

Weekly Wonders

Archetypes of Sin



Gluttony

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*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

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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 gluttony. Although most commonly associated with food, gluttony is the overindulgence or overconsumption of anything to the point of waste. Considered a sin primarily because of its inherent selfishness, some theologians argue that the sin of gluttony extends beyond actual overconsumption, and that even spending too much time in obsessive anticipation of indulgence can be sinful, as it is a distraction from things that should really matter. The archetypes in this book primarily focus on themes including the consumption of food, obesity, and overindulgence in general.

New Archetypes

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

Ravenous Maw (Alchemist)

It's no surprise that some alchemists would turn their studies to the topic of hunger, and the way that the body digests food. Long ago, a strange and horrific discovery resulted in a unique mutagen that caused the imbibers' mouth to twist into a horrible, inhuman maw filled with gnashing teeth, and instill a potent and inescapable hunger. Those alchemists who further study this strange formula are known as ravenous maws, after the terrible creatures they become.

Elixir of Bestial Hunger (Su): At 1st level, a ravenous maw discovers how to create an elixir of bestial hunger that he can imbibe in order to undergo a transformation into a hunger-crazed monster. It takes 1 hour to brew a dose of this elixir, and once brewed, it remains potent until used. A ravenous maw can only maintain one dose of this elixir at a time—if he brews a second dose, any existing dose becomes inert. As with an extract or bomb, an elixir of bestial hunger that is not in the possession of the ravenous maw that created it becomes inert until he picks it up again. It's a standard action to drink an elixir of bestial hunger.

When consumed, the elixir grants the ravenous maw a primary bite natural attack, which deals 1d8 points of piercing and slashing damage if the ravenous maw is Medium (1d6 points of piercing and slashing damage if he is Small). Additionally, the ravenous maw treats his base attack bonus as though it were equal to his alchemist level for the purposes of attacks made with this bite attack, and this bite attack is always treated as primary, even if the ravenous maw is also fighting with a held weapon. However, while under the effects

of the elixir, the ravenous maw must succeed on a Will save (DC = 10 + 1/2 his alchemist level + his Charisma modifier) each round or be compelled to either consume available food that round, or use his bite attack to damage a creature (this save need be made only on rounds in which the ravenous maw does not already intend to take one of those actions). The effects of the elixir last for 1 minute.

If anyone other than a ravenous maw consumes an elixir of bestial hunger, they are affected in the same fashion as a non-alchemist that consumes an alchemist's mutagen.

This ability replaces the mutagen class feature.

Scent (Ex): At 3rd level, a ravenous maw's nose becomes specially attuned to the scents of possible food. He gains the scent universal monster ability.

This ability replaces the swift alchemy class feature.

Sustenance (Su): Beginning at 14th level, whenever a ravenous maw successfully deals damage with the bite attack granted by his elixir of bestial hunger class feature, he gains immediate sustenance from doing so, healing a number of hit points equal to 1/2 the damage he inflicts in this way.

This ability replaces the persistent mutagen class feature.

Razor Teeth (Ex): Beginning at 18th level, the bite attack granted by a ravenous maw's elixir of bestial hunger class feature has a critical threat range of 18–20, and on a successful critical hit, it inflicts 1d4 points of bleed damage.

This ability replaces the instant alchemy class feature.

Spellmonger (Magus)

While most gluttons focus on the pleasures of consuming food, some magi choose to gorge themselves on pure magical energy, which is even more pleasurable and far more addictive. These magi draw the energy from magic items in order to empower themselves, going into euphoric states whenever they do so.

Devour Magic (Su): Beginning at 4th level, a spellmonger learns to absorb the magic stored in expendable magic items, taking it for himself. As a standard action, he can touch a potion, scroll, staff, or wand and drain it of its magical essence. If the item is intelligent, or is in the possession of an unwilling creature, it is entitled to a Will save (DC = 10 + 1/2 the spellmonger's magus level + the spellmonger's Intelligence modifier) to resist this effect. A potion or scroll affected in this way is completely consumed, while a staff or wand affected in this way loses 2d4 charges. If the magic item touched contained a spell whose spell level was equal to or greater than the highest spell level that the spellmonger is capable of casting, he adds a single point to his arcane pool.

Whenever a spellmonger adds a point to his arcane pool in this way, he experiences a rush of magical power and exquisite euphoria, which is both beneficial and addictive. For one minute, he gains a +1 morale bonus to attack rolls, AC, and saving throws as the world seems to slow down.

At the end of each day during which the spellmonger uses this ability to add at least 1 point to his arcane pool, he must succeed on a Fortitude save (DC = 10 + the spellmonger's Charisma modifier + 1 per point he added to his arcane pool in this way that day). Failure indicates that he becomes addicted to absorbing magic, and every four waking hours that he goes without absorbing at least 1 point in his arcane pool in this way, he must succeed on a Will save (DC = 10 + 1 per previous successful save) or be compelled to absorb more magic in this fashion. If he does not have easy access to a magic item he can devour magic from in this fashion, he gains a bonus on these saving throws of between +1 (for obstacles such as financial hardship, risking being observed by an ally that may try to stop him, etc.) to +10 (if the only such items available are incredibly far away and/or incredibly perilous to reach, etc.). The spellmonger can be cured of this addiction by refraining from devouring magic with this ability for 1 week.

This ability replaces the spell recall class feature.

Charge Holder (Su): Beginning at 6th level, as long as a spellmonger is currently holding the charge of a spell with a range of touch, he is flooded with a sensation of euphoria, identical to that provided by his devour magic class feature.

This ability replaces the magus arcana gained at 6th level.

Energy Feast (Su): At 11th level, a spellmonger's ability to drain magic from items improves. By performing an elaborate ritual that takes 1 minute, a spellmonger can attempt to drain the magical energy from any magic weapon, magic suit of armor, magic shield, or wondrous item whose caster level is less than or equal to his own. This functions similarly to the spellmonger's devour magic class feature, except that the item's magical properties are suppressed for 24 hours, and the number of points that the spellmonger adds to his arcane pool is based on the market value of the item, as outlined on the table below.

Table: Energy Feast Values

Magic Item Value	Points Gained
1 gp - 5,000 gp	1
5,001 gp - 10,000 gp	2
10,001 gp - 25,000 gp	3
25,001 gp - 50,000 gp	4
50,001 gp +	5

Each time this ability is used, there is a 10% chance that the magic item is simply destroyed, rather than having its abilities suppressed for 24 hours. This chance increases by 10% for each previous time the spellmonger has used this ability that day. Items whose caster level is greater than the spellmonger's are simply unaffected. As with devour magic, using this ability opens the spellmonger to the possibility of becoming addicted. However, when making a daily saving throw to avoid becoming addicted, if the spellmonger used energy feast that day, the DC to avoid addiction increases by

+5, and when making Will saves to resist addiction, if the spellmonger has used energy feast at any time since the last time he was cured of addiction, the DC to resist the addiction increases by +5.

This ability replaces the improved spell recall class feature.

Overcharge (Su): Beginning at 12th level, a spellmonger gains the ability to hold more points in his arcane pool than the normal maximum. As long as he has at least 1 more point in his arcane pool than the normal amount, he is filled with feelings of euphoria, causing him to treat his caster level as 1 higher than it actually is. As long as he has at least 5 more points in his arcane pool than the normal amount, his caster level is treated as 2 higher than it actually is, instead. Whenever the spellmonger rests and regains spells, any points in his arcane pool in excess of the normal maximum are lost.

Beginning at 18th level, as long as a spellmonger has at least 1 more point in his arcane pool than the normal amount, he is surrounded by an aura of crackling arcane energy. Any creature that damages the spellmonger with a melee attack suffers an amount of electricity damage equal to the number of points in the spellmonger's arcane pool in excess of his normal maximum (to a maximum of 10 electricity damage).

This ability replaces the magus arcana gained at 12th and 18th levels.

Fat Monk (Monk)

While most envision monks as being thin, due to intense exercise regimens and devout fasting, not all martial artists believe in depriving themselves of the pleasures of the flesh. Fat monks are no less lawful and disciplined than their thinner brethren, but develop their bodies specifically for bulk.

Thick Body (Ex): By 2nd level, a fat monk's bulk makes it easier for him to shrug off a wide variety of harmful effects. Once per day, when he fails a Fortitude saving throw, the fat monk can reroll the saving throw with a +4 bonus. When using this ability to make a save against an attack that has a partial or lesser effect on a successful save, the fat monk is completely unaffected on a successful save, instead.

At 9th level, the fat monk can use this ability three times per day.

This ability replaces the evasion and improved evasion class features.

Durable (Ex): By 3rd level, a fat monk's body has enough bulk that he becomes harder to kill. He immediately gains an additional 6 hit points. At each additional monk level thereafter, he gains 2 additional hit points, beyond those he would otherwise gain as a result of his new level.

This ability replaces the fast movement class feature.



Ki Pool (Su): At 4th level, a fat monk gains a *ki* pool as normal. The number of points in the fat monk's *ki* pool, and the fat monk's *ki* strike, function identically to other monks. However, instead of being able to spend points from his *ki* pool to make an extra attack, increase his speed, or give himself a dodge bonus to AC, the fat monk can expend 1 point from his *ki* pool as a swift action to accomplish any of the following:

- Gain a competence bonus equal to his monk level on the next damage roll he makes with a melee weapon before the beginning of his next turn.
- Gain DR 2/slashing until the beginning of his next turn. At 6th level, and every two levels thereafter, this DR increases by 1 (to a maximum of DR 10/slashing at 20th level).
- Gain a +4 bonus to CMB and CMD until the beginning of his next turn.

This ability modifies the *ki* pool class feature.

Resounding Thud (Ex): Beginning at 4th level, a fat monk can use his weight whenever he falls to create a resounding thud upon landing. This requires no action, and is simply part of hitting the ground, but the fat monk must consciously choose to use the ability, and cannot do so if he is paralyzed, helpless, or otherwise not able to take actions. The effects of the resounding thud radiate outward from the location where the fat monk lands. For each 20 feet that the fat monk fell, the radius of the resounding thud extends 5 feet, to a maximum of 50 feet for a 200-foot drop. Each creature in the area must succeed on a Fortitude save (DC = 10 + 1/2 the fat monk's monk level + the fat monk's Constitution modifier)

or be stunned for 1 round. Creatures that fail the save by 5 or more also fall prone and suffer 2d6 points of damage. The saving throw DC increases by 1 for every 20 feet the fat monk fell (to a maximum bonus of +10). Any effect which prevents the fat monk from suffering fall damage (such as the *slow fall* spell) interferes with a resounding thud.

This ability replaces the slow fall class feature.

Heavyweight (Ex): Beginning at 5th level, a fat monk's bulk allows him to be treated as one size category larger than he actually is for the purposes of determining his CMB and CMD, as well as determining the maximum size of opponents he can effect with combat maneuvers like bull rush, overrun, and trip. Additionally, the fat monk does not provoke attacks of opportunity when using the bull rush and overrun combat maneuvers.

This ability replaces the high jump class feature.

Jolly Luck (Ex): At 12th level, a fat monk's belly is said to be able to confer good luck. As a standard action, a creature can rub the fat monk's belly in order to gain a single luck point, which can be expended at any time to accomplish any of the following:

- Gain a +4 luck bonus on a single d20 roll. You must declare you are using this ability before the roll is made.
- Reroll a single d20 roll. You must declare that you are using this ability after making the initial roll,

but before learning whether the result is a success or failure. The new result must be used, even if it is lower.

- Roll 1d4 and add the result to a failed d20 roll. You must declare that you are using this ability after you learn that the roll is a failure, but before any further consequences of the failed roll are established (i.e., on a failed saving throw to resist poison, you would use this ability before determining the effects of the poison).
- At the GM's discretion, luck points may be expended in order to accomplish other, narrative-specific effects that could be explained by a small amount of good luck.

Any given character can only gain one luck point in this way per day. Any remaining luck points are lost the next time the character rests. The fat monk must be willing to have his belly rubbed in this way, or no luck points are gained.

This ability replaces the abundant step class feature.

Protective Blubber (Ex): At 13th level, a fat monk's expansive belly protects his more vital organs from attack. Whenever a critical hit or sneak attack is scored on the fat monk, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. At 17th level, this increases to a 50% chance.

This ability replaces the diamond soul class feature.

Fat (Oracle Curse)

You have been cursed with an abundance of body fat. No matter how you may diet, exercise, or even pray, you find yourself unable to shed your extra weight.

Effect: You are morbidly obese. The amount of time that you can run or hold your breath before needing to make Constitution checks to do so is halved. Additionally, you are considered to be making a forced march after only 4 hours of travel, rather than the normal 8, and if you engage in combat (or a similarly strenuous activity) for more than 5 consecutive rounds, you must succeed on a Constitution round at the beginning of your turn each round after the fifth, or become fatigued for 1 hour. Your increased bulk does have its benefits however, and you gain 1 additional hit point per Hit Die.

At 5th level, you gain Power Attack as a bonus feat, and treat your base attack bonus as being equal to your character level for the purposes of determining the bonus damage granted when using Power Attack (but not when determining the penalty on attack rolls).

At 10th level, you are treated as one size category larger than you actually are for the purposes of determining your CMB and CMD, as well as for combat maneuvers like bull rush that have limitations on what size the target can be relative to the attacker.

At 15th level, your fat protects your vital organs from attack. Whenever a critical hit or sneak attack is scored on you, there is a 10% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Big Game Hog (Ranger)

Some rangers hunt for sport. Others hunt to survive. A few don't hunt at all. But big game hogs hunt because they want to taste the flesh of exotic prey, and that meal tastes all the sweeter when they killed the creature themselves. For these rangers, there is no greater pleasure than defeating a fearsome beast and then carving it up and putting it on a plate.

Acquired Taste (Ex): Whenever a big game hog eats a meal cooked from the flesh of a creature that he killed, he is invigorated by the experience. In order to use this ability, he must consume at least 1 pound of the creature's flesh, and it must be sufficiently prepared with a successful DC 15 Profession (cook) skill check.

For the next 24 hours, he treats creatures of the same species as the one he ate as though they were his favored enemies, except that he gains only a +1 bonus against such creatures, rather than the normal +2 bonus (if the creature already was one of his favored enemies, the bonus he gains against such creatures as a result of his favored enemy class feature increases by +1, instead). No matter how many creatures a big game hog consumes in this way, he gains the benefits of this ability only against a single species of creature at any given time. At 10th level, the bonus granted by this ability increases to +2.

This ability replaces the wild empathy class feature.

Full Belly (Ex): Beginning at 3rd level, whenever a big game hog rests, if he consumed at least 1 pound of food in the hour before resting, he sleeps especially peacefully, healing twice as many hit points and points of ability score damage as he otherwise would. Further, he gains a +5 bonus on any saving throws made to resist effects that specifically target sleeping characters (such as the *nightmare* spell). However, this deep slumber also makes it harder for him to awaken, increasing the DC of any Perception checks he makes while sleeping by +15 (instead of the normal +10).

This ability replaces the endurance class feature.

Favorite Meal (Ex): Beginning at 3rd level, a big game hog can choose a single meal of the day as his favorite meal. If he does, then whenever he eats the chosen meal, he gains the listed benefits. Each meal's description contains the criteria a meal must meet in order to qualify as the listed meal. In addition to this, in order to grant the benefits of this ability, any meal must have been competently prepared (with a DC 15 Profession [cook] check), and must contain at least 1 pound of food. At 8th level, and every five levels thereafter, the big game hog may choose an additional meal as his favorite meal. No matter how many meals a big game hog consumes, he can only gain the benefits listed for a particular meal once per day.

Breakfast: In order to qualify as breakfast, a meal must be consumed within 3 hours of the big game hog awakening from rest. Whenever he eats breakfast, the big game hog gains a +2 bonus on Intelligence, Wisdom, and

Charisma checks, as well as on Intelligence-, Wisdom-, and Charisma-based skill checks. These benefits last for 2 hours.

Lunch: In order to qualify as lunch, a meal must be consumed more than 4 hours after the big game hog awakens from rest, but less than 8 hours after he does so. Whenever he eats lunch, the big game hog heals 1 hit point per ranger level, and is cured of fatigue. Additionally, he gains a +2 bonus on Constitution checks for 2 hours.

Dinner: In order to qualify as dinner, a meal must be consumed more than 10 hours after the big game hog awakens from rest, and consist of savory foodstuffs. If the big game hog has both dinner and dessert as favorite meals, he can choose to eat both meals at the same time (this requires a total of 2 pounds of food, and each meal must be prepared separately). Whenever he eats dinner, a big game hog gains a +2 bonus on Strength and Dexterity checks, as well as on Strength- and Dexterity-based skill checks. These benefits lasts for 2 hours.

Dessert: In order to qualify as dinner, a meal must be consumed more than 10 hours after the big game hog awakens from rest, and consist of sweet foodstuffs. Whenever he eats dessert, the big game hog gains a +2 morale bonus on Will saves, which is increased to a +4 bonus against emotion effects. This benefit lasts until 2 hours after the next time the big game hog awakens from resting.

This ability replaces the favored terrain class feature.

Hefty Frame (Ex): Beginning at 9th level, a big game hog's expansive belly protects his more vital organs from attack. Whenever a critical hit or sneak attack is scored on the big game hog, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. At 16th level, this increases to a 50% chance.

This ability replaces the evasion and improved evasion class features.

Gluttony Subschool (Wizard)

Some wizards study the school of necromancy less because of an interest in the energies of life and death, and more because of the school's metaphysical connection with the sin of gluttony.

Associated School: Necromancy.

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

Draining Touch (Su): As a standard action, you can make a melee touch attack that inflicts an amount of damage equal to $1d4 + 1/2$ your wizard level. This damage is negative energy, and has no effect on non-living creatures (including constructs and undead). For every 2 points of damage dealt in this way, you heal 1 hit point. You can use this ability a number of times per day equal to $3 +$ your Intelligence modifier.

Gourmand (Ex): Your love of food is such that even the act of eating a large, satisfying meal can provide you with a temporary burst of vigor. In order to gain this benefit, you must spend at least 10 minutes consuming cooked food, which must have been prepared with a Profession (cook) skill check with a result of at least $10 +$ your wizard level.

Whenever you consume such a meal, you enjoy a rush of euphoria, allowing you to apply the effects of one of the following metamagic feats to the next necromancy spell you cast: Enlarge Spell, Extend Spell, or Heighten Spell (increasing by one spell level only). Doing so does not increase the spell slot the spell uses, and you do not need to possess a given metamagic feat to choose it in this way. You must use this ability within 1 minute of finishing your meal, or the benefit is lost. At 1st level, you can use this ability to alter spells of up to 1st level. At 5th level, you can apply this ability to 2nd-level spells, and at 7th level and every two levels thereafter, the highest spell level of spells you can affect with this ability increases by one (to a maximum of 9th-level spells at 19th level).

No matter how many satisfying meals you consume in this way, you can apply free metamagic to spells in this way no more than once per day at 1st level. If you eat a satisfying meal, and then fail to use this ability within one minute, the daily use is not wasted. At 6th level, you can use this ability twice per day. At 12th level, you can use it three times per day. At 20th level, you can use this ability as often as you consume meals.

Truffle Hound (Ex): By 8th level, your devotion to the pleasures of life heightens your senses to a new plane. You gain the scent special ability. Additionally, whenever you are currently able to smell the scent of delicious food, you can choose to gain a +2 morale bonus on attack rolls, ability checks, saving throws, and skill checks, and your caster level is increased by +2. Overexposure to delicious aromas dulls this sensation, and so you can gain these benefits for no more than 1 round per level per day.

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Indulge in Some Sweet New Archetypes!

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 gluttony. Although most commonly associated with food, gluttony is the overindulgence or overconsumption of anything to the point of waste. The archetypes in this book primarily focus on themes including the consumption of food, obesity, and overindulgence in general. This book includes the following archetypes:

- The ravenous maw, an alchemist archetype who can brew special concoctions that give him a ravenous, razor maw.
- The spellmonger, a magus archetype who can consume magical energy, and revels in overcharging himself with arcane power.
- The fat monk, a monk archetype whose flab protects him from harm and whose fighting style makes the most of their girth.
- The fat curse, for oracles who are cursed with excess weight.
- The big game hog, a ranger archetype who hunts his own food and gains power from eating his favorite meals.
- The gluttony subschool, for necromancy-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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