Weekly Wonders

Villainous



Volume IV



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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 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.

Eldritch Devourer (Arcanist)

There are many specialties that an arcanist can develop with regards to magic. Those who focus on the means to consume, steal, or otherwise siphon the power of magic are known in some circles as eldritch devourers, and they greedily suck in magical energy from the world around them, transforming it into raw magic power.

Consume Magic (Su): As a standard action, an eldritch devourer can touch a creature that is capable of casting spells or using spell-like abilities, and drain that creature's magical power. Doing so requires a successful melee touch attack, and the target is entitled to a Will save (DC 10 + 1/2the eldritch devourer's class level + the eldritch devourer's Charisma modifier) to resist the effect. If the eldritch devourer is successful, the target loses access to a single unused spell or spell-slot of the highest level that she can cast. If she can't cast spells, she loses one use of the highestlevel spell-like ability she can cast. If she doesn't have any spell-like abilities, this has no effect. If a spell, spell slot, or spell-like ability is lost in this way, the eldritch devourer gains a number of points in her arcane reservoir equal to the spell level of the lost spell, spell slot, or spell-like ability. The eldritch devourer can use this ability any number of times per day, but the maximum number of points she can gain for her arcane reservoir as a result of this ability in a single day is equal to the highest level spell she can cast multiplied by her Charisma modifier.

This ability replaces the consume spells class feature.

Suppress Magic Item (Su): Beginning at 5th level, an eldritch devourer can touch a magic item in order to temporarily strip it of its powers. This requires a melee touch attack, followed by a successful caster level check (DC 11 + the item's caster level). If the eldritch devourer succeeds, the magic item loses all magical properties and functions as a mundane item for 1 minute. Artifacts are immune to this effect. The eldritch devourer must expend 1 point from her arcane pool in order to use this ability. This point is spent after determining whether or not the touch attack is a success (meaning that it is not expended if the arcanist misses), but before determining if the caster level check succeeds.

This ability replaces the arcanist exploit gained at 5th level.

Aura of Magic Consumption (Su): Beginning at 15th level, an eldritch devourer learns how to siphon magical power from spells cast nearby. As a swift action, she can expend 1 point from her arcane reservoir in order to create a 6o-footradius aura centered on herself that drains magic from spells as they are cast. Any spell cast within this aura by any creature other than the eldritch devourer is treated as though its caster level were 2 lower than it actually is. For every 5 spells affected in this way, the eldritch devourer adds one point to her arcane reservoir. Once created, the aura lasts for as long as the eldritch devourer continues to spend a swift action each round to maintain it, up to a maximum of one minute per class level.

This ability replaces the arcanist exploit gained at 15th level.

Doomsday Cultist (Cleric)

Many cultists worship deities with dark, or at least destructive, plans for the Material Plane, but for some clerics, the object of their devotion is less the deity itself, and more the promised apocalypse. These dark mystics devote themselves to bringing about the end of the world, and are known to some as doomsday cultists.

Alignment: A doomsday cultist must be of a non-good alignment, and must worship a non-good deity.

Doom Channel (Su): Rather than channeling negative energy to directly harm living creatures (or heal the undead), a doomsday cultist can instead harness that negative energy to create an aura of despair and doom that weakens her foes' resolve. As a standard action, by presenting her holy (or unholy) symbol, a doomsday cultist can create a burst that affects all enemies in a 30-foot radius centered on her. Each such creature must succeed on a Will save (DC 10 + 1/2 the doomsday cultist's class level + the doomsday cultist's Charisma modifier) or suffer a -2 penalty on attack rolls, damage rolls, ability checks, skill checks, and saving throws for one minute. The doomsday cultist can use this ability a number of times per day equal to 3 + her Charisma modifier. This is a mind-affecting emotion and fear effect.

Beginning at 5th level, even if a creature succeeds on its saving throw, it still suffers half the penalty.

Beginning at 9th level, the size of the burst increases to 60 feet.



Beginning at 13th level, the penalty increases to -4.

Beginning at 17th level, the duration of the penalty increases to 1 hour.

This ability replaces the channel energy class feature.

Sacrificial Spells (Su): A doomsday cultist does not gain an additional spell slot at each spell level for her domain spells. Instead, a number of times per day equal to 3 + herCharisma modifier, she can channel the life energy of herself or a nearby willing or helpless creature in order to cast a spell without expending a spell slot. The spell she casts can be any spell that she prepared that day (including ones that have already been expended), or any of her domain spells, up to the highest spell level that she can currently cast. When she casts the spell, she, or an adjacent willing or helpless creature, suffers 2d6 points of damage per spell level of the spell that she casts. This damage does not force the doomsday cultist to make a concentration check, or raise the DC of any concentration checks she otherwise has to make to cast the spell. Other than these restrictions, and the fact that the spell does not expend a spell slot, casting the spell works as normal (meaning that the doomsday cultist must provide any required components).

This ability replaces the additional spell slots granted by the domains class feature.

Callous Outlaw (Gunslinger)

Most gunslingers will tell you that guns are not inherently good or bad, and that it is the one wielding the gun who determines whether that firearm will be used for good or evil. Callous outlaws are an example of gunslingers who are sure to use their firearms for evil ends, and they are known for taking hostages, making sneak attacks, and cruelly playing with their victims before shooting them dead.

Deeds: A callous outlaw gains the following deeds.

Take Hostage (Ex): At 3rd level, a callous outlaw becomes an expert at taking others hostage. Whenever the callous outlaw is in control of a grapple with a creature of her size or smaller, she may choose to use the creature as a living shield whenever she maintains the grapple, instead of inflicting damage. If she does, then any attack directed at the callous outlaw has a 50% chance of hitting the hostage, instead. This applies only to attacks that require an attack roll, so spells such as magic missile or hold person are unaffected (although this effect would apply to an acid arrow spell, for example). Further, she is treated as having cover from all opponents that she is aware of. If the result of her most recent combat maneuver check to maintain the grapple beat the hostage's CMD by 5 or more, she can also move the grapple whenever she uses this ability. Finally, if her hostage is helpless or pinned and she uses this ability, she can ready an action to shoot the hostage with a firearm as a swift action (this is an exception to the rule that readying is a standard action). The normal rules for specifying a condition for

the readied action to take place still apply. If the readied action is triggered, the attack roll with the firearm is automatically treated as a critical hit, and the target must succeed on a Fortitude save (DC 10 + damage dealt) or die. Unlike normal for a readied action, the callous outlaw's place in initiative order is not affected by using this ability.

This ability replaces the utility shot deed.

Dance for Me (Ex): At 7th level, a callous outlaw can deliberately fire at an opponent's feet in order to force them to seemingly dance in place. As a full-round action, by spending 1 point of grit, the callous outlaw fires 1d4 bullets at the feet of a single creature within 6o feet. If the callous outlaw is incapable of firing enough bullets (such as because her firearm's capacity is too low), the ability automatically fails, with no effect. Otherwise, the target must choose whether or not to dance in place to avoid the bullets.

If he chooses to avoid the bullets, he can take no action on his next turn other than to prance about in place. This imposes a -4 penalty to AC and a -8 penalty on Reflex saves, and it negates any AC bonus granted by the target's shield. The dancing provokes attacks of opportunity.

If he chooses not to avoid the bullets, the callous outlaw makes an attack roll for each bullet fired. The first attack uses her full base attack bonus minus 2, and each attack beyond that suffers a cumulative –5 penalty. Each attack that hits deals damage as normal, and also reduces the target's movement speed by 5 feet until the damage inflicted by the attack is healed (to a minimum of 5 feet). The callous outlaw cannot inflict precision-based damage (including damage from Deadly Aim) with attacks made in this way.

This ability does not function with firearms with the scatter quality.

This ability replaces the startling shot deed.

Villain's Luck (Ex): Beginning at 11th level, a callous outlaw's luck reduces the number of misfires her guns have. She reduces the misfire chance of any firearm she wields by 1, to a minimum of 1.

This ability replaces the expert loading deed.

Dastardly Attack (Ex): Beginning at 15th level, a callous outlaw becomes adept at attacking her opponents first, usually because they aren't aware she's even going to attack. Whenever the callous outlaw makes an attack with a firearm against a character who is within the firearm's first two range increments, if the target is not aware of her attack (such as if she attacked while hidden, or shot the target from under a table, but not simply because the target is flat-footed), she can expend 1 grit point in order to have the attack automatically be treated as a critical threat. The initial attack roll must still be high enough to successfully hit the target, and she must still roll a confirmation roll, as normal.

This ability replaces the slinger's luck deed.

Back from the Grave (Sp): Beginning at 19th level, a callous outlaw's grit and determination allow her to come back even from death. When she dies, if she has at least 3 points of grit remaining, she is automatically affected as though by the spell *raise dead* after 24 hours. For every point of grit she has remaining beyond 3, this time is reduced by 4 hours, to a minimum of 1 hour. Negative levels inflicted on the callous outlaw by this ability fade at a rate of 1 every 24 hours.

This ability replaces the cheat death deed.

Suppressor of Wills (Mesmerist)

At the best of times, mesmerists can be said to be mischievous, but when one deals in twisting the minds of others, no matter how well-intentioned, there is always a touch of intrusion, a hint of corruption that comes from bending others to your will. Some mesmerists completely embrace their mastery over the minds of lesser mortals, and they are sometimes known as suppressors of wills.

Beguiling Touch (Su): Beginning at 3rd level, a suppressor of wills can impose his will upon another with merely a touch. Using this ability is a standard action, and requires a successful melee touch attack. If the attack hits, the target is entitled to a Will save (DC 10 + 1/2 the suppressor of wills' class level + the suppressor of wills' Charisma modifier) to resist the effect. If the target fails his saving throw, the suppressor of wills can choose to make the target either fascinated or shaken for 1 minute. The suppressor of wills can use this ability a number of times per day equal to 3 + 1/2 his class level. A creature that succeeds on his saving throw to resist the effect is immune to this ability for 24 hours.

At 6th level, the suppressor of wills can instead choose to inflict the confused, dazed, frightened, or sickened conditions for 1 minute if the target fails his saving throw.

At 10th level, the suppressor of wills can expend two uses of this ability to instead affect the target as though by the spell *suggestion*.

At 14th level, the suppressor of wills can expend three uses of this ability to instead affect the target as though by the spell *geas/quest*.

This ability replaces the touch treatment class feature.

Domineering Control (Su): Beginning at 5th level, the suppressor of wills becomes a master of exerting control over those whose minds he already has a foothold in. He gains a +4 bonus on Charisma checks made to exert control over a creature that is affected by one of his mind-affecting effects (including opposed Charisma checks made to order a creature affected by *charm person* to perform an action it ordinarily would not do, as well as opposed Charisma checks made when two different creatures give conflicting orders to the same target with spells like *dominate person*). Additionally, if the suppressor of wills casts any charm or compulsion spells that offer a secondary saving throw (such as the saving throws allowed each round to end a *hold person*).

spell, or the saving throw allowed to targets of *dominate person* that are ordered to do something against their nature), the DC for any such saving throw increases by +2.

This ability replaces the mental potency class feature.

Die for Me (Su): Beginning at 10th level, the suppressor of wills is able to override even the most basic level of selfpreservation in his victims. Whenever he casts a charm or compulsion spell that normally prevents him from issuing suicidal commands, he ignores that restriction. Any time he issues a suicidal command he would not otherwise be able to, the target is entitled to a new saving throw to resist the effect, and he gains a +4 bonus on that saving throw (although the +2 bonus to the DC from the domineering control class feature still applies).

This ability replaces the mesmerist trick gained at 10th level.

Singer of Midnight Steel (Skald)

Most skalds can be said to have intense performances, but singers of midnight steel elevate the art of using performance to express rage, fury, and black unholy wrath to a higher level. Known for their strange and unsettling face paint and seeming insanity, their performances tap into a deep level of the human psyche, awakening a primitive and terrible anger.

Mask of Terror (Ex): A singer of midnight steel is an expert at applying makeup and face paint to transform someone's face into a terrifying visage. He treats Disguise as a class skill, and gains a bonus on Disguise checks involving makeup or face paint equal to 1/2 his class level. Additionally, by spending one hour applying a special arrangement of makeup and face paint, he can make a creature more intimidating. At the end of the hour, the singer of midnight steel must make a Disguise check (DC 15). If the check succeeds, the target gains a bonus on Intimidate checks equal to 1/3 the singer of midnight steel's class level (rounded down) for as long as the face paint is worn. For every 5 points by which the singer of midnight steel's Disguise check exceeds the DC, this bonus increases by +2. The singer of midnight steel can use this ability on himself without penalty. If a character sleeps or rests while wearing the face paint, or is submerged in water or a similar substance, the face paint is ruined and ceases to provide any benefit.

This ability replaces the bardic knowledge class feature.

Raging Song (Su): A singer of midnight steel gains the following raging songs.

Song of Violence (Su): At 3rd level, a singer of midnight steel can use raging song to whip his allies into a horrible frenzy of violent destruction. Affected allies deal an additional 1d6 points of damage with each successful melee attack they make, but also suffer this additional damage themselves, similar to the effect of a vicious weapon. At 9th level, the bonus damage increases to 2d6, and at 15th level, it increases to 3d6. The singer of midnight steel can perform a song of violence and the inspired rage raging song simultaneously, but must expend 2 rounds of raging song for each round that he does so. This ability replaces the song of marching raging song.

Song of Black Bones (Sp): Beginning at 14th level, a singer of midnight steel can play music that literally wakes the dead, causing skeletons and zombies to rise and obey his unspoken commands. This functions similarly to animate dead, with several exceptions. First, the spell does not target existing corpses, and can instead conjure human skeletons and human zombies in unoccupied squares within 120 feet of the singer of midnight steel. If there are any existing corpses within this range, they are affected as well, and rise as skeletons or zombies, but they don't count against the number of Hit Dice worth of undead the singer of midnight steel can create with the effect (but they do count against the number of Hit Dice worth of undead creatures that he can control). The singer of midnight steel can choose to summon fewer human skeletons and human zombies than the maximum amount, in order to avoid animating more Hit Dice worth of undead than he can control, but the effect automatically animates any and all existing corpses within range.

Undead creatures controlled by this effect serve the singer of midnight steel, obeying his orders, which are expressed through his performance. If a full round passes without the singer of midnight steel continuing the performance, the effect ends, and all undead creatures animated or conjured by the spell collapse into a pile of bones and rotting flesh. However, the singer of midnight steel need expend only one round of raging song for every minute that he continues the performance.

This ability replaces the song of the fallen raging song.

Intimidating Prowess: At 1st level, a singer of midnight steel gains Intimidating Prowess as a bonus feat.

This ability replaces the Scribe Scroll class feature.

Favored Terrain (Ex): Singers of midnight steel are well known for their tendency to wander through lonely and remote locales in search of the perfect setting to perform their dark and wrathful music. Beginning at 2nd level, they gain a favored terrain, as the ranger class feature of the same name. At 7th level, and every 5 levels thereafter, the singer of midnight steel may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

This ability replaces the versatile performance class feature.

Guttural Scream (Ex): Beginning at 7th level, a singer of midnight steel can make his voice perform strange feats that a human throat should not be capable of, including a guttural, bestial shout. Whenever he begins an inspired rage, song of violence, or song of black bones rage song, he may make an Intimidate check as a free action. Treat this as an Intimidate check made to demoralize an opponent, but apply the result to each opponent within 30 feet.

This ability replaces the lore master 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 eldritch devourer, an arcanist archetype that focuses on stealing magic from those around them, the doomsday cultist, a eleric archetype devoted to ruin and sacrifice, the callous outlaw, a gunslinger archetype whose deeds focus on cruel and unusual uses for firearms, the suppressor of wills, a mesmerist that excels at enslaving others, and the singer of midnight steel, a skald archetype that wears intimidating face paint and can raise hordes of the undead with his screaming songs.

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

ROLEPLAYING GAME COMPATIBLE