

Weekly Wonders

Archetypes of Sin



Lust

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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 lust. Lust is a tricky sin, blurring the lines between healthy desire, attraction, love and something more wicked. This book focuses on the dark side of our romantic fantasies as we explore the sin of lust in a variety of archetypes. The archetypes in this book encompass elements of control and dominance as well as forbidden fantasy, and atypical sexual and or romantic interests. We even look to the idea of courtly love, exploring the idea of raw desire without the base excuse of wanton sexuality. From the lust singer who can entice his victims with song, to the pain giver's unnatural appetites for pain, to the knight of the white rose whose romantic idealism is equally all consuming, the archetypes in this book explore numerous interpretations of lust, and you are sure to find something that will fit your vision of this alluring sin. This book also features a new sorcerer bloodline and wizard subschool, which look at lust as a pure force and encompass various general ideas of passion.

New Archetypes

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

Lust Singer (Bard)

Lust singers are bards who turn their talents solely to the purpose of satisfying romantic desires. Obsessed with flesh and pleasure, these bards use music and magic to attract and charm potential mates and strip even the most prudish individuals of their inhibitions.

Gilt Tongue (Ex): Lust singers are skilled at lecherous come-ons and sweet nothings, using their golden tongues to convince others to do things they otherwise might only dream of doing. A lust singer adds 1/2 his level (minimum 1) to all Charisma checks and Charisma-based skill checks made to convince another character to take a romantic or lustful action. If the action is to involve the lust singer, this bonus is doubled.

This ability replaces the bardic knowledge class feature.

Bardic Performance: A lust singer gains bardic performance as normal, but can use his performance to perform tunes that incite lust and illicit sensual desires from the listeners. This allows him to perform the following new songs.

Attraction (Su): At 1st level, a lust singer can use his bardic performance in order to make a character attracted to another character. He can target a single character within 90 feet when he uses this ability. At 3rd level, and every 3 levels thereafter, he can target an additional character when using this ability. When he uses this performance, the affected character must succeed on a Will save (DC = 10 + 1/2 the lust singer's level + the lust singer's Charisma modifier) or become overwhelmed with romantic and/or sexual desire for another character the target can clearly see. This infatuation remains for as long as the lust singer continues the performance, plus a number of minutes thereafter equal to 10 times the number of rounds the lust singer maintained this performance. The target is treated as attracted to the specified individual for purposes of spells and abilities relating to a character's attraction to another individual. Likewise, for the purposes of abilities and effects used by the character she is infatuated with which reference the target normally being attracted to characters of a specific race and gender, the target is considered to normally be attracted to the specified individual while under the effects of this ability. This is a mind-affecting enchantment charm effect and relies on auditory and visual components.

This ability replaces the fascinate bardic performance.

Sensual Sanctuary (Su): At 3rd level, a lust singer can attempt to use a target's attraction for another character to prevent her from harming them. A lust singer can use his bardic performance to fill a target who is attracted to another character with lustful thoughts that keep her from being able to do them harm. The lust singer may target a single character when he uses this ability, and the target must be able to clearly see and hear the lust singer's performance. The target must succeed on a Will save (DC = 10 + 1/2 the lust singer's level + the lust singer's Charisma modifier) or be so overwhelmed with desire that she is unable to attack or perform any hostile action against any character of a race and gender that she would normally be attracted to. If the target is attacked by such a character, the effect is broken, and she cannot be affected by this ability again for 24 hours. At 7th level, if the target succeeds on her saving throw, she still suffers a -1 penalty to attack and damage rolls against characters of a race and gender she is normally attracted to. At 11th level, and every 4 levels thereafter, this penalty increases by a further -1.

This ability replaces the inspire competence bardic performance.

Suggestion (Sp): At 6th level, the lust singer gains the suggestion ability as normal, except that he can only use it to suggest romantic or erotic courses of action, and can only target a character affected by his attraction bardic performance. If the suggested action involves another character that the lust singer is romantically attracted to, the DC to resist the *suggestion* is increased by +2.

This ability modifies the suggestion bardic performance.

Mass Suggestion (Sp): At 18th level, the lust singer can use his suggestion bardic performance to affect any number of characters that are affected by his attraction ability.

This ability modifies the mass suggestion bardic performance.

Carnal Delight (Su): At 20th level, the lust singer can incite incredible sensual desire and lustful urges in a large group of individuals, causing them to pursue carnal delights, to the exclusion of all other activities. The lust singer can affect any number of characters within 60 feet who can clearly see and hear him. Each target must succeed on a Will save (DC = 10 + 1/2 the lust singer's level) or take no action other than to pursue carnal pleasures with the nearest living character, seeking them out to kiss and caress until the beginning of their next turn. Each round, affected characters can attempt a new Will save to resist this ability, and a character that succeeds on its saving throw is immune to the effects of this ability for 1 hour.

This ability replaces the deadly performance bardic performance.

Lustful Enchantment (Su): At 5th level, a lust singer can imbue certain spells to draw out the lust inherent in the target. Targets under the effects of a charm or compulsion effect created by a spell the lust singer casts fuel the magic of the spell with their inherent lust. Each round the affected character pursues a romantic or erotic action, the spell's duration is not reduced.

This ability replaces the lore master class feature.

Knight of the White Rose (Paladin)

Knights of the white rose are paladins who are devoted to the high romance of courtly love. These warriors of the heart seek to perform great deeds to earn the favor of those whose affection they cherish, and exchange tokens as a sign of their devotion and love.

Paramour (Ex): A knight of the white rose is bound by ideals of love and passion, and can declare another character as her paramour. If she does, then the paramour recognizes the knight of the white rose as a force for good and justice, revealing her nature as a lawful good character and making known her code of conduct. The knight of the white rose also gains a +2 bonus on Diplomacy checks with her paramour if he is good or lawful, or a +4 bonus if her paramour is both lawful and good. A knight of the white rose can only have a single paramour at any given time; however, she can declare another character as her paramour by renouncing her previous paramour and spending at least 24 hours mourning the loss of love.

This ability replaces the aura of good class feature.

Promise of Protection (Su): A knight of the white rose is committed to defending those she cares about, even at the expense of her own safety. Once per day, as a move action, the knight of the white rose can declare a promise to protect an adjacent character, sealing the promise with a kiss or by the presentation of a token of affection, such as a flower or handkerchief. As long as the knight of the white rose remains within 10 feet of the target, both she and the target suffer 1 less point of damage from all sources for every 2 paladin levels the knight of the white rose possesses (minimum 1),



and both she and the target receive a +2 sacred bonus to all saving throws. This bonus is increased to +4 against spells and effects cast or created by evil creatures.

If the knight of the white rose targets her paramour with this ability, all damage dealt to her paramour from all sources is reduced by 1 for every paladin level the knight of the white rose possesses; however, the knight of the white rose suffers an amount of damage equal to half the damage prevented this way. Damage suffered in this way is not reduced by this ability. Additionally, the paramour gains a deflection bonus to AC equal to the knight of the white rose's Charisma modifier.

These effects last for 1 minute. At 4th level, and every 3 levels thereafter, the knight of the white rose can use this ability an additional time each day.

This ability replaces the smite evil class feature.

Bestowed Favor (Su): At 2nd level, a knight of the white rose can make manifest the favor of her paramour to protect herself from harm. The knight of the white rose can request a special token of favor from her paramour, such as a flower or piece of jewelry. As long as the knight of the white rose bears this token, she gains a bonus on all saving throws equal to her paramour's Charisma modifier.

This ability replaces the divine grace class feature.

Token of Courage (Su): At 3rd level, a knight of the white rose can exchange tokens of courage with those she cares deeply for. Once per day, the knight of the white rose can bestow a token of courage, usually taking the form of some

small piece of weaponry or armor, though the exact form is left up to the discretion of the knight of the white rose. For 24 hours, as long as the character retains the token, he is immune to fear effects. Additionally, if the knight of the white rose exchanges this token with her paramour, her own courage is also bolstered, granting her a morale bonus on damage rolls against evil characters equal to her paramour's Charisma bonus, to a maximum bonus of 1/2 the knight of the white rose's level (minimum 1).

This ability replaces the aura of courage class feature.

Token of Resolve (Su): At 8th level, a knight of the white rose can bestow a token of her resolve to those that she finds in her favor. Once per day, as a standard action, the knight of the white rose can bestow some small token of her affection to another character. If she does, then as long as the target retains her token, he gains immunity to charm spells and effects for the next 24 hours. Additionally, if the knight of the white rose bestows this token upon her paramour, then her own resolve is also bolstered, allowing her to reroll a number of failed Will saves each day equal to her paramour's Charisma modifier (minimum 1). The new save must be made immediately after she fails a Will save, but before the results are determined. She must keep the new result, even if it is worse.

This ability replaces the aura of resolve class feature.

Redeem Through Love (Sp): At 11th level, a knight of the white rose can use her love and friendship in order to conquer the hatred and despair that swallows the hearts of evildoers. By spending at least 1 hour a day with a character for 1 full week, the knight of the white rose can attempt to use her charms to redeem that character's soul. This has the same effect as an *atonement* spell, using the knight of the white rose's class level as her caster level.

This ability replaces the aura of justice class feature.

Token of Faith (Su): At 14th level, a knight of the white rose can bestow a token of her faith and piety upon another character as proof of the purity of her love. The knight of the white rose's weapons automatically overcome any damage reduction possessed by evil characters. Additionally, once per day, the knight of the white rose can bestow a token as a standard action upon another character. If she does, then as long as the target retains the token, his natural attacks, unarmed strikes, and weapons automatically overcome any damage reduction possessed by evil characters for the next 24 hours. If the token is bestowed upon the knight of the white rose's paramour, the paramour also gains a bonus equal to the knight of the white rose's Charisma modifier to attack rolls against evil characters.

This ability replaces the aura of faith class feature.

Token of Righteousness (Su): At 17th level, a knight of the white rose can bestow a token of her virtue and good intent upon another character. Once per day, as a standard action, the knight of the white rose can bestow a token of her righteousness upon another character. If she does, that character gains immunity to compulsion spells and effects for 24 hours, so long as he retains the token. Additionally, if the token is bestowed upon the knight of the white rose's paramour, the knight of the white rose is inspired in her

righteousness and gains a bonus equal to her paramour's Charisma modifier on all Will saves.

This ability replaces the aura of righteousness class feature.

True Love (Su): At 20th level, a knight of the white rose can express the depths of her heart's affection with greater ease. She may use her token of courage, token of resolve, token of faith, and token of righteousness class features each a number of times per day equal to her Charisma modifier. Additionally, she can express her true love for her paramour by presenting him with a ring or similar token of permanency and unity. If she does, then so long as that character remains her paramour and retains the token on his person, he benefits from the knight of the white rose's promise of protection ability, regardless of their physical distance.

This ability replaces the holy champion class feature.

Pain Giver (Slayer)

Pain givers are warriors who revel in the pleasures of giving and receiving pain. They draw sensual excitement and satisfaction by inflicting grievous suffering on others and find release in their own wounds. Their love of pain is such that many cannot go more than a short time without indulging their lustful and hateful desire.

Pain Exaltation (Ex): Pain givers have a violent masochism that fuels their intense passions, making them euphoric and dangerous whenever they are in pain. Whenever the pain giver suffers an amount of damage equal to his class level, he becomes excited by the pain, suffering a -1 penalty to AC and CMD, but granting him a +1 bonus on attack and damage rolls for 1 round. At 5th level, and every 5 levels thereafter, this bonus to attack and damage rolls increases by a further +1 (to a maximum of +5 at 20th level), as does the penalty to AC and CMD. This is a pain effect.

Pain Strike (Ex): At 3rd level, a pain giver can inflict horrible pain upon others to satisfy his base desires. Whenever he makes an attack against a character which is flat-footed or which he has flanking against, he may choose either to deal an additional 1d6 points of nonlethal damage, or to cause the target to suffer a -1 penalty to AC, attack rolls, and damage rolls for 1d6 rounds. At 6th level, and every 3 levels thereafter, the damage dealt by this ability increases by 1d6, or the penalty to AC, attack rolls, and damage rolls increases by -1. This is a pain effect.

This ability replaces the sneak attack class feature.

Sadistic Attack (Ex): At 7th level, the pain giver cannot contain the delight of causing others to suffer agony and strives to do so with great vigor. He gains a +2 bonus on attack rolls against characters currently suffering from a pain effect, and gains a +2 bonus to AC against attacks made by such characters.

This ability replaces the stalker class feature.

Masochistic Defense (Ex): At 13th level, the pain giver revels in his own pain and suffering, able to easily shrug off harm. For each separate pain effect the pain giver is suffering from, he gains a +2 luck bonus on Fortitude and Will saves.

This ability replaces slayer's advance class feature.

Final Release (Ex) At 20th level, whenever a pain giver makes a successful pain strike against a character suffering from a pain effect, he may choose either to instantly slay his target, or to place them in a state of eternal pain, rendering them permanently nauseated.

This ability replaces the master slayer class feature.

Lust Bloodline (Sorcerer)

Your bloodline can be traced back to a scion of lust. Perhaps your ancestor includes an ancient mage who tapped the power of the primal sin of lust to fuel powerful enchantments, or perhaps a succubus or similar outsider resides in your family tree, or maybe your ancestors were merely slaves to their passions, debased and salacious. Whatever the case, your bloodline gives you the power to grant your own lusts and feed your most perverse desires.

Class Skill: Diplomacy.

Bonus Spells: *charm person* (3rd), *unnatural lust*^{UM} (5th), *matchmaker*^{UI} (7th), *triggered suggestion*^{ACG} (9th), *mass charm person* (10th), *mass suggestion* (13th), *waves of ecstasy*^{UM} (15th), *irresistible dance* (17th), *dominate monster* (19th).

Bonus Feats: Deceitful, Dodge, Great Fortitude, Extend Spell, Fleet, Improved Initiative, Persuasive, Silent Spell.

Bloodline Arcana: Any character with whom you have made romantic contact, such as a kiss, within the last 24 hours suffers a -2 penalty on saving throws made to resist enchantment spells you cast.

Bloodline Powers: The pure force of lust in your veins grants you the ability to make your salacious dreams come true.

Compel Kiss (Su): At 1st level, you can compel another character to kiss you. As a standard action, you can attempt to force a single adjacent living character to kiss you. The target must succeed on a Will save (DC = 10 + 1/2 your level + your Charisma modifier) or be forced to spend their next round performing no other action than to kiss you. You can use this ability a number of times per day equal to 3 + your Charisma modifier. Characters that are not normally attracted to characters of your race and gender receive a +4 bonus on their saving throw to resist this ability.

Seductive Charm (Su): At 3rd level, you can wrap yourself in magic to enhance your natural charms. Beginning at 3rd level, you gain a +4 bonus on Charisma checks and add 1/2 your level (minimum 1) on all Charisma-based skill checks, and you may take 10 on all Charisma checks and Charisma-based skill checks made against characters of the gender of your choice (you make this choice when you gain this ability, and it cannot later be changed). At 9th level, your beauty is such that it causes characters within 10 feet to be dazzled for as long as they remain within 10 feet of you. Additionally, you may take 15 rather than 10 on Charisma checks and Charisma-based skill checks made against characters of the chosen gender.

Alter Appearance (Sp): At 9th level, you can alter your appearance to suit your own desires or those of your mates. This allows you to use the spell *disguise self* at will. At 15th level, this ability allows you to assume the form of creatures of your type of any size. At 20th level, this ability functions like the spell *veil*, except that you can only target yourself, allowing you to assume whatever form pleases you.

Magical Kiss (Su): At 15th level, you gain the ability to imbue your kisses with natural magic. Whenever you kiss another character, you can cast an enchantment spell you know of 4th level or lower on that character without consuming a spell slot. Kissing an unwilling character is a standard action which requires a melee touch attack and provokes an attack of opportunity. You can use this ability once per day at 15th level, and an additional time per day at 17th level, and again at 19th level.

Scion of Lust (Su): At 20th level, you gain a permanent +4 inherent bonus to your Charisma score, and immunity to charm and compulsion spells.

Phantom Lover (Spiritualist)

Phantom lovers are spiritualists who share a close romantic connection with their phantoms, making them exceptionally well suited to fighting together. Unlike other spiritualists, phantom lovers are almost exclusively possessed by the spirits of former paramours or those that lusted after them during life. However, this close sensual bond they share with their phantom comes at the expense of their abilities relating to other ectoplasmic or spiritual entities.

Bonded Pair (Ex): At 5th level, the phantom lover and her phantom have been working closely together for so long that they share each other's techniques. The phantom lover's phantom gains any teamwork feats possessed by the phantom lover as bonus feats. Additionally, a number of rounds per day equal to the phantom lover's level, she can choose to draw on her close bond with her phantom in order to grant the phantom the benefits of all feats she possesses. She can activate or terminate this effect as a swift action.

This ability replaces the detect undead class feature.

Phantom Embrace (Su): At 7th level, as a full-round action, the phantom lover can kiss and caress her manifested phantom in order to restore its hit points. A phantom lover can restore a total number of hit points equal to her level multiplied by her Wisdom modifier in this way each day, and can divide this amount over any number of uses per day.

This ability replaces the calm spirit class feature.

Sensual Spells (Su): At 9th level, the effective caster level of any spell the phantom lover casts on her phantom is increased by +1. At 14th level, and again at 19th level, her effective caster level is increased by a further +1 for spells she casts on her phantom.

This ability replaces the see invisibly class feature.



Deep Devotion (Su): At 16th level, the phantom lover's deep devotion to the spirit of her bygone paramour causes her to resist the lures of other characters. So long as the phantom lover remains within arm's reach of her phantom, both the phantom lover and her phantom are immune to mind-affecting spells and effects.

This ability replaces the call spirit class feature.

Lust Subschool (Wizard)

Ancient enchanters tapped the power of the sin of lust to enhance their magic. Practitioners of this subschool tap that same ancient magic in order to beguile the objects of their desire and ensnare the minds of their friends and foes alike.

Associated school: Enchantment.

Replacement Powers: The following school powers replace the enchanting smile, dazing touch and aura of despair powers of the enchantment school.

Honeyed Words (Su): You speak in a charming way that allows you to more easily convince others to grant your sensual desires. You add $1/2$ your wizard level (minimum 1) to all Charisma-based skill checks made against characters of the gender of your choice (you make this choice when you gain this ability, and it cannot later be changed). At 20th level, whenever you improve a character's attitude to helpful, you may choose to force them to undertake a specific course of action, as with

spell *suggestion*, except that the action to be taken must be erotic or romantic in nature and that no saving throw is allowed to resist the effect.

Caress of Lust (Sp): You can use the powers of lust to force a character to indulge your base desires or tremble with the effort of resisting your charms. As a standard action, you can make a melee touch attack, which, if successful, fills the target with lust. A character so affected can either spend their next turn doing nothing but kissing or caressing you, as though affected by the *unnatural lust*^{UM} spell, or may choose to fight the urge instead, becoming staggered for 1d4 rounds. A single character cannot be affected by this ability more than once in a 24-hour period. You can use this ability a total number of times each day equal to $3 +$ your Intelligence modifier.

Aura of Entrancement (Su): At 8th level, you can emit an aura which causes those within to become hopelessly enamored with you. You can emit this 30-foot aura for a total number of rounds each day equal to your wizard level. Characters within the aura must succeed on a Will save ($DC = 10 + 1/2$ your wizard level + your Intelligence modifier) or be fascinated for as long as they remain within the area. Enchantment spells you cast do not break this fascination in the way that other hostile actions do. A character that succeeds on their saving throw, or for whom the fascination effect is broken, is immune to the effect until they leave and re-enter the aura.

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Brand new archetypes you're sure to love!

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 lust. As with each of the seven deadly sins, lust can take many forms, and truly, each of us has our own unique secret and hidden desires. From dominance and submission to lust-inspiring performances and even the unbridled romantic passion of courtly love, the archetypes in this book explore themes of lust from a variety of vantage points. This book includes the following archetypes:

- The lust singer, a bard archetype whose performances can inspire intense feelings of lust in audiences, and whose charms can be fueled by the victim's own passions to last indefinitely.
- The knight of the white rose, a paladin archetype devoted to the ideals of courtly love, who gains bonuses from pursuing her chosen paramour.
- The pain giver, a slayer archetype that delights in giving and receiving pain.
- The lust bloodline, for sorcerers, which provides a number of lust- and passion-themed abilities.
- The phantom lover, a spiritualist archetype who has an especially close bond with her phantom, allowing the two to be even more deadly fighting side by side.
- The lust subschool, for enchantment-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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