# Weekly Wonders

Villainous







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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 that'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.

#### Dark Tempter (Bard)

Whether or not it's entirely deserved, many bards develop a reputation for being incorrigible flirts and masters of seduction. Some truly devote themselves to these arts, and their bread and butter comes less from performance, song, and knowledge, and more from their ability to take advantage of men and women who are taken in by their charm. These bards are sometimes known as dark tempters.

**Sex Appeal (Ex):** A dark tempter naturally exudes a raw animal magnetism that makes his advances difficult to resist. He gains a bonus equal to 1/2 his class level on Bluff and Diplomacy checks made against characters that are normally attracted to members of his race and gender.

This ability replaces the bardic knowledge class feature.

Dark Passion (Ex): A dark tempter thrills and delights in seducing others, and, at 2nd level, he can turn this energy towards his own ends. Whenever the dark tempter performs an act of passion with another creature (such as a kiss), he gains a single passion point. At any time, as a swift action, he can expend a passion point in order to gain one of the following benefits: a +1 morale bonus to attack and damage rolls, a +2 morale bonus to AC, a +2 morale bonus on saving throws, or a +4 morale bonus on a single skill of his choice. Regardless of the bonus chosen, it lasts for 1 minute. The dark tempter must spend this passion point before the end of the week, or it is wasted. The dark tempter cannot gain passion points for performing an act of passion with a creature he already performed an act of passion with that week. At any given time, the dark tempter cannot have more passion points than his Charisma modifier.

This ability replaces the versatile performance class feature.

**Savvy** (Ex): By 2nd level, a dark tempter has developed his own methods of seduction and persuasion well enough to give him an edge in seeing through the efforts of others. He gains a +2 bonus on saving throws made to resist charm effects, he gains a +4 bonus on Sense Motive checks made to oppose Bluff checks, and the DC of any Diplomacy check made against him is increased by +4.

This ability replaces the well-versed class feature.

**In Confidence (Ex):** By 5th level, a dark tempter is an expert at getting others to give up their secrets to him. By spending 1 minute in conversation alone with a character that is friendly or helpful towards him, and succeeding on a DC 20 Bluff or Diplomacy check, he can compel the character to tell him an embarrassing secret, or one that could potentially be used against the character revealing it. The dark tempter can ask for a specific secret, if he is aware of one, but the target ultimately chooses which secret to reveal. Unlike the standard use of Diplomacy to make a request, using this ability never automatically fails, unless the target actually has no secrets of an embarrassing or potentially negative nature.

Additionally, if the dark tempter later uses this secret against the character that provided it to him, he can dramatically reveal his betrayal to that character as a move action. If he does, the character is overwhelmed with despair at the betrayal, and suffers a -2 morale penalty on attack rolls, damage rolls, saving throws, skill checks, and ability checks for 1 minute. If the character was already aware of the betrayal, this ability has no effect.

This ability replaces the lore master class feature.

**Bardic Performance:** A dark tempter gains the following types of bardic performance.

Set the Mood (Sp): Beginning at 8th level, a dark tempter can use his performance to weaken the resolve of those who listen to it, imposing a –4 penalty on Will saves, Wisdom-based skills, and Wisdom checks. To be affected, an enemy must be within 30 feet and be able to see and hear the dark tempter's performance. Each potentially affected creature is entitled to a Will save (DC 10 + 1/2 the dark tempter's bard level + the dark tempter's Charisma modifier) to negate the effect. The effect persists for as long as the enemy is within range and able to see and hear the performance, plus an additional 1d6 rounds thereafter. Creatures that successfully resist the performance are immune to it for 24 hours. This is a mind-affecting compulsion effect.

At 14th level, the penalty imposed by this ability increases to -8, and the range increases to 60 feet.

This ability replaces the dirge of doom and frightening tune class features.

*Enslaving Song (Sp):* At 20th level, a dark tempter's performance can bend a creature to his will. To be affected, the target must be able to see and hear the dark tempter perform for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 the

dark tempter's bard level + the dark tempter's Charisma modifier) to negate the effect. If a creature's saving throw succeeds, the target is affected as though by the spell *command*. Otherwise, the creature is affected as though by *dominate monster* for 1 hour. At any time during this hour, the dark tempter can spend 1 round continuing the performance to increase the duration by another hour, and so on, for up to 24 hours. Extending the duration of this effect in this way does not grant the target a new saving throw. This is a mind-affecting compulsion effect.

At any given time, the dark tempter can affect a total number of Hit Dice worth of creatures in this way equal to his class level + his Charisma modifier. Any creature that would cause the dark tempter to exceed this Hit Dice limit if he were to fail his saving throw automatically succeeds on his saving throw, instead. A creature that succeeds on his saving throw cannot be affected by this ability for 24 hours.

This ability replaces the deadly performance class feature.

#### Black Knight (Cavalier)

Not all cavaliers care about chivalry or virtue, and not all are willing to be bound by an order's oaths. Those cavaliers who discard the rules of chivalry are known as black knights.

**Ruthless Combatant (Ex):** At 1st level, a black knight learns to specialize in slaying opponents more lightly armored than himself. He gains a +1 bonus on attack and damage rolls, as well as a +2 bonus on Intimidate checks, made against humanoid creatures that are wearing light or no armor.

At 9th level, these bonuses increase to a +2 bonus on attack and damage rolls, and a +4 bonus on Intimidate checks, and apply to humanoid creatures wearing medium, light, or no armor. The bonuses also apply to any creature of the animal, construct, fey, magical beast, monstrous humanoid, ooze, plant, and vermin type, provided that that creature is at least one size category smaller than the black knight, is wearing light armor or no armor, and does not have a natural armor bonus to AC greater than +4.

At 17th level, these bonuses increase to a +3 bonus on attack and damage rolls, and a +6 bonus on Intimidate checks. If the black knight is mounted, this bonus applies to any humanoid creature that is not mounted, and any creature of the animal, construct, fey, magical beast, monstrous humanoid, ooze, plant, or vermin types that is smaller than the black knight's mount, in addition to the creatures it applied to at 9th level.

This ability replaces the tactician, greater tactician, and master tactician class features.

**Oathbreaker** (Ex): Beginning at 4th level, a black knight knows when and how to bend the rules of his order. He can ignore the edicts of his order once per day without consequence. At 8th level, and every 4 levels thereafter, he can ignore the edicts of his order an additional time per day without consequence.

This ability replaces the expert trainer class feature.

#### Perverter of Souls (Medium)

When harnessing the power of spirits, there are always temptations. Whereas some draw gently on a spirit's power, and obey its taboos in order to appease it, others drink deep from that well, and force their spirits to impose their taboos on others, or suffer terrible consequences. These mediums are sometimes known as perverters of souls.

**Rush of Power (Su):** As a swift action, a perverter of souls can allow his spirit to gain 1 additional point of influence over him in order to gain a +4 circumstance bonus to a single ability score of his choice. This benefit lasts for 1 minute. At 10th level, the bonus increases to +6, and at 20th level, it increases to +8.

This ability replaces the spirit surge class feature.

**Impose Taboo (Su):** Beginning at 2nd level, as a standard action, a perverter of souls can have his spirit form a spectral connection with a single creature within 60 feet, temporarily imposing one of that spirit's taboos on the target. The target is entitled to a Will save (DC 10 + 1/2 the perverter of souls' class level + the perverter of souls' Charisma modifier) to resist this effect. The perverter of souls must choose a single taboo listed for his spirit, and the target becomes bound by that taboo for 1 hour. During this time, if the target violates the taboo, he suffers a penalty equal to twice the perverter of souls' spirit bonus on attack rolls, damage rolls, ability checks, and skill checks.

The target immediately and intuitively becomes aware of the nature of the taboo, and knows the penalty for failing to abide by it. If the perverter of souls chooses a taboo that the target is already violating, the target does not suffer this penalty unless he violates the taboo again (for example, if he chose the hierophant taboo of not wearing metal armor for a target that was already wearing metal armor, the target would suffer no ill effect unless he took off his metal armor and then put on metal armor again). The perverter of souls can use this ability a number of times per day equal to his Charisma modifier, but can't use it on the same creature more than once in a 24-hour period.

This ability replaces the shared séance and taboo class features.

**Geistmaster (Sp):** Beginning at 13th level, a perverter of souls can call upon his spirit to perform supernatural activity in the area around him, forcing it to act similar to a poltergeist. As long as he is channeling a spirit, the perverter of souls can cast *telekinesis* as a spell-like ability at will, except that the range is equal to 5 feet per class level.

This ability replaces the ask the spirits class feature.

**Spirit Refuge (Su):** Beginning at 18th level, a perverter of souls learns how to transfer his soul into the body of a nearby creature in the moment of his death. If the perverter of souls is slain, as an immediate action, he can attempt to project his spirit into a single creature of his choice within 60 feet. That creature is entitled to a Will save (DC 10 + 1/2 the perverter of souls' class level + the perverter of souls' Charisma modifier) to resist this effect, and if she succeeds, the perverter of souls' soul passes on normally.

If the perverter of souls successfully projects his soul into the target's body, this functions as the spell riding possession<sup>OA</sup>, except that the effect lasts indefinitely. A number of times per day equal to his Charisma modifier, the perverter of souls can attempt to gain control over the body of the creature his spirit inhabits by making an opposed Charisma check against that creature. For each consecutive win, the perverter of souls or the target gains a cumulative +1 bonus on the next opposed Charisma check he or she makes (to a maximum bonus of +5). If the perverter of souls succeeds on one of these checks, he gains control of the target's body, as the spell possession<sup>OA</sup>, except it lasts for only one hour. If the perverter of souls fails, he can't try again for one hour. While using this ability (whether in control or not), the perverter of souls' soul is treated as being free and able to return for the purposes of spells such as raise dead.

The perverter of souls can remain in the target's body indefinitely, but anything that would end a *riding possession* or *possession* spell also ends this effect. Additionally, each time the target goes to sleep, the perverter of souls must succeed on a Will save (DC 10 + 1/2 the perverter of souls' class level + the perverter of souls' Charisma modifier) or his soul is driven out of the target's body, ending the effect. Either way, when the effect ends, the perverter of souls' soul moves on, as normal for a deceased creature. The perverter of souls cannot use this ability to move his spirit to a new target if the creature his soul is currently inhabiting dies.

This ability replaces the spacious soul class feature.

#### Blood Shaman (Shaman)

Different shamans find their connection to the spirit world in different ways. For some it is mind-altering drugs, for others it is meditation, and for some, it is through the ecstasy of death, blood, and gore. Shamans who focus heavily on ritual sacrifice are sometimes referred to as blood shamans.

**Dark Magic:** At 4th level, a blood shaman gains a potent understanding of evil magic. She may choose a single spell with the evil descriptor from any spell list, provided that the spell's level is not higher than the highest-level shaman spell she can cast. She treats the chosen spell as though it appeared on the shaman spell list at the same level that it appears on the other spell list, and can cast it spontaneously as though it were one of the spells granted by her spirit.

**Sacrificial Strike (Su):** Beginning at 4th level, once per day, a blood shaman can unleash a devastating attack which, if it slays her victim, allows her to steal some of his magical potency. As a standard action, the blood shaman must make a single melee attack at her highest base attack bonus. If she chooses to make this attack unarmed, she is treated as though she had the Improved Unarmed Strike feat for the purposes of that attack. If the attack hits, the target must succeed on a Fortitude saving throw (DC 10 + 1/2 the blood shaman's class level + the blood shaman's Wisdom modifier) or suffer 5 points of damage per class level the blood shaman possesses. If this causes the target to die, the

blood shaman absorbs some of his vital essence. For the next hour, the blood shaman treats her caster level as 2 higher for the purposes of all spells she casts, and her class level as 2 higher for the purposes of determining the effects of any of her hexes or spirit powers whose effects depend on her class level. Additionally, the saving throw DCs of her spells and hexes increase by 1. Finally, if the creature dies as a result of this ability, the blood shaman regains a single expended spell slot of her choice, whose spell level does not exceed 1/2 the number of Hit Dice the slain creature possessed.

Creatures that are immune to precision-based damage do not suffer additional damage from this ability, but the other effects of this ability still apply.

At 12th level, the damage inflicted by this ability increases to 7 point of damage per class level, and the blood shaman can use this ability one additional time per day. At 20th level, the damage inflicted by this ability increases to 10 damage per class level, and the blood shaman can use it a total of three times per day.

This ability replaces the wandering spirit class feature.

Exploit Connection (Su): Beginning at 6th level, a blood shaman is able to exploit the sympathetic connection between people and objects in order to empower her magic. Whenever she casts a spell or uses a hex that has a single target, if she has in her possession an item that belongs to that target, the target suffers a –1 penalty on his saving throw to resist that spell or hex. If the shaman has a piece of the target himself (a body part, lock of hair, bit of nail, etc.), or at least one ounce of blood from one of the target's blood relatives, this penalty increases to –2. If the shaman has at least one ounce of the target's own blood, the penalty increases to –4.

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

**Bloodlust (Su):** Beginning at 14th level, the blood shaman is invigorated whenever blood is spilled nearby. Whenever a living creature dies within 30 feet of the blood shaman, she gains 5 temporary hit points. If the creature was slain by the shaman's sacrificial strike ability, she gains a number of temporary hit points equal to her class level, instead. These temporary hit points stack with each other, but not with temporary hit points from other sources. Temporary hit points gained in this way fade after 1 hour.

This ability replaces the wandering hex gained at 14th level.

#### New Witch Pacts (Witch)

Like many other spellcasters, witches can often be tempted to make great sacrifices in order to gain even greater magical rewards. With their direct link to an otherworldly patron, this is easier for witches than spellcasters of other classes, and many witches makes eldritch pacts to enhance their already impressive arcane might. The following section presents five witch pacts.

Each witch pact includes a benefit and a cost. A witch may choose to gain a single witch pact whenever she gains a new hex from the witch class (this does not include when she gains hexes through the Extra Hex feat, or other sources). Once a witch pact is gained, it is permanent, and cannot be removed by any means short of an extended and difficult quest of the GM's design. A witch may never have more witch pacts than 1/6 her class level, rounded up (allowing her to have 2 witch pacts at 8th level and 3 witch pacts at 14th level, because those are the next levels at which she gains a new hex).

#### Pact of Enchanting Appearance

You always look your best, without a single hair out of place. Unfortunately, if you catch a glance of your own stunning looks, you find yourself in great peril.

Cost: You are fascinated by your own reflection. Whenever you see yourself, you must succeed on a Will save (DC 10 + your class level) or become fascinated by it. If you remain fascinated by your reflection for 3 rounds, you must succeed on a secondary Will save (same DC) or be compelled to touch your reflection, at which point your body begins to slowly slide into an enchanted mirror prison over the course of 3 additional rounds. If this process is interrupted, you are shunted out of the mirror prison, suffering 6d6 points of damage for each round spent touching the reflection. If it is not interrupted, you become trapped in the reflection, as though trapped in a mirror of life trapping. Benefit: In addition to always looking as though you had just groomed (with hair styled, makeup applied, facial hair freshly shaven or trimmed, etc.), you gain a +4 bonus on Bluff and Diplomacy checks made against creatures that are normally attracted to members of your race and gender. Additionally,

such creatures suffer a -2 penalty on saving throws made to

resist your charm and compulsion spells and hexes.

#### Pact of Fluid Magic

Your magic is as shifting and mercurial as water, making it harder to resist, but water becomes your greatest weakness. Cost: You are vulnerable to water. You treat water as though it were a like amount of acid, and suffer damage accordingly. Typically, this means that being splashed with water causes you to suffer 1d6 points of damage, while being completely submerged causes you to suffer 20d6 points of damage per round, with varying amounts of damage in between. At the GM's discretion, creatures or attacks that are water-based (such as the slam attacks of a water elemental), may deal additional damage to you, as well. This is not actually acid damage, and acid resistance or immunity offer no protection against this damage. If you are reduced to o hit points by damage inflicted by water, you entire body melts away, leaving no trace of you except your possessions. Non-water beverages (such as beer and wine) do not affect you in this

#### way, and can be consumed safely.

**Benefit:** You gain a +4 bonus on caster level checks made to overcome spell resistance. This stacks with the Spell Penetration and Improved Spell Penetration feats. Additionally, any attempt to reflect one of your spells back at you (such as with the *spell turning* spell) automatically fails. The target is still unaffected, but so are you.

#### Pact of Scars

Your face and body are horribly scarred, or similarly covered in blisters, boils, burns, warts, or other disfigurements. However, your magic delivers similar scars to your victims. **Cost:** You are hideously disfigured. You suffer a –8 penalty on Bluff and Diplomacy checks, and most creatures have their starting attitude towards you reduced by one step (helpful becomes friendly, friendly becomes indifferent, and so on). Additionally, it is difficult for you to heal, and whenever you would heal any amount of hit points or ability score damage, you recover only 3/4 as much as you otherwise would (rounded down, minimum 1)

**Benefit:** Wounds inflicted by your magic are difficult to heal. Whenever a creature suffers hit point damage from one of your spells or hexes, half of that damage cannot be healed by magical means unless the caster succeeds on a caster level check (DC n + your caster level). This does not prevent natural healing or regeneration, but the damage cannot be healed by fast healing. Additionally, if you have the scar hex, the DC is increased by +2. Finally, you gain a +4 bonus on Intimidate checks.

#### Pact of the Familiar

You have an unusually close bond with your familiar. **Cost:** If your familiar is slain, you suffer 10 points of damage per class level. A successful Fortitude save (DC 10 + 1/2 your class level + your Intelligence modifier) reduces this to 5 points of damage per class level. If you survive this, you suffer 1d4 points of Constitution damage (this Constitution damage cannot reduce your current hit point total to less than 1 when it is first gained) until you gain a new familiar. **Benefit:** You can cast *possession*<sup>OA</sup> on your familiar at will. Your familiar gains a +4 enhancement bonus to each of its ability scores, and gains the ability to speak all languages that you can speak.

#### Pact of the Night

You are a creature of the night, and are well-suited to nocturnal activities, but poorly suited to handle the light. **Cost:** You are sickened in areas of normal light, and nauseated in areas of bright light. Additionally, you are vulnerable to fire damage, suffering half again as much (+50%) damage from any source that deals fire damage. **Benefit:** You gain the see in darkness universal monster ability. Additionally, you gain a bonus equal to 1/2 your witch level on Stealth checks made in areas of dim light or darker conditions. Finally, as a standard action, you can magically extinguish a single mundane light source no greater than a torch or lantern from up to 60 feet away. This is a supernatural ability. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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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 dark tempter, a bard archetype that uses lust and passion to learn others' weakness and then exploit them, the black knight, a cavalier archetype specializing in fighting lightly=armored foes and flaunting the edites of their orders, the perverter of souls, a medium archetype that can impose taboos on others and possess creatures in the event of their death, the blood shaman, a shaman archetype devoted to gory human sacrifices that can rip the still= beating hearts from their victims' chests with a sacrificial strike, and a collection of witch pacts, new abilities that grant flavorful bonuses and penalties for witches who take them.

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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