# 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 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.

#### Bloodboiler (Bloodrager)

Bloodboilers are villainous bloodragers who are wholly consumed by rage and arcane energy. Always burdened with a short temper, bloodboilers channel their anger towards others. Because of the magic inherent in their primal rages, their anger becomes infectious and forces others to become violent and destructive. Bloodboilers are reckless individuals who not only don't care who they hurt in their frenzies, but actually benefit from harming others. Their allies are usually temporary and replaceable, owing to the fact that the callous and cutthroat bloodboilers often cause the deaths of their companions in their blind fury.

**Infectious Bloodrage (Su):** At 1st level, a bloodboiler's bloodrage can infect those nearby with a killer desire. He gains the bloodrage class feature as normal, except that whenever the bloodboiler initiates a bloodrage, all creatures within 20 feet must succeed on a Will save (DC 10 + 1/2 the bloodboiler's level + the bloodboilers's Charisma modifier) or be affected as though with the spell *rage* for as long as he remains in the bloodrage.

This ability modifies the bloodrage class feature.

**Uncontrollable Bloodrage (Su):** At 1st level, the bloodboiler gains the ability to enter a deeper, more destructive rage, but risks losing control of his actions when he does. Whenever the bloodboiler first enters a bloodrage,

he may choose to gain an additional +2 morale bonus to Strength and Charisma for the duration of the blood rage. If he does, he must succeed on a Will save (DC 10 + 1/2 the bloodboiler' level + the bloodboiler's Charisma modifier) each round at the start of his turn or become confused, except that if the confusion would cause him to babble incoherently, he instead attacks the nearest creature. If he gains the confused condition in this way, the bloodboiler may not choose to end the bloodrage unless he can act normally, or until he runs out of rounds of bloodrage for the day. The confused condition persists until he ceases to bloodrage. The morale bonus to Strength and Charisma increases to +4 at 11th level.

This ability replaces the fast movement class feature.

**Blood Awakening (Su):** At 3rd level, a bloodboiler can awaken the blood of others, causing arcane spells cast upon them to be more effective. The bloodboiler is always considered to have awakened blood. As a special ritual which requires 1 minute to perform, a bloodboiler can spill his own blood in the wounds of a willing creature in order to awaken her blood. Whenever an arcane spell is cast upon a creature with awakened blood, or in an area which includes a creature with awakened blood, the caster level of that spell is increased by 2, and its saving throw DC is increased by 1. This effect is cumulative with Spell Focus and similar effects.

This ability replaces the blood sanctuary class feature.

**Furious Casting (Ex):** At 4th level, the bloodboiler, as well as any creature with awakened blood, can cast spells normally while under the effects of the bloodboiler's infectious bloodrage. Other creatures affected by the bloodboiler's infectious rage ability may cast spells if they succeed on a concentration check with a DC equal to the bloodboiler's level + the bloodboiler's Charisma modifier + the level of the spell.

This ability replaces the blood casting class feature.

**Greater Infectious Bloodrage (Su):** At 11th level, the bloodboiler's infectious bloodrage becomes more potent, making affected creatures even stronger and causing them to become berserk. Whenever a creature is affected by the bloodboiler's infectious bloodrage class feature, the Strength bonus granted by the *rage* effect increases to +4, and affected creatures without awakened blood gain the confused condition while the effect persists.

This ability replaces the greater bloodrage class feature.

**Mighty Infectious Bloodrage (Ex):** At 20th level, a bloodboiler's infectious bloodrage becomes very hard to resist and extremely dangerous for other creatures to be exposed to. Whenever a creature becomes affected by the bloodboiler's infectious blood rage class feature, the bonus to Strength caused by the *rage* effect increases to +6.



Additionally, affected creatures gain 1d10 points of bleed damage. Finally, the DC to resist the effect is increased by 5.

This ability replaces the mi<mark>ghty bloodrage</mark> class feature.

#### Maligner (Druid)

Maligners are evil druids who seek to corrupt and turn the purity of nature to wicked ends. The motivations of maligner villains are hard to predict and vary dramatically from one maligner to another, but usually have their origins in the idea that mankind is destroying nature, and therefore nature must fight back to ensure its survival. To accomplish this, maligners use magic to make nature turn against civilized creatures. They make animals large and fill them with murderous desire manipulating them to kill for sport and pleasure; they animate plants to become deadly monsters and they even make the very land turn against people.

**Incite the Wild (Su):** Starting at 1st level, a maligner has the ability to coerce animals into violence. She gains the wild empathy ability as normal, except that if she makes an animal helpful using that ability, then they may cause that animal to become hostile towards humanoid creatures, other than the maligner plus a number of designated creatures equal to the maligner's Wisdom modifier, for 1 day per level. A maligner can manipulate a total number of Hit Dice worth of animals

in this way equal to 4 times her druid level; if she exceeds this limit, then a number of Hit Dice worth of manipulated animals equal to the amount by which she exceeds the limit cease to be affected by this ability. If the maligner attempts to use this ability on an animal whose total Hit Dice is higher than 4 times the maligner's level, that animal becomes hostile towards the maligner.

This ability modifies the wild empathy class feature.

Nature's Bond (Su): A maligner gains the nature bond class feature as normal, except that she adds the evil domain to the domains she can choose from. Additionally, if she chooses to gain an animal companion, her animal companion gains the fiendish template, but her effective druid level is considered to be 2 levels lower than it actually is (minimum 1).

This ability modifies the nature bond class feature.

**Warp Animal (Sp):** At 4th level, a maligner can warp the forms of animals, changing them into other, deadlier creatures. As a standard action once per day, a maligner can transform a helpful animal or her animal companion into another animal, as though with the spell *beast shape I*, except that the duration is 1 hour per level. At 6th level, and every 2 levels thereafter, she may use this ability an additional time per day. At 6th level, this ability functions like *beast shape II*, instead. At 8th level, the transformation lasts for 1 day per level. At 12th level, this ability functions like *beast shape IV*, instead. At 20th level, animals transformed this way remain transformed permanently.

This ability replaces the wild shape class feature.

**Transmute Plants (Sp):** At 9th level, the maligner can use her magic to transform any plant into another type of plant. The maligner can transform a single creature of the plant type into another type of plant creature, as though with the spell *plant shape I* or *plant shape II*. This transformation lasts for 1 minute. A plant creature may attempt a Fortitude save (DC 10 + 1/2 the maligner's level + the maligner's Wisdom modifier) to resist this effect. A plant creature transformed in this way must succeed on a Will save (DC 10 + 1/2 the maligner's level + the maligner's Wisdom modifier) or fall under the influence of the maligner, becoming helpful to her for 1 minute. The maligner can use this ability a number of times per day equal to her druid level.

At 14th level, this functions like plant shape III.

This ability replaces the venom immunity class feature.

**Lesser Animate Plants (Su):** At 13th level, the maligner can animate plants into vicious killers. As a standard action, while in an area of underbrush, the maligner can summon 2d4 shambling mounds which attack the maligner's enemies. The shambling mounds remain for 1 round per level. At the end of this time, the shambling mounds revert to their original plant forms and attempt to root into the squares they occupy when they revert. If the plants are not able to root into the surface, such as if the surface is solid stone, the plants wither and die. The maligner can use this ability once per day.

This ability replaces the a thousand faces class feature.

**Greater Animate Plants (Su):** At 15th level, as a standard action, the maligner can transform a single massive tree into an advanced treant which attacks the maligner's enemies. The treant remains for 1 minute. At the end of this time, the treant reverts to its original tree form and attempts to root into the square it occupies when it reverts. If the tree is not able to root into the surface, such as if the surface is solid stone, the tree withers and dies. The maligner can use this ability once per day.

This ability replaces the timeless body class feature.

#### Zealous Hound (Inquisitor)

Zealous hounds are villains who often think of themselves as heroes. Inquisitors obsessed with the proving their version of the truth, regardless of the facts, zealous hounds often jump to conclusions about what crimes or misdeeds have been committed, and violently pursue these ideas. They have magical abilities to force others to say what they want, as well as to learn what they are actually thinking. These abilities come at the cost of cooperative combat and the ability to accurately discern the truth.

**Condemnation (Su):** At 3rd level, a zealous hound can condemn a single living creature in order to demoralize him. As a standard action, the zealous hound can attempt to denounce a single living creature; if she does, she must choose which insult to use against the target, as the effects vary depending on how he is denounced. A zealous hound may use this ability once per day at 3rd level, and an additional time per day every 3 levels thereafter. These penalties last for the duration of combat.

*Coward:* The target suffers a -1 penalty to saving throws against the zealous hound's class abilities and spells cast by the zealous hound. At 6th level, and every 3 levels thereafter, these penalties increase by a further -1.

*Enemy:* The target suffers a -1 penalty to AC and CMD. At 6th level, and every 3 levels thereafter, these penalties increase by a further -1.

*Weakling:* The target suffers a -1 penalty to attack rolls and non-spell damage rolls. At 6th level, and every 3 levels thereafter, these penalties increase by a further -1.

This ability replaces the solo tactics class feature and bonus teamwork feats.

**Forced Confession (Su):** At 5th level, a zealous hound gains the ability to use magic to force a single creature within 30 feet to speak up to 10 words per level in a loud and clear voice. The target may attempt a Will save (DC 10 + 1/2 the zealous hound's level + the zealous hound's Wisdom modifier). The zealous hound can use this ability a number of times per day equal to her inquisitor level.

This ability replaces the discern lies class feature.

**Expose Heretic (Ex):** At 17th level, once per day, a zealous hound can decry a single living humanoid as a heretic, affecting him with all three condemnations from the condemnation class feature. Additionally, the zealous hound's level is treated as 5 levels higher for the purposes of determining the effects of his condemnation on the target.

This ability replaces the slayer class feature.

#### Bokor (Occultist)

Bokors are dangerous and villainous individuals who use their occult knowledge to prey on their victims. Understanding the psychic imprints left on objects of significance and an individual's body, and the connections those things have to individuals, a bokor exploits that bond in order to gain influence over others. Though they are less gifted in reading auras and have weakened skills regarding the operation of magic circles, these cunning villains are among the most dangerous of occultists.

**Manipulate Bond (Su):** At 5th level, a bokor is able to use the intimate connections with items and an individual's body in order to make his spells and focus powers more effective. If the bokor has a likeness or portrait of the target of his spells or focus powers, the target suffers a -2 penalty on saving throws to resist his spells and focus powers. If the bokor has a possession or garment belonging to the target, then the target suffers a -4 penalty on saving throws against the bokor's spells and focus powers. If the bokor has a lock of hair or other bit of the target's body, the target suffers a -6 penalty on saving throws made to resist spells and focus powers cast by the bokor.

This ability replaces the aura sight class feature.

**Object Scrying (Sp):** At 12th level, a bokor can use the connection between an object and an individual in order to observe that individual. This allows him to cast *scrying* as a spell-like ability upon any creature, so long as he possesses an item which belongs to the individual. The bokor receives the information from the *scrying* spell as a psychic vision. His caster level for this spell-like ability is equal to his class level, and the saving throw DC is Intelligence-based.

This ability replaces the binding circles class feature.

**Exploit Connection (Su):** At 16th level, a bokor can use the connection between an individual and her possessions in order to cast spells upon that creature. Once per day, the bokor can destroy an object in order to cast a single occultist spell targeting the owner of that object, regardless of range. The spell to be cast must not require an attack roll to hit the target, but ignores range, line of sight, and line of effect.

This ability replaces the fast circles class feature.

#### **Obsessive Murderer (Slayer)**

An obsessive murderer is a slayer who obsesses over his targets, observing and stalking them before striking with lethal force. These slayers are almost universally evil and are certainly dangerous, choosing a target and forcing them to suffer greatly and at length before killing them. Typically, an obsessive murder likes to toy with his victim before killing her and likes to draw out combats, tormenting his victims psychologically before killing with cruelty.

**Obsession** (**Ex**): At 1st level, an obsessive murderer begins to turn his obsessions over a single opponent into profit, using the tension built from observation and ridicule into a lethal skill at combat. Whenever an obsessive murder spends 3 rounds studying the target of his studied target without attacking her, he may choose to obsess over them as a full-round action. When he obsesses over his target, he gains double the benefits for his studied combat against that creature. The obsessive murderer can only obsess over a single creature, even if he has more than one studied combat.

This ability replaces the track class feature.

**Deadly Obsession (Ex):** At 11th level, an obsessive murderer is able to kill the target of his obsession in very short order after spending time observing them in combat. Whenever the obsessive murderer spends at least 3 rounds studying the creature he is obsessing over without attacking her, he can choose to develop a lethal obsession for that creature. As long as that creature remains the target of his obsession, whenever he deals sneak attack damage against that creature, he deals twice as much sneak attack damage as normal.

This ability replaces the swift tracker class feature.

**Murderer's Strike** (Ex): At 13th level, the obsessive murder can attempt to kill the target of his obsession in a single deadly stroke. As a standard action, the obsessive murderer can make a single attack against a creature he has chosen to obsess over; if the attack is successful, the target must succeed on a Fortitude save (DC 10 + 1/2 the obsessive murderer's level + the obsessive murderer's Intelligence modifier) or die. He may use this ability once per day at 13th level, and at 17th level, he can use this ability twice per day.

This ability replaces the slayer's advance 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 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 bloodboiler, a bloodrager archetypes whose rage is infectious, inciting allies and enemies both into a frenzied riot, the maligner, a druid archetype that specializes in turning animals and

plants against civilization, and transforming them into more dangerous creatures, the zealous hound, an inquisitor archetype that

denounces his foes to weaken them in combat, and specializes in dragging confessions from heretics and other sinners, the bokor, an occultist archetype that can exploit the connection between objects and their owners to enact powerful magic in the style of voodoo dolls, and the obsessive murderer, a stalker archetype that focuses on building a connection between himself and his prey to deliver truly devastating attacks.

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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