

Weekly Wonders

Archetypes of Sin



Wrath

Alex Riggs, Joshua Zaback



*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC
8123 236th St SW, Unit 102
Edmonds, WA, 98026
www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

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 wrath. While it is easy to think of wrath as being limited to blind anger and mindless rage, and these are certainly types of wrath, this sin can be more subtle, as well, such as those who harbor long grudges and count slights made against them. Worst of all, sometimes wrath can masquerade as justice, and those who demand retribution for wrongs committed against them are often gripped by some form of wrath. The archetypes in this book explore a variety of different types of wrath, from insane fury to cold, implacable hatred.

New Archetypes

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

Vicious Rager (Barbarian)

Most barbarians tap into the power of wrath to at least some extent, but there are some that truly revel in their anger, whose hatred of their foes is the only thing that motivates them. Vicious ragers give themselves over entirely to wrath, dealing massive amounts of damage, even though doing so is hazardous to their health.

Vicious Rage (Ex): A vicious rager can call upon inner reserves of hatred and malice, granting her additional combat prowess at the cost of her own health. Starting at 1st level, a vicious rager can vicious rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution do not increase the total number of rounds that she can rage per day. She can enter a vicious rage as a free action. The total number of rounds of vicious rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in a vicious rage, the vicious rager gains a +2 bonus on attack rolls, and suffers a -2 penalty to AC. Additionally, the vicious rager's attacks each deal an additional 2d6 points of damage, but she suffers 1d6 points of damage with each successful attack she makes. While in a vicious rage, the vicious rager cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride), or any ability that requires patience or concentration. A vicious rager can end her rage as a free action. She suffers no penalties after ending her rage, but cannot begin raging again for 1 minute.

At 11th level, the vicious rager's rage becomes more intense. While in a vicious rage, she now gains a +3 bonus on attack rolls, and suffers a -3 penalty to AC. The bonus damage inflicted by her attacks increases to 4d6, but the damage she suffers with each successful attack she makes also increases to 2d6.

At 20th level, the vicious rager's rage becomes terrifying to behold. While in a vicious rage, she now gains a +4 bonus on attack rolls, and suffers a -4 penalty to AC. The bonus damage inflicted by her attacks increases to 6d6, but the damage she suffers with each successful attack she makes also increases to 3d6.

This ability counts as a standard barbarian's rage class feature for the purposes of abilities that interact with barbarian rage, and for meeting prerequisites.

This ability replaces the rage, greater rage, and mighty rage class features.

Battle Reflexes (Ex): At 2nd level, a vicious rager gains the Combat Reflexes feat as a bonus feat, even if she doesn't meet the prerequisites, and she can use either her Strength modifier or her Dexterity modifier, whichever is higher, to determine how many attacks of opportunity she can make in a round.

This ability replaces the uncanny dodge class feature.

Battle Ready (Ex): By 3rd level, a vicious rager is always ready for a fight. She gains a +1 bonus on initiative checks, and a +2 bonus on any check made to determine if she is able to act in a surprise round (typically, but not always, Perception or Sense Motive checks, or, if she is trying to take opponents by surprise, Bluff or Stealth checks). At 6th level, and every three levels thereafter, the bonus on initiative checks increases by +1, while the bonus on checks to determine if she acts in a surprise round increases by +2.

This ability replaces the trap sense class feature.

Spiteful Determination (Ex): By 5th level, the closer a vicious rager comes to death, the more that her stubborn determination comes to the fore. As long as her current hit points are less than 1/2 her maximum hit points, she gains a +2 bonus on saving throws. If her current hit points are less than 1/4 her maximum hit points, this bonus increases to +4, instead.

This ability replaces the improved uncanny dodge class feature.

Festering Rage (Su): Beginning at 17th level, the vicious rager's hatred becomes so palpable that wounds she inflicts while raging become difficult to heal. The bonus damage inflicted as a result of her vicious rage cannot be healed by mundane means, and can be healed magically only if the caster succeeds on a caster level check (DC 15 + the vicious rager's barbarian level). All other damage inflicted by the vicious rager's attacks (including the damage she herself suffers) is unaffected by this ability.

This ability replaces the tireless rage class feature.

Hatemonger (Inquisitor)

While most forms of wrath are personal in nature, based on real or imagined slights that another person has made against the wrathful, there are other types of hate that are entirely impersonal, based on who the person is, rather than what they have done. Hatemongers are inquisitors who devote themselves to hunting down and eliminating certain types of creatures that they believe are a blight on the world.

Fiery Faith: A hatemonger's divine power is drawn from the strength of her own convictions and fiery force of personality. As a result, she uses her Charisma score instead of her Wisdom score to determine the spell levels she has access to, the DC of her spells, and how many bonus spells per day she receives.

Favored Enemy (Ex): At 3rd level, a hatemonger selects a creature type from the ranger favored enemies table. She gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of her selected type. Likewise, she gets a +2 bonus on weapon attack and damage rolls against them. A hatemonger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 6th level, and every three levels thereafter (9th, 12th, 15th, and 18th level), the hatemonger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +1.

This ability replaces the teamwork feats gained at 3rd, 6th, 9th, 12th, 15th, and 18th levels.

Wrathful Response (Ex): Beginning at 3rd level, as long as the hatemonger's current hit points are less than 1/2 her maximum, she treats the critical multiplier of any weapon she wields as though it were 1 higher than it actually is, and the saving throw DCs of spells that she casts are increased by +1.

This ability replaces the solo tactics class feature.

Incite Hatred (Ex): Beginning at 5th level, a hatemonger can spread her hatred of certain creatures to others through inflammatory speeches. Doing so takes 10 minutes, and allows the hatemonger to affect all creatures that can see her and understand her words. Each such creature must succeed on a Will save (DC 10 + 1/2 her inquisitor level + her Charisma modifier) or get wrapped up in the hatemonger's inflammatory words. Whenever she uses this ability, the hatemonger must select one creature type from among those she has selected as her favored enemy. Affected creatures have their starting attitudes towards creatures of the chosen type reduced by two steps (to a minimum of hostile) for 2d4 days, and also receive a +1 morale bonus on attack and damage rolls made against creatures of the chosen type for 1 hour. Note that just because a creature is hostile does not necessarily mean that it will assault on sight, depending on the creature's alignment and the likelihood that it would survive doing so. The hatemonger can use this ability three times per day.

This ability replaces the discern lies class feature.

Spiteful Survival (Ex): Beginning at 11th level, a hatemonger's will to defeat her opponents only grows stronger the closer she is to death. As long as her current hit points are less than 1/2 her maximum hit points, she gains a +4 morale bonus on all saving throws.

This ability replaces the stalwart class feature.

Punisher (Vigilante)

It is hard to wage a war without succumbing to a deep-rooted hatred of the enemy. It is no surprise, then, that vigilantes, fighting a war by themselves against crime and corruption, often come to despise those that they fight against in ways that bystanders will never understand. Some vigilantes give themselves over to this hatred, and they are sometimes referred to as punishers.

Punisher (Ex): At 1st level, instead of becoming either an avenger or a stalker, a punisher instead gains the following vigilante specialization.

Punisher: The vigilante becomes more ferocious the closer he is to death. As long as his current hit points are less than 1/2 his maximum hit points, he gains a +1 bonus on attack and damage rolls. If his current hit points are less than 1/4 his maximum hit points, this bonus is doubled, and if his current hit points are less than 0, the bonus is tripled. At 5th level, and every four levels thereafter, this bonus increases by 1 (to a maximum of +5 at 17th level).

The punisher may choose to count as either an avenger or a stalker for the purposes of qualifying for vigilante talents. He gains no other benefits of being an avenger or a stalker. Once this choice is made, it cannot later be changed.

This ability replaces the vigilante specialization class feature.

Frightening Persona (Ex): Starting at 3rd level, as long as he is in his vigilante identity, a punisher gains a bonus equal to 1/2 his vigilante level on Intimidate checks he makes.

This ability replaces the unshakable class feature.

Violent Burst (Ex): Beginning at 5th level, a punisher channels his rage into his attacks, and injuring him only makes him all the more deadly. As long as he is in his vigilante identity, and his current hit points are less than 1/2 his maximum, he treats the critical multiplier of any weapon he wields as though it were 1 higher than it actually is.

This ability replaces the startling appearance class feature.

Frightening Demeanor (Ex): Beginning at 11th level, a punisher's rage can be so potent that it seems to roll off him in waves, allowing him to easily intimidate others. As long as he is in his vigilante identity and his current hit points are less than 1/2 his maximum, whenever a punisher uses Intimidate to demoralize a foe, he can demoralize all foes within 30 feet instead, rolling a single Intimidate check and applying the result to each creature separately. If the punisher's current hit point total is less than 1/4 his maximum hit points, he gains a +5 bonus on this Intimidate

check, and if his current hit point total is less than 0, he gains a +10 bonus on the check, instead.

This ability replaces the frightening appearance class feature.

Strikeback (Ex): Beginning at 17th level, a punisher can trade blow for blow with his opponents. As long as he is in his vigilante identity, and his current hit points are less than 1/2 his maximum hit points, then once per round, when an opponent makes a melee attack against the punisher, he can make an attack of opportunity against the attacker. This attack of opportunity is made after the results of the triggering attack are resolved, and if the triggering attack leaves the punisher unable to make an attack of opportunity, the chance is lost.

This ability replaces the stunning appearance class feature.

Wrathpriest (Warpriest)

There are many religions that focus on fire and brimstone, and the wrath that will be visited down on the people by deities if they are not properly appeased. Born from such faiths, wrathpriests see themselves as instruments of divine fury, put upon the Material Plane to punish enemies of the faith, a term that they tend to interpret more and more broadly as time goes on.

Blessings: A wrathpriest is limited in the blessings available to him. When determining his blessings, he may not select any of the following: charm, healing, repose, or trickery. Additionally, if any of the following blessings are granted by his deity, then at least one of his blessings must be chosen from among the following: destruction, strength, or war. The wrathpriest is still limited to selecting blessings offered by his deity.

This ability modifies the blessings class feature.

Righteous Fury (Su): Wrathpriests channel a righteous fury in battle, which only grows the longer the fight goes on. Beginning on the second round of combat, a wrathpriest deals 1 additional point of damage with each successful attack. Each round thereafter, this bonus damage increases by 1, to a maximum of the wrathpriest's level. The bonus is reduced by 1 at the end of each round in which the wrathpriest took no hostile actions (to a minimum of 0).

Beginning at 5th level, a wrathpriest can focus on his rage as a swift action to speed up this process, increasing the bonus damage by 1 point (but not in excess of the maximum). Beginning at 10th level, the wrathpriest's anger comes more quickly, and the bonus damage begins at 2, and increases by 2 each round and each time he spends a swift action to increase it (the maximum remains equal to his warpriest level). At 15th level, the bonus damage also increases by 2 the first time each round that the wrathpriest is damaged by an opponent.

This ability replaces the sacred weapon class feature.

Wrathful Fervor (Su): A wrathpriest's fervor is focused wholly and completely on annihilating his enemies, with no concern for anything else. A wrathpriest's fervor ability always

damages the affected creature, regardless of the wrathpriest's alignment and whether the creature is living or undead.

Additionally, as a swift action, a wrathpriest can expend 2 uses of his fervor to cast any one warpriest spell he has prepared with a casting time of 1 round or shorter, which deals damage as part of its effect. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. The wrathpriest does not need to have a free hand to cast a spell in this way. The wrathpriest cannot expend uses of this ability to cast spells targeting himself, as other warpriests can.

This ability modifies the fervor class feature.

Spiteful Channel (Su): Like his fervor, when a wrathpriest channels energy, it always takes the form of hateful ruin. A wrathpriest's channeled energy always damages all creatures in the affected area other than the wrathpriest himself, regardless of the wrathpriest's alignment and whether those characters are living or undead.

Additionally, whenever he uses his channel energy ability, the wrathpriest can attempt to channel greater amounts of energy, at risk of his own health. If he does, he suffers 4d6 points of damage, and increases the damage dealt by his channeled energy by 2d6 points. At 8th level, and every four levels thereafter, he gains the ability to suffer an additional 4d6 points of damage to further increase the damage dealt by his channeled energy by an additional 2d6 points (for a maximum of 20d6 points of damage to increase his channeled energy by 10d6 points of damage at 20th level).

This ability modifies the channel energy class feature.

Spiteful Witch (Witch)

Not all wrath comes in the form of white-hot rage. Sometimes it is a cold, calculated hatred, a spiteful, vindictive pettiness that demands that every slight one suffers be met with an equal—or greater—response. While most witches are no stranger to this type of wrath, some are directly empowered by it, seeming to live for little more than to deliver vengeance upon those who wrong them.

Patron: A spiteful witch must choose the spite patron at 1st level.

Spite: 2nd-hex vulnerability^{ACG}, 4th-disfiguring touch^{UM}, 6th-bestow curse, 8th-absorb toxicity^{UC}, 10th-baleful polymorph, 12th-curse of the outcast^{UI}, 14th-insanity, 16th-supreme curse terrain^{HA}, 18th-maze of madness and suffering^{HA}.

Spiteful Familiar: A spiteful witch's familiar is filled with the same malice that she is, and gains the following special abilities instead of some of the normal features of a witch's familiar.

Vicious Combatant (Su): As a swift action, the spiteful witch's familiar can imbue its natural attacks with hateful energy, causing it to deal an additional 2d4 points of

damage with each successful hit, but also suffering 1d4 points of damage itself. It can suppress this effect again with another swift action.

This ability replaces the share spells ability.

Eye for an Eye (Su): If the spiteful witch is 11th level or higher, her familiar is protected by a ward of spiteful vengeance. Any creature that damages the familiar suffers an amount of damage equal to half that dealt to the familiar.

This ability replaces the spell resistance ability.

Death Rattle (Su): If the spiteful witch is 13th level or higher, then when her familiar dies, it delivers a powerful death curse upon its killer. The creature that slew the familiar is affected as though with the spell *bestow curse* with no saving throw. If multiple creatures are each partially responsible for the familiar's death, it may choose which of them is affected, and if no creature is directly responsible, it may choose to curse any creature within medium range (100 feet + 10 feet/level) that it can see. The caster level for this effect is equal to the spiteful witch's witch level.

This ability replaces the scry on familiar ability.

Vengeful Magic (Su): Beginning at 4th level, a spiteful witch is able to channel the power of her hatred into her spells and hexes. As long as her current hit points are less than 1/2 her maximum hit points, whenever she casts a spell or uses a hex, if it has a single target, and that target has damaged her or taken another hostile action against her in the last minute, she treats her caster level as 2 higher than it actually is for the purposes of that hex or spell, and the saving throw DC, if any, is increased by +1.

This ability replaces the hex gained at 4th level.

Spiteful Retort (Su): Beginning at 12th level, whenever a spiteful witch is felled in combat, she can respond with a powerful and vitriolic burst of magic. Any time the spiteful witch is reduced to 0 or fewer hit points, is rendered unconscious by an effect, or is slain outright, as an immediate action, before becoming incapacitated, she can cast a single spell she knows or use a single hex as a free action, even if it is not her turn. The hex or spell must target the creature that incapacitated the witch, and must have no other targets. Additionally, the benefits of her vengeful magic class feature are doubled for spells and hexes cast in this way (+4 to caster level, +2 to DC).

This ability replaces the hex gained at 12th level.

Wrath Subschool (Wizard)

Some wizards study the school of evocation less because of an interest in manipulating energy, and more because of the school's metaphysical connection with the sin of pride.

Associated School: Evocation.



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

Lash Out (Sp): Whenever you cast a spell that deals hit point damage, if your current hit points are less than 1/2 your maximum hit points, add your wizard level to the damage inflicted by the spell. This bonus applies only once per spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell. At 20th level, as long as your current hit points are less than 1/2 your maximum hit points, the saving throw DCs of spells you cast that deal hit point damage are increased by +2.

Vicious Bolt (Sp): As a standard action, you can unleash a ray of pure, unadulterated hatred at a single creature within 60 feet. You must succeed on a ranged touch attack to hit the target. If the attack hits, it deals an amount of damage equal to 2d6 + your wizard level. Whether the attack hits or misses, you suffer 1d6 points of damage each time you use this ability. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Wreath of Vengeance (Su): Beginning at 8th level, as a swift action, you can wreath yourself in a coruscating aura of red-black energy, which punishes those who harm you. Whenever you are damaged, the creature damaging you suffers an amount of damage equal to half what you suffered. This damage is not subject to resistance or immunity. You can use this ability for a total number of rounds per day equal to your wizard level. These rounds do not need to be consecutive.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Benson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Benson, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Horror Adventures © 2016, Paizo Inc.; Authors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben MacFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Player Companion: Arcane Anthology © 2016, Paizo Inc.; Authors: Alexander Augunas, Steven T. Helt, and David N. Ross.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Baisley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Psionics Unleashed. Copyright 2010, Dreamscarred Press.

Weekly Wonders: Archetypes of Sin Volume VII: Wrath Copyright 2018, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

Destroy Your Enemies With These Wrathful 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 wrath. While it is easy to think of wrath as being limited to blind anger and mindless rage, and these are certainly types of wrath, this sin can be more subtle, as well, such as those who harbor long grudges and count slights made against them. Worst of all, sometimes wrath can masquerade as justice, and those who demand retribution for wrongs committed against them are often gripped by some form of wrath. The archetypes in this book explore a variety of different types of wrath, from insane fury to cold, implacable hatred. This book includes the following archetypes:

- The vicious rager, a barbarian archetype whose vicious rage is even more damaging to foes, but also to the barbarian herself.
- The hatemonger, an inquisitor archetype consumed with hatred for particular foes, and able to inspire bigotry in others.
- The punisher, a vigilante archetype that strikes fear into the hearts of his foes.
- The wrathpriest, a warpriest archetype whose rage—and combat damage—grows with each round of combat.
- The spiteful with, a witch archetype that painfully curses those who wrong her.
- The wrath subschool, for evocation-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

