wisdom modifier whenever he spends a full-round action to recover maneuvers.

This ability replaces the dodge bonus class feature.

**Insightful Study** (Ex): Beginning at 3rd level, a shadow knight learns how to study his targets from afar in order to gain insight into their weaknesses. As a standard action, the shadow knight can study a creature he can see. When he does, he can either attempt to gain insight into the target's defenses, granting him a bonus on attack rolls against that target equal to his Wisdom modifier, or look for an opening, allowing him to deal an additional amount of damage with attacks and martial strikes against the target equal to his Wisdom modifier. In either case, the effect lasts for a number of rounds equal to 1/2 the shadow knight's level, rounded down. At 8th level, he can use this ability as a move action, and at 13th level, he can use this ability as a swift action.

This ability replaces the stalker art gained at 3rd level.

**Martial Ambush (Ex):** At 10th level, the shadow knight is able to read the situation before a battle begins, striking with supernatural speed at the beginning of combat in order to cripple his foes before they even have time to react to his cunning plans. During the surprise round of any combat, a shadow knight can move up to his speed and initiate any martial strike he has readied which has an initiation action of 1 standard action or less. Boosts cannot be applied to this strike, because of the incredible speed at which the attack must be performed.

This ability replaces dual strike class feature.

**Shadow Retreat (Su):** At 15th level, a shadow knight is especially adept at reading his foes' spirits in order to predict their actions with supernatural insight, allowing him to account for a wide variety of possible actions his foes might take so that he may escape from harm like a shadow fleeing the sun. Whenever the shadow knight uses the withdraw or run actions, he gains concealment (20% miss chance) for a number of rounds equal to his Wisdom modifier. While he has this concealment, he may spend 1 point from his *ki* pool as an immediate action in order to gain total concealment (50% miss chance) for 1 round.

This ability replaces the stalker art gained at 15th level.

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# Knowing is half the Battle

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There is battle, and then there is warfare. Many adventurers are familiar with wading into combat against monsters and small groups of enemies, but this is nothing next to the glory and chaos and carnage that is true war. More than simply a change in scale, the difference between war and other combat can be profound. In a war, the characters are part of something larger than themselves, contributing to the efforts of their armies, or perhaps leading those armies themselves. The priorities of a soldier are different from those of an adventurer, and often the challenges that they face are, as well. While many characters can translate their talents as adventurers to the battlefield, one who specifically focuses on warfare and battlefield tactics will have the edge on others when it comes to true war. Each installment of Weekly Wonders: Archetypes of War provides six new war-themed archetypes for a variety of classes.

For this book, we focus on scouts and spies. Though they're rarely found on the front lines, they nonetheless place themselves in incredible danger, going into the lion's den to extract their enemy's secrets or sabotage their efforts, knowing all the while that one wrong move could spell their doom, and no one will be coming to help them if things go awry. This book features archetypes designed for scouting and spying, whether it's by stealth, guile, or other means.

• The battlefield infiltrator, an investigator archetype whose skills are more suited to battlefield infiltration, and siege warfare.

• The psychic interrogator, a mesmerist archetype that can dive deep into the minds of others to uncover their secrets.

• The monk of the silent wind, a monk archetype that can render himself silent and invisible, and deliver deadly assassin strikes.

• The double agent, a vigilante archetype that has two social identities and two vigilante identities, and fights on both sides of a given conflict.

• The far watcher, a witch archetype that allows her familiar to do the spying while she remains at a safe distance.

• A bonus archetype for the stalker, from *Path of War* by Dreamscarred Press, the shadow knight can control shadows to conceal himself, protect him against attacks, and escape from his foes.

Whether you're about to embark on a campaign of military exploits (such as the official Paizo adventure path dealing with invading forces), or you just want to play a more military character, this book has lots of tantalizing options to offer.

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