# Weekly Wonders





Volume VIJ,



## Alex Riggs, Joshua Zaback



Necromancers of the Northwest



# Credits

## Designers

Alex Riggs, Joshua Zaback

## Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

**Product Identity:** The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

**Artwork:** All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

**Open Game Content:** Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

#### 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.

#### Cruel Taskmaster (Hunter)

While many hunters form close bonds with their animal companions, some few form a deep connection with an animal's spirit of hunger and predation. These hunters, known as cruel taskmasters, feed an animal's rage and killer instincts while poisoning its soul with her own wicked thoughts. They twist their bestial followers to become maneating killers that barely qualify as natural creatures. They work less closely with their animal allies, but fuel their companion's instincts and powers, making them deadlier.

**Cruel Companion (Su):** Starting at 1st level, a cruel taskmaster poisons her animal companion's soul, twisting it into a creature of evil. A cruel taskmaster's animal companion gains the fiendish simple template.

This ability modifies the animal companion class feature and replaces the wild empathy class feature.

**Dark Infusion (Su):** Starting at 1st level, a cruel taskmaster can infuse her animal companion with additional surges of fiendish power. She can do this for a number of minutes each day equal to her class level; this time need not be spent consecutively, but must be spent in one-minute increments. While infused with power in this way, her animal companion gains a +2 bonus to a single ability score of the cruel taskmaster's choice, and a +2 profane bonus on skill and ability checks. At 8th level, the ability score bonus increases to +4, and at 15th level, it increases to +6.

This ability replaces the animal focus class feature.

Devour Creature (Ex): At 3rd level, a cruel taskmaster learns how to coax vital energies out of the recently deceased, so that her animal companion gains the maximum benefits from feasting on them. A cruel taskmaster can use Handle Animal to order her animal companion to devour the corpse of a creature that died within the last 1 round per class level. The animal companion can consume the corpse as a standard action. When it does so, it subsumes some of the deceased creature's power, gaining a +1 bonus on attack and damage rolls for 1 minute. At 6th level, and every 3 levels thereafter, this bonus increases by a further +1, to a maximum of +6 at 18th level. Multiple instances of these bonuses from consuming multiple corpses do not stack, though the duration is reset. A creature whose body is devoured in this way leaves behind most of its remains, though its corpse is not considered whole for the purposes of raise dead or similar spells.

This ability replaces the teamwork feats gained at 3rd, 6th, 9th, 12th, 15th, and 18th levels.

**Greater Infusion (Su):** At 8th level, when the cruel taskmaster infuses her animal companion with dark power, she can choose 2 ability scores to gain the profane bonus, and her animal companion gains an additional +2 bonus to its natural armor for the duration of the effect.

This ability replaces the second animal focus class feature.

**Dread Return (Sp):** At 10th level, a cruel taskmaster's animal companion is difficult to truly kill so long as its master lives. Whenever the cruel taskmaster's animal companion dies, its spirit lingers with its body, and the animal companion is returned to life as though with the spell *raise animal companion*. This ability does not function if the cruel taskmaster is killed.

This ability replaces the raise animal companion class feature.

**Frenzied Companion (Su):** At 11th level, the cruel taskmaster can channel harmful energies into her animal companion to send it into a murderous frenzy. As a standard action, the cruel taskmaster can deal 5d6 points of damage to her animal companion; if she does, it enters a terrible frenzy, gaining an additional attack at its highest base attack bonus each round with one of its natural weapons. This frenzy lasts for 1 minute.

This ability replaces the speak with master class feature.

**Cruel Master (Su):** At 20th level, a cruel taskmaster constantly channels dark energies into her animal companion. At the start of each day, she may choose a single ability score: her animal companion gains a +6 profane bonus to that ability score until the cruel taskmaster rests.

This ability replaces the master hunter class feature.



#### Dark Meditant (Monk)

These villainous monks have spent the majority of their time learning secret techniques to inflict pain and suffering on others. Through a deep understanding of the relationship between body and soul, these dark meditants have deduced ways to manipulate unique energies to destabilize an individual, taking advantage of their foes. More powerful dark meditants learn to invert these techniques in order to protect themselves from harm. Gifted in the arts of physical manipulation, dark meditants seek to understand the world through experimenting with these energies and delight in using their powers to the detriment of others.

Pressure Point Strike (Ex): Starting at 1st level, a dark meditant gains the ability to make a special attack aimed at the target's pressure point in order to destabilize her natural energies of body and soul, making her more vulnerable to attack. A number of times per day equal to 3 + the dark meditant's Wisdom modifier, she can designate any attack she makes as a pressure point strike. She must choose to use this ability before she makes the attack roll, and if the attack misses, that use of the ability is wasted. If the attack is successful, the target suffers damage as normal and also suffers a -1 penalty on all attack rolls, damage rolls, skill checks, and ability checks for a number of rounds equal to the dark meditant's monk level + the dark meditant's Wisdom modifier. At 4th level, and every 4 levels thereafter, these penalties increase by a further -1, to a total penalty of -6 at 20th level. Additionally, at 8th level, the pressure point strike penalty also applies to a target's AC, CMB, and CMD, and at 16th level, it also applies against the target's saving throws.

This ability replaces the stunning fist class feature.

**Wound Reflection (Ex):** Starting at 7th level, a dark meditant can harness his *ki* energy to redirect attacks back

at their source. By spending 1 point of ki as an immediate action, the dark meditant can gain a +4 dodge bonus to AC against the next attack made against him. If that attack is a miss, then it is redirected against its source and automatically hits, dealing damage as normal to the attacking creature.

This ability replaces the wholeness of body class feature.

**Shadow Evade (Su):** Starting at 12th level, a dark meditant can harness his *ki* to escape an incoming attack, vanishing and reappearing in another location. As an immediate action, whenever the dark meditant is attacked, he may expend 1 point of *ki*. If he does, the attack misses, and he can teleport a short distance as with the spell *dimension door*, except that the range of the teleportation is limited to 5 feet per class level, and the dark meditant must have both line of sight and line of effect to the destination.

This ability replaces the abundant step class feature.

**Dark Babble** (Ex): Starting at 17th level, a dark meditant can speak secret words to the spirit of other creatures, allowing him to be understood by any creature he chooses. In so doing, he is also able to hide the meaning of his words from creatures he does not wish to speak to; such creatures merely hear an incomprehensible babbling.

This ability replaces the tongue of the sun and moon class feature.

**Dark Ascension (Su):** At 20th level, the dark meditant's knowledge of the workings of the body and soul allow him greater control over the world around him. He gains an additional 5 *ki* points, and all of his attacks are automatically considered to be pressure point strikes.

This ability replaces the perfect self class feature.

#### Curse Oracle (Oracle)

While all oracles are laden with potent curses, some oracles have a special gift for curses and dire prophecies. These curse specialists are known simply as curse oracles, and they possess the power to lace prophecy with potent and malicious curses, punishing those that would stand against them. They speak dire warnings that potentially cripple their opponents. While these oracles specialize in retributive curses, they lack many of the sacred mystery powers of less specialized oracles.

**Retributive Curse (Su):** Beginning at 3rd level, a curse oracle learns to how to lay a dire pronouncement on a creature which does harm to her or an ally she specifies. As a standard action, the curse oracle can lay a retributive curse on a living creature within 30 feet; when she does so, she must also choose either herself or a single ally. The target is entitled to a Will save (DC 10 + 1/2 the curse oracle's level + the curse oracle's Charisma modifier) to resist the effect. If the curse takes hold, the next time the target deals damage to the specified individual with an attack, the target suffers 2 points of damage per oracle level, and also suffers a -1 penalty on all attack rolls and damage rolls against the specified individual for 1 minute. A curse oracle can use this ability a number of times per day equal to 3 + her Wisdom modifier.

This ability replaces the revelation gained at 3rd level.

**Curse of Misfortune (Su):** Starting at 7th level, a curse oracle can place a powerful hex of misfortune. As a standard action, the curse oracle can proclaim a cursed prophecy about a living creature within 30 feet. The target is entitled to a Will save to resist the effect (DC 10 + 1/2 the curse oracle's level + the curse oracle's Wisdom modifier). If the curse takes hold, then the next time the target rolls a natural 1, he suffers a -4 penalty on all attack rolls, saving throws, skill checks, and ability checks for 10 minutes. For every additional natural 1 rolled during this period, the penalties imposed by the curse increase by a further -2.

This ability replaces the revelation gained at 7th level.

**Curse of Magical Mishaps (Su):** Starting at 15th level, a curse oracle can lay a dire pronouncement upon those who use magic to warp reality and defy the forces of fate. As a standard action, the curse oracle can pronounce a prophecy upon a single living creature within 30 feet. The target is entitled to a Will save (DC 10 + 1/2 the curse oracle's level + the curse oracle's Charisma modifier) to resist the effect. If the curse takes hold, then the next time the target attempts to casts a spell, his magical energies are constrained, forcing him to succeed on a concentration check (DC 10 + the curse oracle's level + the curse oracle's Charisma modifier) in order to cast the spell. This effect lasts for 1 minute. The curse oracle can use this ability 3 times per day.

This ability replaces the revelation gained at 15th level.

**Death Curse (Su):** At 19th level, a curse oracle gains the ability to lay a powerful curse upon a creature that kills her. Whenever a creature successfully kills the curse oracle, he become afflicted by her final curse, forcing him to succeed on a Will save (DC 10 + 1/2 the curse oracle's level + the curse oracle's Charisma modifier) or gain 2d10 negative levels. These negative levels cannot be removed in any way, but vanish at a rate of 1 per 24 hours.

This ability replaces the revelation gained at 19th.

#### Ghost Baiter (Spiritualist)

Ghost baiters are spiritualists who take special joy in manipulating, damaging, and even destroying spirits of all kinds. While ghost baiters are best known for their ability to agitate sleeping spirits, causing ghosts and other forms of incorporeal undead to arise to take their vengeance against the mortal world and strike fear into the hearts of others, they are perhaps most feared for their abilities to feed the souls of the recently departed to their phantoms, causing them to gain temporary boosts of power and possibly corrupt and damage the souls of others.

Lesser Agitate Ghosts (Su): Starting at 2nd level, a ghost baiter can call upon her dark powers to send a wave of psychic energy which awakens vile incarnations of recently departed spirits. In order to use this ability, the ghost baiter's phantom must be confined in the ghost baiter's consciousness. The ghost baiter can attempt to agitate a single spirit within 30 feet. In order for this ability to be effective, the ghost baiter must use this ability in an area where an intelligent creature died within the last 24 hours per spiritualist level. If a creature died within that area, the ghost baiter can cause a manifestation of that creature's latent psychic energies to appear in the form of a shadow (Pathfinder Beastiary). The shadow created by this ability is under no compulsion to obey the ghost baiter, but is unable to harm the ghost baiter or her phantom for 1 hour/level; after this time, it may do as it pleases. Typically, shadows summoned in this way maliciously attack the nearest living creature. A ghost baiter may use this ability a number of times per day equal to her class level. Shadows created in this way cannot create spawn.

This ability replaces the bonded senses class feature.

**Essence Feeding (Su):** Starting at 5th level, the ghost baiter makes the latent soul and psychic energies of intelligent creatures more vulnerable, allowing her phantom to devour a portion of that essence when it departs the body of a dying creature. To use this ability, the ghost baiter's phantom must be fully manifested. Whenever a creature that is within 30 feet of the phantom and the ghost baiter dies, the phantom gains a +2 enhancement bonus to the ability score of the ghost baiter's choice for 1 minute. At 7th level, the enhancement bonus to the ability score increases to +4, and at 15th level, the enhancement bonus increases to +6.

This ability replaces the detect undead, calm spirit 1/ day, and calm spirit 3/day class features.

**Essence Drain (Su):** Starting at 9th level, the ghost baiter draws on the spiritual energy of the recently deceased to heal her phantom's wounds. Whenever the ghost baiter's phantom would gain an enhancement bonus to an ability score as a result of the essence feeding class feature, it can

instead regain a number of hit points equal to the ghost baiter's class level.

This ability replaces the see invisibility class feature.

**Greater Agitate Ghosts (Su**): At 11th level, the ghost baiter can excite more powerful psychic energy when she uses her agitate ghosts ability. Whenever she uses her lesser agitate ghosts ability, the ghost baiter can summon either 1d4 shadows or 1 wraith.

This ability replaces the calm spirit 2/day class feature.

**Master Agitate Ghosts (Su):** At 19th level, the ghost baiter can excite extremely powerful ghostly entities to serve her. Whenever the ghost baiter uses her lesser agitate ghosts ability, she may create 1d6 shadows, 1d4 wraiths, or cause the most recent intelligent creature which died in the area to rise as a ghost, which haunts the area. If slain, the ghost rejuvenates in the area it was originally raised. In order to be permanently laid to rest, the ghost baiter must either be persuaded to release the target, or be slain.

This ability replaces the calm spirit 4/day class feature.

#### Dark Crusader (Warpriest)

These hateful warpriests are servants of dark deities, demon lords, arch-devils, or similar malevolent forces. They kill in their dark masters' names with incredible enthusiasm, enjoying a steady stream of dark power and wicked blessings for their trouble. Their fervor is channeled outward as deadly energies, and they rely less on blessings and sacred weapons than on otherworldly favors and dark bonds of power.

**Sacred Weapon:** A dark crusader gains the sacred weapon class feature as normal, except that he does not gain the ability to infuse his weapon with divine power at 4th level.

This ability modifies the sacred weapon class feature.

Hateful Fervor (Ex): When the dark crusader gains the fervor class feature at 2nd level, he produces neither positive nor negative energy, but a substance of pure hate that always deals damages to both living creatures and undead creatures. Furthermore, a creature affected by a dark crusader's fervor ability receives no saving throw to reduce the damage.

This ability modifies the fervor class feature.

**Channel Hatred (Su):** At 4th level, a dark crusader can channel his hateful, destructive energy into a burst. By expending 2 uses of his fervor ability, a dark crusader can produce a wave of harmful energy which deals damage equal to the damage dealt by his hateful fervor class feature to all creatures in a 30-foot-radius burst centered on him. A dark crusader can choose a number of creatures in the area equal to his Wisdom modifier to gain immunity to this damage.



**Dark Blessing** (Su): At 4th level, a dark crusader can dedicate a death he causes to the dark forces he serves in order to increase his offensive potential. Whenever the dark crusader deals the killing blow to a target, he can use an immediate action to suffuse himself with profane energy, gaining a +1 profane bonus to attack and damage rolls for 1 minute. During this time, his weapons overcome all forms of damage reduction. At 8th level, and every 4 levels thereafter, this bonus to attack and damage rolls increases by a further +1.

**Dark Salvation (Ex):** At 7th level, whenever the dark crusader successfully deals the killing blow to a creature, he may choose to have his sinister masters wrap him in a cloak of dark protection, granting him a +1 profane bonus to AC and to all saving throws for 1 minute. At 10th level, and every 3 levels thereafter, these bonuses increase by a further +1.

This ability replaces the sacred armor class feature.

**Potent sacrifice (Ex):** At 10th level, whenever a dark crusader deals the killing blow against a creature, he can choose to gain the benefits of both his dark blessing and dark salvation class features.

This ability replaces the channel energy class feature.

This ability replaces the major blessings class feature.

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.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heaves of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

**OPEN GAME LICENSE Version 1.0a** 

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content,

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### **15. COPYRIGHT NOTICE**

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson

#### Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn,

based on material by Jonathan Tweet, Monte Cook, and Skip Williams

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney- MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens,

and Russ Taylor. Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson,

Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor. Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse

Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean,

Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor. **The Book of Experimental Might**. Copyright 2008, Monte J. Cook. All rights reserved. **Tome of Horrors**. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Weekly Wonders: Villainous Archetypes Volume VII Copyright 2015, Necromancers of the

Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

# 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 cruel taskmaster, a hunter archetype that specializes in bringing out the worst and most feral aspects of her animal companion, the dark meditant, a monk archetype focused on unlocking new ways to inflict pain upon his focs, the curse oracle, an oracle archetype that inflicts horrible curses upon others, the ghost baiter, a spiritualist archetype that provokes and manipulates spirits rather than calms them, and can even feed stray spirits to its souldevouring phantom, and the dark crusader, a warpriest archetype that focuses on killing focs in the name of evil ends, and is rewarded for each life he takes.

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

BATTINITAD CENTRAL ROLEPLAYING GAME COMPATIBLE