# Weekly Wonders

Villainous









Necromancers of the Northwest



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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.

#### Brutal Oppressor (Barbarian)

Those who most value the belief that might makes right tend to be the mighty, and that is certainly the case with brutal oppressors, heartless barbarians who take every opportunity to use their bulging muscles to crush the hopes and dreams of their victims.

**Bully** (Ex): Beginning at 3rd level, a brutal oppressor gains a +1 bonus on Intimidate checks. This bonus is doubled on Intimidate checks made against creatures that are smaller than she is, or which have a lower Strength score than she does. At 6th level, and every three levels thereafter, this bonus increases by 1 (to a maximum of +6 at 18th level, doubled to +12 against smaller or weaker opponents).

Additionally, beginning at 3rd level, whenever the brutal oppressor successfully demoralizes an opponent with the Intimidate skill, the number of rounds that that creature remains shaken increases by 1. At 6th level, and every three levels thereafter, the number of rounds increases by an additional 1 (to a maximum of 6 additional rounds at 18th level).

This ability replaces the trap sense class feature.

**Rage Powers:** A brutal oppressor gains access to the following rage powers, in addition to the ones available to all barbarians.

Gory Display (Ex): Whenever the brutal oppressor confirms a critical hit while raging, she may make an Intimidate check with a +4 bonus to demoralize a single creature within 60 feet as a free action.

Grab by the Throat (Ex): While raging and in control of a grapple, the brutal oppressor can choose to conduct the grapple by lifting her opponent off the ground by his throat with a single hand. In order to do so, she must succeed on a combat maneuver check to maintain the grapple, at a -10 penalty. If she succeeds, her opponent is considered grappled, but she is not (although she is unable to use the arm that is holding the opponent aloft). While conducting a grapple in this way, the brutal oppressor is not able to take any special action as a result of maintaining the grapple, but must spend only a move action each round to maintain it. Additionally, the grappled creature is unable to breathe while grappled in this way, and each round that the brutal oppressor maintains the grapple counts as an additional round of the creature holding its breath. The brutal oppressor must be at least 7th level to select this rage power.

*Stay Down (Ex):* Whenever the brutal oppressor makes an attack against a prone character while raging, she inflicts an additional amount of damage equal to her class level, and the target is unable to stand up from prone until the end of the brutal oppressor's next turn.

**Bloodlust** (Ex): Beginning at 17th level, a brutal oppressor draws strength from each creature she slays. Whenever she kills a living creature while raging, the number of rounds that she can rage that day increases by 1d4.

This ability replaces the tireless rage class feature.

#### Elemental Defiler (Kineticist)

All kineticists draw in energy from the world around them, but some aren't as careful as others about ensuring that they do so in a way that doesn't harm their environment. The worst offenders are known as elemental defilers, and they leave a trail of blighted wasteland wherever they go.

**Drain Energy (Su):** Beginning at 6th level, an elemental defiler gains the ability to draw in elemental energy from the surrounding area. Doing so is a move action that provokes attacks of opportunity. The next time that round that the elemental defiler would suffer 1 or more points of burn, she suffers 1 less point of burn, instead.

This has a deleterious effect on the surrounding area, however, which is blighted in a 20-foot-radius area centered on the location the elemental defiler was in when she used this ability. Plants will not grow in the area, and roughly 1/2 of the plants already in the area die off over the course of 1 week. There is a 50% chance that any water source in the area becomes infected with a disease (typically filth fever, although other diseases are possible, at the GM's discretion). This effect lasts for one month. The elemental defiler cannot use this ability while within an area that has been blighted in this way, and cannot use this ability more times per day than her Constitution modifier.

At 11th level, and again at 16th level, the number of points of burn that this ability prevents increases by 1 (to a maximum of 3 points at 16th level).

This ability replaces the internal buffer class feature.

Drain Creature (Su): Beginning at 19th level, an elemental defiler can touch a living creature to drain his energy in a fashion similar to her drain energy class feature. Doing so is a standard action, and requires a successful melee touch attack. The target is entitled to a Fortitude save (DC 10 + 1/2the elemental defiler's class level + the elemental defiler's Constitution modifier) to negate the effect, as well. If the attack hits and the target fails his Fortitude save, he suffers 1d6 points of Constitution damage, and for each point of Constitution damage he suffers in this way, the elemental defiler ignores that many points of burn. The burn negated in this way need not occur all at once, and can be divided over multiple rounds. Any remaining points of burn not negated after 1 minute are wasted. The elemental defiler can use this ability three times per day, but cannot use it on the same creature more than once in a 24-hour period.

This ability replaces the metakinetic master class feature.

#### Extortioner (Investigator)

All investigators love discovering secrets, but some want to do so for reasons of personal gain, rather than the thrill of discovery itself. Those who seek out secrets only to use them against their owners are known as extortioners, and they are masters of blackmail.

**Stunted Inspiration:** An extortioner is less driven by inspiration than other investigators, and his inspiration pool is 1 less than it would otherwise be.

**Secret Finder** (Ex): Beginning at 3rd level, the bonus on Perception checks granted by the extortioner's trapfinding class feature also applies to secret doors and compartments, and the bonus on Disable Device checks also applies to disabling locks.

This ability replaces the investigator talent gained at 3rd level.

**Guilt Sense (Su):** Beginning at 3rd level, an extortioner gains an almost supernatural knack for identifying others' guilt. He gains a +1 bonus on Sense Motive checks. At 6th level, and every three levels thereafter, this bonus increases by 1 (to a maximum of +6 at 18th level).

Additionally, at 6th level, the extortioner can study an individual for 1 minute and, drawing on years of experience in sussing out the dark secrets of his victims, identify the general nature of the creature's vices. Doing so requires a successful Sense Motive check (DC 20), and success identifies which of the following best describes the character: envy, gluttony, greed, lust, pride, sloth, or wrath. The extortioner can use this ability at will, but if he fails, he cannot try again on the same creature until the next time he gains a rank in Sense Motive.

At 12th level, the extortioner can cast *detect thoughts* as a spell-like ability three times per day. The saving throw DC is Charisma-based.



At 18th level, the extortioner can force a single creature within 30 feet to succeed on a Will save (DC 10 + 1/2 the extortioner's class level + the extortioner's Charisma modifier) or be compelled to speak aloud a single secret about which she is guilty or ashamed. The extortioner has no control over what specific secret is revealed. The extortioner can use this ability up to three times per day, but cannot use it on the same creature more than once in a 24-hour period.

This ability replaces the trap sense class feature.

**Lingering Threat (Ex):** Beginning at 4th level, an extortionist learns how to keep his threats effective over an extended period of time. Whenever the extortionist uses Intimidate to influence an opponent's attitude, the effects last for 1d6 days, rather than the normal period of time. At 8th level, and every 4 levels thereafter, the number of days that the effect lasts increases by an additional 1d6.

This ability replaces the swift alchemy class feature.

Villainous Bloodline (Sorcerer)

One of your ancestors was not merely evil, but infamous throughout the land for his or her dark deeds and vile nature. Whether you come from a long line of malicious ne'er-dowells, or both you and your villainous ancestor are black sheep in the family, there can be no doubt that you take after your infamously evil ancestor.

Class Skill: Sleight of Hand.

**Bonus Spells:** negative reaction<sup>UC</sup> (3rd), miserable pity<sup>UM</sup> (5th), nondetection (7th), malicious spite<sup>UM</sup> (9th), smug narcissism<sup>UM</sup> (11th), mass suggestion (13th), insanity (15th), binding (17th), dominate monster (19th).

**Bonus Feats:** Deceitful, Dodge, Fearsome Spell<sup>OA</sup>, Great Fortitude, Iron Will, Persistent Spell<sup>APG</sup>, Skill Focus (Intimidate), Skill Focus (Sleight of Hand).

**Bloodline Arcana:** Whenever a creature fails a saving throw to resist a spell that you cast, you gain a surge of magical power, which causes the next spell you cast to have its caster level treated as 2 higher than it actually is. The caster level cannot be increased by more than 2 in this way, even if multiple creatures fail saving throws to resist the spell. If you do not cast a spell within one minute, this benefit is wasted.

**Bloodline Powers:** Your nefarious heritage makes you a natural at several underhanded magical tricks, and forbidden arcane lore.

Draining Touch (Su): As a standard action, you can make a melee touch attack against a living creature. If the attack hits, the target suffers 1d4 points of damage plus 1 point per 2 sorcerer levels you possess, and you heal a number of hit points equal to half this amount. You can use this ability a number of times per day equal to your Charisma modifier.

*Villainous Defenses (Su):* Beginning at 3rd level, you can call up potent defenses that can only be overcome by the truly virtuous. As a swift action, you can gain DR 5/good

and gain a +2 bonus on all saving throws, except those made against spells with the good descriptor, or which are cast by good-aligned characters. These benefits last for one minute. You can use this ability three times per day.

*Getaway (Sp):* Beginning at 9th level, you are always prepared to escape if things go wrong. Whenever you are reduced to less than 1/4 your maximum hit points, as an immediate action, you may cast *dimension door* as a spell-like ability. You must use this ability at the time that you are reduced to less than 1/4 your maximum hit points, and if you do not do so, you cannot use this ability again until you have been healed to more than 1/4 your maximum hit points and then suffer damage to bring you below that threshold again. You can use this ability three times per day.

Hostage Taker (Su): Beginning at 15th level, with a touch, you can disable an opponent, transforming him into a perfect hostage. This requires a melee touch attack, and the target is entitled to a Will save (DC 10 + 1/2 your class level + your Charisma modifier) to negate the effect. If the attack hits, and the target fails his saving throw, he is paralyzed. Each round, the target can make a new Will save to end the effect, but it otherwise lasts indefinitely. Creatures whose Hit Dice exceed your class level, or which are one or more size categories larger than you, gain a +4 bonus on their saving throws to resist this ability. You can use this ability once per day.

Additionally, as long as you are adjacent to a paralyzed creature, as a move action, you can use him as a living shield. If you do, then any attack made against you has a 50% chance of hitting you, and a 50% chance of hitting the paralyzed creature used as a shield.

*Master of Deception (Su):* Beginning at 20th level, you are unquestionably deceptive. You gain a competence bonus equal to your Charisma modifier on all Bluff, Sleight of Hand, and Stealth checks, and can cast *disguise self* and *alter aura*<sup>OA</sup> at will (targeting yourself only, in the case of *alter aura*). Finally, you are immune to any magical or supernatural effect that would detect your lies or force you to speak the truth.

#### Eldritch Slavemaster (Summoner)

The morality of summoning spells is questionable under even relatively benign situations, but the eldritch slavemaster elevates the conjurer's arts to a new level of cruelty. Acting with complete disregard for the outsiders he binds to his will, he is able to put them to use in a number of cruel and heartless—but unquestionably efficient—ways.

**Conjurer's Leash (Su):** Unlike most summoners, an eldritch slavemaster controls his eidolon through magical force, rather than forming a close bond. An invisible, intangible cord of magic connects the eldritch slavemaster to the eidolon as long as it is summoned. The eldritch slavemaster and the eidolon must remain within 50 feet of one another for the eldritch slavemaster's control over the eidolon to remain stable with little to no concentration on the part of

the eldritch slavemaster. The eldritch slavemaster can stretch this leash, but does so at his own peril.

When an eldritch slavemaster starts his turn and his eidolon is more than 50 feet away from him, the eldritch slavemaster must concentrate on the link as a full-round action that provokes attacks of opportunity, or the eidolon is released from his control. This concentration can be interrupted as if it were a spell. Treat this effect's spell level as equal to 1 + 1 per 10 feet farther than 50 feet that the eidolon is from the eldritch slavemaster (maximum spell level 6th). If the eidolon is ever more than 100 feet away from the eldritch slave master, the tether is automatically broken. If the tether is interrupted or the check fails, the eidolon is immediately released from control.

An eidolon that is freed from the eldritch slavemaster's control in this fashion no longer responds to the eldritch slavemaster's will, and acts of its own accord. Each round, roll on the following table to determine the action taken by an uncontrolled eidolon.

#### **Table: Uncontrolled Eidolon**

<b>d%</b>	Action Taken
01-25	Attack eldritch slavemaster
26-50	Flee the eldritch slavemaster
51-75	Do nothing but babble incoherently
76-100	Return to its home plane

If the eidolon returns to its home plane in this way, it cannot be summoned again until the following day.

This ability replaces the life link class feature.

**Slavedriver (Su):** An eldritch slavemaster can magically compel the creatures that he summons to fight unnaturally hard for his cause, possibly driving them to the brink of death, or beyond. When he uses his summon monster class feature, he can choose to use this ability to compel the summoned creature into a vicious, self-destructive state. If he does, each of the summoned creature's attacks deal an additional 1d6 points of damage with each successful hit, both to the target of the attack and to the summoned creature itself. Additionally, the summoned creature suffers 5 points of damage at the beginning of the eldritch slavemaster's turn each round. The eldritch slavemaster must declare that he is using this ability when the creature is first summoned, and he cannot later change his mind.

**Slave Shield (Su):** Beginning at 4th level, as long as the eldritch slavemaster is within his eidolon's reach, he takes only half damage (rounded up) from all wounds and attacks (including those dealt by special abilities) that deal hit point damage, and his eidolon suffers twice the damage that the eldritch slavemaster avoids in this way (for example, if the eldritch slavemaster would suffer 29 points of damage, he suffers 15 points of damage, and his eidolon suffers 30 points of damage). The eldritch slavemaster can suppress or resume this ability as a swift action, but most be within his eidolon's reach to do so.

**Greater Slave Shield (Su):** Beginning at 12th level, whenever the eldritch slavemaster uses his slave shield ability, his eidolon suffers only the amount of damage that the eldritch slavemaster himself avoids, rather than suffering twice that much damage.

This ability replaces the greater shield ally class feature.

Drain Summoned Creature (Su): Beginning at 14th level, the eldritch slavemaster learns how to pervert the bond between himself and the creatures he summons, allowing him to drain their very life essence. As a move action, the eldritch slavemaster can inflict 1d6 points of damage per 2 class levels he possesses to a single creature within 60 feet that he summoned with his summon monster class feature. For every 5 points of damage he inflicts in this way, he heals 1 hit point. Using this ability does not interfere with the eldritch slavemaster's ability to control the summoned creature.

This ability replaces the life bond class feature.

Explosive Summons (Su): Beginning at 16th level, the eldritch slavemaster can cause creatures that he has summoned to explode in a grisly shower of bone fragments and gore. Using this ability is a standard action, and the eldritch slavemaster must select a single creature he summoned with his summon monster class feature, which must be within 60 feet. The summoned creature is instantly destroyed, and each creature within 10 feet of it suffers an amount of piercing damage equal to 1d6 per 2 class levels the eldritch slavemaster possesses. A successful Reflex save (DC 10 + 1/2 the eldritch slavemaster's class level + the eldritch slavemaster's Charisma modifier) halves this damage. If the chosen creature was not the only creature summoned by that use of the summon monster ability (such as if the eldritch slavemaster chose to summon 1d3 creatures from a lowerlevel list), the damage is divided by the number of creatures that were summoned as part of the ability. If the summon monster effect had less than 10 rounds of duration remaining, the damage is reduced by 1d6 for every round fewer than 10 that remained.

This ability replaces the merge forms class feature.

**Slave Army (Su):** Beginning at 20th level, an eldritch slavemaster can command a great many summoned slaves at the same time. He is no longer restricted to only having one summon monster or gate spell active at one time with his summon monster class feature, and can use his summon monster class feature while his eidolon is summoned.

As long as the eldritch slave master has more than one summon monster or gate spell active at one time with his summon monster class feature, or uses his summon monster class feature while his eidolon is summoned, he must make a concentration check each round in order to maintain control over his eidolon and the summoned creatures, as outlined in the conjurer's leash class feature. For each summon monster effect, gate effect, or eidolon beyond the first, the DC for this check increases by 4.

This ability replaces the shield ally class feature.

This ability replaces the twin eidolon class feature.

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## It's Good to Be Bad

Sick of saving the world? Tired of being expected to leap at the ehance 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 brutal oppressor, a barbarian archetype focused on savagely demoralizing her focs, the elemental defiler, a kineticist archetype that draws elemental energy from places and even living things, harming them in order to gain power, the extortioner, an investigator archetype that uses the secrets he learns to force others to do what he wants, the villainous bloodline for sorcerers, with a variety of special powers suited for a dark lord of magic, and the eldritch slavemaster, a summoner archetype who enslaves the eidolons and recatures he summons against their will, and can sacrifice them for great benefits.

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

BOLEPLAYING GAME COMPATIBLE