

Weekly Wonders

Archetypes of Sin



Sloth

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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.

Sloth, which we focus on in this installment, is a seductive sin because it requires no effort on the part of the sinner. While sloth might seem to be a harmless concept, it becomes a treacherous and dangerous evil, as complacency leads others to ruin. In this book, we look at the sin of sloth from a few different angles, such as instilling a lazy complacency in your enemies, as well as enjoying the merits of taking it easy. Many of the abilities possessed by the archetypes in this book have a double-edged sword, leaving the character at the mercy of their own laziness, even while providing potent benefits in return for their sacrifice.

New Archetypes

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

Laziness Domain (Cleric)

Clerics with the lazy laziness domain detest action, preferring instead to let the universe take its course. They hold that human will and action run counter to the plan of the divine and fly in the face of the will of the gods. Clerics with this domain seek to affect the world as little as possible through inaction, and are rarely bothered to do much at all. When they are moved to act, they focus on using their talents to keep others from influencing the world through their own actions.

Granted Powers: When you can be bothered to use your unique magic, you can arrest the will of others, weakening them and preventing them from acting.

Touch of Lethargy (Su): With a successful touch attack, you can cause a character to lose interest. The touched character must succeed on a Fortitude save (DC = 10 + 1/2 your cleric level + your Wisdom modifier) or be staggered for 1 round, and suffer a -1 penalty to attack rolls and damage rolls for every 2 caster levels you possess (minimum 1) for 1 round.

In the Hands of Fate (Su): At 8th level, you can choose to accept fate's whims, rather than rely on your own skill. Once per day, you can roll 1d20. Once you do, you must immediately begin using the result of this check in place of your base attack bonus, base save bonuses, and skill

ranks in all skills. This effect lasts for a number of rounds equal to 1/2 your cleric level. At 12th level, and every 4 levels thereafter, you add +2 to the result of this d20 check.

Domain Spells: *unseen servant* (1st), *hold person* (2nd), *nap stack*^{APG} (3rd), *spiritual ally*^{APG} (4th), *greater forbid action*^{UM} (5th), *forbiddance* (6th), *instant summons* (7th), *antimagic field* (8th), *mass hold monster* (9th).

Leisure Domain (Cleric)

Clerics with the leisure domain have taken the principle of sloth to a high-minded purpose. Enjoying rest and relaxation, practitioners of this domain eschew labor of all forms and preach that toil and work are sins against the nature of intelligent beings. Clerics with this domain often insist that, because the gods are all-powerful and benevolent, doing things for oneself is insulting to these all-wise and almighty forces.

Granted Powers: You can tap the principle of sloth to enjoy the fruits and merits of rest.

Touch of Rest (Su): As a standard action, you can touch another creature to fill him with a divine relaxation, which makes the target lethargic for a time, but ultimately refreshes and invigorates him with otherworldly power. You must succeed on a melee touch attack if the target is unwilling, and the target is also entitled to a Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier) to negate this effect. If he fails this save, the target may only take a single move action until the end of his next turn. At the end of his next turn, the target regains 1d4 hit points and gains a +1 morale bonus to attack rolls and saving throws for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times each day equal to 3 + your Wisdom modifier.

Relaxing Nap (Su): At 8th level, you can tap the power of a restful nap to recharge your magical energies. Once per day, you can choose to take an extremely brief but relaxing nap, falling asleep for 1d6 rounds. If you do, you regain a number of expended spells, whose total spell levels cannot exceed your caster level. The highest-level spell you can recover in this fashion cannot have a spell level higher than 1/4 your caster level.

Domain Spells: *unseen servant* (1st), *communal mount*^{UC} (2nd), *ray of exhaustion* (3rd), *rest eternal*^{APG} (4th), *serenity*^{UM} (5th), *chains of light*^{PPC:CoP} (6th), *sequester* (7th), *greater planar ally* (8th), *time stop* (9th).

Waiting Blade (Fighter)

While many fighters are men of action, the waiting blade is a warrior that prefers to let his enemies come to him, employing potent defensive strategies to use his foes' clumsy rush to action against them. Less obsessed with combat training and learning a wide variety of new tricks, the waiting blade knows what works and prefers to focus on mastering the techniques he already possesses.

Lay in Wait (Ex): Beginning at 2nd level, the waiting blade knows how to wait for his foes to come to him so that he can easily face them. He suffers a -1 penalty to initiative, but gains a +1 bonus on all attack and damage rolls made against characters who act before him on any given round. At 6th level, and every 4 levels thereafter, the penalty to initiative and bonus to attack and damage rolls is increased by a further 1.

This ability replaces the bravery class feature.

Hunker Down (Ex): At 3rd level, a waiting blade learns how to hunker down and protect himself more effectively than other characters. In any round in which the waiting blade does not move, if he did not start the round flat-footed, he gains a +2 dodge bonus to AC. At 7th level, 11th level, and again at 15th level, this dodge bonus to AC increases by a further +2.

This ability replaces the armor training class feature.

Store Potential (Ex): At 5th level, as a standard action, the waiting blade can choose to focus his energy for a future attack. If he does, he gains a +2 bonus on damage rolls for all attacks on the following round. At 9th level, and every 4 levels thereafter, this bonus increases by a further +2.

This ability replaces the weapon training class feature.

Wall of Steel (Ex): At 6th level, a waiting blade is able to steady himself when using a tower shield by merely remaining in place and getting used to holding the shield in the same spot. As long as the waiting blade has not moved since his last round, he does not suffer the -2 penalty to attack rolls from using a tower shield.

This ability replaces the bonus feat gained at 6th level.

Easy Athletics (Ex): At 10th level, a waiting blade learns secret techniques for climbing, swimming, and jumping while wearing very heavy armor, which require very little expenditure of energy on his part. He can choose to take a check whenever making an Acrobatics, Climb, or Swim check; if he does, he ignores any armor check penalty he is suffering due to his armor, shield, or encumbrance.

This ability replaces the bonus feat gained at 10th level.

Still Sentry (Ex): At 19th level, the waiting blade becomes an even more dangerous foe when he remains rooted to a single spot. As long as the waiting blade has not moved since his last turn, he may make any number of attacks of opportunity each round. If he chooses not to make an attack of opportunity against a hostile character that provokes an attack of opportunity from him, the waiting blade instead gains a +2 dodge bonus to AC against attacks made by that character until the beginning of his next turn.

This ability replaces the armor mastery class feature.

The Blade That Waits (Ex): At 20th level, the waiting blade can unleash deadly attacks after he takes a moment to gather his thoughts. Whenever he uses his store potential ability, if he also does not move during that round, then on the next round, he may make an additional full-attack action.

This ability replaces the weapon mastery class feature.

Power Saver (Kineticist)

Power savers are kineticists who have honed their abilities to gather power from within themselves as well as from external sources, empowering their blasts and fueling their wild talents. Though they must spend more time gathering energy than other kineticists, the results of their power gathering can be extreme, leading to potent shows of force.

Gathered Defense (Su): At 2nd level, whenever a power saver gathers energy, she becomes hardened against the elements. Whenever the power saver uses a move action to gather power, she gains acid resistance 5, cold resistance 5, electricity resistance 5, fire resistance 5, and sonic resistance 5. When she uses a full-round action to gather power, this energy resistance is increased to 10.

This ability replaces the elemental defense class feature.

Gather Energy (Su): At 3rd level, when the power saver gathers power, she can increase the potency of her blasts, imbuing them with additional damage. Whenever she spends a full-round action to gather power, her blasts do an additional amount of damage of the appropriate type equal to 1d6 for every 2 levels she possesses. Additionally, at 6th level, when she spends a full-round action to gather power, her blasts ignore any spell resistance possessed by the target, and the target suffers a -2 penalty on any saving throw made to resist any additional effect provided by an infusion wild talent on the power saver's blasts. At 11th level, the additional damage dealt by this ability increases to 1d8 for every 2 levels she possesses. At 15th level, when she uses a full-round action to gather power, any energy blast she uses in the next round hits unerringly, while a kinetic blast ignores cover less than total cover and concealment.

This ability replaces the elemental overflow class feature.

Gather Infusions (Su): At 5th level, when the power saver spends a full round to gather power, she may apply the effects of an additional infusion (beyond her normal limit of infusions) on any blast she uses in the following round. If she does, the total combined burn cost for all infusions applied to the blast are reduced by 2, to a minimum of 1. At 8th level, and every 3 levels thereafter, the amount of burn reduced in this way is increased by 1.

This ability replaces the infusion specialization class feature.

Hyper Charge (Su): At 16th level, whenever the power saver uses a full round to gather power, she reduces the burn cost of any ability used in the following round to 0.

This ability replaces the composite specialization class feature.

Lethal Blasts (Su): At 20th level, the power saver can unleash a potent blast of elemental energy, which can instantly dissolve its target. Whenever the power saver spends at least 1 full round gathering power, any character hit by

her blast in the following round must succeed on a Fortitude save (DC = 10 + 1/2 the power saver's level + the power saver's Charisma modifier) or die instantly. This is a death effect.

This ability replaces the omnikinesis class feature.

Sloth (Shaman Spirit)

The spirit of sloth is an unusual spirit that encourages inaction, rest, and a static state. Often depicted as a sloth, a turtle, or a tired old man, the spirit of sloth is represented as either a benevolent spirit of patience and wisdom, or as a devilish entity that curses men and women to laziness and complacency. Shamans that embrace the spirit of sloth have mastery over both of these concepts.

Shamans who select the sloth spirit tend to have unimpressive physiques, whether corpulent and obese, or slim and withered, as their muscles have atrophied to nothingness. When the shaman uses one of her spirit abilities, she grows visibly tired and weak with effort.

Spirit Magic Spells: *unseen servant* (1st), *communal mount*^{UC} (2nd), *nap stack*^{APG} (3rd), *rest eternal*^{APG} (4th), *serenity*^{UM} (5th), *forbiddance* (6th), *instant summons* (7th), *greater planar binding* (8th), *time stop* (9th).

Hexes (Su): A shaman who chooses the sloth spirit can select from the following hexes.

Comfortable Reprieve (Su): The shaman can channel the energy of the sloth in order to provide a comfortable rest in dangerous situations. As a standard action, the shaman can touch an ally who did not take any action other than a single move action on his last turn. If she does, she grants that ally a number of temporary hit points equal to 1d8 + her shaman level. At 5th level, and every 5 levels thereafter, the number of temporary hit points granted by this ability is increased by a further 1d8. These temporary hit points remain until they are expended, or until the target takes more than 1 action during his turn.

Prolong Sleep (Su): The shaman can use the power of sloth to keep a sleeping character from waking, using her supernatural power to make them desirous of rest. She must be able to clearly see the target in order to use this ability. When she does, the duration of any sleep effect the target is suffering from is increased by 1 minute, while a character that is sleeping by choice instead remains sleeping for an additional hour. Additionally, a character affected by this hex is more difficult to awaken than normal. A character attempting to wake the target by mundane means must succeed at a DC 15 Strength check to wake the target, and a character attempting to wake the target by magical means must succeed on a caster level check (DC = 11 + your shaman level).

Quick Rest (Su): The shaman can place herself or another willing character into a restful trance state where they recover their health as though they had received a full night's rest. As a full-round action, the shaman can place a character within 30 feet into a trance, rendering him dazed for 1 minute; at the end of that period, the

target regains hit points and recovers ability damage as though he had received one day of complete bed rest. Additionally, the target may regain a single expended spell or spell slot, and may regain the daily uses of a single class ability which can only be used a certain number of times per day, or regain a number of rounds' worth of an ability which can only be used a certain number of rounds each day equal to 1d10 + the shaman's Charisma modifier. A single character can only be affected by this hex once per day. A shaman must be at least 8th level before she can select this hex.

Staggering Touch (Su): The shaman can channel the energy of sloth into a burst of lethargy, which is delivered via touch. The shaman must succeed on a melee touch attack in order to use this hex. On a successful touch, the target becomes staggered for a number of rounds equal to the shaman's level. If the target ever chooses to take no actions on his turn, this effect immediately ends. A successful Will save reduces the duration of this effect to 1 round per 2 shaman levels.

Stand Down (Su): The shaman can make a character within 30 feet too lazy to defend himself from attacks. The target must succeed on a Will save or be unable to make attacks of opportunity for 1 round, and also suffer a -2 penalty to AC and CMD and on Reflex saving throws. At 10th level, this penalty is increased to -4.

Spirit Animal: The shaman's spirit animal is pampered and lazy, with a thick, overfed body and weak, spindly muscles. It prefers to spend its time relaxing and is rewarded for doing so. Following any day in which the shaman's spirit animal receiving at least 14 hours of rest, the spirit animal gains a +2 morale bonus to AC, saving throws, attack rolls, and skill and ability checks for the next 24 hours.

Spirit Ability: A shaman who chooses the sloth spirit as her spirit or wandering spirit gains the following ability.

Aura of Lethargy (Su): Enemies within 30 feet of the shaman become tired and lose their will to fight, suffering a -1 morale penalty to attack rolls and damage rolls. At 8th level, and again at 16th level, the penalty increases by a further -1.

Greater Spirit Ability: A shaman who chooses the sloth spirit as her spirit or wandering spirit gains access to the following ability upon having access to the greater version of that spirit.

Recuperation (Su): The shaman, as well as any ally within 100 feet of the shaman, recovers twice as many hit points and points of ability score damage as she normally would after receiving at least 12 hours of uninterrupted rest. A shaman who chooses the sloth spirit as her wandering spirit grants this benefit to herself and her allies when she first chooses that spirit as her wandering spirit.

True Spirit Ability: A shaman who chooses the sloth spirit as her spirit or her wandering spirit gains access to the following spirit ability upon having access to the true version of that spirit.

Curse of Inaction (Su): As a full-round action, the shaman can place a curse upon a single living character. The target becomes unable to take any action, but is not helpless and suffers no penalty to AC. At the end of each of his turns, the target can attempt a Will saving throw (DC = 10 + 1/2 the shaman's level + the shaman's Charisma modifier) to end the effect. The shaman can use this ability at will, but no more than once per minute.

Manifestation: Upon reaching 20th level, the shaman becomes a scion of sloth. Once per day, by spending 1 hour pursuing leisure activities, the shaman can regain hit points and ability score damage, as well as recovering the use of any abilities with limited daily uses, as if she had just awoken from a full night's rest. She also regains spell slots and may re-prepare spells as though she had just awoken from a full night's rest.

Overlord (Summoner)

Overlords are summoners who focus on managing and empowering their eidolons and summoned creatures to protect them from harm and distress. They rely almost entirely on their summoned servitors, not just for defense but also for other aspects of their lives. As they imbue their servitors with more of their power and increase their abilities, the overlord becomes physically weaker, with more and more of his energy being devoted to his minions.

Be My Eyes (Su): At 2nd level, the overlord's senses become dulled, but he can rely on his summoned assistants to keep watch for him. The overlord suffers a -2 penalty on Perception and Sense Motive checks. However, the overlord is immediately aware of any information that his eidolon, or any creature he summons with a spell of the summoning or calling subschool, obtains from a successful Perception or Sense Motive check. At 6th level, and every 4 levels thereafter, the overlord's penalty to Perception and Sense Motive checks increases by a further -2, while his eidolon, as well as any creature he summons with a spell of the summoning or calling subschool, gains a bonus on Perception checks equal to 1/2 the penalty suffered by the overlord as a result of this ability.

This ability replaces the bonded senses class feature.

Be My Shield (Su): At 4th level, the overlord becomes uncoordinated and off balance, as he transfers his own agility to his servitors, trusting them to protect him from danger. The overlord suffers a -2 penalty to AC. At 8th level, and every 4 levels thereafter, this penalty increases by a further -1. The overlord's eidolon, as well as any creature summoned by the overlord using a spell of the summoning or calling subschool, gains a +2 natural armor bonus to AC.

Additionally, the overlord can transfer a certain amount of damage he suffers to his eidolon. Whenever the overlord would suffer damage, he may choose to have some or all of that damage be suffered by his eidolon instead, as long as his eidolon is within 30 feet. Each day, the overlord can redirect a total amount of damage in this way equal to twice his level + his Charisma modifier. At 14th level, the overlord

may instead transfer damage suffered in this way to creatures he summoned using a spell of the summoning or calling subschools.

This ability replaces the shield ally class feature.

Be My Sword (Su): At 10th level, the overlord becomes weak and frail as he transfers his strength to his summoned servitors. The overlord suffers a -4 penalty to his Strength score. If this would reduce the overlord's Strength below 1, the overlord instead suffers a penalty to attack and damage rolls equal to the amount by which his Strength would be reduced below 1. The overlord's eidolon gains a +2 bonus to attack and damage rolls. Additionally, any creature the overlord summons with a spell of the summoning or calling subschool gains a single evolution worth 1 or 2 points.

This ability replaces the aspect class feature.

Be My Salvation (Su): At 12th level, the overlord sacrifices his own safety, trusting his summoned servitors to protect him from danger. The overlord suffers a -2 penalty to all saving throws; this penalty increases by a further -2 at 15th level, and again at 18th level. Whenever the overlord fails a saving throw, if his eidolon or a creature he summoned using a spell of the summoning or calling subschool is within 30 feet, he may choose to have that character make a saving throw against the same effect. If the servitor's save is successful, the overlord is treated as though he had successfully saved against the effect. If the servitor's save is a failure, both the overlord and the creature are affected as though they had failed the saving throw.

This ability replaces the greater shield ally class feature.

Be My Army (Su): At 16th level, the overlord sacrifices his own mind in order to control more summoned servitors than he would normally be able to. The overlord suffers a -6 penalty to his Intelligence score. If this would reduce the overlord's Intelligence below 1, he instead suffers a penalty to all skill and ability checks equal to the amount by which his Intelligence would be reduced below 1. The overlord can use his *summon monster* class feature while he has his eidolon summoned, though he still cannot have more than 1 *summon monster* or *gate* spell active with that ability at a time.

This ability replaces the merge forms class feature.

Be My Form (Su): At 18th level, the overlord's penalty to Strength from his *be my sword* class feature increases to -10. The overlord's eidolon, as well as any creature he summons with a spell of the summoning or calling subschool, immediately gains a single evolution of 4 points or less (this is in addition to the free evolution received with the *be my sword* class feature).

This ability replaces the greater aspect class feature.

Be My Life (Su): At 20th level, the overlord can invest his life force into another creature, effectively becoming immortal by letting that creature live for him. As a swift action, as long as the overlord's eidolon or a creature he summoned with a spell of the summoning or calling subschool is within 30 feet



of the overlord, he can choose to invest his life force into that creature, immediately reducing his hit points to 0. While the overlord's life force is invested in this way, he is not disabled for having 0 hit points, and cannot be killed by any means so long as the eidolon or summoned creature lives. If the eidolon or summoned creature leaves the plane the overlord is on, such as by being banished, *planeshifted*, or having the spell that summoned the creature end, then the overlord immediately regains a number of hit points equal to the number of hit points the eidolon or summoned creature had prior to departing. If the overlord ever has a hit point total higher than 0, this effect immediately ends.

This ability replaces the twin eidolon class feature.

Sloth Subschool (Wizard)

Long ago, ancient wizards embraced the sin of sloth in order to enhance their conjuration spells. You follow a similar discipline and have learned to harvest the sin of sloth, taking it easy and allowing your conjured minions to fight for you.

Associated School: Conjuration.

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

Focused Conjurations (Su): Your lazy focus on summoning creatures allows you to cast summoning spells with relative ease. You can still take move actions in any round in which you cast a spell of the summoning or calling subschool with a casting time of 1 round or longer, and you can take 10 on concentration checks made to cast such spells. At 20th level, you can cast spells of the summoning subschool with a casting time of longer than a standard action as a standard action.

Easy Step (Sp): You can instantly transport yourself or a touched character a short distance, rather than walking. As a swift action, you can instantly teleport yourself or a willing touched character up to 10 feet. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Slovenly Servitor (Su): At 8th level, you can conjure a lowly magical servitor to help you with minor tasks. The summoned servitor takes the form of a kobold, which obeys your commands to the best of its ability. You can summon or dismiss this servitor as a full-round action. The kobold can remain for a number of minutes each day equal to your wizard level, which need not be consecutive, but must be spent in 1-minute increments.

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Sit back and let these sloth-themed archetypes do all the work...

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 pride. While sloth might seem to be a harmless concept, it becomes a treacherous and dangerous evil, as complacency leads others to ruin. In this book, we look at the sin of sloth from a few different angles, such as instilling a lazy complacency in your enemies, as well as enjoying the merits of taking it easy. This book includes the following archetypes:

- The laziness and leisure domains for clerics.
- The waiting blade, a fighter archetype that waits for the right chance to strike, and draws strength from inaction.
- The power saver, a kineticist archetype that specializes in gathering power.
- The sloth spirit, for shamans, with a variety of sloth-themed powers and abilities.
- The overlord, a summoner archetype who relies more heavily on his eidolon than others.
- The sloth subschool, for conjuration-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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