

Weekly Wonders

Archetypes of Sin



Greed

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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 greed. While a greed for material wealth is the most common and obvious, there can be many forms of greed, and those who seek to acquire endless amounts of power, knowledge, or even trinkets and baubles can be stricken just as strongly. Whatever it is that a character hoards, if greed is the motivation that drives them, then they are never content, never able to rest and be happy with what they have, but must always strive to gather still more, and more, and more, attempting to satisfy an insatiable hole within themselves. The archetypes in this book explore a number of different types of greed.

New Archetypes

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

Spellmiser (Arcanist)

While greed is most commonly associated with material wealth, spellmisers represent a greed for knowledge and magical lore. These arcanists are obsessed with accumulating as many spells as possible, filling their libraries with arcana like lesser mortals fill their vaults with gold.

Efficient Scribe (Su): In their desire to accumulate magical knowledge, spellmisers quickly become experts at copying magical writings quickly and efficiently. A spellmiser gains a bonus equal to 1/2 her arcanist level (minimum 1) on Spellcraft checks made to decipher arcane magical writings and prepare spells from the spellbooks of others. Additionally, the material cost and time required for a spellmiser to copy a spell from another spellbook is halved.

This ability replaces the consume spells class feature.

Instant Transcription (Su): At 5th level, a spellmiser gains the ability to instantly copy spells into her spellbook, and she need not expend any materials to do so. She can copy spells from one book to another in this way at a rate of 1 page per round, simply by touching both books. The spellmiser can copy a total number of pages' worth of spells in this fashion each day equal to twice her arcanist level.

This ability replaces the arcanist exploit gained at 5th level.

Extradimensional Archive (Su): At 9th level, a spellmiser gains the ability to separate the contents of her spellbooks from reality, storing them in an extradimensional space. In addition to effectively giving her spellbook an infinite number of pages, this also ensures that the contents of the spellbook can survive even if the physical book itself is destroyed. A spellmiser can mystically link all spells that she personally scribed in a given spellbook with her extradimensional archive by performing a 1-minute ritual, a process which allows her to access those spells any time she accesses her extradimensional archive. She can link any blank spellbook with her extradimensional archive by performing a different ritual, which takes 1 hour, and allows her to use that spellbook to read any spell she has stored in her extradimensional archive, regardless of how many pages that spellbook has. She can only have one spellbook linked to her extradimensional archive at any given time.

This ability replaces the arcanist exploit gained at 9th level.

Eagle Eye (Su): Beginning at 13th level, a spellmiser is able to learn spells simply by seeing them cast. Whenever a spellmiser makes a Spellcraft check to identify a spell being cast, if the result of the Spellcraft check exceeds the DC by 5 or more, she gains sufficient understanding of the spell to copy it into a spellbook. This insight lasts for 24 hours, and if it has not been copied by then, the knowledge is lost. A spellmiser can only learn spells in this way if the spell appears on her spell list and is of a spell level that she is able to cast.

This ability replaces the arcanist exploit gained at 13th level.

Order of the Coin (Cavalier)

A cavalier who belongs to this order cares for material wealth above all else, and will stop at nothing to achieve maximum profit.

Edicts: The cavalier must do all that he can to acquire material wealth. The order of the coin maintains a collection of mercantile axioms and rules, known collectively as "The Gilded Path," which members are expected to at least loosely abide by. These rules, currently numbering nearly 400, extol the virtues of predatory and unscrupulous business dealings in order to reap as much short-term profit as possible, at the expense of others. Cavaliers that are widely known to be poor (or worse, generous) are shunned by their order.

Challenge: Whenever an order of the coin cavalier issues a challenge, if the target of his challenge owns less material wealth than the cavalier, the cavalier gains a +1 morale bonus to AC against the target of his challenge. Alternatively, if the target of his challenge owns more material wealth than the cavalier, the cavalier gains a +1 morale bonus to CMB for combat maneuvers made against the target of his challenge. In either case, this bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the coin cavalier adds Appraise (Int) and Disable Device (Dex) to his list of class skills. In addition, an order of the coin cavalier adds twice his Intelligence modifier on Appraise checks made to determine the value of objects.

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

Master of Bribes (Ex): Beginning at 2nd level, an order of the coin cavalier becomes adept at the subtle art of bribery. Any bonuses he gains on Diplomacy checks as a result of offering a bribe are doubled. Additionally, if the target of his bribery attempt would normally react poorly to the offer of a bribe, the order of the coin cavalier can make a Bluff or Diplomacy check ($DC = 11 + \text{the target's Hit Dice} + \text{the target's Wisdom modifier}$, or $10 + \text{the target's Sense Motive modifier}$, whichever is higher) in order to present the bribe so tactfully that there are no negative repercussions.

Bask in Opulence (Ex): Starting at 8th level, simply being in close proximity to the trappings of wealth can inspire an order of the coin cavalier to greater heights. Any day in which he spends at least 1 hour in an area of particular opulence and luxury, he gains a +1 morale bonus on attack rolls, damage rolls, ability checks, and skill checks until the next time he rests. The GM is the final arbiter of what constitutes opulence and luxury, but any environment which offers one or more of the following should typically qualify: architecture or furniture made of rare or valuable materials (gold-trim, marble floors, etc.), rich and fashionable foodstuffs, large quantities of expensive art objects, and so on.

Drawn to Wealth (Ex): By 15th level, an order of the coin cavalier has an uncanny knack for finding treasure. Each day, there is a 10% chance that the value of any treasure the party finds that day will be increased by half again as much (for a total value of 150% of the original). The GM should make this roll in secret, and may choose what form the additional treasure takes (coins, gems, art objects, magic items, or some mixture of these).

Collector (Occultist)

Occultists tend to be drawn to the esoteric and the strange, and when they give in to the temptations of greed, they tend to hoard not gold, but the very same objects that they otherwise turned to for power. Recognizing the innate power found in objects, occultists who specialize in collecting objects of a certain kind quickly begin to unlock even greater psychic potential buried within.

Compel Gift (Sp): Beginning at 5th level, a collector can compel others to give him things with little more than a word and a gesture. This functions as the spell *demand offering*^{OA}, except that the saving throw DC is equal to $10 + \frac{1}{2}$ the collector's occultist level + the collector's Intelligence modifier. The collector can use this ability three times per day.

This ability replaces the aura sight class feature.

Collection (Su): At 8th level, a collector forms a collection of objects that gives him additional magical power. The exact nature of the collection is up to the collector, but it must have a clearly-defined theme, which must in some way be linked to one of the occultist implement schools that the collector knows: for example, a collector with

the abjuration implement school could choose to collect amulets (a common implement associated with abjuration), whereas a collector with the conjuration implement school might choose to collect books about outsiders (as many conjuration spells involve summoning such creatures), and yet another collector with the necromancy implement school might choose to collect possessions of murder victims (as these items are naturally linked to death, and therefore necromancy). The GM is the final arbiter of what criteria are and are not acceptable for defining a collection, and determining what schools are appropriate for a given collection.

As long as the combined market price of all the items in the collector's collection is equal to or greater than a certain minimum amount, the collector gains an amount of additional mental focus each day equal to $\frac{1}{4}$ his occultist level, which must be invested in an implement of the same school as the one his collection is associated with. Additionally, as long as he maintains this minimum amount, the DC of any spell he casts of the associated school is increased by +1, as is the DC of any of his focus powers of the associated school. If the combined market price of all the items in the collector's collection is equal to or greater than twice the minimum required amount, he instead gains an amount of additional mental focus each day equal to $\frac{1}{2}$ his occultist level, and the DCs of the relevant spells and focus powers are increased by +2.

The minimum market price for the collector's collection depends on his occultist level, as outlined on the table below.

Table 1: Collection Value Minimums

Character level	Minimum Collection Value
8th	3,300 gp
9th	4,600 gp
10th	6,200 gp
11th	8,200 gp
12th	10,800 gp
13th	14,000 gp
14th	18,500 gp
15th	24,000 gp
16th	31,500 gp
17th	41,000 gp
18th	53,000 gp
19th	68,500 gp
20th	88,000 gp

This ability replaces the magic circles class feature.

Black Market Contacts (Ex): At 8th level, a collector develops a network of black market contacts, which can provide him with rare, illegal, or stolen goods or information. Getting in touch with one of these contacts is an elaborate process that takes 2d4 hours. Each time the collector does so, he can have the contact perform one of the following services on his behalf:

Fence: The collector can sell rare, exotic, or valuable objects to the contact. A collector's contact has deep pockets, and is capable of spending an amount of gold equal to twice the normal purchase limit of the

settlement he is in per week in this fashion. Additionally, the collector's contact will generally be willing to purchase even obviously stolen or illegal merchandise (although, at the GM's discretion, some items may be too hazardous even for a professional).

Gather Information: The contact can gather information about a particular topic for the collector. Treat this as a Diplomacy check made to gather information, with a bonus equal to the 5 + collector's occultist level. Only information relating to expensive or exotic merchandise (including the whereabouts, properties, movement, and owners of such items), as well as general information about criminal activity, can be learned in this fashion.

Provider: The contact can provide rare, exotic, or illegal goods for the collector to purchase. In general, there is a 75% chance that the contact can procure any such item whose value is equal to or less than the purchase limit of the settlement he is in within 1d4 days, and a 25% chance that he can procure an item whose value exceeds that limit in twice that time.

Other: At the GM's discretion, the collector's contact may be able to provide other favors, instead, such as putting the collector in touch with a professional thief or assassin, or even arranging and orchestrating a heist to procure an object the collector particularly wants, but which is not for sale. The GM should determine an appropriate fee for these services, as well as the likelihood of their success.

Additionally, each week, there is a 20% chance that one of the collector's contacts reaches out to him with an offer to sell a particular object appropriate for the collector's collection. The GM should randomly generate a medium magic item appropriate for the collection, or use some other means to determine any special features that object may have. Objects sold in this fashion can be purchased at a discount, and the collector need pay only 80% of the normal market price for such an item. Given the nature of the contact, it's possible that the item may be stolen, cursed, or otherwise lead to trouble. Typically, there is a 25% chance of this for any given item. The GM should determine in secret whether or not the item has any such drawbacks, and what they are, although it's possible the contact may be willing to share this information with the collector (at the GM's discretion).

At 8th level, the collector can reach out to one of his contacts once per week. At 12th level, and every four levels thereafter, he can reach out to one of his contacts one additional time each week.

This ability replaces the outside contact class feature.

Collector's Knack (Su): Beginning at 12th level, a collector develops a supernatural bond with his collection, which grants him limited powers over the types of objects that he collects. By focusing as a full-round action, the collector can supernaturally sense the presence of any objects in a 60-foot cone that fit within the limitations of his collection (i.e., if he collects bells, he would sense any bells in the area, and

if he collected human bones, he would sense the presence of any human bones in the area, etc.). He senses the exact location of each such object, and can do so through any kind of barrier.

Additionally, the collector can telekinetically lift objects of the type that he collects. This functions as the spell *mage hand*, except that the object can weigh up to 5 lbs. per occultist level. The collector's caster level for this effect is equal to his occultist level.

This ability replaces the binding circles class feature.

Collection Mastery (Sp): At 16th level, a collector's dominance over the types of objects that he collects is second to none. He gains the ability to cast *telekinesis* at will, but only to manipulate objects of the type that he collects. Additionally, he can remotely view any object of a type that he collects. This functions as the spell *scrying*, except that the subject is an object, rather than a creature. The object is always entitled to a saving throw, even if it is non-magical and unattended (in the case of non-magical unattended objects, treat the objects as having a base save modifier of +0). The collector's knowledge of and connection to the object affects the saving throw DC, as normal, and the collector must have some means of identifying the particular object in question if he is not familiar with it.

This ability replaces the fast circles class feature.

Treasure Hunter (Rogue)

Whether they're plumbing the depths of ancient ruins in search of long-lost treasures, or simply plying their mercantile wares in the big city, treasure hunters are always concerned with finding their next big score, and accumulating as much wealth as possible. With a sixth sense for treasure and a knack for getting the best prices, these rogues know where to go to get their gold.

Treasure Finding (Ex): A treasure hunter has an uncanny knack for finding profit. By concentrating as a full-round action, the treasure hunter can sense the proximity of gold, silver, and copper as though she were equipped with a *rod of metal and mineral detection*. Additionally, she gains a bonus equal to 1/2 her rogue level on Appraise checks and on Perception checks made to notice concealed treasure.

This ability replaces the trapfinding class feature.

Negotiator's Knack (Ex): Beginning at 3rd level, a treasure hunter is an expert at haggling, and can always get the best prices, whether buying or selling. When purchasing goods and services, she reduces the market price by 5%, and when selling goods or services, she can do so for 5% more than she would otherwise be able to. At 6th level, and every three levels thereafter, this bonus increases by an additional 5% (to a maximum of 30% at 18th level).

This ability replaces the trap sense class feature.

Disarming Combatant (Ex): At 6th level, a treasure hunter becomes an expert at liberating others of their possessions. She never provokes attacks of opportunity for making disarm or steal combat maneuvers, and when making such combat maneuvers, she treats her base attack bonus as being equal to her rogue level.

This ability replaces the rogue talent gained at 6th level.

Wyrmsifter (Shifter)

Many shifters find that the more that they transform into particular sorts of creatures, the more that aspects of those creatures rub off on them. One reason that few shifters can transform into the shape of a dragon is because these powerful and legendary creatures are so potent that they might well find themselves subsumed in the attempt. But there are a few who dedicate themselves to taking draconic shape, and these shifters, known as wyrmsifters to some, are able to master this particularly difficult form, although in doing so, they begin to exemplify the greed inherent in all dragons.

Dragon Aspect: At 1st level, when a wyrmsifter gains her first shifter aspect, she must take the dragon aspect, below. At 5th level, and later levels, when she gains additional aspects, she may choose normally from among those available to all shifters.

Dragon

Terrible engines of destruction, dragons are flying reptiles that are at once enchanting and horrifying. They are resilient, powerful, and have the ability to breathe fire.

Minor Form: Your natural armor bonus to AC increases by +1. Additionally, you gain a +2 bonus on saving throws made to resist paralysis and sleep effects. At 8th level, these bonuses increase to +2 natural armor and a +4 bonus on saving throws made to resist paralysis and sleep effects.

Major Form: Your shape changes to that of a Medium dragon. While in this form, you gain a bite attack (1d6 damage), two claw attacks (1d3 damage), a fly speed of 40 feet (average), and darkvision 60 feet. At 8th level, you gain the ability to breathe fire once each time you shift into this aspect's major form. Breathing fire in this way takes the form of either a 30-foot cone or a 60-foot line (your choice), and deals 1d8 points of fire damage per two shifter levels to each creature in the area. A successful Reflex save (DC = 10 + 1/2 your shifter level + your Constitution modifier) halves this damage. At 15th level, you instead transform into a Large dragon, causing your bite to deal 1d8 damage, your claw attacks to deal 1d4 damage, and granting you a +4 enhancement bonus to Strength and Constitution.

Nose for Gold (Ex): Beginning at 1st level, a wyrmsifter gains the ability to literally sniff out precious metals and gems. The wyrmsifter gains the scent special ability, but can only use it to detect the scent of platinum, gold, silver, copper, and gems. At the GM's discretion, other particularly valuable metals and minerals may be able to be detected as well. If the wyrmsifter gains scent from another source, then

as long as she has the scent ability, she can detect the scent of precious metals and minerals at a range four times as far as her normal scent abilities.

This ability replaces the wild empathy class feature.

Draconic Cunning (Ex): Beginning at 2nd level, a wyrmsifter adds half her level on Appraise checks.

This ability replaces the track class feature.

Scaled Body (Ex): At 2nd level, a wyrmsifter's natural armor bonus to AC increases by +1. At 4th level, and every four levels thereafter, this bonus increases by an additional +1 (to a maximum of +6 at 20th level). Additionally, at 2nd level, the wyrmsifter gains an amount of fire resistance equal to her shifter level.

This ability replaces the defensive instinct class feature.

Gilded Sleeper (Ex): Beginning at 3rd level, a wyrmsifter is able to rest more soundly as long as she does so on a bed of coins, gems, and other valuables. Whenever a wyrmsifter rests, if she does so atop a pile of coins and similar materials worth at least 1,000 gp, she regains twice as many hit points from resting, and heals twice as much ability damage as she otherwise would. Additionally, upon awaking, she feels particularly refreshed, and gains a +1 morale bonus on attack and damage rolls for the first combat she is engaged in that day.

This ability replaces the woodland stride class feature.

Vengeance Against Thieves (Ex): Beginning at 5th level, a wyrmsifter is able to bring down a terrifying fury against those who would steal from her. She gains a +1 morale bonus on attack and damage rolls made against any creature that is currently in possession of one or more objects that were stolen from her. If the stolen object's market value is equal to or greater than 1,000 gp per shifter level the wyrmsifter possesses, this bonus is increased to +2.

This ability replaces the trackless step class feature.

Superior Dragon Aspect (Su): At 18th level, a wyrmsifter's dragon aspect improves still further. As long as she is shifted into the major form of her dragon aspect, she is immune to sleep and paralysis, and gains spell resistance equal to 10 + her shifter level.

This ability replaces the timeless body class feature.

Plundering Blade (Swashbuckler)

It is not uncommon for swashbucklers to seek out fame and fortune, but for some, the latter is far more important than the former. Plundering blades are swashbucklers who are motivated so heavily by a lust for gold, jewels, and other wealth, that they have even adjusted their fighting style to better ensure that they profit from each encounter.

Deeds: A plundering blade gains the following deeds, each of which replaces an existing deed.

Make a Better Offer (Ex): Beginning at 3rd level, a plundering blade becomes an expert in negotiating for the loyalty of her opponents' hired help. As a standard action, a plundering blade can make a special Diplomacy check to attempt to bribe one or more foes into sitting the fight out. The DC for this check is equal to 30 + the creature's Charisma modifier, and requires that the plundering blade offer a bribe of at least 100 gp per CR of the creature. If the plundering blade offers a bribe of at least 500 gp per CR of the creature, she gains a +5 bonus on this check, and if she offers a bribe of at least 1,000 gp per CR of the creature, she gains a +10 bonus on the check.

If attempting to bribe multiple creatures, the plundering blade makes a single Diplomacy check and applies the result to each creature separately, and must pay the bribe for each creature she successfully bribes separately. If the result of the plundering blade's check is at least 10 higher than the DC for a given creature, the bribe is sufficient to convince that creature to fight on her side, rather than simply not fighting at all.

This ability functions only against creatures with an Intelligence score of 3 or greater. The GM may determine that some creatures cannot be bribed in this way, such as if they are not motivated by greed, disbelieve that the plundering sword is capable of making good on her offers, or for other reasons relating to the creature's motives.

This ability replaces the menacing swordplay deed.

Miser's Initiative (Ex): By 3rd level, a plundering sword is always ready to make a profit at a moment's notice. She gains a +5 bonus on initiative checks made in situations where there is an obvious opportunity for financial profit or loss (such as against opponents with obvious wealth, or against an opponent attempting to steal something from the plundering sword, etc.). The GM determines whether or not this bonus is applicable for any given situation.

This ability replaces the swashbuckler initiative deed.

Stealing Strike (Ex): At 7th level, whenever a plundering blade successfully hits an opponent with a light or one-handed piercing melee weapon, she can spend 1 panache point in order to make a disarm or steal combat maneuver against that creature as a free action. Disarm and steal combat maneuvers made in this way never provoke attacks of opportunity.

This ability replaces the targeted strike deed.

Guard of Greed (Ex): At 15th level, a plundering blade becomes so adept at protecting her valuables that it is all but impossible to steal anything of worth from her. She gains a bonus equal to her swashbuckler level to CMD against all disarm and steal combat maneuvers made against her that attempt to take an item worth more than 1,000 gp. Similarly, the DC of any Sleight of Hand check made to take an item worth more than 1,000 gp from the plundering blade is increased by an amount equal to her swashbuckler level.

This ability replaces the dizzying defense deed.

Gold Sense (Ex): Beginning at 4th level, a plundering blade develops an uncanny knack for finding profit. By concentrating as a full-round action, the plundering blade can sense the proximity of gold, silver, and copper as though she were equipped with a *rod of metal and mineral detection*. Additionally, when presented with any sort of business proposition, the plundering blade can attempt a DC 20 Appraise check to get a hunch as to whether or not the proposition is likely to be profitable for her: this is merely a gut feeling, and is similar to hunches made with a Sense Motive check, but a plundering blade can generally count on such hunches not to lead her astray.

This ability replaces the bonus feat gained at 4th level.

Bury Treasure (Ex): At 12th level, a plundering blade learns the value having a few caches of treasure buried here and there, and doing so not only gives her peace of mind, but also improves her status and celebrity. Burying treasure in this fashion takes 8 hours of work, which includes digging the hole, unloading the treasure, filling the hole, and drawing a map allowing the treasure to be found again. The plundering blade must always create a map for any treasure buried in this way, even if she uses other means to remember the treasure's location (for the purposes of this ability, the map can also take the form of a short rhyme or series of cryptic clues, as long as they are capable of being deciphered; whatever form the map takes, it must be reasonably accurate, although the plundering blade can certainly create additional, fake maps if desired).

As long as the plundering blade keeps a certain amount of treasure buried (either in a single buried trove or distributed amongst several different troves), she gains a +1 morale bonus on attack rolls, damage rolls, ability checks, saving throws, and skill checks. If she keeps twice the minimum amount of treasure buried, this bonus increases to +2. Additionally, as long as the plundering blade maintains the minimum amount of buried treasure, she gains a further +4 bonus on Bluff, Diplomacy, and Intimidate checks due to her increased reputation and prestige.

The minimum amount that a plundering blade must keep buried in order to gain these benefits depends on her level, as outlined below.

Table 2: Buried Treasure Minimums

Character level	Minimum Buried Treasure
12th	7,500 gp
13th	10,000 gp
14th	13,000 gp
15th	17,000 gp
16th	22,000 gp
17th	28,500 gp
18th	37,000 gp
19th	48,000 gp
20th	60,000 gp

Any treasure that is dug up (whether by the plundering blade or another character) ceases to count towards this minimum



immediately, which may cause the plundering blade to lose these benefits. The plundering blade intuitively knows the instant that one of her buried treasure troves has been dug up, though she does not necessarily know by whom, and has no special ability to determine the location of any buried treasure that has been claimed in this way.

This ability replaces the bonus feat gained at 12th level.

Hidden Interest (Su): At 20th level, the treasure troves that a plundering blade buries supernaturally accrue wealth as they lie hidden in wait beneath the sand. Each week, each such treasure trove's total value in gold pieces increases by 1% of its current value, rounded down (so a trove of 100 gp would increase to 101 gp). At the GM's discretion, this additional wealth may come in the form of additional coins, gems, or other objects, or an art object in the trove may simply have its value increased, etc.

This ability replaces the bonus feat gained at 20th level.

Greed Subschool (Wizard)

Some wizards study the school of transmutation less because of an interest in transformative magic, and more because of the school's metaphysical connection with the sin of greed.

Associated School: Transmutation.

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

Lead into Gold (Su): As a standard action, you can touch an object made of lead, and transmute it into gold. Treat this as an instantaneous transmutation effect with a caster level equal to your wizard level. You can use this ability at will, but can create only so much wealth each day. The total difference in market value between the lead objects you transmute and the gold objects they

become on any given day cannot exceed 10 gp per class level. If transmuting an entire touched object would exceed this limit, only part of the object is transformed, but further progress can be made on subsequent days. At 20th level, the limit on how much wealth you can create increases to 500 gp per wizard level.

Telekinetic Theft (Su): As a standard action, you can attempt to use telekinesis to perform a disarm or steal combat maneuver against a single creature within 30 feet. For this combat maneuver, use your Intelligence in place of your Strength score. On a success, the item is whisked telekinetically into your hand (or lands at your feet, if you do not have a free hand). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Enhance Item (Su): At 8th level, once per day, by performing a one-minute ritual, you can imbue a single mundane item with temporary magical abilities. This ability can grant enhancement bonuses to weapons, armor, and shields, and can replicate the effects of wondrous items. The item to be affected must be of a form appropriate for the magical effect. The GM is the final arbiter of what items can receive what effects, but generally speaking, the effects of magic items that occupy a particular magic item slot should be limited to being placed on objects that will also occupy that slot, and the effect should make sense with the item. Only magic item effects that are continuous or can be used at will can be applied in this way: those with limitations on how often they can be used, which have limited charges, or which are consumed after one use, cannot be applied. Further, the market price of the magical effect or magic item to be replicated must be no greater than 1,000 gp per wizard level. Once the ritual is complete, the effect lasts for 1 minute per wizard level. If the market price was less than half the maximum amount, the effect lasts for 10 minutes per wizard level, instead.

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Keep these miserly new archetypes all for yourself!

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 greed. While a greed for material wealth is the most common and obvious, there can be many forms of greed, and those who seek to acquire endless amounts of power, knowledge, or even trinkets and baubles can be stricken just as strongly. Whatever it is that a character hoards, if greed is the motivation that drives them, then they are never content, never able to rest and be happy with what they have, but must always strive to gather still more, and more, and more, attempting to satisfy an insatiable hole within themselves. This book includes the following archetypes:

- The spellmiser, an arcanist archetype whose quest for the knowledge of new and different spells knows no bounds.
- The order of the coin, a cavalier order exclusive to the wealthy, that are masters of bribery and empowered by lavish surroundings.
- The collector, an occultist archetype that focuses on collecting a specific kind of object, and gains powers both from and over the items of his collection.
- The treasure hunter, a rogue archetype that specializes in finding extra profit from dungeon and deal alike.
- The wyrmshifter, a shifter archetype that can take the form of a fearsome dragon, but also gains the legendary greed of dragonkind.
- The plundering blade, a swashbuckler archetype that cheats, bribes, and steals to get ahead, and can gain power from burying her treasures in hidden caches.
- The greed subschool, for transmutation-focused wizards who wish to harness the power of sin.



*Necromancers
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