

Weekly Wonders

# *Archetypes of Sin*



## *Envy*

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*Necromancers  
of the Northwest*

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## Introduction

The seven deadly sins are inextricably tied with the official *Pathfinder* campaign setting, and, with it, to the very game itself. There is something potent about this particular group of vices that has drawn human fascination for centuries, however, and so it is no surprise that they would turn up here, yet again. But just as the enemies in certain iconic *Pathfinder Adventure Path* adventures gain their power from sin, so too can players draw their strength from the likes of envy, gluttony, greed, lust, pride, sloth, and wrath. Each installment of *Weekly Wonders: Archetypes of Sin* presents six new archetypes tied to one of the seven deadly sins.

This installment focuses on the sin of envy, something most people relate to. Usually we define envy simply as jealousy, but truly it is more complex than that. Encompassing both the idea of aspiring to have what others have, as well as the desire to destroy those same things, envy as a sin gives us a variety of approaches to archetypes which use it as a central focus. In this book, we present the mimic artist and warden of desire archetypes who assume the abilities of their foes to use against them. Meanwhile, the envy singer uses his skaldic magic and rhymes to incite bitterness between brothers, even turning them to a jealousy and murderous frenzy. The secret sleuth takes another approach, seeking to know everything about another individual so that he can use that information as leverage to destroy them. Finally, the new admirer medium spirit and envy wizard subschool look at the sin of envy from a several different angles.

## New Archetypes

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

### Mimic Artist (Brawler)

Mimic artists are martial artists who desire the secrets of many different schools of combat, but lack the ability, discipline, or patience for study. Instead, they practice shortcuts and mimicry, learning the basics of many styles and secret techniques for mimicking movements in order to complete the skills they never quite learned. While less skilled than other brawlers on their own, mimic artists can turn their foes' talents against them, allowing them to perform maneuvers well beyond their normal abilities.

**Mimic (Ex):** At 1st level, a mimic artist can select a single creature as the target of her mimicry; doing so is a standard action that does not provoke attacks of opportunity. A mimic artist gains a +2 dodge bonus to AC and a +2 bonus on Reflex saves against attacks and special abilities of a creature she is currently mimicking, due to her ability to anticipate the target's actions. At 5th level, and every 5 levels thereafter, this bonus to AC and Reflex saves increases by a further +1.

If the target uses a style feat to assume a style, the mimic artist immediately also assumes that style, gaining the benefits of that style feat, as well as any feats the target possesses for which that style feat is a prerequisite. If the mimic artist chooses to gain feats for which that style feat is a prerequisite, she gains the benefits of those feats as well.

The mimic artist gains these benefits until the target is defeated, or until she picks a different target.

This ability replaces the brawler's cunning class feature.

**Adopt Technique (Ex):** A mimic artist covets the use of certain martial styles and techniques, and has made a study of the theories and forms behind them, allowing her to sometimes call on the secrets of these cherished traditions for her own use. At 1st level, the mimic artist chooses 2 combat feats as cherished techniques. As a move action, she can gain the benefits of one of these feats for which she qualifies for 1 minute. If the target of her mimic ability possesses one of these feats, she does not need to meet the prerequisites of that feat in order to gain its benefits. At 2nd level, and every 2 levels thereafter, the mimic artist adds an additional combat feat to this list. If a feat has a limited number of uses per day (such as Stunning Fist), the mimic artist must still adhere to those daily limits (the daily limit does not "reset" if she uses this ability to temporarily gain the benefits of Stunning Fist a second time in one day). At 6th level, the mimic artist can gain 2 feats from the chosen list as a move action, or 1 feat from the list as a free action. At 10th level, she can gain 3 feats from the list as a move action, or 2 feats as a swift action, or 1 feat as a free action. At 12th level, she can gain 1 feat from the list as an immediate action, or 2 feats as a free action, or 3 feats as a swift action. At 20th level, she can gain all of the feats from her list as a swift action. A mimic artist can use this ability a number of times per day equal to  $3 + \frac{1}{2}$  her brawler level (minimum 1). Each feat gained by this ability counts as one use of this ability.

This ability replaces the martial flexibility and martial training class features.

**Envious Strike (Ex):** At 3rd level, the mimic artist learns how to use the movements of those she copies to inflict punishing blows, destroying the art she longs to imitate. The mimic artist gains a +1 bonus on attack rolls against the target of her mimic ability. At 7th level, and every 4 levels thereafter, this bonus increases by a further +1.

This ability replaces the maneuver training class feature.

**Mimic Attack (Ex):** At 4th level, the mimic artist learns how to exploit openings in her foes' attacks. Whenever the target of the mimic artist's mimic ability misses the mimic artist with a melee attack, the mimic artist can make a melee attack against that target as an immediate action. If the attack is successful, it deals an additional 1d4 points of damage. At 9th, 13th, and 18th levels, this additional damage is increased by a further +1d4.

This ability replaces the armor bonus class feature.



**Mimic Ability (Ex):** At 4th level, mimic artist can mimic the abilities possessed by a creature she is mimicking. As a move action, the mimic artist can expend 1 use of her adopt technique class feature in order to gain the benefits of an extraordinary ability possessed by the target of her mimic ability. If she does, she makes a special d20 roll modified by her brawler level, with a DC equal to 10 + the CR of the target of her mimic ability. If the check is successful, she learns of all the extraordinary abilities possessed by the target and may choose one to gain the benefits of for 1 minute.

This ability replaces the knockout class feature.

**Envious Mastery (Ex):** At 5th level, the mimic artist gains proficiency in any weapon wielded by the target of her mimic ability and may choose to use her unarmed damage in place of the base damage dealt by the weapon when wielding such a weapon.

This ability replaces the close weapon mastery class feature.

**Mimic Power (Su):** At 16th level, a mimic artist can mimic even the supernatural abilities of her foes. When the mimic artist uses her mimic ability class feature, if she succeeds on the d20 roll to learn the abilities of the target, she learns the supernatural abilities of the target and may select one of those in place of an extraordinary ability to gain the benefits of for 1 minute. The saving throw DC for any ability gained in this way equal to 10 + 1/2 the mimic artist's class level + the mimic artist's Intelligence modifier.

This ability replaces the awesome blow class feature.

**Mimic Magic (Sp):** At 20th level, a mimic artist can cast spells known by those she mimics. When the mimic artist uses her mimic ability class feature, if she succeeds on the d20 roll to learn the target's extraordinary and supernatural abilities, she also becomes aware of any spells the target can cast, including spell-like abilities. She may choose to gain the ability to cast one of those spells as a spell-like ability up to 3 times over the next minute. Her caster level for this effect is equal to her class level, and the saving throw DC is Intelligence-based.

This ability replaces the improved awesome blow class feature

## Warden of Desire (Druid)

Wardens of desire are druids who desire the superior qualities of other creatures and seek to master the art of assuming those abilities, albeit for a short time. Though they lack the versatile shapeshifting abilities of other druids, wardens of desire make up for this loss with the ability to assume the form of specific creatures and gain a wider array of powers.

**Assume Appearance (Su):** A warden of desire covets the bodies of other individuals and creatures and can use her innate magical powers to assume the appearance of such creatures. At 1st level, a warden of desire can alter her appearance to match that of any humanoid or Small or Medium animal that she observed within the last 24 hours. The effect is illusory and has no impact on the warden of desire's abilities, apart from imparting a +20 bonus on Disguise checks made to appear as the assumed form. If the

warden of desire assumes the form of specific individual, then the bonus on Disguise checks is reduced to +10. At 4th level, the warden of desire can assume the form of humanoids and animals of any size. At 6th level, the warden of desire can also assume the form of monstrous humanoids, fey, and magical beasts. At 8th level, the warden of desire can also assume the form of aberrations and oozes. At 10th level, the warden of desire can also assume the form of outsiders with the elemental subtype.

At 12th level, she can assume the form of any creature. In order to assume a creature's form, she must still have observed it within the last 24 hours. This effect is illusory and creatures who interact with the warden of desire can attempt to disbelieve the illusion with a Will save (DC = 10 + 1/2 the warden of desire's level + the warden of desire's Wisdom modifier). This ability lasts for 1 minute per class level, and can be used once per day at 1st level, and an additional time per day at 4th level, and every 2 levels thereafter. At 20th level, this ability can be used at will.

This ability replaces the nature bond, wild empathy, and wild shape class features.

**Assume Attacks (Su):** At 4th level, whenever a warden of desire uses her assume appearance ability, if the creature whose form she assumes has natural attacks, she may choose to gain those attacks. She is automatically proficient with any natural attacks gained in this way. This effect is not illusory, and the warden of desire does not lose these attacks if a creature disbelieves the assume appearance ability.

**Assume Armor (Su):** At 6th level, whenever a warden of desire uses her assume appearance ability to assume the form of a creature with a natural armor bonus to AC, she may choose to gain a natural armor bonus to AC equal to 1/3 her class level (rounded down). This effect is not illusory, and the warden of desire keeps this benefit even if a creature disbelieves the assume appearance ability.

**Assume Ability (Su):** At 8th level, whenever a warden of desire uses her assume appearance ability to assume the form of a creature that has a higher Strength, Dexterity, or Constitution score than her natural form, she may choose to gain a +4 size bonus to each physical ability score that is higher than her natural form. Additionally, she may choose to use the assumed form's movement speeds in place of her own. This effect is not illusory, and the warden of desire keeps these benefits even if a creature disbelieves the assume appearance ability.

**Assume Qualities (Su):** At 10th level, whenever a warden of desire uses her assume appearance ability, she gains any abilities provided by that creature's type and subtype, including energy resistance or immunity, special senses, and other abilities dependent on type. If this ability would grant immunity to mind-affecting effects, death effects, magic, or any effect which requires a Fortitude save, it instead grants a +4 bonus on saving throws against spells and effects that the ability would normally provide immunity against. This effect is not illusory, and the warden of desire keeps these benefits even if a creature disbelieves the assume appearance ability.



**Assume Power (Su):** At 12th level, whenever a warden of desire uses her assume appearance ability, she gains any extraordinary and supernatural special attacks possessed by the form. If the ability can be used only a specific number of times each day, the warden of desire can use that ability once per use of her assume appearance ability. This has no effect on special attacks or abilities granted by class features. This effect is not illusory, and the warden of desire keeps these benefits even if a creature disbelieves the assume appearance ability.

**Effective Disguise (Su):** At 13th level, whenever a warden of desire uses her assume appearance ability, the bonus on Disguise checks to appear as that type of creature is increased by +10, and the bonus on Disguise checks made to appear as a specific individual increases by +5. The warden of desire can also use the assume appearance ability to assume the form of creature of her own race without using a use of her assume appearance ability.

This ability replaces the a thousand faces class feature.

### Secret Sleuth (Investigator)

Secret sleuths are investigators who delve into the background history and lore surrounding creatures and individuals in order to learn secrets about them that they can exploit. Their fascination with other creatures is deeply connected to an envious desire to possess knowledge and powers that those characters normally keep for themselves. Masters of learning what others wish to keep hidden and exploiting those secrets for their own gain, secret sleuths are both well-informed and cunning combatants.

**Record Book (Ex):** Beginning at 3rd level, a secret sleuth maintains painstaking records of all the hidden information he finds, which he can consult when researching individuals to determine if he has learned something useful about them. As a move action, a secret sleuth can consult his notes when making a Knowledge check about an individual character in order to learn information about the character in question. If he does, then he may make a Knowledge check of the type appropriate to identify a monster of the individual's type in order to learn information about the target, including special attacks and defenses it may possess from class levels or magic items in its possession. While the DC for this check is normally set to 20 + the character's CR, particularly well known or obscure characters might have different DCs, at the GM's discretion. Characters that might be learned about through another Knowledge skill can still be learned about in the normal way.

Additionally, by spending 1 hour and 5 gp worth of special inks and papers, a secret sleuth can add a page to his record book about a creature or individual that he met within the last 1 day per point of Intelligence modifier the secret sleuth possesses. For each such entry, the secret sleuth gains a +2 bonus on future Knowledge checks made to learn about the individual, as well as the individual's creature type. A secret sleuth can make one additional entry about an individual or about a creature of a certain type at 3rd level, plus one additional entry at every 3 levels thereafter.

This ability replaces the trap sense class feature

**Insightful (Ex):** A secret sleuth is exceptionally insightful when it comes to learning information about another creature or character. A secret sleuth adds 1/2 his level to all Diplomacy checks made to gather information, as well as on all Knowledge checks made to identify a creature or learn information about an individual.

This ability replaces the trap finding class feature.

**Knowledgeable Defense (Ex):** At 2nd level, a secret sleuth's knowledge about the working of individuals and creatures allows him to exploit defensive advantages gained in his studies. As a standard action, the secret sleuth can attempt to recall the proper techniques for defending against a specific creature's attacks. The secret sleuth must be able to identify the creature he wishes to protect himself against, requiring a successful Knowledge check to identify the creature. If the Knowledge check is successful, then the secret sleuth gains a +1 bonus on saving throws against the special attacks and spells of the target. The protection provided by the secret sleuth's accumulated lore varies depending on the situation. For example, a successful Knowledge (planes) check to learn about a djinni wizard, which reveals information about djinni but not which was insufficient to identify the specific djinni wizard, would grant the saving throw bonus against the natural abilities of djinni, but not against the wizard spells of the djinni wizard.

At 4th level, and every 2 levels thereafter, this bonus on saving throws increases by a further +1.

This ability replaces the poison lore and poison resistance class features.

**Discover Secret (Ex):** At 4th level, a secret sleuth can attempt to discover a secret about an individual. Normally this requires at least 1 hour of research and either a successful Knowledge check appropriate to the target (at the GM's discretion), or a successful Diplomacy check to gather information about the target. At the GM's discretion, this research can be waived either by accomplishing sufficient groundwork, having an extensive background with the individual, or by the use of certain magic such as *legend lore*. Secrets uncovered about an individual are recorded in the secret sleuth's record book. In addition to whatever practical use a secret about an individual might be put to, a secret sleuth gains a bonus on Charisma- and Wisdom-based skill checks to interact with the target equal to 1/2 his level + the number of secrets uncovered about a target.

While some individuals have more secrets to uncover than others (and some individuals have fewer), in general a character has a number of discoverable secrets equal to 1/2 its total Hit Dice (rounded down, minimum 1).

This ability replaces the studied combat class feature

**Exploit Secret (Ex):** At 4th level, a secret sleuth can exploit the secrets it knows in order to exert power over a character whose secret he has learned. As a swift action, a secret sleuth can exploit his secret knowledge of a creature to accomplish one of the following effects.



**Deadly Blow (Ex):** The secret sleuth knows the most efficient way to end the target's life. The next attack the secret sleuth makes against the target deals an additional 18 points of damage per secret he has uncovered about the target.

**Exploit Social Weakness (Ex):** Whether by blackmail or skilled social maneuvering, the secret sleuth is able to use his secret knowledge of an individual to gain the upper hand in a social situation, allowing him to take 20 on the next Charisma-based skill check he makes against the target.

**Saving Grace (Ex):** The secret sleuth can use his knowledge of the target's deadly abilities to protect himself from harm. He may exploit secrets he has learned about a specific individual in order to force the target to roll all attack rolls against him twice and take the worse result. Additionally, the secret sleuth may reroll any saving throws he makes against special attacks and spells cast by the target and take the higher result. These effects last until the end of the secret sleuth's next turn.

A secret sleuth can exploit secrets he knows about a given individual once per day at 4th level, plus an additional time each day for every 2 levels beyond 4th.

This ability replaces the studied strike class feature.

**Little Secret (Ex):** At 11th level, the secret sleuth is able to quickly consult his notes to learn some overlooked secret about a target in a pinch. Whenever the secret sleuth successfully consults his record book to learn about a creature, he gains knowledge of a single temporary secret which is large enough to exploit in a pinch, but too small to be of use for long. For the next 24 hours, the secret sleuth is considered to know 1 secret about the target for the purposes of his discover secret and exploit secret class features.

This ability replaces the investigator talent gained at 11th level.

### Admirer Spirit (Medium)

The admirer is an envious spirit who longs to possess the traits and abilities of other characters. While normally content to merely be inspired by those she looks up to, occasionally the admirer can become hateful and look to destroy in others what she cannot have for herself. An obsessive and possessive spirit, the admirer can be a dangerous partner and occasionally leads those that channel her to folly, twisting their hopes into deadly obsessions. At other times, however, she can be an extremely versatile and effective ally, turning the strengths of others to the medium's own benefit.

**Spirit Bonus:** When you channel an admirer, you gain your spirit bonus to your choice of attack rolls, AC, skill checks, or saving throws, as well as to all damage rolls. You make this choice when you begin channeling an admirer, and cannot change it until the next time you channel an admirer.



**Séance Boon:** You grant an additional +2 bonus on aid another rolls made with characters participating in the medium's séance.

**Favored Locations:** Administration offices, graveyards, castles, mansions.

**Influence Penalty:** You become sycophantic and obsessive to the point of vulgarity, suffering a penalty equal to your spirit bonus to your Charisma score and on all saving throws made against mind-affecting effects.

**Taboos:** Choose one: you select a single character whose name you know, and you cannot stray more than 10 feet from that character; you may not talk to a character with a higher social station or accept aid from such a character; you cower from more powerful and imposing characters and cannot take hostile actions against a creature with a CR higher than your character level.

**Obsessive Admiration (Lesser, Su):** As a standard action, you can choose a single individual within 30 feet as the object of your obsession. You gain a +2 bonus to your AC any round in which the object of your obsession is not damaged, and you gain a +2 morale bonus to damage rolls if the object of your obsession dealt damage to a creature since the end of your last round. You can choose a new target for this ability as a standard action. If the object of your obsession dies, you suffer a -2 morale penalty to AC and damage rolls for as long as you continue to channel the admirer, and you cannot choose



a new target of this ability until you cease to channel the admirer. At 5th level, and every 5 levels thereafter, these bonuses increase by a further +1.

*Obsessive Hatred (Intermediate, Su):* As a full-round action, you can make a single creature the object of your jealousy. You suffer a -2 penalty on saving throws against spells and abilities of the object of jealousy. You also gain a morale bonus on attack rolls against the object of your jealousy equal to +2, plus the amount by which the object of jealousy's CR exceeds your character level, if positive. You may only have one object of jealousy at a time, and, once selected, the target remains the object of your jealousy until slain, or until you cease to channel the admirer.

*Aid of the Admirer (Greater, Su):* You can use the aid another action on the object of your obsession as a swift action, and only need to be adjacent to the object of your obsession in order to use aid another to increase their attack rolls or AC. Additionally, whenever you use the aid another action, the bonus granted by aid another is increased by +2.

*Spirit of Obsession (Supreme, Su):* You can allow the admirer to gain 1 point of influence over you whenever the object of your desire or object of your jealousy makes an attack roll, saving throw, or skill check, without taking an action. If you do, you may roll a dice of the same type as your spirit surge. If the target is the object of your desire, he gains a bonus on the check equal to the roll; if the target is the object of your jealousy, he suffers a penalty on the roll. If you use this ability, you cannot use the spirit surge ability for 1 full round.

## Envy Singer (Skald)

Envy singers are champions of jealous hatred and distrust, using the magic of skaldic traditions to ignite bitterness and envy. Their songs of glory and wealth cause listeners to want these things for themselves and inspire them to turn on their companions in search of personal glory. Able to sow discontent, distrust, and even murderous rage, envy singers can turn the tides of battles by inciting jealous rages to fall over all who are unfortunate enough to hear their terrible tunes.

**Raging Song:** The envy singer gains the raging song class feature, as normal, but some of the normal skald raging songs are replaced by new raging songs, as detailed below.

*Inspire Distrust (Su):* At 1st level, the envy singer can use his raging song in order to inspire jealousy and distrust among his foes. All hostile creatures within 60 feet of the envy singer are affected by this raging song. Creatures in the area suffer a -2 morale penalty to Dexterity and Wisdom and cannot use the aid another action or use any teamwork feats they might possess, as they are overcome with a jealous hatred and selfishness. At 4th level, and every 4 levels thereafter, any morale bonus the affected creatures are receiving is reduced by 1, to a minimum of 0. At 8th level, and again at 16th level, the penalty to Dexterity and Wisdom increases by a further -2. A successful Will save (DC = 10 + 1/2 the envy singer's

level + the envy singer's Charisma modifier) negates this effect, but a new save must be made each round the envy singer maintains the performance, and a creature which fails its saving throw remains effected until the performance ends. This is a sonic mind-affecting effect.

This ability replaces the inspired rage raging song.

*Jealous Rage (Su):* At 3rd level, the envy singer can sing a raging song that elicits a powerful hatred in a single creature. As long as he continues the performance, the envy singer can select a single creature within 60 feet to fill with hatred and murderous rage. The target gains a +4 morale bonus to Strength and Constitution, and suffers a -2 penalty to AC. The target also becomes filled with overwhelming jealousy for another creature within 60 feet. The target treats the creature as hostile and will do its best to deliver the downfall of that creature and attempt to triumph over them, proving themselves superior. Usually this involves attacking the creature, but other actions which lead indirectly to the target's downfall are also possible. A successful Will save (DC = 10 + 1/2 the envy singer's level + the envy singer's Charisma modifier) negates this effect and the target becomes immune to this raging song for 1 minute.

This ability replaces the song of marching raging song.

*Aspire to Strength (Su):* At 6th level, the envy singer can bring others to great heights, in imitation and defiance of an idol. When performing this raging song, the envy singer can choose a number of creatures equal to his Charisma bonus within 30 feet to become enamored and enraged by the physical prowess of another target creature within 30 feet. Each affected creature gains a morale bonus to its Strength score equal to the Strength modifier of the target, to a maximum bonus of 1/2 the envy singer's level. Affected creatures also gain a +2 bonus on attack rolls against the target, but suffer a -2 morale penalty on attack rolls against other creatures or objects for the duration of the song. A successful Will save (DC = 10 + 1/2 the envy singer's level + the envy singer's Charisma modifier) negates this effect.

This ability replaces the song of strength raging song.

*Murderous Jealousy (Su):* At 14th level, an envy singer can expend 2 rounds of raging song in order to cause a number of creatures equal to his Charisma modifier within 30 feet to be forced to attack a specific target creature within 30 feet with a held weapon, moving to accomplish the attack if they cannot attack the target from where they are standing. Affected creatures are allowed a Will save (DC = 10 + 1/2 the envy singer's level + the envy singer's Charisma modifier) to resist the effect. Unlike other songs, an envy singer can use the murderous jealousy raging song in conjunction with another raging song, but doing so requires a standard action.

This ability replaces the song of the fallen raging song.

**Rage Powers (Ex):** At 3rd level, an envy singer can grant rage powers to a creature under the influence of his jealous rage raging song. This ability functions identically to the normal rage powers ability of the skald, except that the envy





singer can only apply rage powers to his jealous rage raging song, and only the creature receiving a morale bonus from the jealous rage raging song gains the benefits of rage powers gained in this way.

This ability modifies the rage powers class feature.

**Scion of Envy (Su):** At 20th level, an envy singer can grant a number of creatures equal to his Charisma bonus a morale bonus to Strength and rage powers when using his jealous song raging song, and gains an additional 20 rounds of raging song each day.

This ability replaces the master skald class feature

### Envy Subschool (Wizard)

You follow in the traditions of the ancient and powerful wizards associated with the sin of envy, practicing potent abjurations which allow you to remain safe from all those whose abilities you desire, admire or despise.

**Associated School:** Abjuration.

**Replacement Powers:** The following school powers replace all of the normal powers of the abjuration school.

*Envious Ward (Sp):* You can use the magic of the ancient traditions of envy to protect yourself against a single potent enemy. As a standard action, you can ward yourself against a single creature you can see. You gain

a +2 bonus to AC against attacks by that creature and a +2 bonus on saving throws against spells cast by that creature. These bonuses last for a number of rounds equal to 3 + your wizard level. At 11th level, this bonus increases to +4, and at 20th level, it increases to +6. You may use this ability a number of times each day equal to 3 + your Intelligence modifier.

*Strip Power (Sp):* You can use a touch to dispel the magical affects of another creature, stripping them of their abilities. To use this ability, you must attempt a melee touch attack against an opponent. If the touch attack is successful, you may make a caster level check in order to dispel all spells affecting the target of a level equal to or lower than the highest-level spell you can cast. The DC for this check is equal to 11 + the caster level of the highest-level spell or effect. You can use this ability once per day at 1st level, plus an additional time per day at 9th and 17th levels.

*Steal Spell (Sp):* At 6th level, you gain an amount of spell resistance equal to 5 + your wizard level. Whenever this spell resistance stops a spell from affecting you, you may expend an unexpended spell slot of a level equal to the level of the spell that was stopped. If you do, you may cast that spell once as a spell-like ability. Your caster level for this effect is equal to your wizard level, and the saving throw DC is Intelligence-based. You must use this ability within a number of rounds equal to your Intelligence modifier after resisting the spell. Each day, you may cast a number of spell-like abilities granted by this ability whose total spell levels do not exceed twice your wizard level.



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# Be the Object of Everyone's Envy!

Envy, gluttony, greed, lust, pride, sloth, and wrath. The temptation and allure of the seven deadly sins is undeniable. They have fascinated and tantalized audiences for centuries, and the idea of the seven deadly sins appears frequently in movies, books, games, and other media. They even have a role at the very heart of the Pathfinder Campaign Setting, and feature centrally in its most iconic Adventure Path. While sin magic is a famous part of the Pathfinder setting, and due to be revisited in an upcoming Adventure Path, there are other ways to gain power from the seven deadly sins. Each installment of *Weekly Wonders: Archetypes of Sin* presents several new archetypes tied to one of the seven deadly sins, allowing characters of various classes to tap into the power of sin.

For this book, we focus on the sin of envy. While envy is often thought of as being the same as jealousy, in truth it is somewhat more complex. Envy encompasses both a desire to have what others have, and a desire to destroy the happiness of others, to make them as miserable and empty as ourselves. This book includes the following archetypes:

- The mimic artist, a brawler archetype that copies the fighting styles and techniques of his foes.
- The warden of desire, a druid archetype whose shapeshifting allows her to copy her foes appearance and abilities.
- The secret sleuth, an investigator archetype that gathers up the secrets of those around him and exploits them for his own gains.
- The admirer spirit, for mediums, which drives those who commune with it to obsessive hatred and admiration.
- The envy singer, a skald archetype whose songs inspire pettiness and vindictive squabbling.
- The envy subschool, for abjuration-focused wizards who wish to harness the power of sin.

Whether you're about to embark on a campaign with ties to the ancient arts of sin magic (such as one of multiple official Paizo adventure paths), or you just want to play a character steeped in sin, 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 sinful NPCs as well, and can make for exciting and memorable encounters.



*Necromancers  
of the Northwest*

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