# 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.

#### Merciless Tormenter (Brawler)

Bullies through and through, merciless tormentors use their strength and dirty fighting to pulverize those weaker than themselves.

**Devastating Strike (Ex):** Beginning at 2nd level, a merciless tormenter can make a devastating strike as a full-attack action. If she does, she makes a single attack at her full base attack bonus minus 2, which is affected as though she were using the Vital Strike feat. The attack must be made with an unarmed strike, a weapon from the close fighter weapon group, or a weapon with the "monk" special feature. Regardless of what type of weapon is used, the merciless tormentor applies 1.5 times her Strength modifier to her damage roll for the attack. If the merciless tormentor has any natural weapons, she cannot use them to deliver a devastating strike, nor can she make natural weapon attacks in addition to her devastating strike attack.

At 8th level, the devastating strike functions as though she were using the Improved Vital Strike feat. At 15th level, it functions as though she were using the Greater Vital Strike feat.

This ability replaces the brawler's flurry class feature.

**Punishing Maneuver (Ex):** Beginning at 3rd level, a merciless tormentor knows how to add injury to insult. The first time each round that she successfully performs a bull rush, dirty trick, disarm, drag, grapple, overrun, reposition, sunder, or trip combat maneuver, she can inflict an amount of damage to the target equal to 1d4 + her Strength modifier.

At 7th level, this damage increases to 1d6 + her Strength modifier. At 11th level, it increases further to 1d8 + her Strength modifier, and then further to 1d10 + her Strength modifier at 15th level. Finally, at 19th level, it increases to 2d6 + her Strength modifier.

This ability replaces the maneuver training class feature.

**Demoralizing Blow (Ex):** Beginning at 5th level, whenever a merciless tormentor successfully hits a creature with a melee attack, if the damage dealt by that attack is at least 1/4 the creature's current hit point total (before the damage is applied), that creature is shaken for 1d4 rounds. This is a mind-affecting fear and emotion effect.

This ability replaces the brawler's strike class feature.

Concealed Weapon (Ex): By 5th level, a merciless tormentor knows how to ensure that she always has a trick up her sleeve. She can draw a hidden weapon as a free action once per round, rather than as a standard action. Additionally, if the first attack she makes that round with the hidden weapon is against a creature that was not aware of it at the end of that creature's last turn, she deals an additional 1d6 points of damage per 3 brawler levels on a successful hit. This damage is precision-based, and does not stack with sneak attack damage, if the merciless tormentor has sneak attack from another source. Only the first attack that the merciless tormentor makes with the concealed weapon is affected in this way, and she cannot use this ability on any creature that watched her use it previously unless she also succeeds on a Bluff check (DC 10 + the target's base attack bonus + the target's Wisdom modifier). This Bluff check is made as a free action as part of the attack roll. Treat this as a feint attempt for the purposes of what bonuses apply on the check.

This ability replaces the close weapon mastery class feature.

#### Toxic Magus (Magus)

Magi who specialize in magic relating to poison and venom are known by some as toxic magi. They are often highly prized as assassins, and are viewed by some to be a perfect trifecta of lethal force: deadly skill with weapons, magic, and poison alike.

Envenomed Weapon (Su): At 1st level, a toxic magus can expend 1 point from his arcane pool as a swift action to cause a single weapon he is holding to ooze venom. The weapon becomes poisoned for 1 minute (the poison remains even after making a successful attack). The saving throw DC for this poison is equal to 10 + 1/2 the toxic magus's class level + the toxic magus's Intelligence modifier. Each time the toxic magus uses this ability, he can choose to have the poison inflict 1d4 points of Strength damage, 1d4 points of Dexterity damage, or 1d3 points of Constitution damage as its effect. It has a frequency of 1/round for 6 rounds, and requires a single successful save to be cured. Unlike most poisons, multiple doses of this poison do not increase the saving throw DC or duration, so a creature that is already poisoned by this weapon that is struck again while it is still poisoned does not suffer any additional ill effect. However, if desired, the magus can activate this ability on the same weapon multiple times, choosing a different ability score each time.

A toxic magus cannot expend points from his arcane pool to grant a weapon an enhancement bonus or magic weapon special abilities.

This ability modifies the arcane pool class feature.

**Discoveries:** A toxic magus gains access to the following discoveries:

Intensify Poison (Su): As a standard action, the toxic magus can touch a creature in order to make any poison within it more difficult to resist. If the creature is naturally venomous, the DC of its poison increases by +2, or to be equal to 10 + 1/2 the toxic magus's class level + the toxic magus's Intelligence modifier, whichever is higher. If the creature is currently suffering from a poison, the DC of that poison is increased in the same way (if the creature is both poisoned and venomous, it does both). This effect lasts for 1 minute.

Poison Immunity (Su): As a standard action, the toxic magus can touch a creature and spend 1 point from his arcane pool to grant that creature immunity to poison for a number of hours equal to the toxic magus's Intelligence modifier.

Quicken Poison (Su): As a move action, the toxic magus can spend 1 point from his arcane pool to speed the course of poison in the body of a living creature within 60 feet. The creature is immediately affected by the poison as though its frequency had passed, and is forced to succeed on a saving throw or suffer the poison's effect, as normal. This counts against the poison's total duration (for example, a poison with a frequency of 1/round for 6 rounds that the target had suffered from for 3 rounds would be treated as though he had suffered from it for 4 rounds after this ability was used).

**Toxic Magic (Su):** Beginning at 7th level, a toxic magus can expend one or more points from his arcane pool to cast any one of the following spells without expending a spell slot: *accelerate poison*<sup>APG</sup>, *eldritch fever*<sup>UM</sup>, *eruptive pustules*<sup>UM</sup>, *ghoul touch, pernicious poison*<sup>UM</sup>, *ray of sickening*, or *stinking cloud*. The spell is treated as though it appeared on the magus spell list at the same spell level that it appears on the sorcerer/wizard spell list (or the cleric spell list, if it is not on the sorcerer/wizard list). It costs 2 points to cast a spell of the highest spell level the magus can cast, or the spell level below that, but any spell whose level is at least 2 less than the highest spell level he can cast costs only a single point.

At 10th level, the magus adds the following spells to the list that he can cast in this way: *bestow curse*, *contagion*, *poison*, and *touch of slime*<sup>UC</sup>. At 13th level, he adds the following spells to the list: *cloudkill*, *mind fog*, and *plague carrier*<sup>UM</sup>. Finally, at 16th level, he adds the following spells to the list: *greater contagion*<sup>UM</sup> and *major curse*<sup>UM</sup>.

This ability replaces the knowledge pool class feature.

**Poisonous Blood (Su):** By 16th level, a toxic magus's blood surges with eldritch compounds that cause him to create deadly toxins when he is gravely wounded or killed. Whenever a creature confirms a critical hit against the toxic

magus with a piercing or slashing melee weapon, the attacker is sprayed with poison (if the attacker uses a reach weapon, this does not apply, although natural attacks made with reach are subject to this). The poison is the same as that created by the toxic magus's envenomed weapon class feature, except that the toxic magus must decide which ability score it will affect when he gains this class feature, and it cannot later be changed.

If the magus dies, a chemical reaction in his blood causes his corpse to explode after 1d4 rounds, exposing each creature in a 20-foot-radius burst to this poison. This renders the corpse unsuitable for *raise dead*, although *resurrection* and similar spells that do not require an intact body can still be used.

This ability replaces the counterstrike class feature.

Toxic Miasma (Su): At 20th level, a toxic magus can exude a cloud of poisonous vapors at will. These vapors fill a 30-foot-radius area centered on the toxic magus, and move with him. The poison is identical to the one created for the toxic magus's envenomed weapon class feature, although its type changes to inhaled. The vapors are translucent, and the borders of the area can be easily seen, but do not obscure vision. The toxic magus can activate this ability as a swift action, and can use it for a number of rounds per day equal to his class level. The toxic magus is immune to the effects of his own toxic miasma, even if he is not immune to other poisons.

This ability replaces the true magus class feature.

#### Malice Discipline (Psychic)

You are driven by your hatred. You remember every wrong that you have suffered, and every slight and insult that has been offered to you. Whereas others might be consumed by this intense hatred, you find that it empowers you, giving you the energy that you need to tap into the potential of a dark and malevolent part of your mind.

#### Phrenic Pool Ability: Charisma

**Bonus Spells:** *bungle*<sup>UM</sup> (1st), *feast of ashes*<sup>APG</sup> (4th), *bestow curse* (6th), *crushing despair* (8th), *cloudkill* (1oth), *eyebite* (12th), *insanity* (14th), *antipathy* (16th), *cursed earth*<sup>UM</sup> (18th).

**Discipline Powers:** Your powers allow you to draw strength from your hatred, allowing your contempt and disgust to fuel your magic.

Hated Enemy (Ex): As a standard action, you can designate a single creature within 60 feet as a hated enemy. You gain a +1 bonus on Bluff, Intimidate, Perception, Sense Motive, and Survival checks made against that opponent, and a +1 bonus on attack and damage rolls made against it. Additionally, the DC of any spell that you cast that targets your hated enemy, and does not target any other creatures, is increased by +1. These bonuses remain in effect until either the hated enemy is dead, or you choose to end the effect for that creature. You can have a number of hated enemies at any one time equal to 1 + 1/2 your class level, and you cannot designate more creatures as your hated enemy in a single day than your Charisma modifier. If a creature has been your hated enemy for at least 1 week, the bonuses on Bluff, Intimidate, Perception, Sense Motive, and Survival checks, as well as the bonuses to attack and damage rolls, increase to +2. If the creature has been your hated enemy for 1 month, the bonuses increase to +3. At six months, they increase to +4, at one year they increase to +5, and at 10 years they increase to +6. The bonuses to saving throw DCs increase in a similar fashion, but the time requirements are doubled (+2 after 2 weeks, +3 after 2 months, and so on).

*Malicious Glee (Su):* Whenever one of your hated enemies dies or is the subject of a critical hit, if you are within 30 feet, you regain 1 point in your phrenic pool. If you were the one that scored the critical hit or delivered the killing blow, you regain 2 points in your phrenic pool, instead. You cannot gain phrenic points in this way more than 3 times per day.

*Spiteful Spell (Sp):* At 5th level, when you cast a spell that targets one of your hated enemies, and does not target any other creatures, you may choose to sacrifice some of your own life essence to empower it with your vitriol. You may choose to apply any number of points' worth of phrenic amplifications that you know to the spell (up to a maximum amount equal to 1/2 your psychic level), without expending the appropriate number of points from your phrenic pool. For each point's worth of phrenic amplifications that you suffer 2d6 points of damage. Any effect that prevents or reduces this damage causes the spell to fail. However, the damage does not interfere with your spellcasting, and you do not need to make a concentration check to cast the spell as a result of this damage.

Once per day, when using this ability, you may choose to apply a phrenic amplification that you don't know. If you do, treat it as though the number of phrenic points required to add that amplification were doubled.

Vengeful Feedback (Su): Beginning at 13th level, as an immediate action, when you are hit by a melee attack, you can spend 2 points from your phrenic pool to activate a psychic field that causes the damage inflicted by your attacker to harm him, as well. You must declare that you are using this ability after the result of the attack roll is determined. If the attack is a critical threat, you can wait until after the confirmation roll is made to declare if you are using this ability, but if you do so, you must spend 1 additional point from your phrenic pool. The attacker suffers damage equal to the damage they inflicted to you with the attack (after DR, energy resistance, and other defensive abilities). This damage comes from psychic feedback, and is untyped, regardless of the type of damage you suffer.

#### **New Rogue Talents**

The following villain-themed rogue talents are available to rogues, in addition to those listed in the *Pathfinder Roleplaying Game Core Rulebook*.

#### Hide the Loot

**Benefit (Sp):** A rogue with this talent is able to hide the presence of stolen goods from magical sensors. As a full-round action, she can touch a single object at least 2 size categories smaller than herself, which must be unattended or in her possession at the time that she uses this ability, affecting it as though with the spell *nondetection*, except that the effect lasts indefinitely. Her caster level for this effect is equal to her rogue level. She does not need to keep the object in her possession in order for the effect to remain, or even stay on the same plane of existence. However, she can only maintain this effect on one object at a time. Once she uses the ability on a new object, the first loses this protection. She can use this ability up to 3 times per day.

#### **Maneuver** Specialist

**Benefit** (Ex): A rogue with this talent does not provoke attacks of opportunity for making a dirty trick, disarm, reposition, steal, or trip combat maneuver. Additionally, she treats her base attack bonus as being equal to her rogue level for the purposes of determining her combat maneuver bonus for these maneuvers (this does not apply to other combat maneuvers, nor does it apply to her CMD).

#### **Murderous** Betrayal

**Benefit (Ex):** Whenever a rogue with this talent makes a melee attack against a creature whose attitude towards her is friendly or helpful, or who otherwise believes her to be an ally, that creature is denied their Dexterity bonus to AC, even if they are aware of the rogue and not flat-footed. Additionally, when rolling her sneak attack damage against such a character, the rogue uses dios instead of d6s (so a 7thlevel rogue would inflict 4dio points of sneak attack damage). Once the rogue has made an attack against the creature, even if the attack misses, this feat no longer applies to that creature until she is able to regain the creature's trust.

#### New Advanced Rogue Talents

The following villain-themed advanced rogue talents are available to rogues with access to advanced talents, in addition to those listed in the *Pathfinder Roleplaying Game Core Rulebook*.

#### Disappearing Act

Prerequisite: Major Magic.

**Benefit (Sp):** Once per day, a rogue with this talent can disappear in a puff of smoke. The rogue creates a *fog cloud* effect centered on her current location, and is then either affected by the spell *invisibility* or the spell *dimension door*, as she pleases. Her caster level for all three of these effects is equal to her rogue level. The rogue must decide if she is using *invisibility* or *dimension door* before activating the effect. If she chooses to use *invisibility*, this is a standard action, and if she chooses to use *dimension door*, it is a full-round action.

#### Injury to Insult

**Benefit (Ex):** The first time each round that a rogue with this talent successfully performs a dirty trick, disarm, reposition, steal, or trip combat maneuver, if the result of her combat maneuver check exceeds the target's CMD by 5 or more, she may make a single melee attack at her full base attack bonus against that creature as a free action.

#### Untraceable

**Prerequisite:** Hide the Loot.

**Benefit (Sp):** Rogues with this talent are incredibly difficult to find, even by magic. She is constantly affected as though by the spell *nondetection*, except that it does not apply to objects in her possession. Her caster level for this effect is equal to her rogue level. She can suppress or resume this effect as a move action.

#### Dread Pirate (Swashbuckler)

Scourges of the seven seas, dread pirates are the nastiest and meanest in a bunch that is well-known for being rotten to the core. Tales of their dark deeds spread far and wide, paving the way for them to cow lesser men into submission. Those who attempt to stand up to these legendary villains are quickly taught their place with swift and merciless punishment, and the dread pirate's fearsome curse.

Deeds: A dread pirate gains the following deeds.

*Fearsome Reputation (Ex):* Even at 1st level, a dread pirate's name carries the weight of whispered rumors about past atrocities and misdeeds (whether true or imagined). As long as the dread pirate has at least 1 point of panache, whenever she makes an Intimidate check to demoralize an opponent, she can apply the result to any number of opponents within 30 feet, instead. Additionally, whenever she makes an Intimidate check, she can spend 1 point of panache to roll 1d6 and add the result to the check. She can do this after she makes the check but before the result is revealed. If the result of the d6 is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Charisma modifier (minimum 1).

This ability replaces the derring-do deed.

Underhanded Tactics (Ex): Few pirates fight fair, and dread pirates never do, if they can avoid it. Beginning at 3rd level, as long as the dread pirate has at least 1 panache point, she never provokes attacks of opportunity as a result of initiating a combat maneuver. Additionally, she can spend 1 panache point to perform any combat maneuver that must normally be performed as a standard action in place of a melee attack, instead.

This ability replaces the kip-up deed.

*First Blood (Ex):* Beginning at 3rd level, the first time each combat that the dread pirate deals damage to any creature, if that creature has not damaged her yet this combat, she gains a +2 morale bonus to attack

and damage rolls against that creature for 1 round. By spending 1 panache point, she can extend the duration of this effect to last until the end of the combat.

This ability replaces the swashbuckler initiative deed.

*Terrifying Presence (Ex):* At 15th level, a dread pirate can truly strike fear into the hearts of her foes. As long as she has at least 1 panache point, whenever she successfully uses Intimidate to demoralize a foe, if the result of her Intimidate check exceeds the DC by 10 or more, the target is frightened, rather than shaken. The duration of the effect remains the same.

This ability replaces the swashbuckler's edge deed.

Dread Pirate's Revenge (Su): At 19th level, a dread pirate gains a limited ability to return from the dead to take vengeance on her enemies. Whenever the dread pirate dies, she may choose to rise as a juju zombie, skeletal champion, or ghost after 24 hours. If she does so, she gains the appropriate template, but is unable to gain panache points by any means (including gaining panache at the start of each day). If she chooses to become a juju zombie or skeletal champion, for each day after the first, she loses 1 point of panache at the start of the day. If she chooses to become a ghost, for each day after the first, she loses 2 points of panache at the start of the day. If she does not have enough panache to pay this cost, she is immediately destroyed, and her soul imprisoned by dark forces, preventing any form of resurrection until it is restored.

If *raise dead* or similar spells are cast on the dread pirate while she is affected by this ability, they function as though she were merely a corpse, allowing her to be restored to life directly. Once she is restored to life, she can once again gain panache normally, and no longer loses panache each day.

This ability replaces the cheat death deed.

**Dread Pirate's Curse (Sp):** Beginning at 2nd level, a dread pirate learns how to deliver a terrible curse. This functions identically to the spell *bestow curse*, except that the duration is 1 round per level. The dread pirate's caster level for this effect is equal to her class level, and the saving throw DC is Charisma-based. Affected creatures manifest a black spot on the spot where the dread pirate touched them for as long as the curse remains in effect. The dread pirate can use this ability 3 times per day.

Beginning at 6th level, the dread pirate can deliver the curse at a range, treating the effect as though the spell had a range of close (25 feet + 5 feet/2 levels). Beginning at 10th level, she can spend 1 panache point when she uses this ability to increase the effect's duration to 1 hour per level. At 14th level, the normal duration of the effect increases to 1 hour per level, and she can instead spend 1 panache point to increase it to 1 day per level. Finally, at 18th level, she can spend 2 panache points when she uses this ability to make the curse permanent.

This ability replaces the charmed life 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 elasses. Included are the merciless tormentor, a brawler archetype that focuses on especially powerful blows, and likes to kick his opponents when they're down, the toxic magus, a magus archetype that incorporates poison into his spells and his weapons, the malice discipline, a psychic discipline that draws strength from intense and long=term hatred of specific individuals, a variety of villainous rogue talents, and the dread pirate, a swashbuckler archetype whose cruel and underhanded deeds and ability to impose dark sailors' curses give him a black reputation.

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