

Weekly Wonders

*Villainous
Archetypes*

Volume I

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*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

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Introduction

Pathfinder is a game about heroes and villains, and most of the time, you wind up playing the heroes. You might not necessarily play a character who's good, but even if you're a reluctant, self-serving, brooding anti-hero with a dark and mysterious past, the goal is still to stop the bad guys and save the world. Being a hero is great and all, but every once in a while, it's nice to set aside all that goody-two-shoes nonsense and play an irredeemable, unrepentant, downright-bad villain. But in a game designed for heroes, sometimes it can be hard to get support for evil-doing PCs.

This book contains five archetypes for five different classes, all of which share a common theme of villainy. Whether you're about to embark on Paizo's first ever Adventure Path for evil characters (issues #103 - #108 in their official Adventure Path line), the *Way of the Wicked* Adventure Path by Fire Mountain Games, or you just want an excuse to do bad things, these archetypes will help pave the way to world domination...or whatever your evil and nefarious heart desires.

Archetypes

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

Grim Experimenter (Alchemist)

While most alchemists focus on hoarding their secrets and using their own physical and spiritual energy as a focus for the alchemical connections that they brew, some prefer to use their art to see what effect their strange substances have on other people who consume them. These grim experimenters specialize in the creation of potent mutagens which are meant to affect creatures other than the alchemist, but also dabble in poisons and other experimental drugs.

Experimental Mutagens (Su): A grim experimenter is able to create a potent and dangerous mutagen which can be applied to another creature. These experimental mutagens can be applied to a creature either via injection, requiring a successful touch attack against the target, or via ingestion, in which case the subject must consume the mutagen. If the mutagen is to be ingested, it can be easily hidden in food or beverages, as it is tasteless, odorless, and colorless, requiring a DC 30 Perception check to detect it, although a *detect poison* spell or similar magic reveals the mutagen as though it were a poison.

A creature who becomes subject to the mutagen must succeed on a Fortitude save (DC 10 + 1/2 the grim experimenter's level + the grim experimenter's Intelligence modifier) or fall subject to its effects. The target suffers 2 points of damage to a single mental ability score of the grim experimenter's choice, but also gains a +4 alchemical bonus to a single physical ability score of the grim experimenter's

choice. These effects last for 10 minutes per level.

Additionally, the target must succeed on a Will save (DC 10 + 1/2 the grim experimenter's level + the grim experimenter's Intelligence modifier) or suffer a minor affliction, depending on which physical ability score was improved. If Strength was improved and the target fails her Will save, she is confused. If Dexterity was improved and the target fails her Will save, the target is affected as though the grim experimenter had cast *charm person* on her. If Constitution was improved and the target fails her Will save, the grim experimenter may issue the target a single command, which she must follow to the best of her ability, as though with the spell *suggestion*.

A creature can be affected by an experimental mutagen only once in a 24-hour period. Unlike ordinary mutagens, an experimental mutagen does not become inert when not in the hands of an alchemist, though it does lose potency after 24 hours.

This ability modifies the mutagen class feature.

Poison Crafter (Ex): A grim experimenter is gifted in the creations of exceptionally deadly poisons. At 2nd level, the grim experimenter gains a bonus to all Craft checks made to create poison equal to 1/2 his class level. Additionally, he may choose to apply the effects of any poison to his experimental mutagen. A poison applied in this way becomes an ingested poison, and target becomes subject to the poison at the same DC as the experimental mutagen, instead of its regular DC. The alchemical bonus granted by an experimental mutagen that has a poison applied in this way is increased by +2.

This ability replaces the poison resistance class feature.

Potent Mutagen (Ex): Grim experimenters learn to make more powerful mutagens at the expense of longevity. At 14th level, the grim experimenter can choose to make an especially powerful experimental mutagen instead of a regular one. These potent mutagens deal 4 points of ability score damage to a single mental ability score of the grim experimenter's choice and grant the subject a +8 bonus to a single physical ability score of the grim experimenter's choice for 1 round/level.

This ability replaces the persistent mutagen class feature.

Cutthroat Mercenary (Fighter)

While the term is often thrown around to describe mercenaries who value their contracts above all else, or who are particularly efficient in their work, cutthroat mercenaries are in fact some of the most deadly and callous warriors around. Using brutal tactics to accomplish their goals, cutthroat mercenaries are little more than killers-for-hire, assassins with traditional martial backgrounds who are better suited to handling large groups of foes. They favor underhanded attacks, killing soft targets and using the deaths of their foes to demoralize their other enemies. A



avored tactic of cutthroat mercenaries is to kill the civilian population in order to force capitulation from the leaders of their foes.

Cutthroat Killer (Ex): A cutthroat mercenary is able to intimidate his foes by killing them off, one by one. Whenever a cutthroat mercenary reduces a creature to 0 or fewer hit points, he may immediately make an Intimidate check against a number of creatures equal to his level within 30 feet who could clearly see the cutthroat mercenary deal the killing blow, to demoralize them. If the killing blow was dealt against a helpless creature, he gains a +4 bonus on this check.

This ability replaces the bonus feat gained at 1st level.

Terrorizer (Ex): Beginning at 2nd level, cutthroat mercenaries learn how to terrorize their foes to get the most out of intimidating their enemies. Whenever a cutthroat mercenary successfully demoralizes a creature using Intimidate, the target suffers a -1 penalty to AC and saving throws for as long as she remains demoralized. At 6th level and every 4 levels thereafter, this penalty increases by a further -1.

This ability replaces the bravery class feature.

Press the Advantage (Ex): At 5th level, a cutthroat mercenary begins to master the art of defeating poorly prepared foes. The cutthroat mercenary gains a +2 bonus to all attack and damage rolls made against creatures who are

flat-footed or who are unarmed (note that a creature with Improved Unarmed Strike counts as armed). At 10th level, and every 5 levels thereafter, this bonus increases by a further +2.

This ability replaces the weapon training class feature.

Divine Scourge (Paladin)

The divine scourge is a righteous warrior in service to a deity or religious cause, so devoted to her calling that she becomes unforgiving of those who stand in opposition of her beliefs. With the attitude that any who aren't with them are against them, divine scourges hold lofty ideals and envision a world of perfect goodness, intolerant of anything that doesn't fit that ideal. These idealistic crusaders often become villains as they enforce their opinions through violence and sanctions, making life miserable for those who don't live up to their high standards. They view anything less than perfection as fit for eradication, and though they lack the grace and mercy of other paladins, they possess a righteous fervor that allows them to get their point across.

Code of Conduct: Divine scourges operate with a narrow set of restrictions on their behavior that determine how they interact with the world. A divine scourge must uphold the paladin's code of conduct, except that they consider characters who are not of lawful good alignment to be incapable of innocence, thus feeling they have a

responsibility to force such people to change their worldview or punish them for their insolence. Additionally, a divine scourge need not abide by lawful authority if that authority is not also good. A divine scourge never lends aid to characters who are not of lawful good alignment, believing that such charity will be wasted on vices.

Divine Purpose: A divine scourge is a warrior so utterly devoted to her cause that she can draw upon her belief in a better world to aid her skill in battle. At 2nd level, a divine scourge gains a +1 bonus to damage rolls against creatures who are not of good alignment. At 6th level, and every 4 levels thereafter, this bonus increases by a further +1.

This ability replaces the divine grace class feature.

Touch of Purpose (Ex): A divine scourge is able to aid or diminish others in her pursuit of a better future. Beginning at 2nd level, as a move action, a divine scourge can touch another creature in order to bestow a sense of purpose on him. This grants the target 1d6 temporary hit points per 2 paladin levels, which last for a number of rounds equal to the divine scourge's Charisma modifier. If the target is not lawful good, he instead suffers an amount of damage equal to the temporary hit points he would have gained in this way and becomes subject to a sanction (see the sanction class feature). A divine scourge can use this ability a number of times per day equal to 3 + her Charisma modifier. She must succeed on a ranged touch attack in order to touch a creature who is not willing.

This ability replaces the lay on hands class feature.

Aura of Purpose: A divine scourge makes no exceptions to her strict view of morality. Beginning at 3rd level, any of the divine scourge's beneficial auras have no effect on creatures who are not of lawful good alignment.

This ability replaces the aura of courage class feature.

Sanction (Su): A divine scourge can choose to sanction an individual whom she finds wanting, inflicting a minor penalty on him that grows in strength as the divine scourge grows in power. At 3rd level, whenever a divine scourge uses her touch of purpose ability on a creature who is not lawful good, she may impose a sanction. A sanction imposes a penalty to either attack rolls or AC. The penalty caused by a sanction begins at -1 and increases by an additional -1 every 3 levels after 3rd. At 6th level, a divine scourge can choose to apply a penalty to damage rolls; at 9th level, a divine scourge can apply a penalty to skill and ability checks; and at 12th level, a divine scourge can apply a penalty to saving throws. A creature can attempt a Will save (DC 10 + 1/2 the divine scourge's level + the divine scourge's Charisma modifier) to resist the effects of a sanction.

This ability replaces the mercy class feature.

Potent Sanction (Su): At 4th level, whenever a divine scourge successfully uses her touch of purpose ability to inflict a sanction on a creature, she may spend an additional use of the ability as a swift action in order to inflict an additional sanction on that creature. The target must save against each sanction individually.

This ability replaces the channel energy class feature.

Manhunter (Ranger)

A manhunter, as the name suggests, is a ranger who takes delight in hunting intelligent prey, seeking out humanoids and slaying them. Oftentimes, manhunters are members of savage humanoid tribes such as goblins or orcs, but the most depraved of these rangers come from the very groups that they hunt. Though less in tune with nature than other rangers, manhunters are exceptional hunters and deadly combatants.

Manhunter: A manhunter is skilled in the art of pursuing and killing humanoids, preferring intelligent prey. At 1st level, a manhunter gains the favored enemy ability as normal, except that he can only choose a humanoid subtype. Whenever he gains a new favored enemy, he must choose a new humanoid subtype to be his favored enemy. A manhunter applies his highest favored enemy bonus to all humanoids he has selected as favored enemies, even if he gained them from another source.

This ability modifies the favored enemy class feature.

Coerce Prey (Ex): A manhunter is exceptionally skilled at gaining the trust of humanoids and luring them into their imminent deaths. At 1st level, a manhunter can make a special Diplomacy check to influence the attitudes of humanoid characters. The manhunter adds his level and his Wisdom modifier to this check in addition to any normal modifiers, and the check otherwise functions as the Diplomacy skill, except that it only 1 full round to perform and the check can be made in combat (though not against a hostile creature).

This ability replaces the wild empathy class feature.

Manhunter's Bond: At 4th level, the manhunter forms a bond with his predatory depravity, which takes one of two forms. The manhunter can either claim the heads of his victims as trophies, or he can devour their bodies in a primal cannibalistic ritual.

If he chooses the former, then whenever he kills one of his favored enemies, he can decapitate it as a full-round action which provokes attacks of opportunity and keep its head as a trophy. When he does so, he may wear that head as an amulet to inspire fear in his foes. Non-evil creatures within 30 feet who can clearly see the manhunter suffer a -1 penalty to their AC so long as he is displaying a trophy. Creatures who belong to the same favored enemy group as the creature whose head

is displayed as a trophy suffer a penalty to AC equal to 1/4 the manhunter's level, instead. A manhunter may only display one trophy at a time. A trophy loses effectiveness as it begins to decay, and 1d4 days after creating a trophy, the manhunter no longer gains any benefits from that trophy. Certain spells or effects may speed up or slow down the process of decay, changing the how long the manhunter benefits from a trophy.

Alternatively, a manhunter can choose to form a cannibalistic bond instead, allowing him to gain benefits from consuming the flesh of his fallen foes. With a special ritual meal which requires 1 minute of uninterrupted eating, a manhunter with this bond can choose to consume the corpse of one of his favored enemies. If he does, the manhunter gains a +2 morale bonus to a single ability score of his choice for 24 hours. If the manhunter is of the same creature type and subtype as the favored enemy consumed in this way, the bonus is increased to +4.

This ability replaces the hunter's bond class feature.

Predator's Instinct: A manhunter enjoys hunting humanoids because it allows him to connect emotionally with his prey in a way that normal hunters can only dream of. At 9th level, as a full-round action, a manhunter may establish a predatory bond with a humanoid creature of the same type as one of his favored enemies. If he does, he increases his favored enemy bonus against that creature by +2, automatically confirms critical hits against that creature, and is constantly aware of that creature's location so long as she remains within 1,000 feet per level of his current location. This allows the manhunter to instantly pinpoint that creature's location as a free action, though an invisible or concealed creature still benefits from concealment as normal.

This ability replaces the evasion class feature.

Mad Wizard (Wizard)

Mad wizards are intriguing villains, often gifted with supreme power but trapped by obsessive madness which spurs them to terrible ends, even while limiting their potential for greatness. Mad wizards lack the composure of other wizards despite sharing their intellect, instead gaining a sharp focus on a specific object of obsession. While in theory these obsessions are harmless, in reality each one invariably drives the wizard to great evil.

Object of Obsession: A mad wizard obsesses over a single individual or object that drives his motivations and empowers a number of his class features. At character creation, the mad wizard chooses a single character or a single object which he obsesses over. A mad wizard may choose to replace his existing object of obsession with a new object of obsession whenever he gains a level. The object of the mad wizard's obsession causes him to behave erratically whenever he is near it, possibly causing him to do harm to the object or to those nearby. Whenever the mad wizard is within 30 feet of

the object of obsession, he must make a Will save (DC 10 + 1/2 the mad wizard's level + the mad wizard's Intelligence modifier) or be driven insane. Each minute the mad wizard remains within 30 feet of the object of obsession, he must make a new saving throw or become confused. This has the effect of making the mad wizard confused as long as he remains within 30 feet of the object of obsession, except that on a result that directs the mad wizard to attack the nearest creature, he instead casts the highest-level spell which deals damage or which has a saving throw denoted as other than harmless at the nearest target, instead. If 2 or more spells of the same level are available, the mad wizard may choose which one to use. Additionally, on a result that indicates the mad wizard does nothing but babbles incoherently, he instead uses the highest-level spell which deals damage or which has a saving throw denoted as other than harmless on the object of obsession.

If a mad wizard's object of obsession is destroyed, he enters a deep depression, causing him to suffer a -1 morale penalty to attack rolls and saving throws for each object of obsession which is destroyed. He suffers this penalty for 24 hours, after which time he can choose a new character or object to replace the object of obsession. At 5th level, and every 5 levels thereafter, the mad wizard must choose an additional object of obsession.

Obsessive Power (Ex): While a mad wizard is crippled by the presence of his object of obsession, he is also greatly empowered by it. Whenever the mad wizard is within 30 feet of his object of obsession, he treats his caster level as though it were 2 higher and gains a +1 bonus to all saving throw DCs of spells he casts. This mad rush of power is increased when he gives in to his madness, causing the effects to be doubled while confused by the object of his obsession.

This ability replaces the arcane bond class feature.

Obsessive Surge (Ex): A mad wizard's is able to further draw inspiration from his object of obsession as he gains in power. At 5th level, and every 5 levels thereafter, the mad wizard gains a bonus metamagic feat as a bonus feat. While within 30 feet of his object of obsession, he may apply the benefits of any single metamagic feat which modifies the spell level by 1 or less to spells he casts without increasing the spell's level or casting time. Every 5 levels after 5th, the mad wizard can use this ability to apply metamagic feats which would raise the level of the spell by an additional 1 level, to a maximum of 4 levels higher than it normally would be at 20th level. The mad wizard can use this ability 3 times per day.

This ability replaces the bonus feats gained at 5th, 10th, 15th, and 20th levels.

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It's Good to Be Bad

Sick of saving the world? Tired of being expected to leap at the chance to solve everyone's petty problems? Have a thing for twirling mustaches and overly-elaborate deathtraps? Why not mix things up with a villainous character! At some point in their gaming career, everyone has considered playing an "evil campaign," but with the Pathfinder Roleplaying Game being devoted to goody-two-shoes heroes, it can sometimes be hard to find support. Want some evil options for your character? You've found them!

This book presents five new villainous archetypes for five different classes. Included are the grim experimenter, an alchemist archetype whose experimental mutagens can be used on others, and who excels at brewing poisons, the cutthroat mercenary, a pragmatic fighter archetype that focuses on demoralizing its foes with grisly displays, the divine scourge, an archetype for intolerant paladins intent on punishing even the slightest of misdeeds, the manhunter, a ranger archetype that specializes in hunting sentient creatures for sport, and the mad wizard, a wizard archetype for wizards whose powerful obsessions lead to great magical power.

Whether you're about to embark on a politically-themed campaign (such as *Way of the Wicked*, by Fire Mountain Games, or the first official Paizo adventure path made specifically for evil characters), or you just want an excuse to play an unrepentant, irredeemable villain, 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 villainous NPCs as well, and can make for exciting and memorable encounters.



*Necromancers
of the Northwest*

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