

Weekly Wonders

Archetypes of the Ancients

Volume IV

Ys

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*Necromancers
of the Northwest*



Credits

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Introduction

There are many kinds of dungeons for adventurers to delve in the *Pathfinder Roleplaying Game*, but perhaps none is quite so satisfying as the ancient ruins of a lost civilization. There is an added air of mystery, wonder, and excitement that comes from uncovering secrets from long ago, and the possibility of rediscovering knowledge or power that was thought forever lost, ushering in a golden age once again, and when a character has a particular stake or tie in an ancient civilization, that excitement grows even further. Each installment of *Weekly Wonders: Archetypes of the Ancients* presents six archetypes that are thematically tied to a particular real-world ancient civilization, and the legends and tales relating to it.

For this book, we focus on the lost city of Ys. This mythical place was said to be a part of northern France, along the shore, built by a King Gradlon at the request of his daughter Dahut. It was said to be a rich and magnificent city of wonders, but quickly fell into hedonism and corruption, with Dahut being perhaps the most debased of them all, said to engage in regular orgies and kill her lovers with the morning's light. One night, when a fierce storm was raging, the legend says that a red knight, who is generally described as being the devil in disguise, appeared and seduced Dahut, convincing her to take her father's keys and use them to open the levy that held the ocean at bay, resulting in the entire city being lost beneath the waves. As a result, this book focuses on archetypes with themes of seduction (especially deadly seduction), treachery, and the devil.

New Archetypes

The following archetypes are presented in alphabetical order, based on the name of the class that they modify.

Order of the Red Knight (Cavalier)

Legend tells of a red knight who caused the fall of Ys by convincing the princess of the land to steal her father's key and open the levy gates that protected the city from a raging ocean storm. According to tradition, this red knight was, in fact, the devil in disguise. The order of the red knight venerates this aspect of infernal triumph, and attempts to emulate the red knight's deeds, living up to the legend by sowing treachery and evil wherever they go.

Edicts: The cavalier must do what he can to bring ruin and desolation to those around him, not by taking direct action himself, but by convincing them to damn themselves. Although he is not precluded from acting in his own interests, he must always strive to create situations where others will be driven to make the choice of their own free will to perform terrible acts of betrayal.

Challenge: When an order of the red knight cavalier issues a challenge, the target of his challenge suffers 1 point of fire damage at the beginning of her turn each round as long as she remains within 30 feet of the cavalier. This damage increases by +1 at 4th level and every two levels thereafter.

Skills: An order of the red knight cavalier adds Knowledge

(planes) and Knowledge (religion) to his list of class skills. In addition, an order of the red knight cavalier gains a bonus equal to 1/4 his class level on Bluff, Diplomacy and Intimidate checks made to convince a creature to perform a sinful or self-destructive act.

Order Abilities: A cavalier that belongs to the order of the red knight gains the following abilities as he increases in level.

Tempting Order (Ex): At 2nd level, as a swift action, the cavalier can issue an order to a single creature within 60 feet, ordering that creature to attack a specific foe. The target of the ability must consider the designated creature to be an enemy, or this ability has no effect. Until the cavalier's next turn, the target gains a +2 morale bonus on all attack and damage rolls made against the designated creature, but suffers a -2 penalty on all attack and damage rolls made against other creatures.

Dark Suggestion (Sp): Beginning at 8th level, the cavalier can lace his words with magic power, making it easier to convince creatures to perform evil deeds. Once per day, he can cast *suggestion* as a spell-like ability. The saving throw DC to resist this effect is equal to 10 + 1/2 the cavalier's class level + the cavalier's Charisma modifier. For the purposes of this ability, any suggestion that involves violence or betraying someone's trust is considered a reasonable suggestion.

Infernal Revelation (Su): Beginning at 15th level, the cavalier receives a dark blessing from hell, becoming infused with infernal power. He gains resist fire 10, and can see perfectly in darkness of all kinds, including magical darkness.

Faustian Pact (Psychic)

You gain your psychic powers from a dark pact made with an infernal denizen from the pits of hell. Your psychic magic is tainted with infernal power, and each time you use it you open your mind more and more to the whispers of devilish taskmasters.

Phrenic Pool Ability: Charisma.

Bonus Spells: *charm person* (1st), *demand offering*^{OA} (4th), *detect desires*^{UI} (6th), *charm monster* (8th), *mind fog* (10th), *geas/quest* (12th), *crime wave*^{UI} (14th), *life of crime*^{UI} (16th), *gate* (18th)

Discipline Powers: Your powers, granted to you from the depths of Hell, allow you to drive others to commit dark and terrible deeds.

Sower of Temptation (Su): You gain a bonus equal to 1/2 your class level on all Bluff, Diplomacy, and Intimidate checks made to convince a creature to take actions that are either evil or self-destructive. Additionally, once per day, when you fail such a check, you can roll 1d6 and add the result of the roll to your result, possibly changing the outcome of the check. At 6th level, you can roll 1d8, instead, at 12th level you can roll 1d10, and at 18th level you can roll 1d12.

Temptation's Reward (Su): Whenever you successfully convince a creature to perform an evil or self-destructive action that the creature would not otherwise have been willing to take, you regain 1 point in your phrenic pool. The maximum number of points you can regain in this way per day is equal to your Charisma modifier.

Hellish Resistance (Su): At 5th level, your dark patron grants you more of Hell's power. You gain an amount of fire resistance equal to your psychic level, gain a +4 bonus on saving throws made to resist poison effects, and can see perfectly in darkness of any kind (including magical darkness).

Infernal Allies (Su): At 13th level, you gain the ability to call on lesser fiends for aid. You add *lesser planar ally* and *planar ally* to your list of spells known. At 16th level, you also add *greater planar ally* to your list of spells known. Additionally, whenever you use these spells to summon a devil, you must pay only half the normal cost to acquire the devil's services.

Dawnslayer (Slayer)

According to legend, in its final days, the city of Ys became a decadent and corrupt place, ruled over by the princess Dahut, who partook in all kinds of hedonistic pleasures, and is said to have taken a different lover every night and would slay them by the morning. While many see this as a cautionary tale, there are those who seek to emulate Dahut's powers of seduction, as well as her darker inclinations, and they are often referred to as dawnslayers.

Seductive (Ex): A dawnslayer adds 1/2 his level (minimum 1) on Bluff and Diplomacy checks made to seduce creatures or convince them to engage in carnal acts with the dawnslayer. This bonus applies only on checks made against creatures that are normally attracted to members of the dawnslayer's race and gender.

This ability replaces the track class feature.

Ladykiller/Man-Eater (Ex): At 7th level, a dawnslayer chooses a gender. He gains a +2 bonus on attack rolls, damage rolls, and skill checks made against creatures of the chosen gender.

This ability replaces the stalker class feature.

Heat of Battle (Ex): At 11th level, a dawnslayer is skilled at turning war into love, just as he turns love into war. As a full-round action, he can attempt a Bluff or Diplomacy check against an adjacent opponent (DC 25 + the target's Hit Dice + the target's Wisdom modifier) in order to convince that creature to cross the thin line between love and hate, and abandon the combat to turn to acts of passion. The dawnslayer gains a +8 bonus on this check if the two are currently grappling. This ability functions only if the target is normally attracted to members of his race and gender, and only if he and the target are (or seem to be) alone together. The target's attitude is increased from hostile to indifferent, and they engage in acts of passion with the dawnslayer. This does not prevent the target from taking future hostile actions against the dawnslayer, depending on the course of

events after using the ability. If the check fails, the dawnslayer cannot use this ability on that creature again for 24 hours.

This ability replaces the swift tracker class feature.

Surprise Strike (Ex): At 13th level, a dawnslayer becomes an expert at taking foes by surprise. He can take a full round's worth of actions during any surprise rounds he acts in, and during a surprise round, he gains a bonus equal to 1/2 his slayer level on damage rolls.

This ability replaces the slayer's advance class feature.

Devil Summoner (Summoner)

No figure looms as large in the legend of Ys as the red knight who, depending on who tells the story, was secretly the devil himself. Even before the city's destruction, the inhabitants of Ys were said to be a decadent sort, prone to worshipping fiends and other unwholesome things. Some of Ys's ancient secrets of devil summoning still survive to this day, passed down through the generations in secret grimoires, and of great value to summoners who choose to specialize in such things.

Infernal Eidolon: A devil summoner's eidolon is an infernal spirit, drawn from the depths of Hell. It gains the devil subtype, including immunity to fire and poison, resist acid 10 and cold 10, the ability to see in darkness, and telepathy to a range of 60 feet. Further, its natural weapons, as well as all weapons it wields, are treated as lawful and evil for the purpose of resolving damage reduction.

Hellish Life Link: Unlike most summoners, a devil summoner's life link with his eidolon is not fully under his control. He cannot choose whether or not to sacrifice hit points for his life link. Instead, whenever the eidolon takes enough damage to send it back to its home plane, the summoner must sacrifice enough hit points to prevent this from occurring. If this would reduce the summoner to 0 or fewer hit points, the summoner can attempt a Will save (DC 10 + 1/2 the eidolon's Hit Dice + the eidolon's Charisma modifier) to avoid sacrificing hit points in this way. Success allows him to choose to not sacrifice any hit points for that particular source of damage.

This ability modifies the life link class feature.

Fiend Summoner: Unlike most summoners, a devil summoner is able to summon only creatures from the lower planes. He can only use his summon monster spell-like ability to summon creatures of evil alignment.

This ability modifies the summon monster I class feature.

Baleful Influence (Su): At 4th level, a devil summoner's eidolon is able to impose a baleful influence on a single nearby enemy. As a swift action, the eidolon can cause a single adjacent creature to suffer a -2 penalty to attack rolls, damage rolls, skill checks, and saving throws for 1 round. At 12th level, this penalty increases to -4. This is a mind-affecting evil and lawful effect.

This ability replaces shield ally and greater shield ally.

Seeker of Ys (Swashbuckler)

To this day, legends persist that the ruins of Ys remain, just beneath the waves, off the coast, waiting for some pre-ordained day when it would arise again. While there are many theories as to the exact location of Ys, and few seem to have much to support them, nonetheless daring treasure hunters and archaeologists regularly take up the call to find the lost city, and they are collectively known as the seekers of Ys.

Deeds: A seeker of Ys gains access to the following deeds.

Seductive (Ex): At 1st level, a seeker of Ys is able to draw upon the ancient arts of seduction employed by the legendary figures of that lost city. She can spend 1 panache point when she makes a Bluff, Diplomacy, or Intimidate check in order 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 creature the check is made against is normally attracted to creatures of the seeker of Ys's race and gender, she instead rolls 2d6. In either case, if the result of a d6 roll made in this way 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.

Archaeologist (Ex): By 3rd level, a seeker of Ys is well-versed in archaeological practices, due to her efforts to uncover the lost city. She can make Knowledge (dungeoneering), Knowledge (engineering), Knowledge (geography), Knowledge (history), Knowledge (nobility), and Linguistics checks untrained. She can also make Disable Device and Spellcraft checks untrained, but only when those checks relate to ruins or relics from lost civilizations. Finally, she gains a bonus on all checks made in this way equal to 1/3 her swashbuckler level.

This ability replaces the menacing swordplay deed.

Strong Swimmer (Ex): By 7th level, a seeker of Ys is an expert swimmer, to better be able to search out the sunken city. As long as she has at least 1 panache point, she gains a swim speed equal to her base land speed, and can hold her breath for a number of minutes equal to 1 + her Constitution modifier before needing to make Constitution checks to avoid drowning, rather than the normal amount of time.

This ability replaces the swashbuckler's grace deed.

Stormbreaker (Ex): By 11th level, a seeker of Ys gains the ability to resist the effects of storms, such as the one that supposedly brought Ys beneath the waves. The seeker of Ys is unaffected by winds of less than windstorm speed (51+ mph), and when exposed to winds of this speed or higher, suffers the effects of winds two wind force categories lower (so, when exposed to windstorm speed winds, she suffers the effect of strong winds, instead). Additionally, she is not subject to penalties from rain, snow, sleet, and hail. Finally, she gains resist electricity 5.

This ability replaces the subtle blade deed.

Disguised Devil (Vigilante)

It is said that the city of Ys was destroyed when a powerful devil came to the city in disguise and tricked its leaders into opening its gates and allowing a storm to sink the city. To this day, many devils continue to act in disguise in the mortal world, sharing a body with a poor human victim or willing diabolical accomplice, and using them to further their infernal aims.

Disguised Devil: A disguised devil's vigilante form is actually infused with infernal power, and when he adopts this form, he is inhabited by the spirit of a powerful devil. While in vigilante form, a disguised devil is treated as having the lawful and evil subtypes. A disguised devil's alignment in his vigilante identity is always lawful evil. His alignment in his social identity is not restricted by his alignment in his vigilante identity.

This ability modifies the dual identity class feature.

Flame Resistant (Ex): At 2nd level, as long as a disguised devil is in his vigilante identity, he gains resist fire 5. At 8th level, this increases to resist fire 10. At 14th level, this increases to resist fire 20. At 20th level, while in his vigilante identity, the disguised devil is immune to fire.

This ability replaces the vigilante talent gained at 2nd level.

Poison Resistance (Ex): At 3rd level, a disguised devil gains a +4 bonus on saving throws made to resist poison.

This ability replaces the unshakable class feature.

See in Darkness (Su): At 8th level, as long as a disguised devil is in his vigilante identity, he can see perfectly in darkness of all kinds, including supernatural darkness.

This ability replaces the vigilante talent gained at 8th level.

Aligned Weapons (Su): At 12th level, as long as a disguised devil is in his vigilante identity, any weapon he wields counts as both lawful and evil for the purposes of overcoming damage reduction. Further, such weapons deal an additional 1d6 points of damage against creatures with the chaotic or good subtypes, and an additional 2d6 points of damage against characters with both of those subtypes.

This ability replaces the vigilante talent gained at 12th level.

Infernal Wounds (Su): At 17th level, as long as a disguised devil is in his vigilante identity, all damage inflicted by weapons wielded by the disguised devil is cursed, and difficult to heal. Anyone attempting to magically heal such damage must succeed on a caster level check (DC 11 + the disguised devil's vigilante level), or the healing has no effect. Wounds inflicted this way do not heal naturally or with fast healing, but can be healed with regeneration.

This ability replaces the stunning appearance class feature.

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The Original City of Sin!

Plumbing ancient ruins in search of long-forgotten secrets and the power of lost civilizations is nothing new to adventurers. Few fantasy settings are without some lost civilization from ages before, which boasted magic or technology far more advanced than anything seen today. But if you're going to go after mythical cities from bygone eras, you may as well go after the best of the best. Each installment of *Weekly Wonders: Archetypes of the Ancients* takes a single real-world mythological city, lost continent, or hidden kingdom and provides six archetypes specifically designed to invoke the themes and elements that that place is known for.

This book focuses on the city of Ys. The legend of Ys is a tragic tale, describing how a shining and beautiful city fell to sin and debauchery, until finally the devil, in the guise of a red knight, visited the city and tricked its princess into opening the floodgates during a massive storm, causing the entire city to become buried beneath the waves. This book includes the following archetypes:

- The order of the red knight, a cavalier order with supernatural powers who sow the seeds of corruption wherever they pass.
- The faustian pact psychic discipline, for psychics whose powers come from deals with the devil.
- The dawnslayer, a slayer archetype that focuses on seduction, using their wiles to let down an opponent's guard and then striking when they are most vulnerable.
- The devil summoner, a summoner archetype that specializes in summoning fiends, and whose eidolon is more powerful than normal, but carries a tainted and manipulative bond with the summoner.
- The seeker of Ys, a swashbuckler archetype that provides just the right mix of seduction, archaeology, and strong swimming skills needed to seek out the lost city.
- The disguised devil, a vigilante archetype that is actually possessed by a devil, which takes over whenever he transforms into his vigilante identity.

Whether you're about to embark on an archaeological campaign (such as the official Paizo adventure path dealing with seeking out the secrets of a lost and ancient civilization), or you just want to play a character with a connection to the ancient past, 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 NPCs tied to mythical places as well, and can make for exciting and memorable encounters.



*Necromancers
of the Northwest*

