

THE COLLECTED MONSTERS OF SIN

by Ryan Costello, Jr.

D&D
DUNGEONS & DRAGONS

ROLEPLAYING GAME COMPATIBLE

THE COLLECTED MONSTERS OF SIN

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WE DO IT TO OURSELVES

It can never be said often enough: beware the temptation of sin. Sinful acts are our basest impulses disguised as choices; they are indulgent, thoughtless, and destructive. While sin comes in countless forms, seven sins have earned the right to be called deadly.

Avarice—to accumulate beyond need or use;
Envy—to covet that of others;
Gluttony—to squander through consumption;
Lust—to succumb to carnal desires;
Pride—to love yourself more than any other;
Sloth—to waste through inaction;
Wrath—to destroy without thought.

For GMs, each book in the *Monsters of Sin* series for the *Pathfinder Roleplaying Game* contains everything you need to bring sin into your game. It includes three new monsters thematically tied to one of the Seven Deadly Sins, a template to bring that sin out in monsters and NPCs, and a high CR outsider made up of the sin itself—an embodiment of sin. Suitable for multiple levels of play, *Monsters of Sin* can be used to add a sinful flavor to any existing setting and campaign, or combined to create a “campaign of sin.”

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BOOK 1

AVARICE

AVARICE

Avarice is the Deadly Sin that most often goes unrecognized. After all, society doesn't criticize you for working hard, or even sacrificing health and happiness in the pursuit of wealth. Saving your money rather than spending it gratuitously is a goal instilled from childhood. Milder forms these may be, but pure avarice is never admirable: it is an addiction to wealth, an obsession that leaves rich men huddling in the gutter, counting their coins. An avaricious man might starve to death sooner than buy food, or freeze rather than spend gold on clothes. He might steal from the poor, ultimately only to have more coins to count.

There are two ways in which this sin is embodied by the Monsters of Avarice: the monsters are themselves motivated by wealth, or they tempt player characters to make poor choices in the name of greed.

AVARICIOUS CREATURE

CR+0

Avaricious creatures literally feed on wealth. Their lust for riches becomes a disease, a craving satisfied only by ingesting valuable items.

An avaricious creature's quick and rebuild rules are the same.

Rebuild Rules: Defensive Abilities once per day, can ingest something worth at least 10 gp (including gold coins) to heal 1d8 hp.

AVARICE IN THE MIDGARD CAMPAIGN SETTING

Anywhere money flows, avarice dwells. Avarice is a sin of civilization, most often seen in cities and senates, including the bustling markets of the Free City of Zobeck. The skilled laborers in this industrious city are known for their work etiquette—said to save breathing for when the work is done—but they are no more immune to the siren's call of two coins clicking together than they are to the inevitability of death.

The most tragic case of avarice in Midgard concerned a Zobeck artisan named Klementine Bacro. Bacro was famous for her charcoal work, said to conjure the beauty of a landscape or the brilliance of a sunset, all in shades of grey. Shortly after she parlayed her fame into commissions from nobles, she disappeared. After her patrons' worry had turned to anger, they used magic to find her studio. She was found to be dead

from exhaustion, lying with a number of coin purses clutched in her hands, beside a mostly bare canvas. Determined that her talent should be preserved, a group of her patrons secretly had her life force imbued in a gearforged body built from the gold she worshipped in life. Now Bacro lives a slave's life in the cellar of a noble she crossed from the Magdar Kingdom, told that her freedom depends on the creation of her greatest work.

Although Rava, the patron goddess of merchants, is often worshipped by the avaricious, this worship is at best incidental. It is rare for the avaricious to truly worship anything with the same devotion they hold for gold. The wealthy would be wise to pray when Mammon, Arch-Devil of Wealth, offers them a deal. Through fear of poverty, Mammon tricks rich fools out of their fortunes at a loss of nothing but his time.

HOARD GOLEM

The pile of gold, jewelry, and weapons rises on its own like a tidal wave of riches, bearing the impression of a face both cold and determined. It crashes down with the weight of a fortune, damaging everything in its wake, including many of the valuable items it is made up of.

HOARD GOLEM

CR 12

XP 19,200

N Huge construct

Init +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; **Perception** +0

DEFENSE

AC 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, -2 size)

hp 150 (20d10+40)

Fort +6, **Ref** +8, **Will** +6

Defensive Abilities all-around vision, amorphous; **DR** 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 40 ft.

Melee 2 slams +23 (2d10+7)

Space 15 ft.; **Reach** 15 ft.

Special Attacks thieving whirlwind, whirlwind (1/day, 10–30 ft. high, 1d8+7, DC 25)

STATISTICS

Str 21, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 12

Base Atk +20; **CMB** +27; **CMD** 38 (can't be tripped)

SQ awestriking, broken treasure

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Awestriking (Ex) A creature's sheer glee on discovering a vast hoard of treasure distracts the creature from its surroundings. Creatures within 120 ft. of an immobile hoard golem suffer a -20 penalty to Perception checks. A successful Will save (DC 22) negates the effect. The DC is Charisma-based.



Broken Treasure (Ex) There is a 50% chance any item found in a hoard golem's treasure has the broken condition.

Thieving Whirlwind (Su) A hoard golem assimilates the valuables of creatures caught in its whirlwind. Every round a hoard golem spends in its whirlwind form, it attempts one disarm combat maneuver as a free action against any creature caught in its whirlwind. If successful, it removes the most valuable item of its opponent - not necessarily a carried item.

Hoard golems were born from the paranoia of dragons. Despite their great physical and intellectual power, dragons can't help being suspicious of the mercenary motives of any creature willing to work for them. The first hoard golem was created when a dragon realized that there could be no guardian more trustworthy with its hoard than the hoard itself. Since then, the secret of hoard golem construction has emerged, and rich nobles have followed suit, enchanting their wealth to defend itself from thieves.

As constructs, hoard golems are mindless, lying in wait for anyone other than their creator to come within striking distance. In the case of evil dragons, this sometimes includes the wyrmlings of dragon parents looking to establish dominance in

the family. Hoard golems will fight to the death, but they are instructed not to leave the rooms they inhabit for fear that clever treasure hunters might trick the hoard into taking itself right out of the owner's den.

Hoard golems cannot speak. A hoard golem is 25 ft. tall and weighs 20,000 lb.

CONSTRUCTION

A hoard golem's body is composed of thousands of items—gold, works of art, and magic items—worth up to 50,000 gp.

HOARD GOLEM

CL 14th; Price 100,000 gp

CONSTRUCTION

Requirements Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*, creator must be caster level 14th; **Skill** Craft (armor) or Craft (weapons) DC 21; **Cost** 75,000 gp

MAP MIMIC

This treasure map starts to flap like it is caught in a strong wind, but the air in the dungeon it has led to is perfectly still. The X marked on the map splits open, revealing a mess of fangs, and the map furrows into a face.

MIMIC, MAP

CR 1

XP 400

N Tiny aberration (shapechanger)

Init +7; **Senses** blindsense 60 ft.; **Perception** +5

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 11 (2d8+2)

Fort +1, **Ref** +3, **Will** +3

Immune acid

OFFENSE

Speed 10 ft., fly 30 ft. (average)

Melee slam +5 (1d2+3 plus adhesive)

Special Attacks constrict face

STATISTICS

Str 15, **Dex** 16, **Con** 13, **Int** 10, **Wis** 11, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Improved Initiative

Skills Disguise +27, Fly +12, Knowledge (dungeoneering) +5, Perception +5; **Racial Modifiers** +20 Disguise

Languages Common

SQ mimic page

ECOLOGY

Environment any

Organization solitary, brood (1–3 map mimics, 1 mimic)

Treasure incidental

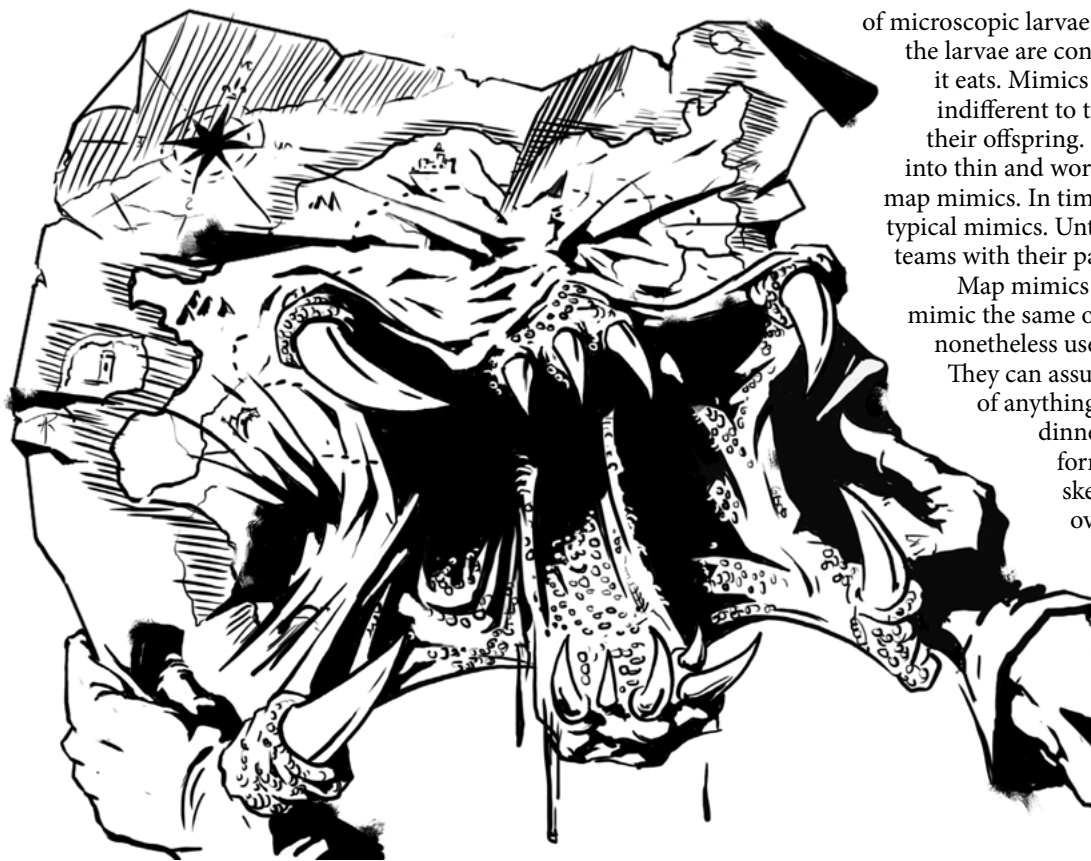
SPECIAL ABILITIES

Adhesive (Ex) A thin slime coats a map mimic, sticking to anything it wraps itself around. A map mimic automatically grapples any creature it hits with its slam attack, constricting the creature's face. A map mimic's adhesive is less potent than an adult mimic's slime; weapons do not cling to a map mimic; and a creature can remove a grappling map mimic even if it is still coated in its adhesive. A map mimic can suppress its adhesive at will.

Constrict Face (Ex) A map mimic aims for the face of its target, covering eyes and ears and blocking airways. When a map mimic successfully grapples its target, the target is immediately blinded and deafened. The target begins suffocating on the map mimic's next turn.

Mimic Page (Ex) A map mimic can disguise itself as any tiny, flat object—a piece of leather, a plate—not only a map. In a dungeon, a map mimic can make a Knowledge (dungeoneering) check (DC 10) to impress a map on its skin leading to its mother mimic. A map mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a map mimic.

Mimic slime is not just a powerful adhesive, it is millions



of microscopic larvae that feed on flesh. Most of the larvae are consumed by the mimic when it eats. Mimics are either unaware of or indifferent to their habit of cannibalizing their offspring. Larvae that survive grow into thin and wormlike mimic infants called map mimics. In time, map mimics grow up to be typical mimics. Until then, they form hunting teams with their parent.

Map mimics are not large enough to mimic the same objects as their parent, but can nonetheless use their powers to deceive prey.

They can assume the shape and texture of anything the size and thickness of a dinner plate, but their preferred form is parchment paper, sketching landmarks they fly over onto their hide. When they spot adventurer types, they curl up and wait inside bottles, or in the clutches of corpses in plain view. Anyone who follows the map drawn out on a map mimic is led back to the parent mimic, lying in wait.

MIDASITE

Golden armor protects the green chitinous body of this curious little locust-like creature. When it raises a hand aglow with magic in defense, the skin of creatures nearby stiffens.

MIDASITE

CR 4

XP 1,200

CE Small fey

Init +2; **Senses** low-light vision; **Perception** +12

DEFENSE

AC 18, touch 14, flat-footed 15 (+2 armor, +2 Dex, +1 dodge, +2 natural, +1 size)

hp 38 (7d6+14)

Fort +4, **Ref** +7, **Will** +7

DR 5/cold iron

OFFENSE

Speed 30 ft., fly 15 ft. (clumsy)

Melee gold longsword +4 (1d6–2/19–20)

Ranged shortbow +6 (1d4/x3)

Special Attacks golden touch (DC 16)

Spell-Like Abilities (CL 7th; concentration +10)

3/day—*detect thoughts, stone to flesh*

1/day—*expeditious retreat*

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 13, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +2; **CMD** 14

Feats Defensive Combat Training, Dodge, Flyby Attack, Mobility

Skills Appraise +21, Bluff +13, Diplomacy +13, Fly +6,

Intimidate +10, Knowledge (nature) +11, Perception +12;

Racial Modifiers +10 Appraise

Languages Common, Sylvan

ECOLOGY

Environment temperate forests

Organization solitary, or pair

Treasure standard (gold chain shirt, gold longsword, short bow plus 20 arrows, other treasure)

SPECIAL ABILITIES

Golden Touch (Su) Three times per day, a midasite can attempt

to turn a target's flesh to gold. This ability functions like flesh to stone with the following exceptions: Golden touch has a range of touch; on a failed save, the victim turns into a statue of pure gold for as long as it is touched by the midasite, and 1d4+1 rounds thereafter. If the midasite maintains a hold on a gold victim for 1 minute uninterrupted, the victim permanently turns into a statue of pure gold weighing 20 times the creature's normal weight and worth up to three times the statue's weight, depending on the aesthetics of the target's pose.

Roll 1d3 and multiply the statue's weight by the result to determine its value. Each day, the midasite's golden touch can only affect creatures with a total number of HD equal to its racial HD plus half its HD from class levels. If a target saves against a midasite's golden touch or has more HD than the midasite can currently affect, the creature is not affected and the golden touch attempt is wasted. A target who saves against a midasite's golden touch attempt is immune to that midasite's golden touch attempts for 24 hours. The save DC is Charisma-based. Alternatively, a midasite can use golden touch on an object. If the object is unattended, it automatically turns to gold. If the object is attended, the midasite must make a CMD check opposed by the wielder or wearer's CMD. If successful, the object must make a DC 16 Fortitude save or turn to gold. A gold weapon takes a -2 penalty on damage rolls (minimum 1). The armor bonus of gold armor and shields is decreased by 2, and the armor check penalty is increased by 2.

All fey are mischievous, but some are just plain evil. Living eternally as a mindless statue is a fate worse than death to most humanoids, but this doesn't make the victims of a midasite's golden touch any less valuable to collectors. Indeed, some art connoisseurs venture into forests known for scattered gold to find midasites. These art collectors hire the midasites to

turn great heroes into golden statues as centerpieces for their collections.

Midasites are well aware of the value of their golden touch. And so are adventurers, who are just as likely to try to capture midasites as they are to befriend them. Unsurprisingly, midasites remain evasive and manipulative around adventurers, taking payment in advance for their services and refusing to help unless they are treated like royalty. Evil and untrustworthy by reputation, the wise adventurer knows to kill these fey on sight. Few do.

A midasite typically stands 3 ft. tall and weighs 40 lb.



EMBODIMENT OF AVARICE

Rodent-faced with a thousand compound eyes, standing twelve stories high and built like a scarecrow, the Embodiment of Avarice wears sterling full plate wrapped in brilliant silks and lace. Still, it can't conceal its dirty, furry hide.

EMBODIMENT OF AVARICE

CR 20

XP 307,200

NE Colossal outsider (embodiment of sin)

Init +9; **Senses** blindsight 60 ft., darkvision 120 ft., low-light vision; **Perception** +31

Aura avaricious aura (30 ft.)

DEFENSE

AC 37, touch 8, flat-footed 36 (+9 armor, +5 deflection, +1 Dex, +20 natural, -8 size)

hp 412 (25d10+275)

Fort +24, **Ref** +7, **Will** +17

Defensive Abilities all-around vision; **DR** 15/epic; **Immune** embodiment of sin traits; **SR** 31

OFFENSE

Speed 50 ft.

Melee +5 *adamantine scythe* +38/+33/+28/+23 (6d6+29/19-20/x4)

Ranged +5 *adamantine scythe* +34 (6d6 +29/19-20/x2, range increment 250 ft.)

Space 150 ft.; Reach 200 ft.

Spell-Like Abilities (CL 25th; concentration +33)

Constant—*identify*

3/day—*chill metal, flesh to stone, greater arcane sight*

1/day—*freedom, plane shift*

STATISTICS

Str 42, **Dex** 9, **Con** 30, **Int** 21, **Wis** 16, **Cha** 27

Base Atk +25; **CMB** +49; **CMD** 63

Feats Cleave, Combat Expertise, Critical Focus, Exhausting Critical, Greater Disarm, Improved Critical (*scythe*), Improved Disarm, Improved Initiative, Lunge, Power Attack, Staggering Critical, Stunning Critical, Toughness

Skills Appraise +33, Bluff +36, Knowledge (arcana) +30, Knowledge (planes) +33, Linguistics +33, Perception +31, Sense Motive +31, Sleight of Hand +30, Spellcraft +33, Stealth +12, Use Magic Device +33

Languages All (except secret languages such as Druidic)

SQ eye for value, stomach vault

ECOLOGY

Environment any

Organization solitary

Treasure triple (colossal +5 *adamantine heavy fortification full plate*, colossal +5 *adamantine scythe*, other treasure)

SPECIAL ABILITIES

Avaricious Aura (Su) Creatures must make a Will save (DC 26) any round they begin their turn within 30 ft. of the Embodiment of Avarice, or spend their turn pulling the

most costly item on their person out to admire, dropping everything else in hand. A creature with no item of monetary value instead spends its turn wallowing in the misery of its poverty. The save DC is Charisma-based.

Eye for Value (Su) After taking a full-round action to Appraise the most valuable items in its presence, the Embodiment of Avarice can hatch one of its 1,000 eyes, releasing a swarm of spidery rat creatures driven to steal. Eye for value functions like the *mad monkeys* spell (*Pathfinder RPG Ultimate Magic*, page 227), with the following exceptions: Eye for value is a standard action that does not provoke attacks of opportunity; the swarm need not make combat maneuver checks to steal items in the hands of creatures under the effect of avaricious aura; once the swarm has successfully stolen an item, it returns to the Embodiment of Avarice as quickly as possible, crawling up its body and down its throat. The Embodiment of Avarice uses Charisma as its casting ability score.

Stomach Vault (Su) The Embodiment of Avarice's stomach is a nondimensional space in which it squirrels away its wealth. The Embodiment of Avarice's stomach vault can hold up to 30,000 lb of treasure. It can swallow anything nonliving in hand as a swift action, but it takes 1 minute of heaving to retrieve anything stored in its stomach vault. If the Embodiment of Avarice is killed and sliced open, any creature attempting to access the contents of the stomach vault must make a successful Reflex save (DC 26), or be sucked in. A creature inside the stomach vault must make a successful Reflex save as a full-round action to escape. Like a *bag of holding*, the Embodiment of Avarice's stomach vault contains enough air for a living creature to survive for 10 minutes. A creature wishing to cast a spell inside the stomach vault must first make a successful Concentration check as though entangled (DC 15 + spell level). The save DC is Charisma-based.

When enough creatures succumb to the temptation of avarice, or a single creature succumbs spectacularly, the Embodiment of Avarice shifts to their plane. It cannot resist the allure of hoarded wealth. Once it arrives, the Embodiment of Avarice pilfers the area of everything its 1,000 eyes deem to be valuable. The more a creature succumbs to greed, the more they have to lose when the Embodiment of Avarice arrives. Most of its victims die feebly, clutching their last coin, rather than fighting or running for their lives.

At just under 200 ft. tall and 50,000 lb., the Embodiment of Avarice is one of the larger embodiments of sin, destructive enough to lay waste to a city of thousands. Its one weapon, a +5 *adamantine scythe*, is reserved for creatures who withstand its avaricious aura.

EMBODIMENT OF SIN TRAITS

Embodiments of Sin are outsiders native to all planes. Sin exists in some capacity everywhere.

Embodiment of Sin subtype: Embodiments of sin are evil outsiders native to all planes. Embodiments of sin possess

a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

Immunity to ability damage and polymorph effects.
Aura related to their sin.





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BOOK 2 ENVY

ENVY

Commonly called jealousy, the sin of envy occurs when a person's desire for some thing is overshadowed by his resentment of anyone else with that thing. An envious person would destroy something he loves to prevent anyone else having it. Sometimes envy can be assuaged by gaining the object, but in many cases, particularly in relationships, it is not just wanting to have the object but wanting to have had the object first or exclusively.

Envy should not be mistaken for mere interest or desire. Envy is irrational, feeding on itself to destroy the jealous person. For example, an envious man may stew for months comparing his bald pate to his neighbor's flowing mane, instead of seeking out a temple or mage to magically restore his hair. Envy corrupts relationships, promotes poor decisions, and ends with unnecessary and unfortunate results.

There are two ways in which this sin is embodied by the *Monsters of Envy*: the monsters are themselves motivated by jealousy, or they tempt characters to make poor choices in the name of envy.

ENVOUS CREATURE

CR+2

Envious creatures have trouble asking for anything they want, instead developing a talent for taking what they want from others or, failing that, destroying it.

Rebuild Rules: Feats Improved Disarm(B), Improved Steal(B), Improved Sunder (B) **Skills** –6 penalty to Bluff and Diplomacy

ENVY IN THE MIDGARD CAMPAIGN SETTING

The Free City of Zobeck, with its self-regulated trade and inclusive government, is the envy of all of Midgard. Any ruler looking in on Zobeck wishes his realm had the stability of the Free City, while neighboring peasants long for such freedom.

Envy is especially commonplace where the basic needs are easily met; flesh-devouring ghouls are nothing compared to the bitter striving of comfortable merchants.

Among the wealthiest citizens of the wealthiest cities of Midgard envy is more common than greed. The bankers of Capleon, the dragons of Harkesh, and the sea-merchants of Triolo are all envious of what the others have, though they themselves are well-off. They bicker among themselves over status, these dragons possessed of spite for another's title, or bankers who always think that the Baron of Capleon has more than they do and who resent his power. In each case, envy is tightly tied to the worship of the Dark Gods, especially the Goat of the Woods and the darker side of Veles, the World Serpent. The Dark Gods offer to bring down the targets of envious hate, and so begins a walk into a dark maze with little hope of exit.

THE TWO BROTHERS

In the years after the Great Revolt, envy's tragic hand reached two brothers in arms and sentries of the Free City Army: Judar Cord and Leo Ekkehard. During a patrol of the fields of Strossheim, Ekkehard spoke of his sister Daniela's engagement. Cord, who'd years before confided in Ekkehard his deep affection for Daniela, took the news with a smile and a broken heart. Then he was told to whom she was engaged: "Gentleman" Aidan Kai, a mutual friend.

Cord's mind flashed from his longing for Daniella to memories of Kai advising against Cord pursuing Daniela out of fear for their friendship, to the sight of Kai and Daniela, strangled. He had no memories of leaving his post, returning to their village, or confronting either. It was declared a ghost possession by his commanding officers, which eventually led to the abandonment of the castle as a military post.

BONE SWARM

Dank winds sweep up skeletons, both humanoid and animal. They blow forward, reaching out for living creatures like a clawed hand of bone.

BONE SWARM

CR 11

XP 12,800

CE Tiny undead (swarm)

Init +8; **Senses** darkvision 60 ft.; Perception +26

DEFENSE

AC 26, touch 17, flat-footed 21 (+4 Dex, +1 dodge, +9 natural, +2 size)

hp 142 (15d8+75)

Fort +10, **Ref** +11, **Will** +13

Defensive Abilities channel resistance +4, swarm traits; **Immune** undead traits; **SR** 22

OFFENSE

Speed fly 60 ft. (average)

Melee swarm (4d6+9 plus distraction and grab)

Space 15 ft.; **Reach** 0 ft.

Special Attacks death's embrace, distraction (DC 22)

STATISTICS

Str 22, **Dex** 18, **Con** —, **Int** 9, **Wis** 15, **Cha** 20

Base Atk +11; **CMB** +16 (+20 grapple); **CMD** 31 (can't be tripped)

Feats Dodge, Hover, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Perception)

Skills Fly +24, Perception +26, Stealth +19

Languages common

SQ jealous skeleton

ECOLOGY

Environment any

Organization solitary

Treasure None

SPECIAL ABILITIES

Death's Embrace (Su) A bone swarm can trap a living creature within a shell of bones, forcing the creature to move as the swarm wishes. Three times per day, a bone swarm can target a living creature it is grappling with death's embrace. The bone swarm and the subject of death's embrace share a space for the duration of death's embrace, and the swarm +

victim's size is effectively that of the victim alone. Any attack targeting the space they occupy has a 50% chance of targeting the wrong creature. Effects that target an area affect both the bone swarm and the subject of death's embrace. When targeting a creature with death's embrace, the bone swarm loses its swarm traits and does not deal its swarm damage. On a successful grapple check, the bone swarm can force the subject of death's embrace to move the creature's speed or attack an adjacent creature. If the subject of death's embrace successfully escapes the bone swarm's grapple, both the grapple and death's embrace immediately end.



Jealous Skeleton (Su) A bone swarm's swarm attack deals bludgeoning, piercing, and slashing damage, and adds 1-1/2 its Strength bonus on swarm damage rolls as bits and pieces of broken skeletons claw, bite, stab and slam at the victim. The DC of its distraction ability is Charisma-based.

Life drives the world forward in a way that the undead, even mindless undead like skeletons, recall and yearn to relive. On rare occasions, this yearning brings the pugnacious spirits of fallen undead together, bonded together by a common craving: to feel alive again. They gather up what is left of their bones

from life, as well as any other bones they come across, and form bone swarms. The swarms then ravage the countryside in blind attempts to wrest life from living creatures, grabbing livestock, humanoids, even dragons, digging in their claws, clinging to life by clinging to the living. Bone swarms with one or more sets of mouth parts wails their emotions near-constantly, interrupting that with snippets of rational but scattered speech, again centered on their drives and woes.

EMERALD EYE

A floating green jewel glints in the distance. It weaves out of view immediately as though it is aware it has been spotted.

EMERALD EYE

CR 2

XP 600

CN Diminutive construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 16 (3d10)

Fort +1, **Ref** +3, **Will** +1

Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee slam +3 (1d4)

STATISTICS

Str 3, **Dex** 15, **Con** —, **Int** 15, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +1; **CMD** 7

Feats Alertness(B), Go Unnoticed

Skills Bluff +5, Diplomacy +5, Fly +10, Intimidate +5, Perception +4, Sense Motive +2, Spellcraft +4, Stealth +16

Languages Common, Draconic; telepathy 250 ft.

SQ bound, improved evasion, psionic, sharp-edged

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Bound (Ex) A psicrystal cannot move more than 25 feet away from the creature that it is psychically linked to. It begins existence bound to its creator, but a free emerald eye can bind itself to any other creature it comes into physical contact with.

Psionic (Su) An emerald eye has a form of mind-generated power called psionics. It has a manifester level (the equivalent of caster level) of 1 and has 5 power points, which it can spend to use the attraction and telepathic lash psionic powers.



Spent power points are recovered after 8 hours.

Attraction: By spending 1 power point, as a standard action, an emerald eye can compel one creature to move towards a particular person or object for 1 hour. The target must be within 25 feet of the emerald eye when the power is manifested, but is then free to move outside the range of the power. The subject of attraction is not dominated and will not knowingly put itself or its allies in harm's way to reach the object of its attraction. This is a mind-affecting effect. A successful DC 13 Will save negates the effect. For every 2 additional power points spent, this power's save DC increases by 1 and the bonus on interaction checks increases by 1.

Telepathic Lash: By spending 1 power point, as a standard action, an emerald eye can overwhelm one humanoid creature within 25 feet that has 4 HD or less with emotions and impulses the creature is hard-pressed to control. The target is dazed for 1 round. For every additional power point spent, the duration of the effect increases by 1 round. Alternatively, for every additional power point spent, this power can affect a target that has Hit Dice equal to 4 + the additional points.

Sharp-Edged (Ex) The emerald eye's slam attack deals both slashing and bludgeoning damage for the purpose of overcoming damage reduction.

A dedicated practitioner of the mental arts can craft a crystal manifestation of his psyche called a psicrystal. Although it has some minor powers, the primary use of a psicrystal is as a companion with which the psion can debate. A psion will debate logic with a psicrystal based on his rational mind, or morality with a psicrystal based on his conscience. Only severely chaotic psions create psicrystals based on their primal urges, and they have none but themselves to blame when they are abandoned or even killed by those fabrications of their own minds, intent on reveling in the world's pleasures themselves.

Most psicrystals are shades of pink or purple when created, but those that betray their creators to freely indulge themselves turn a dark shade of green. These floating oval-shaped crystals are physically weak, but they have considerable psionic powers with which they manipulate those around them. This becomes

critically important when the emerald eye discovers that killing its creator frees it from the psion's control but doesn't free it from the restriction that it remain within 25 feet of some creature it is bound to, often the dead body of its creator if it can't find another creature to bind itself to.

The motivations of emerald eyes vary, and can change over time. One may be purposeful, using its psionic powers to drive its bound creature towards some specific goal. Another might feign cooperativeness, offering to partner with a humanoid, trading its defensive abilities for the creature's mobility. Still another might be a manipulative trickster, pretending to be an ioun stone, floating in circles around the head of an ally or dazed victim, sparkling enticingly in the torchlight hoping to inspire jealousy and theft among those viewing it.

Smaller than a clenched fist, an emerald eye weighs at most half a pound.

RE-ECHO DOPPELGANGER

This sluggish grey humanoid is a hunk of indiscernible flesh. Slowly, subtly, it takes on familiar features.

DOPPELGANGER, ECHO

CR 14

XP 38,400

N Medium humanoid (shapechanger)

Init +5; **Senses** Perception +24

DEFENSE

AC 30, touch 15, flat-footed 25 (+5 Dex, +15 natural)

hp 187 (22d8+88)

Fort +17, **Ref** +12, **Will** +8

OFFENSE

Speed 20 ft.

Melee +2 defending greataxe +25/+20/+15/+10 (3d6+11/19-20/x3)

Ranged +1 repeating heavy crossbow +22/+17/+12/+7 (2d8+1/x3)

Spell-Like Abilities (CL 22th; concentration +31)

Constant—*detect thoughts* (DC 20)

STATISTICS

Str 22, **Dex** 21, **Con** 18, **Int** 11, **Wis** 13, **Cha** 28

Base Atk +16; **CMB** +22; **CMD** 37

Feats Bleeding Critical, Blind-Fight, Combat Reflexes, Critical Focus, Critical Mastery, Defensive Combat Training, Improved Critical (mimicry-forged weapon), Power Attack, Staggering Critical, Vital Strike, Weapon Focus (mimicry-forged weapon)

Skills Disguise +21, Perception +24, Sense Motive +8, Spellcraft +28, Stealth +10, Swim +14; **Racial Modifiers** +4 Disguise, +20 Spellcraft

Languages Common

SQ adopt style, change shape (polymorph), flawless mimicry

Other Gear +2 defending great axe, +1 heavy repeating crossbow

ECOLOGY

Environment any

Organization solitary, pair, or school (1-2 re-echo doppelgangers and 2-4 human fighters and wizards)

Treasure standard

SPECIAL ABILITIES

Adopt Style (Ex) A quick learner with perfect muscle memory, a re-echo doppelganger can temporarily gain the benefits of combat feats. As an immediately action, a re-echo doppelganger chooses a combat feat it has witnessed during an encounter it was involved in, so long as it meets the prerequisites of the feat. It gains all the benefits of this combat feat until the end of the encounter or the next time it uses adopt style.

Flawless Mimicry (Su) A re-echo doppelganger can perfectly recreate any physical and audible appearance it witnesses and it gains the muscle memory to continually recreate such actions. The doppelganger is proficient in all weapons, armor, and shields. As a swift action, it can recreate any weapon it sees, matching the magical properties and special material, identical in every way except one size category larger and one enhancement bonus better. Any weapon it mimics is considered a mimicry forged weapon,

and therefore the re-echo doppelganger gains the benefits of its Weapon Focus and Improved Weapon Focus feats with it. Additionally, a re-echo doppelganger can use any spell it has seen in the past minute as a spell-like ability. Its effective caster level is equal to the caster level of the creature that used the spell it witnessed +2.

Re-echo doppelgangers crush the senses of individuality, self, and uniqueness in the creatures they meet on the battlefield. They embody and exemplify the adage “anything you can do, I can do better.”

Traditional doppelgangers master fitting in among the civilized races. Once discovered, they are largely at the mercy of those they have deceived. Whether found guilty of any wrongdoing or not, most are killed as soon as they’re caught. A re-echo doppelganger chooses to use its adaptive abilities more tactically. It hides near combat, studying the movements of the combatants until it not only understands their fighting style, but believes it can perfectly copy the subject. When it senses an opening, it takes on the creature’s face, mimics an enlarged version of the creature’s weapon to reinforce its superiority, and attacks. The re-echo doppelganger means to take the creature’s life so it can take the creature’s place. Unlike traditional doppelgangers, who mimic creatures as part of a greater gambit, re-echo doppelgangers are satisfied just fitting in.

A re-echo doppelganger is wide and dense, resembling a grey clay golem. It usually mimics the abilities and appearance of a single creature, but if it finds it useful

or necessary to copy abilities from multiple targets (e.g., the weapons and armor of one attacker and a spell cast by a second), its appearance becomes a blend of all the copied creatures. Regardless of the shape it assumes, a re-echo doppelganger weighs between 200 and 400 pounds.



EMBODIMENT OF ENVY

A whispered thought causes memories of unreturned favors, broken promises, and failure in the face of an ally's success to well up. It's as though the air itself resents those breathing it in.

their most powerful abilities. The Embodiment of Envy can possess only one target at a time, but can use this ability against the same target any number of times.

EMBODIMENT OF ENVY

CR 19

XP 204,800

NE Medium outsider (incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +5

Aura envious aura

DEFENSE

AC 44, touch 44, flat-footed 36 (+26 deflection, +8 Dex)

hp 315 (30d10+150)

Fort +15, **Ref** +25, **Will** +22

Defensive Abilities embodiment of sin traits, incorporeal, **DR** 5/epic;

Immune mind-affecting effects

OFFENSE

Speed 10 ft., fly 250 ft. (perfect)

Melee 2 claw +38 (1d4)

Special Attacks malevolence

Statistics

Str —, **Dex** 26, **Con** 20, **Int** —, **Wis** 20,

Cha 23

Base Atk +30; **CMB** +38; **CMD** 74

Skills Fly +16

SQ rejection manifestation, stewing rebirth

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Envious Aura (Su) Creatures within 30 feet of the Embodiment of Envy must make a DC 30 Will save or target the Embodiment of Envy with their most powerful offensive ability (such as a weapon attack or spell) on their turn. This is a mind-affecting effect. The DC is Charisma-based.

Malevolence (Su) The Embodiment of Envy can possess targets. This ability functions like *magic jar* with the following exceptions: the Embodiment of Envy can possess a body as a standard action; its possession automatically succeeds, but the subject of malevolence can make a DC 30 Will save to negate the possession every round at the end of its turn. See below for the results of a negated possession. If a victim is possessed by the Embodiment of Envy, then the Embodiment's envious aura operates from the body of the victim, making nearby creatures attack the victim with





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BOOK 3

GLUTTONY

GLUTTONY

At the obvious level, gluttony is motivated by pleasure: the desire to eat, to drink, to experience without restraint. But gluttony is also about fear: the dread that now might be the last opportunity to consume; the nagging suspicion that anything left unconsumed was the best of the batch.

There are costs to unlimited consumption, physical and otherwise. The body isn't designed to be overextended without relief. Nor does consuming endlessly come cheap. And social relationships of a glutton can suffer as well. But none of that matters to the glutton: While everyone gives in to excess on occasion, a glutton indulges in his pleasures to the detriment of all other experiences.

There are two ways in which this sin is embodied by the *Monsters of Gluttony*: the monsters are themselves motivated by consumption, or they tempt characters to make gluttons of themselves.

GLUTTONOUS CREATURE

CR+1

Creatures with the gluttonous template are unnaturally larger, but unhealthier and less mobile than those without it.

Quick Rules: +1 to all rolls based on Str, -1 hp/HD, -1 penalty on all Dex- and Con-based rolls.

Rebuild Rules: **Size** increase by one category; **AC** increase natural armor by +1; **Attack** bite that deals damage appropriate to the creature's size (1d4 Small, 1d6 Medium) plus 1½ Str modifier; **Ability Scores** +2 size bonus to Str, -2 to Dex and Con.

GLUTTONY IN THE MIDGARD CAMPAIGN SETTING

Gluttony afflicts the rich to a much greater degree than the poor, and Zobeck's middle class fall into it almost as a sign that they've left poverty behind.

No longer forced to share wealth with a lord, free merchants new to Zobeck tend to squander their extra wealth on indulgences. Some spread their good fortune with charity or rounds at the local pub, but others spend it on experiences, developing addictions they can't afford to maintain. The Shorn Shepherd is a cautionary tale told on the streets of Zobeck about a wool trader who arrived in Zobeck thin and poor and left fat and poor, but was one of the richest men in his district during his stay.

And the most successful gluttons can reach a state that hinders their ability to consume, none more so than the Fat Mage, Emir Baijaar. A sage universalist wizard from Siwal, Baijarr was only devoted to his studies in so much as his studies were able to keep him well fed. As his tastes grew more expensive than the legitimate use of his arts could sustain, he used his magic to enslave some of Midgard's greatest chefs, to summon powerful spirits merely to reach the food his spindly legs couldn't get him to, and even to create long-ranging illusions draping a veil of spoil over perfectly edible food at feasts and state dinners his bulk prevented him from attending in order to encourage attendance at his own banquets.

BOTTOMLESS PIT

The obese mass sits nearly comatose. At the first sign of a living creature it perks up, licking its lips from snout to navel.

Bottomless Pit

CR 5

XP 1,600

NE Medium aberration

Init -3; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 17, touch 7, flat-footed 17 (-3 Dex, +10 natural)

hp 45 (10d8)

Fort +2, **Ref** +0, **Will** +8

DR 10/slashing; **Immune** acid, poison

Offense

Speed 20 ft.

Melee bite +13 (1d10+9 plus grab)

Special Attacks swallow whole (3d6 acid damage, AC 15, 4 hp)

Statistics

Str 22, **Dex** 5, **Con** 8, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +7; **CMB** +13 (+19 grapple); **CMD** 20 (22 vs. trip)

Feats Cleave, Improved Grapple, Lunge, Power Attack, Toughness

Skills Climb +12, Perception +8, Swim +12

Languages Common

SQ erupting metabolism, sectioned stomach

Ecology

Environment warm lands

Organization solitary

Treasure incidental

Special Abilities

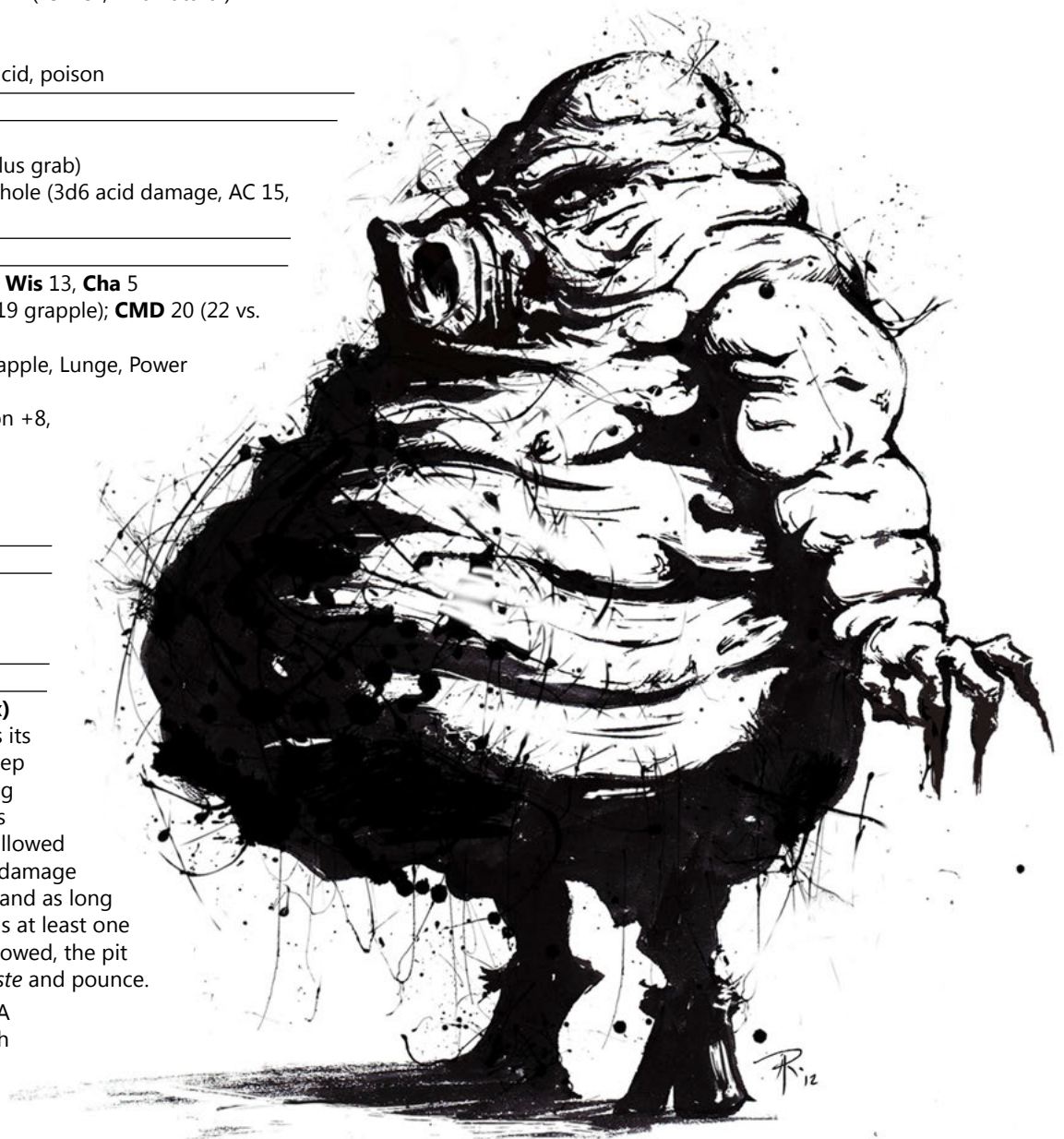
Erupting Metabolism (Ex)

A bottomless pit digests its meals fast enough to keep its ungainly body moving even after swallowing its own weight in prey. Swallowed creatures take 3d6 acid damage every round until dead, and as long as the bottomless pit has at least one still-living creature swallowed, the pit gains the benefits of *haste* and pounce.

Sectioned Stomach (Ex) A

bottomless pit's stomach branches into numerous smaller chambers, allowing

it to contain and digest multiple creatures simultaneously. A bottomless pit can swallow creatures up to its own size category, and can have multiple creatures swallowed at once: up to two Medium creatures, four Small, eight Tiny, or any equivalent combination. If a swallowed creature cuts its way out of the bottomless pit, the appropriate fraction of its stomachs are unusable until its damage is healed, but the rest of its stomachs function normally.



Between feedings a bottomless pit is a sluggish, misshapen creature. Two stubby bowed legs quiver to support its weight. Its flat, earless head ends in a snout. A roll of flesh suggests where a bottomless pit's head separates from its torso, but this is an illusion: Its cantilevered jaw hinges off its hip bones, and when its mouth is open, it extends out the length of its torso, stretching the loose flesh of its jowls taut.

A bottomless pit is most dangerous immediately after it feeds. At that time it virtually explodes with energy, and once it achieves that state it works to maintain it by eating more and more. A pit eats every living creature in sight, and doesn't

stop until it runs out of prey. Bottomless pits can sit inert for months between meals, shedding almost no weight and suffering no negative effects from such fasting.

Villages of small creatures, such as halfings and goblins, live in particular fear of bottomless pits. When feeding, a pit is faster than most such creatures. It can hold four Small creatures in its stomachs at one time, and by the time it has swallowed a fourth, the first one swallowed is likely dead, thus freeing up stomach space for the pit's next meal.

A typical bottomless pit weighs 750 pounds and stands five and a half feet tall.

GNARLJAK

What looks like a bear trap springs to life like a metal piranha.

GNARLJAK

CR 6

XP 2,400

N Small construct

Init +10; **Senses** blindsense 30 ft.; Perception +7

Defense

AC 20, touch 17, flat-footed 14 (+6 Dex, +3 natural, +1 size)

hp 70 (11d10+10)

Fort +3, **Ref** +9, **Will** +5

Immune construct traits

Offense

Speed 30 ft.

Melee bite +19 (1d6+1 plus trip/19-20)

Statistics

Str 13, **Dex** 22, **Con** —, **Int** 2, **Wis** 14, **Cha** 1

Base Atk +11; **CMB** +11; **CMD** 27

Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Skill Focus (Stealth), Weapon Finesse, Weapon Focus (bite)

Skills Perception +7, Stealth +25; **Racial Modifiers** +6 Stealth

SQ gnaw

Ecology

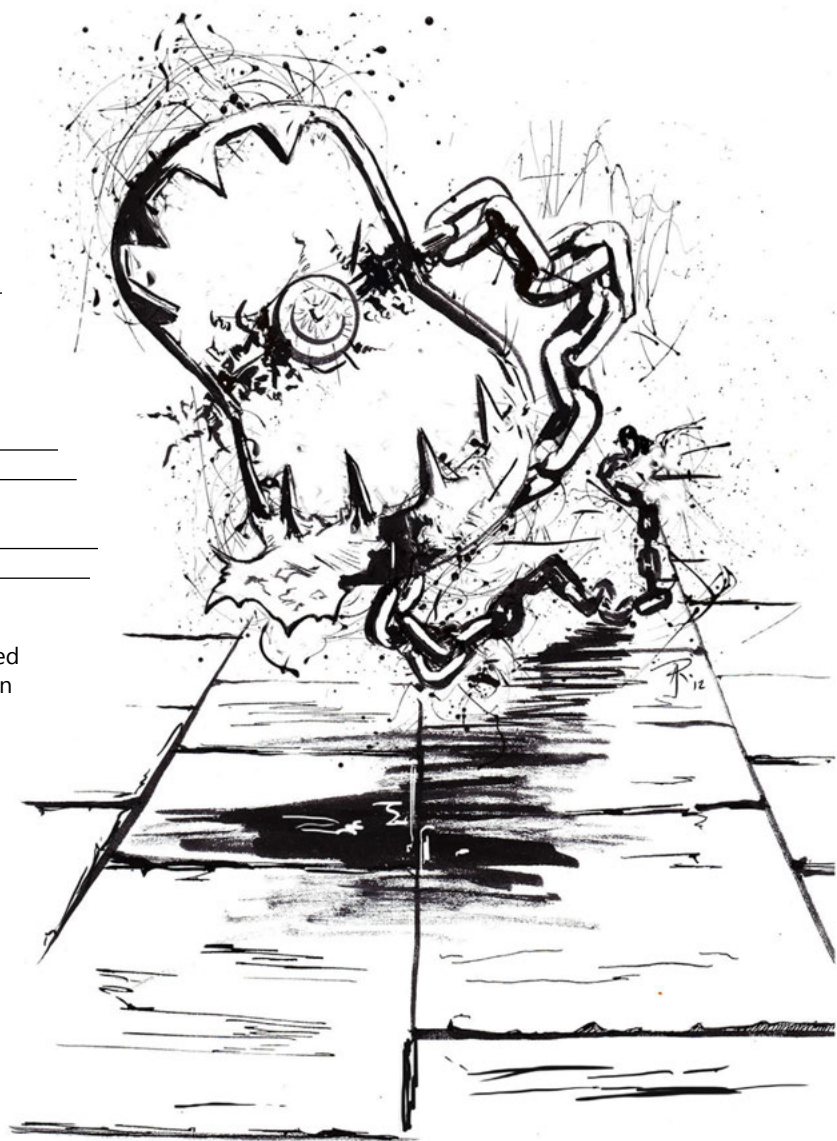
Environment any

Organization solitary, pair, or cluster (3–6)

Treasure none

Special Abilities

Gnaw (Ex) When a gnarljak successfully trips a target up to one size category larger, it immediately makes three additional bite attacks against the same target and can take a 5-foot step, even if it has already moved or taken a 5-foot step this round.



All steel and springs, a gnarljack is easily mistaken for a simple bear trap when lying dormant. But once it starts hopping in pursuit of a target, it reveals its animated nature and its only motivation: consumption with no reason, or worth, only pain.

Gnarljaks are mindless. They do not grow tired. They exist only to pull creatures to the ground and chew through them, then turn around and chew through them again. Some try to use gnarljaks to guard treasures or boobytrap approaches to important locations, but their indiscriminate biting makes them as dangerous to their owners as to their owners' enemies.

There are several variant gnarljaks. Among the most popular are:

Clamping Gnarljak (+0 CR) A clamping gnarljak constrains its victims. Apply the following rebuild rules to the traditional gnarljak to create a clamping gnarljak:

Attacks bite deals 1d6+7 plus grab; **Ability Scores** Str 22, Dex 13; **Feats** delete Weapon Finesse **Special Attacks** gnaws on a grappled victim immediately upon making a successful grapple check

Serrated Gnarljak (+1 CR) A serrated gnarljak is particularly deadly, tearing messier wounds out with each bite. Apply the following rebuild rules to the traditional gnarljak to create a serrated gnarljak:

Attacks bite also deals 1 point of bleed damage

Shocking Gnarljak (+2 CR) A shocking gnarljak electrocutes its victims with every bite. Apply the following rebuild rules to the traditional gnarljak to create a shocking gnarljak:

Attacks bite also deals 2d6 electricity damage

Construction

A gnarljak's body is built from 20 pounds of fine steel and mechanical parts.

GNARLJAK

CL 7th; Price 2,304 gp

Construction

Requirements Craft Construct, *animate object*, *geas/quest*, *haste*; **Skill** Craft (blacksmithing) or Craft (weapons) DC 15; **Cost** 1,304 gp

TRAP BUSH

This berry bush quivers and expands, branches protruding like quills. It rises up on truncated legs like a multi-armed porcupine made of wood.

TRAP BUSH

CR 10

XP 9,600

N Large plant (shapechanger)

Init +6; **Senses** low-light vision; Perception +18

Defense

AC 25, touch 15, flat-footed 19 (+6 Dex, +10 natural, -1 size)

hp 110 (13d8+52); regeneration 5 (fire)

Fort +12, **Ref** +10, **Will** +6

DR 5/-; **Immune** plant traits

Weaknesses vulnerable to fire

Offense

Speed 40 ft.

Melee 6 claw +13 (1d6+5), spiked armor +13/+8 (1d8+7)

Ranged thorn dart +14/+9 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (6d6)

Statistics

Str 21, **Dex** 22, **Con** 18, **Int** 13, **Wis** 15, **Cha** 8

Base Atk +9; **CMB** +15 (+17 grapple); **CMD** 31 (33 vs. trip)

Feats Combat Expertise, Combat Reflexes, Improved Grapple, Improved Trip, Improved Vital Strike, Point-Blank Shot, Vital Strike

Skills Bluff +12, Perception +18, Stealth +26; **Racial Modifiers** +8 Stealth

Languages Sylvan

SQ goodberries

Ecology

Environment temperate forest or marshes

Organization solitary

Treasure 3d6 ripe goodberries per day

Special Abilities

Goodberries (Su) The berries on a trap bush are magical.

A *detect magic* spell indicates that they are of the transmutation school.

In deepest forests, druids walk without disturbing the grass, breath in time with the trees. When the balance of nature is disturbed, they heal it as they heal wounds: with goodberries. Elders permanently enchant berry bushes to grow fruit that nourishes and heals as the druid spell, placing them in areas where the natural order has been upset, such as by overzealous hunters, expansionist farmers, or nature-warping wizards.

These berries are not an open-ended gift for every traveler through the woods, however. A trap bush allows any creature to indulge in a single berry off its branches — and one berry provides a complete meal for the creature, as well as 1 hp of healing. But the plant is further enchanted to attack any creature that tries to pluck more than one berry from it in a day, with the exception of one creature type (usually “animal”) that it tolerates, designated by the druid when it is enchanted.

If a greedy creature not of the type it tolerates attempts to pluck a second berry, the trap bush turns aggressive. It grows extensive natural weapons to defend its goodberries. Although

trap bushes are intelligent and can speak, they’re not much interested in deal-making, nor knowledgeable about anything beyond their immediate vicinity.

When not threatened, trap bushes root for water and breathe as typical plants. However, they turn carnivorous after they kill, burying their victims’ bones beneath them when they root themselves again.

In its passive state, a trap bush is a roughly 5-foot-diameter sphere. In aggressor mode, it can extend its frame to double its normal size, and uproot itself to either chase down threats or flee.



EMBODIMENT OF GLUTTONY

Two eyes bulge out of this walking gelatinous ball puckered together like a rose yet to bloom. Untold numbers of bones can be vaguely seen within, melting away.

EMBODIMENT OF GLUTTONY

CR 18

XP 153,600

CE Large ooze

Init -1; **Senses** Perception +0

Defense

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 330 (60d8+60); regeneration 10 (hunger; see below)

Fort +21, **Ref** +19, **Will** +20

Immune ooze traits, embodiment of sin traits

Offense

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +54 (2d6+15 plus 5d6 acid)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (60-ft. line, 5d6 acid damage, Reflex DC 41 for half, usable every 1d4 rounds), engulf

Statistics

Str 30, **Dex** 8, **Con** 12, **Int** —, **Wis** 11, **Cha** 10

Base Atk +45; **CMB** +56; **CMD** 65 (can't be tripped)

Skills Climb +18, Swim +18

SQ hunger, over-consumption, ravenous expansion, staggering acid

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

Engulf (Ex) On its turn, the Embodiment of Gluttony mindlessly moves towards the nearest living creature it is aware of. As a standard action, it can engulf a creature up to one size category smaller in its path. It cannot make a bite attack during a round in which it engulfs. Opponents can make attacks of opportunity against the Embodiment of Gluttony, but if they do so they are not entitled to a saving throw against the engulf attempt. Those who do not make attacks of opportunity can attempt a DC 30 Reflex save to avoid being engulfed; on a success, they are pushed back or aside (target's choice) as the Embodiment moves forward. Engulfed creatures suffer 5d6 acid damage every round until dead, are subject to the Embodiment of Gluttony's over-consumption ability, gain the pinned condition, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Aura of Gluttony (Su) When the Embodiment of Gluttony is not feeding, all foes within 90 feet take a -5 penalty on such rolls. When the Embodiment has a living creature engulfed, it and all allies within 90 feet gain a +5 morale bonus on attack rolls, weapon damage rolls, saves, and skill checks.

Hunger (Ex) The Embodiment of Gluttony's regeneration is in effect in any round in which it ends its turn with a living creature engulfed in it.

Over-Consumption (Su) On the round after the Embodiment of Gluttony engulfs a creature, it immediately consumes all of the creature's food and beverages without saving throws. Poisons, magic potions, and the like are destroyed but have no effect on the Embodiment.

Ravenous Expansion (Su) The more the Embodiment of Gluttony eats, the larger it gets. It begins at size Large. Any time the Embodiment of Gluttony has four creatures one size category smaller, eight creatures two size categories smaller, 16 creatures three size categories smaller, or any equivalent combination engulfed at one time, it immediately increases its own size one category (to a maximum of Colossal). It automatically engulfs any creatures adjacent to it when it expands. If the Embodiment has not used ravenous expansion in 24 hours, it reverts to size Large.

Each time it grows, apply the following rebuild rules:

Size increase by one category; **Speed** increase all speeds by 10 ft.; **Attacks** increase dice rolled by 1 step; **Ability Scores** +4 size bonus to Str and Con, -2 Dex.

Staggering Acid (Ex) When a creature takes acid damage from one of the Embodiment of Gluttony's attacks, the creature must make a DC 41 Fortitude save or be staggered for 1 round.

When the Embodiment of Gluttony's maw opens, it can eat villagers until it grows large enough to swallow the entire village. Once it's gone a full day without consuming a living creature, the Embodiment of Gluttony sheds the weight it gained and returns to its much smaller natural state.

Whether the Embodiment of Gluttony is a thinking creature that makes choices and understands the consequences of its actions but is forced to ignore those considerations because of its overriding need to consume or is just an unthinking force of nature is debated by scholars with little evidence and no practical end.

EMBODIMENT OF SIN TRAITS

Embodiments of Sin are outsiders native to all planes. Sin exists in some capacity everywhere.

Embodiment of Sin subtype: Embodiments of sin are evil outsiders native to all planes. Embodiments of sin possess

a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

**Immunity to ability damage and polymorph effects.
Aura related to their sin.**





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BOOK 4 LUST

LUST

Love can be virtuous, a goal, life's great pursuit. Within love is happiness, respect, and drive. Lust is a thoughtless impulse, elevating desire above all else. Where drive and respect build, lust destroys – two strangers share a brief, uncomfortable time together, as one can't help but mentally undress the other during business negotiations. Unfortunately, love and lust are linked: a deficiency in one can leave a person consumed with the other – two young lovers long for a future together, but are torn apart by one's deviant desires and the willingness to impose them on the other.

There are two ways in which this sin is embodied by the Monsters of Lust: the monsters are themselves motivated by a base, physical want, or they tempt player characters with promises of carnal wishes fulfilled.

LUST SLAVE

(CR+1)

A lust slave is infatuated with another creature, at the mercy of the object of his affection's commands and savagely jealous of any attention given by this creature to another.

A lust slave's quick and rebuild rules are the same.

Rebuild Rules: Weaknesses designate another creature as the object of the lust slave's affection. When the object of its affection is within line of sight, a lust slave gains a +1 morale bonus to attacks and damage rolls and 1 temporary hit point per HD. When a lust slave loses line of sight to the object of its affection for more than a minute, or the lust slave witnesses the object of its affection pay attention to another creature, the lust slave becomes confused for 1d4+1 rounds. Ignore the object of the lust slave's affection when determining the nearest creature to the lust slave.

If at the end of the duration the object of its affection is not within the lust slave's line of sight, the confusion continues until the object of its affection is once again within line of sight. This is an extraordinary ability.

LUST IN THE MIDGARD CAMPAIGN SETTING

Marena, the Red Goddess, mistress of lust and death, is reviled to a degree unmatched by the other gods of Zobeck, although she is worshipped openly among the ghouls and vampires of Morgau. In most other places, her few and secretive worshippers are whores and torturers the mere acknowledgement of whom is ostracizing; good men and proper women aren't supposed to accept the notion of a connection between pain and sexual pleasure. Her worship is forbidden in many cities, including Zobeck. (For more information on Marena, including an alternate Lust domain, see the *Zobeck Gazetteer*.)

The desire for sex has often influenced the decisions made in Midgard, from the lonely beggar to the indulgent celebrity. It is said that the Skirmish of the Seven Cities was waged after a nobleman's daughter from each city was seduced by a great witch in the guise of a prosperous Triolan trader. Each daughter

believed she had seduced the young trader, exchanging the purity of her body for exclusive rights to hotly contested Triolan spices. Then the Triolan trader disappeared, leaving no trace of the trade agreement each of the seven daughters thought she'd brokered.

As time went by, the seven daughters discovered that they'd each been tricked. None could admit it, so animosity between the seven daughters and, through their families, the Seven Cities grew. This culminated in a bloody and costly tournament in which the eventual winner (representing the previously unknown House Tryst) was intimately familiar to all seven sisters. He refused to claim his prize: the hand in marriage of the daughter of his choosing — an insult that resulted in a loss of power and prestige for all seven families.

INBRED CREATURE

Most societies consider inbreeding taboo, but some savage species show behavior outside the civilized instincts. Nothing is taboo to them when the breeding frenzy is strong. Inbred creatures do not behave much differently from others. They are as unsympathetic, as attracted to violence, and as brutally vulgar as a typical example of their race. Physically, they are weaker and more prone to disease. Mentally, they are slower, with less tactical sense. Where they have an advantage over typical example of their race is their unpredictability. In combat, their similarities to a familiar creature sets expectations in the minds of their enemies. When an inbred creature stumbles forward and swings a misguided blow, the attack is more likely to connect because it is unlike the attacks of the dozens of previous creatures of that race its opponent has experienced.

Because of the multitude of physical malformations inbred creatures commonly suffer from – curved spines, stumpy frames, bullnecks, pronounced brows, bulging eyes, and more – an inbred creature is smaller than his normal brethren, standing anywhere between 4 and 6 feet tall and weighing around 175 pounds.

“Inbred” is an acquired template that can be added to any living creature (referred to hereafter as the base creature). Most inbred creatures are animals, humanoids, or monstrous humanoids, but sexual creatures such as fey and proud creatures such as dragons have been known to inbreed. An inbred creature uses the base creature’s stats and abilities except as noted here.

Special Qualities: An inbred creature gains the following.

Unpredictable: Inbred creatures have a +1 circumstance bonus on all attack rolls made against opponents who have fought normal versions of the creature in the past.

Unusual Stock: Inbred creature are born with mutations — some they use to their advantage, others they merely learn to cope with. Choose one or two of the following fortunate mutations when adding this template. For every fortunate mutation chosen, you must also choose an unfortunate mutation. Alternatively, roll a d12 to determine its mutations randomly.

FORTUNATE MUTATIONS

- 1 **Animalistic:** +2 racial bonus on Handle Animal checks
- 2 **Bulging Eyes:** +2 racial bonus on sight-based Perception checks
- 3 **Carrier:** Melee attacks spread the filth fever disease
- 4 **Gorilla Arms:** +2 racial bonus on Climb checks
- 5 **Hunched:** Increase the reach with one-handed melee weapons by 5 feet

- 6 **Misaligned Shoulder:** Melee attacks gain a +1 circumstance bonus to attack rolls and a –1 circumstance bonus to damage rolls
- 7 **Sickening Slobber:** Once per day, can make an Intimidate skill check to sicken a target. This otherwise functions as using Intimidate to demoralize an opponent
- 8 **Thick:** DR 1/–, increasing by +1 per 5 HD
- 9 **Underbite:** A bite attack that deals 1d6 +Str modifier damage
- 10 **Unnerving:** +2 racial bonus on Intimidate checks
- 11 **Witless:** Immune to mind-affecting effects
- 12 Roll twice, rerolling duplicates and additional 12s

UNFORTUNATE MUTATIONS

- 1 **Arthritic:** –10 foot penalty to speed
- 2 **Clueless:** –1 penalty to Will saving throws
- 3 **Disjointed:** –2 penalty to combat maneuver rolls
- 4 **Greasy:** When this orc suffers energy damage, it suffers an addition point of damage
- 5 **Gullible:** –2 penalty to Sense Motive skill checks
- 6 **Hemophiliac:** Suffers 1 point of bleed damage for 1d4 rounds after suffering weapon damage
- 7 **Limp Tongue:** Cannot speak
- 8 **Nearsighted:** –20 penalty on sight-based Perception checks involving objects more than 30 feet away
- 9 **Off-Balance:** If this orc moves more than half speed, it must make a DC 10 Reflex save or fall prone at the end of its move; –2 to CMD against forced movement combat maneuvers (including trip)
- 10 **Sickly:** –1 penalty to Fortitude saving throws
- 11 **Unresponsive:** –1 penalty to Reflex saving throws
- 12 Roll twice, rerolling duplicates and additional 12s

Languages: Inbred creatures begin play speaking Orc. Inbred creatures with high Intelligence scores can choose from among the following bonus languages: Common, Dwarven, Giant, Gnoll, Goblin, Undercommon.

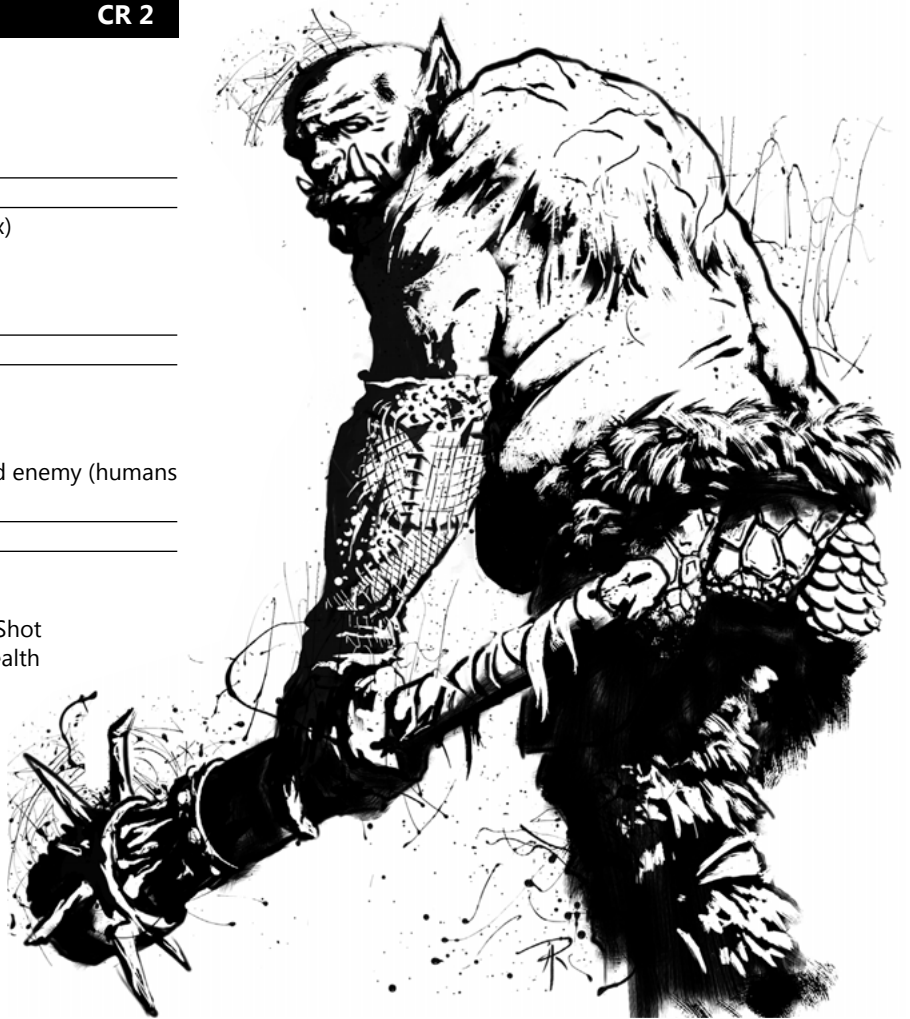
SAMPLE INBRED CREATURE

There is something familiar about this savage creature, but also something unnatural and perverse.

INBRED ORC RANGER**CR 2****XP 600**

Inbred orc Ranger 3

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception +4**Defense****AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)**hp** 24 (3d10+3)**Fort** +4, **Ref** +4, **Will** -1**Weakness** light sensitivity**Offense****Speed** 30 ft. (20 ft. in armor)**Melee** greatclub +6 (1d10+4 plus disease)**Ranged** javelin +4 (1d6+3)**Special Attacks** carrier, sickening slobber, favored enemy (humans +2), unpredictable**Statistics****Str** 17, **Dex** 13, **Con** 12, **Int** 8, **Wis** 6, **Cha** 4**Base Atk** +3; **CMB** +6; **CMD** 17**Feats** Diehard, Endurance, Power Attack, Precise Shot**Skills** Climb +9, Intimidate +3, Perception +4, Stealth +7, Survival +4**Languages** Orc**SQ** favored terrain (mountain +2), track +1, wild empathy +0**Ecology****Environment** temperate hills, mountains, or underground**Organization** solitary, pair, family (3–5 adults plus 1–10 noncombatants), clan (5–11 adults plus 5–50 noncombatants)**Treasure** NPC gear (hide armor, greatclub, four javelins, other treasure)

A WARNING ABOUT SEX

Understandably, sex plays a major role in a *Monsters of Sin* book about Lust. But your gaming group might include children or players who'd have a problem roleplaying intimacy – especially if a male GM has to play the part of a female NPC seducing a male player character. Deciding the appropriate level of sexual content for your player group and knowing how to portray it can be an important part of crafting a campaign that's comfortable for everyone.

Keep an eye out for signs of player distress that can indicate that you need to tone the topic down, and be ready to fast-forward to the point of a sexual encounter's solution so you can get on with other aspects of the game.

Be aware that some players identify strongly with their characters. If you suspect that a player would be upset if his fighter PC stripped off his armor and raced forward naked to embrace the Embodiment of Lust, then don't force the issue just because of a failed saving throw; have a nearby NPC take the plunge first while the player's character stands paralyzed, using all his Willpower to resist the aura of lust, and give the PC every opportunity to get out of range of the aura while the effects on the NPCs convey the message of the scene.

Remember: Making sure that everyone in the group enjoys the game is more important than playing every monster in this book to the fullest extent and exactly as written.

LOVELORN

A haunting woman, dressed as if for a wedding, extends an accusing finger as sharp as a dagger. As she glides forward, her eyes swell up with tears – and blood.

LOVELORN

CR 11

XP 12,800

CE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 25, touch 20, flat-footed 20 (+5 deflection, +4 Dex, +1 dodge, +5 natural)

hp 114 (12d8+60)

Fort +9, **Ref** +10, **Will** +8

Defensive Abilities incorporeal;

Immune undead traits

Offense

Speed fly 60 ft. (perfect)

Melee 2 claw +13 (1d8+2/19–20 plus grab)

Special Attacks bleeding eye gaze, heart-wrenching moan, lovelorn embrace

Statistics

Str 14, **Dex** 19, **Con** —, **Int** 10,

Wis 11, **Cha** 21

Base Atk +9; **CMB** +13 (+17 grapple);

CMD 31

Feats Defensive Combat Training, Dodge, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Mobility

Skills Acrobatics +16, Fly +27, Perception +15, Stealth +19

Languages Common

SQ partial manifestation

Ecology

Environment any

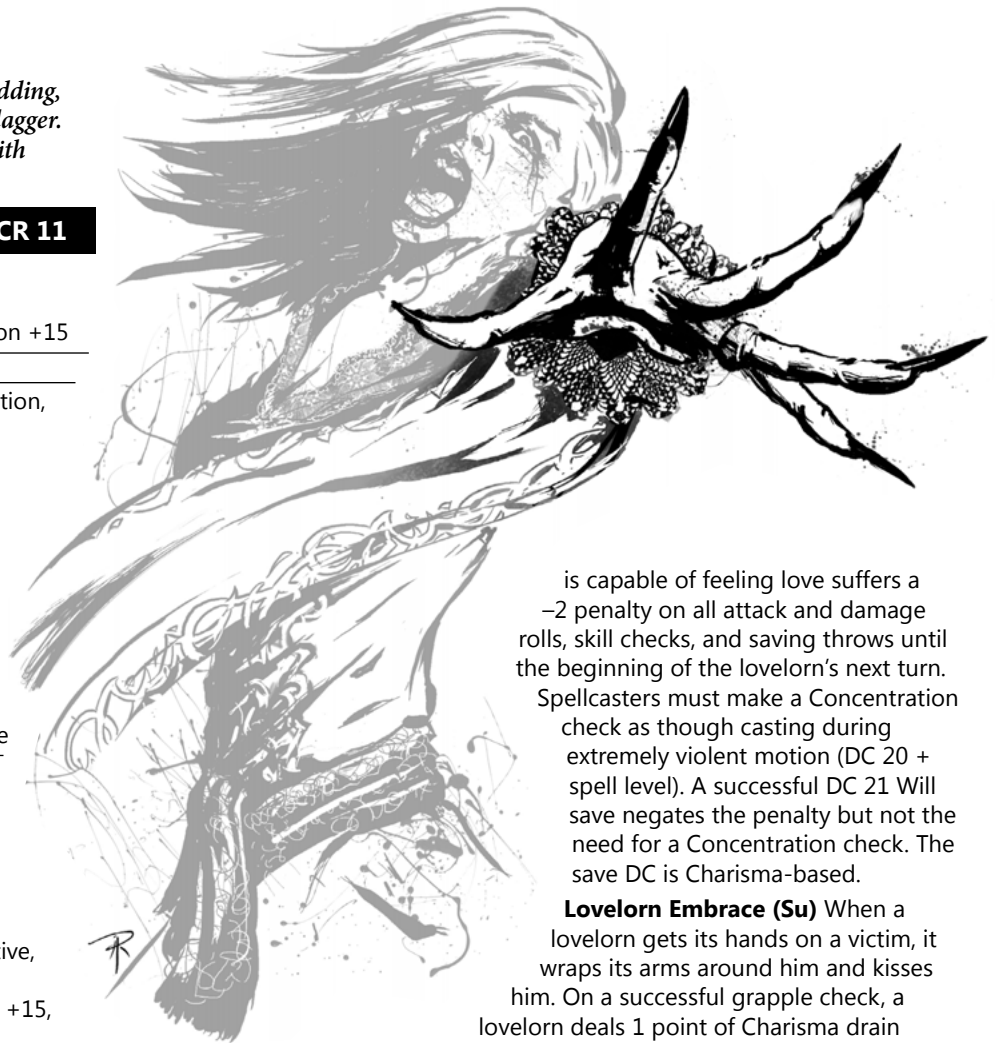
Organization solitary

Treasure none

Special Abilities

Bleeding Eye Gaze (Su) Once per day, as a standard action, a lovelorn can gaze at a target within 30 feet with tears of blood. The target suffers 1d4+1 Charisma damage and is stunned for 1 round. A successful DC 21 Will save halves the Charisma damage (minimum 1) and negates the stun effect. The save DC is Charisma-based.

Heart-Wrenching Moan (Su) As a standard action, a lovelorn can release a lifetime of pain and loneliness in a deep, emotional moan. Every animal, humanoid, magical beast, and monstrous humanoid within 30 feet of the lovelorn that



is capable of feeling love suffers a –2 penalty on all attack and damage rolls, skill checks, and saving throws until the beginning of the lovelorn's next turn.

Spellcasters must make a Concentration check as though casting during extremely violent motion (DC 20 + spell level). A successful DC 21 Will save negates the penalty but not the need for a Concentration check. The save DC is Charisma-based.

Lovelorn Embrace (Su) When a lovelorn gets its hands on a victim, it wraps its arms around him and kisses him. On a successful grapple check, a lovelorn deals 1 point of Charisma drain in addition to one of the actions a grappling creature is allowed to perform.

Partial Manifestation (Su) A lovelorn is normally an incorporeal spirit, but its claw attacks are considered corporeal: They add the lovelorn's Strength modifier. When it successfully grabs a target, the lovelorn becomes fully corporeal. It loses its deflection bonus to AC and can be targeted by normal weapons.

Lovelorn are ghosts who died with broken hearts. Their lives were ruined when they were jilted in their every attempt at love or latched onto a selfish lover, the emotional damage they suffered remaining with them beyond death.

Lovelorn convince themselves that creatures they set their blood-obscured eyes on are the lovers they missed in life. So powerful is this delusion that a lovelorn spirit manifests a physical body when it catches a creature in its life-draining embrace.

TRUFFLE

This child-sized innocent creature sits quietly, unashamedly naked. Its eyes are wide with curiosity.

TRUFFLE

CR 3

XP 800

CN Small fey

Init +2; **Senses** low-light vision; Perception +8

Defense

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 size)

hp 22 (5d6+5)

Fort +2, **Ref** +6, **Will** +2

DR 5/cold iron

Offense

Speed 20 ft.

Melee rough stone dagger +1 (1d3–1/20/x2)

Ranged sling +3 (1d3–1/x2)

Spell-Like Abilities (CL 9th; concentration +7)

Constant—*alarm*

At will—*calm animals, calm emotions, charm monster, suggestion*

1/day—*dominate animal, dominate person*

Statistics

Str 8, **Dex** 15, **Con** 12, **Int** 13, **Wis** 6, **Cha** 15

Base Atk +2; **CMB** +0; **CMD** 13

Feats Alertness, Dodge, Nimble Moves

Skills Acrobatics +10, Escape Artist +10, Knowledge (local) +9, Knowledge (nature) +9, Perception +8, Stealth +6

Languages Common, Dwarven, Elven, Goblin, Halfling, Orc

Ecology

Environment temperate forests

Organization solitary or recently split pair

Treasure none

These gender-less creatures live their lives in harmony with nature and isolated from other sentient creatures, including their own kind. They reproduce by splitting into two smaller truffles that quickly grow to full size, each of them moving to different parts of the forest once they're both strong enough to survive alone.

When a truffle encounters humanoid with obvious gender markers (male or female) it becomes dangerously curious about their differences and the whole matter of sex, at first being willing to simply talk with the humanoids about it, but almost inevitably pushing the matter too far by asking uncomfortable questions and making inappropriate requests.

If the humanoids balk, it uses charm monster and

suggestion to convince its teachers to remove their clothing and perform demonstrations for it, and dominate person to experience the performance through the senses of one of them. Child-minded, it intends no harm, but it is also entirely unaware of social boundaries, or the dangers of stripping a halfling warrior of her armor and weapons and then having the goblin she had been fighting do the same.

Aside from a simple sling worn as a cord belt, a truffle wears no clothing on its genital-less body, and it carried no items aside from a chipped-stone dagger that is more an all-purpose tool than a weapon.

The truffle's skin commonly takes on the colors of any local fungus (usually white or grey with spots of another color) that makes up a large part of its diet. Its hair is short and high like a natural topknot, and always black, as are its eyes. A truffle is 3 feet tall and weighs 50 pounds.



EMBODIMENT OF LUST

The porcelain statue appears meek and vulnerable despite towering over its circle of admirers. Its translucent features are difficult to discern with the naked eye but impossible to look away from.

EMBODIMENT OF LUST

CR 21

XP 409,600

NE Large outsider

Init +3; **Senses** darkvision 60 ft., scent; Perception +39

Aura aura of lust (60 ft.)

Defense

AC 33, touch 13, flat-footed 29 (+3 Dex, +1 dodge, +20 natural, -1 size)

hp 351 (26d10+208)

Fort +15, **Ref** +20, **Will** +23

Defensive Abilities embodiment of sin traits, DR 5/epic;

Immune mind-affecting; **SR** 32

Offense

Speed 40 ft.

Melee slam +29 (1d6+4 plus energy drain)

Space 10 ft.; **Reach** 10 ft.

Special Attacks loving thoughts, lust thrall

Spell-Like Abilities (CL 20th; concentration +28)

3/day—*feblemind*, *mind fog*

1/day—*dominate monster*, *power word stun*

Statistics

Str 16, **Dex** 16, **Con** 25, **Int** 19, **Wis** 22, **Cha** 27

Base Atk +26; **CMB** +30; **CMD** 44

Feats Alertness, Combat Reflexes, Diehard, Dodge, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Persuasive, Spring Attack, Toughness, Weapon Focus (slam)

Skills Bluff +37, Diplomacy +41, Intimidate +41, Knowledge (arcana) +33, Knowledge (nobility) +33, Knowledge (planes) +33, Knowledge (religion) +30, Perception +39, Sense Motive +39, Spellcraft +33

Languages telepathy 120 ft.

Ecology

Environment any

Organization orgy (accompanied by 1d6+3 10th-level lust slave fighters)

Treasure standard (gems and jewelry)

Special Abilities

Aura of Lust (Su) Creatures within 60 feet of the Embodiment of Lust must make a DC 31 Will save or become fascinated. Creatures fascinated by the Embodiment of Lust's aura of lust immediately begin stripping off anything worn, including armor, clothes, and magic items. Once fully naked, the fascinated creature moves toward and sexually engages with any exposed flesh the Embodiment of Lust makes available; this consumes the fascinated creature's move and standard actions each round. The save DC is Charisma-based.

Loving Thoughts (Su) As a standard action, the Embodiment of Lust can seduce a creature fascinated by its aura of lust with but a thought. The Embodiment issues a telepathic command to a target as though the creature were under the effect of a *dominate monster* spell. If the target fails a DC 31 Will save, it must follow the command immediately and to the best of its ability until the task is completed. A seduced creature suffers 1 Con damage each round it spends more than 60 feet from the Embodiment. A seduced creature may attempt a new saving throw every round it spends outside the Embodiment of Lust's aura of lust. A successful save negates the effect of the command and the target no longer suffers Con damage. The save DC is Charisma-based.

Lust Thrall (Su) When a creature spends 24 hours fascinated by the Embodiment of Lust's aura of lust, it risks becoming an ever-longing slave. A creature fascinated by the Embodiment must attempt a new DC 31 Will save every 24 consecutive hours it spends within the aura of lust. If the check is failed, the creature permanently gains the lust slave template, no longer makes Will saves within the aura of lust, and no longer suffers the negative effects of leaving the aura. *Remove curse* ends the effects of lust thrall (including eliminating the lust slave template), but the creature permanently suffers a -2 penalty on saving throws to resist the Embodiment of Lust's abilities. The save DC is Charisma-based.

The Embodiment of Lust ever beckons mortals closer. It surrounds itself with an orgy of love slaves in a perpetual state of carnal gratification. The slightest contact with its creamy flesh has been described as euphoric by those few who, through healing magic and therapy, were pried away from the Embodiment's seductive aura. With their willpower melted by its radiant sexuality, the Embodiment of Lust is able to ask its thralls to do her bidding. Those useful to its survival (especially powerful warriors) are allowed to stay within reach. Those deemed inconsequential are sent on errands such as fetching items of incomparable beauty or contacting loved ones to cut all ties with them. The blood of those seduced by the Embodiment of Lust boils so hot that many do not survive to complete these tasks.

Usually described as either a woman of unequalled beauty or an elegant elf male with kind eyes, no trustworthy accounts indicate conclusively what the Embodiment of Lust looks like. It may be gender-less or hermaphroditic, although it is clearly omniseual, having been seen engaged in sex acts with animals, aberrations, outsiders, and all types of humanoids. None can describe its voice, as the Embodiment of Lust never speaks; it conveys its wishes telepathically when a sidelong glance or blown kiss isn't enough. Those who break away from the Embodiment describe the horrors of their loss of will, and yet clearly yearn to return so that they might somehow please the object of their desire.

The Embodiment of Lust weighs 1,500 pounds and stands 10 feet tall.

EMBODIMENT OF SIN TRAITS

Embodiments of Sin are outsiders native to all planes. Sin exists in some capacity everywhere.

Embodiment of Sin subtype: Embodiments of sin are evil outsiders native to all planes. Embodiments of sin possess a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

Immunity to ability damage and polymorph effects.
Aura related to their sin.





Terms of Surrender

Hereto is made a formal Treaty of Surrender
Between the monarchs of the Crown, the King and
all royal Princes, Counts, Bishops, and all other
Persons holding Office or Rank of Honour, and
all other Persons of any and all Ranks and Orders,
in presence of the King and the Queen,
The King and all Royal Princes and Officers hereunto
will give up all territories and castles and places
of government over all towns, forts, or garrisons, castles,
fortresses, provinces, counties, baronies, manors,
houses, lands, and other possessions, and all other
things whatsoever, to the King and the Queen,
The King, Princes, Counts, Bishops, and
all other Persons of any and all Ranks and Orders,
in presence of the King and the Queen,
The King and all Royal Princes and Officers hereunto
will give up all territories and castles and places
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things whatsoever, to the King and the Queen,
The King, Princes, Counts, Bishops, and
all other Persons of any and all Ranks and Orders,
in presence of the King and the Queen,
The King and all Royal Princes and Officers hereunto
will give up all territories and castles and places
of government over all towns, forts, or garrisons, castles,
fortresses, provinces, counties, baronies, manors,
houses, lands, and other possessions, and all other
things whatsoever, to the King and the Queen,
The King, Princes, Counts, Bishops, and
all other Persons of any and all Ranks and Orders,
in presence of the King and the Queen,

BOOK 5 PRIDE

PRIDE

Pride, self-infatuation, supplants rational thought. A prideful mind convinces itself its argument is right in the face of overriding evidence, and a prideful body maintains an outward attractiveness, encouraging others to judge the person solely on that basis.

Pride is a Deadly Sin because it confuses motivation and masks guilt. Does the rogue delay his attack round after round because he's really waiting for the moment when his strike can be most effective, or is he waiting for the moment when it can be most dramatic? If the cloth-of-gold robe, silk slippers, elaborate hair style, and carefully complementary jewels were bought with gold deceitfully won, is the mage's appearance something to be proud of?

There are two ways in which this sin is embodied by the *Monsters of Pride*: the monsters are themselves motivated by vanity, or they target characters' superficial natures.

PRIDEFUL CREATURE

CR+1

A prideful creature refuses to accept loss and is unsettled when its self-image is made less than perfect.

A prideful creature's quick and rebuild rules are the same.

Rebuild Rules: Feats Diehard Weaknesses When a prideful creature is at less than full hp, it gains the shaken condition.

PRIDE IN THE MIDGARD CAMPAIGN SETTING

So much of Midgard remains savage that the Free City of Zobeck is easily the pride of the civilized world. Rare is the city that is able to sustain itself economically, defend itself from invaders, and maintain a working government without a heavy-handed overlord. However, if pride goeth before the fall, Zobeck may be in line for a stumble. It is home to many a dangerously proud citizen, from an independently wealthy man in Upper Zobeck named Tehir Iron who, after a few drinks, boasts of being Stross-born, to the emperor kobold son of an emperor kobold in the Ghetto coming of age and feeling the hand of destiny on his shoulder, to a gearforged grumbling about the obvious inferiority of meat to machine and the inevitable, but unspecified, consequences.

If weighed by pride, few of Zobeck compare to St. Bellandrus.

The young sorcerer was of outsider blood and born into considerable power. While attending the Arcane Collegium of Zobeck, he would routinely challenge other students and eventually teaching staff to arcane duels. With every victory, he grew more reckless in his tactics, leaving many opponents dead with no one at the college powerful enough to reprimand him. Eventually the alumnae and families of the Arcane Collegium secretly pooled their resources in support of his rivals, leading to Bellandrus' disintegration. All participants agreed it was an unfortunate waste, but Bellandrus' pride-driven stubbornness left them few choices. Given his personality and the nature of his powers, many speculate that the original magical seed in St. Bellandrus' bloodline may have been planted by the Embodiment of Pride.

ABOMINABLE BEAUTY

This otherworldly humanoid female is of such indescribable beauty, it pains your eyes to gaze upon her.

ABOMINABLE BEAUTY

CR 13

XP 25,600

NE Medium fey (fire)

Init +8; Senses low-light vision; **Perception** +31

Defense

AC 28, touch 14, flat-footed 24 (+4 Dex, +14 natural)

hp 157 (21d6+84)

Fort +11, **Ref** +16, **Will** +15

Immune fire

Offense

Speed 30 ft.

Melee slam +14 (1d6+4 plus 5d6 fire)

Ranged +1 seeking composite longbow +15/+10 (1d8+4/x3)

Special Attacks blinding gaze, burning touch, deafening voice

Spell-Like Abilities (CL 15th; concentration +27)

3/day—*Crushing Despair*, *Freedom of Movement*, *Greater Shout*, *Song of Discord*

1/day—*Geas/Quest*

Statistics

Str 17, **Dex** 18, **Con** 18, **Int** 17,

Wis 16, **Cha** 35

Base Atk +10; **CMB** +13; **CMD** 27

Feats Alertness, Dazzling Display, Far Shot, Improved Initiative, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Shatter Defenses, Skill Focus (Intimidate), Weapon Focus (slam)

Skills Acrobatics +28, Bluff +36, Diplomacy +36, Intimidate +42, Perception +31, Perform (sing) +36, Sense Motive +31, Stealth +28, Use Magic Device +36

Languages Common, Draconic, Elven, Sylvan

Ecology

Environment warm hills

Organization solitary

Treasure standard (+1 seeking composite longbow +3 with 40 arrows, wand of cone of cold)

Special Abilities

Blinding Gaze (Su) Blind permanently, 30 feet, Fortitude DC 22 negates. The save DC is Charisma-based.

Burning Touch (Su) The abominable beauty's touch and natural attacks deal 5d6 fire damage. When a creature touches her, such as with a touch attack or a natural attack, the

creature suffers 5d6 fire damage. Wooden items, including weapons, that touch the abominable beauty gain the broken condition. Metal items, including weapons, suffer the effects of the *heat metal* spell. Magic wooden and metal items are allowed a DC 22 Fortitude save to negate the effect. The save DC is Charisma-based.

Deafening Voice (Su) An

abominable beauty's voice is lovely, but any creature within 90 feet of the abominable beauty able to hear her (including hearing her sonic spell-like abilities) when she makes her deafening voice attack must make a DC 22 Fortitude save or be permanently deafened. Talking is a free action for the abominable beauty, but deafening voice can only be used once per round. The save DC is Charisma-based.

An abominable beauty is said to be so perfect that her face blinds, her voice deafens, and her touch burns. In adolescence, this fey creature adopts features that meet the superficial ideals of the nearest humanoid population: long-legged elegance near elves, stout with luscious hair near dwarves, unscarred emerald skin near goblins, *etc.* Abominable beauties go to such lengths to mirror the local physical ideal, they grow defensive: No creature deserves to see or hear or feel such beauty, and they fight to the death any who try to.

No male abominable beauties are documented. Whether this is because they are mistaken for an entirely different creature or they do not exist isn't known.



EMPEROR KOBOLD

This reptilian creature stands no higher than tall grass, brandishes a simple spear, and yet presents itself with the confidence of a dragon.

A kobold is not feared. It is not respected as a threat. Mostly, a kobold is a joke. Many kobolds fall to farm tools, are strangled by adolescent dwarves, or are overpowered by gnomes or halflings. A barbarian killed by kobolds is disavowed lest her combat ineptitude shame her family's name.

Despite this, kobolds believe that the blood of dragons runs diluted in their veins, and that they are genetically superior to other humanoids. One in every 10,000 kobolds hatched seems to bear out these beliefs, at least in kobold eyes. Any ordinary kobold looking upon an emperor kobold at any point in its life immediately recognizes its potential for greatness, from the bold colors of its egg shell to the unique shading of its scales and its marginally more muscular adult physique. It's a rare emperor kobold who doesn't end up ruling his tribe.

A kobold is not feared. However, a tribe of kobolds led by a mighty exemplar of their proud heritage, following their leader with no thought given to the possibility of humiliating defeat, is a nightmare on the march. Or at least that's what the kobolds hope.

An emperor kobold stands 3 feet tall and weighs 45 pounds. Its scales match the color of its tribe, subtly accented with the color of the chromatic dragon whose breath weapon it shares; for example, a fire-belching emperor kobold might have the green scales of the rest of its tribe, but they'd be edged with red.



Emperor Kobold, White

CR 4

XP 1,200

CE Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +9

Defense

AC 19, touch 13, flat-footed 16 (+2 armor, +2 Dex, +1 dodge, +4 natural)

hp 47 (5d12+15)

Fort +7, **Ref** +6, **Will** +5

Immune cold, paralysis and sleep, dragon traits

Offense

Speed 30 ft.

Melee spear +8 (1d8+4/x3)

Special Attacks Energy affinity (breath weapon, 15-ft. cone, 1d3 cold, Reflex DC 15 for half, usable every 2/day), rallying yelp

Statistics

Str 16, **Dex** 15, **Con** 17, **Int** 14, **Wis** 12, **Cha** 15

Base Atk +5; **CMB** +8; **CMD** 21

Feats Dodge, Mobility, Spring Attack

Skills Acrobatics +7, Climb +7, Diplomacy +10, Intimidate +10, Knowledge (arcana) +8, Perception +9, Sense Motive +9, Spellcraft +10, Stealth +10, Swim +7

Languages Common, Draconic

Other Gear leather armor, spear

Special Abilities

Energy Affinity: An emperor kobold is immune to a chosen energy type: acid, cold, electricity, or fire. Additionally, it gains a supernatural breath weapon usable a number of times per day equal to its Charisma modifier, dealing 1d3 damage of the chosen energy type in a 15-foot cone. Affected creatures may make a Reflex save to negate the effect (DC 10 + 1/2 the emperor kobold's HD + the kobold's Con modifier).

Rallying Yelp: Once per day, as a move action, an emperor kobold can motivate its followers by barking epic poetry in an ancient kobold dialect. All kobolds within 120 feet who can hear its rallying yelp gain a bonus to attacks, weapon damage, and saving throws against charm and fear effects equal to the emperor kobold's Charisma modifier. This effect lasts as long as the emperor kobold maintains his rallying yelp and for 1d4+1 rounds thereafter. An emperor kobold can maintain its rallying yelp as a free action, however it cannot use its breath weapon or cast spells with verbal components as long as it maintains its yelp. The emperor kobold does not benefit from its own rallying yelp.

MIRROR HAG

Misaligned bones bulge under this old woman's skin. Between her hunched back, jagged teeth, hair-sprouting moles, hooked nose, and crested chin, her malformed features repulse the senses, but none so much as her lopsided eyes

MIRROR HAG

CR 8

XP 4,800

CN Medium monstrous humanoid

Init +5; Senses darkvision 60 ft.; Perception +17

Defense

AC 22, touch 15, flat-footed 17 (+2 armor, +5 Dex, +5 natural)

hp 103 (9d10+54); fast healing 3

Fort +9, Ref +11, Will +9

DR 5/cold iron; Immune sonic; SR 19

Offense

Speed 30 ft., fly 10 ft. (clumsy)

Melee bite +11 (1d6+3/x2 plus 1d4 bleed), quarterstaff +11/+6 (1d6+3)

Special Attacks reconfiguring curse

Spell-Like Abilities (CL 9th; concentration +16)

Constant—discern lies, tongues

At will—message, obscuring mist, ray of enfeeblement

3/day—detect thoughts, dispel magic, inflict light wounds, lightning bolt, locate creature, shillelagh, stinking cloud, teleport
Save DCs are Intelligence-based.

Statistics

Str 15, Dex 21, Con 22, Int 25, Wis 16, Cha 6

Base Atk +9; CMB +11; CMD 26

Feats Alertness, Deafening Critical, Defensive Combat Training, Run, Step Up

Skills Bluff +7, Climb +14, Diplomacy +7, Escape Artist +14, Fly +9, Knowledge (geography) +16, Knowledge (local) +16, Knowledge (nature) +16, Perception +17, Sense Motive +14, Stealth +17

Languages Common

Ecology

Environment cold forests

Organization solitary or coven (3 hags of any kind)

Treasure standard

Special Abilities

Reconfiguring Curse (Su) As a standard action, a mirror hag can curse a living creature within 60 feet with beastly features. The target of a mirror hag's reconfiguring curse must make a DC 17 Fortitude save or suffer 1d6 Charisma damage. The first time in a day a target successfully saves against a mirror hag's reconfiguring curse it gains the benefits of a *regeneration* spell and becomes permanently immune to that hag's curse. The save DC is Intelligence-based. This is a language-dependent effect. Normal methods of removing the curse (*break enchantment*, *limited wish*, *miracle*, *remove curse*, or

wish) are all effective, but if an *atonement* is successfully cast, the reconfiguring curse is lifted and the recipient is forever immune to that particular mirror hag's curse.

A mirror hag forces an unsuspecting creature to reflect on its own superficiality by gazing into the hag's horrible face. Until a creature can see past the hag's deformities, it suffers the pain of a disfigured life. Some mirror hags do this for the betterment of all; some for their own amusement.

Mirror hags are hunchbacked, with growths and lesions covering their skin. Their joints misalign, the extremities of their bones pressing against their skin. However, it is their faces that inspire legends: the blackest moles sprouting long white hairs, noses resembling half-eaten carrots, and eyes mismatched in size, color, and alignment. If a creature recoils from the mirror hag's looks, she bestows her reconfiguring curse on the creature. Should the cursed creature take offense, the mirror hag replies with spells and attacks.

As a hag, a mirror hag can form a coven with two other hags. Generally mirror hags only form covens with other mirror hags, but it is not unheard of for a mirror hag to join a coven of witches or green hags.

A mirror hag is 5 feet tall and weighs 90 pounds.



EMBODIMENT OF PRIDE

Dressed in metallic dragonhide plate armor, this bronze-skinned and amber-haired man could be an angel. His leathery wings, conceited smile, and evil gaze give a more accurate impression

EMBODIMENT OF PRIDE

CR 22

XP 614,400

LE Huge outsider (embodiment of sin)

Init +11; Senses darkvision 60 ft.; **Perception** +32

Aura aura of superiority

Defense

AC 36, touch 8, flat-footed 36 (+11 armor, +17 natural, -2 size)

hp 437 (25d10+300)

Fort +26, **Ref** +21, **Will** +15

DR 5/epic; **Immune** fire, embodiment of sin immunities; **Resist** acid 5, cold 5, electricity 5; **SR** 33

Offense

Speed 30 ft. (40 ft. without armor), fly 60 ft. (perfect)

Melee inflammatory slap +33 (3d6+15 plus 40d6 fire)

Space 15 ft.; **Reach** 15 ft.

Special Attacks mocking dance

Spell-Like Abilities (CL 20th)

At will—*quicken faerie fire*

3/day—*irresistible dance, mirror image, project image*

1/day—*summon* (level 9, a number of abominable beauties equal to the number of creatures currently shaken by the Embodiment of Pride's aura of superiority, 100%)

Statistics

Str 30, **Dex** 24, **Con** 34, **Int** 25, **Wis** 25, **Cha** 31

Base Atk +25; **CMB** +37 (+39 disarm and trip); **CMD** 54 (can't be tripped)

Feats Cleave, Combat Expertise, Combat Reflexes, Diehard, Dodge, Flyby Attack, Hover, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack

Skills Acrobatics +27, Bluff +35, Diplomacy +32, Fly +31, Intimidate +35, Knowledge (arcana) +29, Knowledge (history) +29, Knowledge (nobility) +29, Knowledge (planes) +32, Knowledge (religion) +29, Perception +32, Perform (dance) +25, Sense Motive +32, Spellcraft +32, Stealth +14

Languages Common, Abyssal, Celestial, Draconic, Dwarven, Elven, Infernal

SQ complete disregard

Ecology

Environment any

Organization solitary

Treasure double (+3 dragonhide half-plate)

Special Abilities

Aura of Superiority (Su) Creatures within 60 feet of the Embodiment of Pride must make a DC 32 Will save or become shaken by his clear superiority. Abominable beauties summoned by the Embodiment of Pride are

immune to the effects of Aura of Superiority, and the Embodiment of Pride is immune to the blinding gaze and deafening voice of abominable beauties he summons. This ability's save DC is Charisma-based.

Complete Disregard (Su) Once per day, as an immediate action, the Embodiment of Pride can choose to ignore all effects of the last standard, move, or full-round action that targeted him, such as a spell or attack, after the results are determined. Complete disregard has no effects on actions that partially target the Embodiment of Pride, such as a spell that targets an area.

Inflammatory Slap (Su) The Embodiment of Pride's primary form of attack is an open-handed slap across his target's face. On its own this does 3d6+15 damage, but he can also decide to imbue the slap with the fury of a fireball. Targets hit with the Embodiment's inflammatory slap suffer 40d6 fire damage (DC 32 Reflex for half), and must make a DC 32 Will save or become shaken. A character who is already shaken becomes frightened. The fear-based effects of inflammatory slap last until the target moves more than 60 feet from the Embodiment of Pride for a full round. This ability's save DCs are Charisma-based.

Mocking Dance (Ex) The Embodiment of Pride jostles his hips, kicks out his feet, and makes ridiculous faces in an infantile, shameless, and insulting dance as part of his attacks, intending to humiliate as well as defeat his opponent in combat. In each round of a battle, the Embodiment takes a move action to perform his dance, targeting the insult to the most impressive looking of his opponents, even if that's not the most powerful of them. The target must make a Will saving throw with a DC of 25 (the Embodiment's Perform (dance) skill) with a penalty on the roll of the target's Charisma bonus – the high-and-mighty are especially susceptible to the dance's satirical effects. If the target fails the saving throw, it suffers a -1 morale penalty on attack and damage rolls, saving throws, and skill checks, with an additional -1 for every 5 by which it failed the save. This penalty lasts until the victim moves more than 60 feet from the Embodiment of Pride for a full round, and is cumulative with other morale penalties, including those from the Embodiment's aura of superiority.

The Embodiment of Pride lives to force its clear superiority on all other creatures. He seeks out the greatest adventurers of any plane and engages in battles of wit and combat, choosing tactics that prolong the battle and embarrass his opponents. The Embodiment of Pride's preferred opponent is a metallic dragon. His plate armor is made from the hides of elder wyrms he has bested.

Beneath its armor, the Embodiment of Pride's body is lean and muscular, handsome by any measure, and displayed to best effect. Anyone who disagrees that he's the peak of physical perfection is jealous and foolish in the Embodiment of Pride's view.

The Embodiment of Pride weighs 14,200 pounds and stands 22 feet tall.

EMBODIMENT OF SIN TRAITS

Embodiments of Sin are outsiders native to all planes. Sin exists in some capacity everywhere.

Embodiment of Sin subtype: Embodiments of sin are evil outsiders native to all planes. Embodiments of sin possess a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

Immunity to ability damage and polymorph effects.

Aura related to their sin.





G.T.E

BOOK 6

SLOTH

SLOTH

Sloth, Sloth is not a sin that draws attention to itself. Unlike the other Deadly Sins, which manifest through unrestrained intentions, irresistible urges, and overemotional reactions, the tragedy of the Deadly Sin of sloth is in the lack of intention, motivation, or raw emotion. The slothful man who sees an opportunity to fulfill his dreams would rather remain a dreamer than exert himself in the pursuit. It is rare that victims of sloth find themselves in positions of authority because they lack the drive to achieve those positions. Still, some fall to sloth only after gaining power, retaining through inertia what they've gained, but only until someone more energetic arrives to wrest it from them.

Sloth's victims go through a series of abandonments: as friendly gatherings and significant events are increasingly seen as uninteresting or burdensome, friends become

acquaintances and acquaintances become strangers. Eventually the slothful are left with only family, most of whom can't be bothered to care.

There are two ways in which *Monsters of Sloth* represent their sin; sluggish, unmotivated monsters, and monsters that drain characters of their ability to physically continue.

SLOTHFUL CREATURE

CR-2

Creatures with the slothful template are unusually slow to react.

Quick Rules: -1 penalty on all rolls based on Dexterity, -1 AC.

Rebuild Rules: Ability Scores -2 Dex; **Special Qualities**

Staggered (Ex): This creature has poor reflexes and can only perform a single move action or standard action each round. It can move up to its speed and attack in the same round as a charge action.

SLOTH IN THE MIDGARD CAMPAIGN SETTING

Belphegor, the Prince of Laziness, drains the resolve out of adamant hearts. Most famously, he brought about the fall of the duchy of Cospigg. An incinerator guard named Hangtor, the most trusted man of the legion, spent two decades of his life safeguarding Cospigg without an incident ever occurring on his watch. Then Belphegor invisibly stole into his presence and began inaudibly whispering in his ear that the reason there had never been an incident on his watch was that there was nothing to watch, that nothing was ever going to happen, and that after his decades of service he'd earned the right to cut some corners, be a bit less vigilant. It took weeks for Belphegor's silent words to have effect, but one night the steadfast Hangtor chose to sleep during his watch -- and a gambit of tengu detonated the unguarded incinerator, devastating Cospigg, and causing a war that felled the duchy.

There is told a cautionary tale about Yalboen, a woman from Trollheim who entered a slothful state. Her warrior husband didn't return from a raid. She was allowed some time to grieve while the

tribe mothers looked after her daughter Radrihe. When this wasn't enough, Yalboen was allowed a sabbatical from her duties as her tribe's map archivist while Radrihe was taught the craft of recreating and repairing maps.

As months passed, the tribe grew impatient waiting for Yalboen to recover from her loss, a loss that didn't seem to have caused her any deep pain. Their impatience with the mother eventually grew into resentment of the family and suspicion of the daughter.

Ashamed of how comfortable her mother seemed to be freed from responsibility, Radrihe confronted her. She accused Yalboen of abandoning her duties to her tribe and her family. Yalboen did not deny it. Radrihe demanded an explanation. Yalboen had none. Radrihe threatened to kill her mother and leave herself an orphan rather than suffer the life of shame her mother had left her with. Yalboen did not struggle..

FLAB GIANT

Ulcers, enlarged veins, and fungal rashes blemish this obese, bell-shaped humanoid. Despite stumbling about on a pair of short, calloused legs, it moves its weight with dangerous potential.

FLAB GIANT

CR 4

XP 1,200

CE Medium humanoid (giant)

Init -2; **Senses** low-light vision; Perception +9

Defense

AC 18, touch 8, flat-footed 18 (-2 Dex, +10 natural)

hp 39 (6d8+12)

Fort +7, **Ref** +0, **Will** +3

Defensive Abilities DR 10/slashing

Offense

Speed 20 ft.

Melee 2 slam +10 (1d6+6 plus grounding grab)

Special Attacks grounding grab, squatting pin

Spell-Like Abilities (CL 6th; concentration +5)

At will—*slow* (DC 12)

Statistics

Str 22, **Dex** 6, **Con** 15, **Int** 9, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +10 (+12 grapple); **CMD** 18
(22 vs. bull rush, trip, etc.)

Feats Deflect Arrows, Improved Grapple, Improved Overrun, Improved Unarmed Strike, Ironguts

Skills Intimidate +2, Perception +9, Survival +2

Languages Giant

SQ massive

Ecology

Environment any temperate

Organization solitary, pair, gang (3-6)

Treasure standard

Special Abilities

Grounding Grab (Ex) This functions like the grab universal monster rule with the following exception: If a flab giant's grapple check beats its target's CMD by 10 or more, the giant immediately pins the creature.

Massive A flab giant can't run or take 5-foot steps. It gains a +4 bonus to CMD to resist forced movement such as bull rush and trip.

Squatting Pin (Ex) A flab giant loses the grappled condition when it pins a creature. As long as the giant does not move from the spot, it can maintain the pin as a swift action. Both its hands are considered free when it pins an opponent. A creature suffers 1d6 bludgeoning damage each round it is pinned by the giant.



Whether as a result of a centuries-past curse or a gradual adaptation to an easy-going existence, the flab giant (one of the shortest breeds of giants) is gigantic in width rather than height and almost comical in its lifestyle. They are the least active of giant types, spending most of their waking hours resting, napping, sleeping, and only a short period each day listlessly shuffling about scrounging for food. As a flab giant eats practically anything and has an exceedingly low energy use, it doesn't have to roam far to find enough food to sustain its bulk, so it's rarely found far from its crude lair.

Too obese to effectively grasp weapons in its chubby fingers, a flab giant uses its great mass to deadly effect, overrunning or grabbing opponents and then sitting on them in order to crush them to death, swatting away missiles and simply putting up with the damage of melee attacks until its victims stop struggling and it gets up to see if they're dead yet.

Flab giants wear only scraps of clothing made of loosely knotted skins, leaving most of their stretch-marked and discolored skin exposed. A flab giant stands 6 to 9 feet tall and weighs 1,000 to 1,500 pounds.

SCRAP DRAKE

Although its head looks properly draconic and it has a drake's wings and single pair of legs, this giant reptile crawls worm-like on its huge stomach. And whatever it's holding in its mouth doesn't look much like food.

SCRAP DRAKE

CR 6

XP 2,400

NE Large dragon

Init -3; **Senses** darkvision 60 ft., low-light vision; Perception +12

Defense

AC 16, touch 6, flat-footed 16 (-3 Dex, +10 natural, -1 size)

hp 84 (8d12+32)

Fort +10, **Ref** +3, **Will** +7

DR 20/bludgeoning or slashing

Weakness vulnerability to paralysis and sleep

Offense

Speed 15 ft.

Melee bite +16 (1d8+12/19-20), tail slap +10 (1d8+12)

Space 10 ft.; Reach 10 ft.

Special Attacks improvised breath weapon (20-ft. cone, 6d6 piercing damage, Reflex DC 18 for half)

Statistics

Str 26, **Dex** 5, **Con** 18, **Int** 9, **Wis** 12, **Cha** 9

Base Atk +8; **CMB** +17; **CMD** 24 (can't be tripped)

Feats Improved Critical (bite), Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics -2, Heal +12, Intimidate +10, Perception +12, Sense Motive +12, Stealth +15; Racial Modifiers +8 Stealth

Languages Draconic

SQ burst of speed

Ecology

Environment desert

Organization solitary, pair, or clutter (3-12)

Treasure standard

Special Abilities

Burst of Speed (Ex) As a swift action, a scrap drake can put on a burst of speed, giving it a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. It revs up the legs it usually ignores when slithering on its belly, doubling its speed and canceling any speed-based penalties on the distance it can jump, and vigorously flaps its vestigial wings, which grants it a temporary +20 racial bonus to Acrobatics (but only for jumping) and allows it to ignore terrain modifiers to jump check DCs. Once a scrap drake has put on such a burst of speed, it cannot do so again for 1d6 rounds, nor can it run or even make a double move action during the interval.

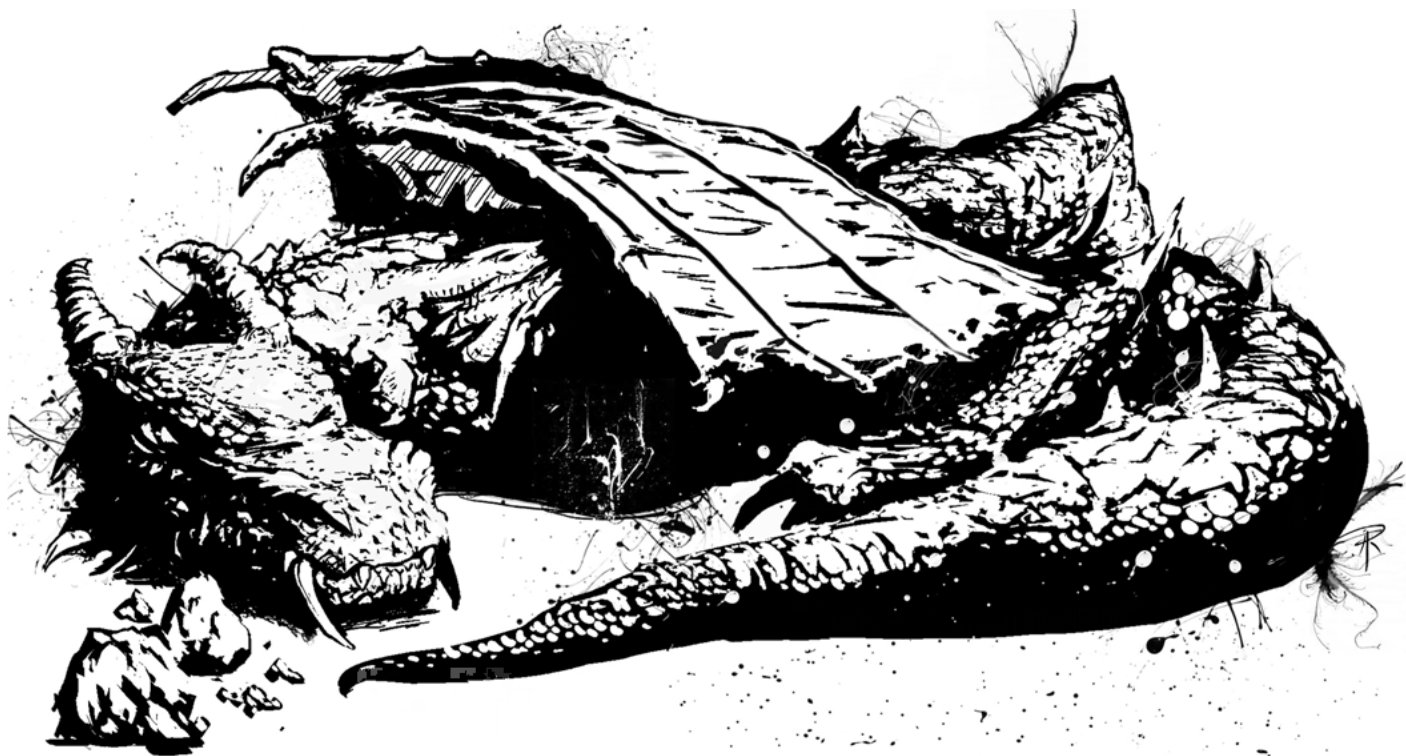
Improvised Breath Weapon (Ex) Born without a supernatural breath weapon, a scrap drake makes do by filling its mouth with stones, bits of wood, or other trash it can wrap its jaws around, then spitting it forth in a jagged volley. The drake can fill its mouth as a move action if suitable debris is within easy reach. It can use its breath weapon as a standard action so long as it has a full mouth. The drake cannot make bite attacks with a mouth full of debris.

Even with its reputation as a lesser cousin of true dragons, a drake normally uses its powerful natural weapons and air superiority to prove that even a lesser dragon is a great threat. But a scrap drake isn't just a lesser dragon, it's a lesser drake. It's usually ground-bound, incredibly slow, and remarkably hard to motivate. However, scrap drakes often serve as guardians in dungeons, palaces, and desert strongholds; while it's hard to get a scrap drake to care for a cause, it's easy to put one on top or in front of something that needs to be guarded and leave it as a deterrent to robbers and adventurers, with little fear that it will get up and move to some other location.

Scrap drakes are indifferent towards other drakes, but they are quietly sociable among their own kind. They feed on any creature other than another dragon. The time scrap drakes

spend on the ground coats their bluish scales with the detritus of their surroundings, creating effective camouflage and making them decent ambushers. But their apathetic nature means they must settle for any meal that comes close enough to kill.

An adult scrap drake is a stumpy 10 feet long and weighs an ungainly 2,000 pounds. It has vestigial wings folded against its back, and a single pair of legs that it usually ignores, preferring to wriggle on its belly like a snake than to stand erect.



SLOW STORM

Wisps of humid wind revolve around this spiny ball. Two massive black eyes and a dark mouth are the only features visible through its static straight quills.

SLOW STORM

CR 15

XP 51,200

CN Huge outsider (air, chaotic)

Init +9; **Senses** blindsight 30 ft., darkvision 120 ft.; Perception +21

Defense

AC 29, touch 19, flat-footed 18 (+9 Dex, +2 dodge, +10 natural, -2 size)

hp 187 (15d10+105)

Fort +17, **Ref** +18, **Will** +10

Immune electricity; **Resist** acid 5, cold 5, fire 5; SR 26

Offense

Speed fly 60 ft. (perfect)

Melee slam +18 (1d8+7 plus 3d6 electricity)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon (30-ft. cone, 1d4 Dexterity drain, Fortitude half DC 23, usable every 1d4 rounds) + arthritic pain

Spell-Like Abilities (CL 15th; concentration +21)

At will—*lightning bolt* (DC 20)

3/day—*chain lightning* (DC 23)

Save DCs are Constitution-based.

Statistics

Str 20, **Dex** 29, **Con** 22, **Int** 11, **Wis** 16, **Cha** 11

Base Atk +15; **CMB** +22; **CMD** 43

Feats Dodge, Flyby Attack, Great Fortitude, Hover, Iron Will, Quicken Spell-Like Ability (*lightning bolt*), Spell Focus (evocation), Toughness

Skills Fly +31, Intimidate +18, Knowledge (planes) +18, Perception +21, Sense Motive +21, Spellcraft +18

Languages Common

Ecology

Environment any

Organization solitary

Treasure none

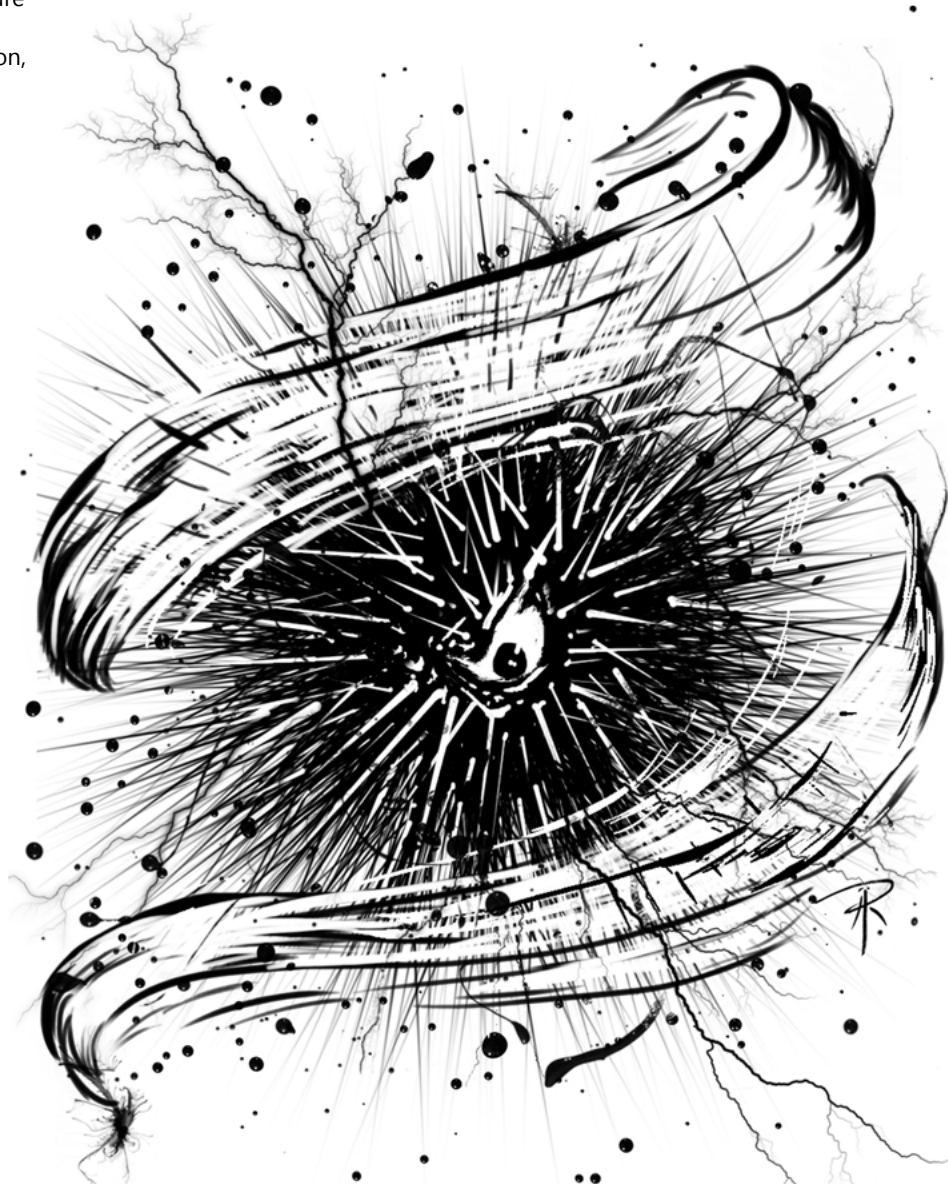
Special Abilities

Arthritic Pain (Su) A slow storm absorbs the moisture from living creatures' joints, causing them stiffness and pain. In addition to 1d4 Dexterity drain (Fortitude save halves), any creature caught within the slow storm's breath weapon that fails another DC 23 Fortitude save suffers arthritic pain. Any round in which the pained creature takes a full-round action or a standard action and a move action, it suffers 3d6 damage. Arthritic pain lasts until some amount of Dexterity drain is restored.

Despite its comical appearance, a slow storm is a tragedy-inducing creature of chaos, able to visit the pains of old age on the young and fit. It turns the bodies of physically able creatures against

them, forcing them to choose between relative inactivity or ever-increasing pain.

A slow storm is a smaller creature than the space it occupies, its vulnerable physical body protected by the extensive cyclonic wind surrounding it. The nucleus of a slow storm weighs 75 pounds and is a two-foot-radius sphere. It has no internal organs besides its brain, and lives on the energies and moisture it drains from opponents. Its skin is covered in a field of quills that not only deflect debris, but generate a ball of static electricity that unleashes a shock when the slow storm attacks.



EMBODIMENT OF SLOTH

Bearing little resemblance to a sentient being, this creature is literally a mass of flesh. It shows no ability to move, has no face, and reveals no sign of life beyond the labored movements of its breathing. And yet it is surrounded by dozens of creatures lying peacefully about, basking in its presence.

EMBODIMENT OF SLOTH

CR 17

XP 102,400

NE Colossal outsider

Init +0; Senses darkvision 60 ft.; Perception +31

Aura slothful

Defense

AC 24, touch 2, flat-footed 24 (+22 natural, -8 size)

hp 262 (15d10+180)

Fort +22, **Ref** +5, **Will** +20

Immune embodiment of sin traits

Offense

Speed 0 ft.

Space 30 ft.; Reach 0 ft.

Spell-Like Abilities (CL 15th; concentration +24)

At will—*tongues*

5/day—*summon monster VIII*

1/day—*plane shift*

Save DCs are Wisdom-based.

Statistics

Str 32, **Dex** —, **Con** 32, **Int** 19, **Wis** 28, **Cha** 22

Base Atk +15; **CMB** +34; **CMD** 44 (64 vs. forced movement and grapple)

Feats Alertness, Augment Summoning, Diehard, Great Fortitude, Iron Will, Leadership, Spell Focus (conjuration), Toughness

Skills Diplomacy +24, Knowledge (arcana) +22, Knowledge (geography) +22, Knowledge (history) +19, Knowledge (local) +22, Knowledge (nature) +19, Knowledge (planes) +22, Knowledge (religion) +19, Perception +31, Sense Motive +31

Languages tongues; telepathy 2,000 miles

SQ immovable, motivation



Ecology**Environment** any**Organization** unique**Treasure** none

Special Abilities**Immovable (Ex)** The Embodiment of Sloth gains a +20 bonus to CMD to resist forced movement and being grappled.**Leadership** The Embodiment of Sloth lets other creatures do its work for it. Using the Leadership feat, the Embodiment of Sloth can attract a cohort of up to 13th level (usually a barbarian, fighter, or rogue of some sort who can defend the Embodiment) and a number of lesser followers (to scrounge for food, provide healing, or use sneak attacks and weight of numbers to help defend it). Paradoxically, the Embodiment of Sloth avoids excessively lazy followers. The Embodiment is only interested in creatures who can carry out its wishes when given a reprieve from its slothful aura. The Embodiment of Sloth has a leadership score of 24. (For more information, see the Leadership feat in the *Pathfinder Roleplaying Game Core Rulebook*.)**Motivation (Su)** As a standard action, the Embodiment of Sloth can make one creature temporarily ignore the negative effects of the Embodiment's slothful aura for up to 24 hours. The target creature still gains the sustaining benefits of the slothful aura so long as it returns to the aura before 24 hours have passed.**Slothful Aura (Su)** Those who come too close to the Embodiment of Sloth feel their will to continue drain from them. A creature who comes within 60 feet of the Embodiment must make a DC 27 Will save or gain the slothful creature template for 24 hours or until they leave the slothful aura. It also gains benefits equivalent to a *ring of sustenance*: life-sustaining nourishment, and the ability to be fresh in body and mind after only 2 hours of sleep. The creature may attempt a new Will save every 24 hours. The save DC is Wisdom-based.

The Embodiment of Sloth is barely a creature. It settles in an area and exists there. It survives through the actions of followers who supply it with food and water. They in turn are rewarded with the minimum sustenance necessary to maintain a life devoid of productivity or effort.

The Embodiment of Sloth is a large, dimply mound of flesh, like a headless slug the size of a hill. It is odorless and silent, but its telepathic capacity is impressive, allowing the Embodiment access to any potential servant on the better part of the same continent. Once contacted, the Embodiment states that any creature who provided for through a life of sedate bliss. The Embodiment of Sloth's telepathy allows it to explain this arrangement, but it doesn't influence the decisions of those contacted. Still, despite putting no effort at all into its recruitment drive, the Embodiment always manages to find creatures willing to do its bidding in hopes of achieving of a life of endless ease.

The Embodiment of Sloth is 30 feet tall, much broader, and immeasurably heavy.

EMBODIMENT OF SIN TRAITS

Embodiments of Sin are outsiders native to all planes. Sin exists in some capacity everywhere.

Embodiment of Sin subtype: Embodiments of sin are evil outsiders native to all planes. Embodiments of sin possess a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

Immunity to ability damage and polymorph effects.
Aura related to their sin.



GTE

BOOK 7

WRATH

WRATH

Unlike most of the Deadly Sins, wrath is often a sin of a moment, a fleeting over-reaction to a situation. While a wrathful person can certainly experience many such moments of overpowering emotion, he's less likely to live drenched in it like a glutton or lust-slave would.

Wrath brings out the violent tendencies in even the meekest individual. It can be a brief flash –an impatient outburst, smashing a glass, punching a loved one – or an extended crisis where anything and anyone is a target, leaving rooms, lives, and empires in disarray. Which is not to say that wrath cannot be caged. Some internalize their rage while they casually slit a mocking friend's throat, possibly even forgetting the event after it's done.

They say all sins lead to wrath. When the greedy are robbed, when the lustful are rebuffed, when the proud are undermined, when the slothful are forced into action, it all leads to desperation, and desperation leads to wrath.

Unlike the other monsters of sin, *Monsters of Wrath* represent their sin in one way: monsters that lose themselves to acts of great violence or vengeance.

WRATHFUL CREATURE

CR+3

Wrathful creatures lash out with reckless abandon, gaining great strength and resolve.

Rebuild Rules: **Feats** Diehard; **Special Attacks** once per day, during a moment of great duress, this creature gains the benefit of a *rage* spell against a specific character. This effect lasts for 1d6+1 rounds. If the designated character dies before the duration ends, the wrathful creature may designate a new character. Additionally, a wrathful creature enters a rage when it is reduced to negative hit points but still alive. The wrathful creature loses 1 hp each round it is in this rage despite the Diehard feat. It does not get a stabilize roll to prevent this hit point loss. This loss can result in the wrathful creature's death..

WRATH IN THE MIDGARD CAMPAIGN SETTING

When people look for examples of unrestrained anger in Midgard, inevitably their eyes turn to the barbarian tribes from the Northlands and the wilder elements of the ghoule empire or the Rothenian centaurs. But outward display of emotion can be deceptive; for example, while barbarians grow stronger by tapping into their anger as a primal energy, a barbarian's rage is controlled and focused.

The Lord of Lightning is worshiped across Midgard, as

Perun in the civilized Crossroads and the East and as Mavros in the Seven Cities. In his great isolated temple arena, the Seat of Mavros, he is referred to as Mavros-Perun, and there the flash of anger without purpose has had both immediate and lasting effects. Once a year, adherents from across the world gathered to watch or participate in the holy tournaments of the worshipers of the god of strength and war at the Seat, a pilgrimage requiring weeks of travel for

some. This is the Tournament of the Thunder Crown.

Decades ago the tournament was marred by a contest between two great warriors who fought not to prove their strength and worthiness before their god, but because of personal animosities between them. They rigged the early rounds of the tournament so that it would inevitably lead to a grudge match between the two, arranging things to suit themselves. In the final match both fought without honor or restraint, each adding unusually cruel taunts, underhanded cheats, and forbidden tactics to goad the other into anger-induced mistakes. The result of their intensifying emotion was to summon the Embodiment of Wrath to the center of the arena, and neither warrior emerged the victor from the ensuing slaughter.

The priests were horrified, and Mavros-Perun's brave worshippers rushed forward to prove their religious devotion

and almost all present were slain on the god's most sacred ground. The sole exception was a skinny acolyte who hid in the shadows schooling himself in peaceful thoughts to prevent the Embodiment of Wrath detecting him. After the last of the worshippers had fled or been killed, this sole novice in the temple's priesthood began the task of rebuilding the temple and his own reputation.

Having regained its prized position on the pilgrimage circuit, the Seat of Mavros is once again a popular devotional site, where the ritual tournaments are conducted with pomp, honor, and chivalry. Now, though, its priests quash unbridled anger whenever it appears – except for the wrath of the high priest, who becomes a holy terror if anyone questions the heroic legend of how he magnificently faced an Embodiment of Sin in one-on-one combat and bested the creature through sheer battle prowess alone.

HULKING WHELP

This grey-skinned dog-like creature seems pathetically eager to please but fantastically skittish, its ears alerting at every nearby sound, and its large oval eyes following anything that passes by.

HULKING WHELP

CR 5

XP 1,600

CN Huge fey (shapechanger)

Init +0; **Senses** low-light vision; Perception +13

Defense

AC 18, touch 8, flat-footed 18 (+10 natural, –2 size)

hp 60 (8d6+32)

Fort +6, **Ref** +6, **Will** +8

DR 10/cold iron

Offense

Speed 40 ft.

Melee 2 slams +7 (1d8+5), longspear +7 (3d6+7/x3)

Space 15 ft.; **Reach** 15 ft. (30 ft. with longspear)

Statistics

Str 21, **Dex** 10, **Con** 18, **Int** 7, **Wis** 14, **Cha** 9

Base Atk +4; **CMB** +11; **CMD** 25

Feats Acrobatic Steps, Defensive Combat Training, Nimble Moves, Quick Draw

Skills Acrobatics +11, Climb +16, Perception +13, Swim +16

Languages none

SQ poor senses, quick step, unleashed emotions

Ecology

Environment cold mountains

Organization solitary, pair, or pack (3–12)

Treasure standard

Special Abilities

Poor Senses A hulking whelp is half-deaf and nearsighted.

It can see in normal light up to 30 feet and hear up to 60 feet away. It cannot perceive creatures or objects more than 60 feet away. Within those ranges, though, it's senses are normal.

Quick Step (Ex) A hulking whelp can take a 5-foot step as an immediate action.

Unleashed Emotion (Su) When a hulking whelp is touched or suffers damage, or a creature other than another hulking whelp enters its threatened area and the whelp cannot escape, it immediately grows from size Small to Huge. Any creature sharing the whelp's space after it increases in size is pushed to the nearest available space and must make a DC 19 Reflex save or fall prone. The save DC is Strength-based. Weapons, armor, and other objects on the hulking whelp's person grow proportionally when it changes size; objects revert to normal size 1 round after a hulking whelp releases them. Overcome with raw emotion unleashed, it sets about destroying anything and everything within its limited range of vision.

Unleashed emotion lasts until the hulking whelp can

no longer perceive nearby creatures for 1 round, it becomes exhausted, or is subject to a *calm emotion* or similar spell. In heavily populated areas, a hulking whelp's unleashed emotion can last for days.

(When not under the effect of unleashed emotions, a hulking whelp's stats are: **Alignment** CG; **Size** Small; **Init** +3; **AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size); hp 36 (8d6+8); Fort +3, Ref +9, Will +8; **Speed** 20 ft.; **Melee** longspear +3 (1d6–2/x3); **Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear); **Str** 7, **Dex** 16, **Con** 12, **Int** 15, **Wis** 14, **Cha** 17; **Skills** Acrobatics +14 (+10 when jumping), Climb +9, Diplomacy +14, Escape Artist +14, Perception +13, Sense Motive +13, Stealth +18, Swim +9; **Languages** Common, Gnome, Sylvan)

A hulking whelp is a tightly wound ball of emotion, extremely private and defensive of its personal space, almost terrified of the world around it. When it feels its personal space violated, or its fragile concentration is otherwise broken, the small, quivery fey grows into a muscled beast of giant proportions. A friendly creature under the right circumstances, a hulking whelp is driven by guilt over past uncontrolled actions and fear of future ones to help others when its emotions are under control.

In its calm form, a hulking whelp is just over 3 feet tall at the shoulder and weighs 50 pounds. Unleashed, it is 20 feet tall and 4,000 pounds.



SAVAGER

This porcupine-quilled creature is built like a grizzly bear but with claws and fangs like scimitars. Its forelegs are mangled and scabbed, and its eyes shine with hatred and anticipation.

SAVAGER

CR 9

XP 6,400

NE Large animal

Init +6; **Senses** low-light vision; Perception +16

Defense

AC 24, touch 11, flat-footed 22 (+2 Dex, +11 natural, +2 shield, -1 size)

hp 126 (12d8+72)

Fort +14, **Ref** +10, **Will** +5

Offense

Speed 50 ft.

Melee bite +16 (2d6+8), 2 claws +16 (1d8+8)

Space 10 ft.; **Reach** 5 ft.

Special Attacks mighty swing, quills, rake (2 claws +16, 1d8+8)

Statistics

Str 27, **Dex** 14, **Con** 22, **Int** 2, **Wis** 13, **Cha** 13

Base Atk +9; **CMB** +18; **CMD** 30

Feats Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Improved Initiative, Power Attack

Skills Perception +16, Survival +3, Swim +10

Languages none

SQ shield of scabs

Ecology

Environment forests and mountains

Organization solitary

Treasure none

Special Abilities

Mighty Swing (Ex) Once per round, a savager can automatically confirm a critical hit. This is done as an immediate action once a critical threat has been determined.

Quills (Ex) A creature grappling a savager suffers 1d8 piercing damage, regardless of who controls the grapple.

Shield of Scabs (Ex) The self-inflicted scars on a savager's forelimbs are thick and rigid, providing a +2 shield bonus to the savager's Armor Class. The scabs can be targeted with a sunder combat maneuver. The scabs have hardness 2 and 12 hit points. On a success, the savager suffers a -1 penalty to its shield bonus (minimum 0), and suffers bleed damage equal to the number of successful sunder attempts it has suffered. A savager's shield of scabs heals after 1 minute, ending all bleed damage and restoring its shield bonus to AC.

While druids have been unable to detect any magic influence on these bear-like animals, they are certain that the savager's habit

of killing any living creature on sight is not a natural behavior. This can't even be explained by hunger, as savagers eat only a part of their kills but then abandon them and begin looking for other animals to attack. When there are no other creatures nearby to attack, a savager gnaws on its own upper arms, resulting in scabs, scars, and callouses so thick and numb that they protect the savager from even the sharpest of swords.

The only creature a savager won't attack on sight is another savager: If they're of the same sex, the two avoid each other out of self-preservation, and if they're of the opposite sex, they mate, but their matings are brutal and usually leave both wounded, angry, and hungry. A savager litter is anywhere from 10-25 cubs, which are born able to walk and defend themselves. This is important, as savager mothers attack and cannibalize their young the night after giving birth, and only those able to escape their mothers and fend for themselves survive.

A savager weighs 1,800 pounds and is 11 feet long



SPITEFUL SPIRIT

An undead spirit duplicate that rises from the body of a warrior killed in battle, a spiteful spirit is raw fury made manifest. Enraged by the manner in which it died, or just too caught up in the intensity of combat to notice that it's dead, the combative core of the warrior continues to fight without thought until it's defeated or it finally fades away.

CREATING A SPITEFUL SPIRIT

“*Spiteful Spirit*” is an acquired template that can be added to any living creature with 2 or more Hit Dice (referred to hereafter as the base creature) immediately after it dies. A spiteful spirit uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature –2 (minimum ½).

AL: Chaotic evil.

Type: The creature's type changes to undead. Do not recalculate class Hit Dice, BAB, or saves. It gains the incorporeal subtype.

Armor Class: A spiteful spirit gains a deflection bonus equal to its Charisma modifier. It loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or ghost touch items.

Hit Dice: Change all of the base creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. A spiteful spirit uses its Charisma modifier to determine bonus hit points (instead of Constitution). Restore its hit points to full.

Special Attacks: A spiteful spirit gains the following special attacks. Save DCs are equal to 10 + 1/2 spiteful spirit's HD + vampire's Cha modifier unless otherwise noted.

Grave retribution (Su): So determined is the spiteful spirit to drag its killer to the afterlife, it rolls two dice when attacking the creature who killed it, taking the better result.

Spontaneous Resurrection (Su): A spiteful spirit rises instantly upon the death of its corporeal form. As an immediate action, a spiteful spirit makes an Intimidate check to demoralize the creature who killed it. The spiteful spirit must be aware of who killed it to rise.

Defensive Abilities: A spiteful spirit retains all of the defensive abilities of the base creature except those that rely on a corporeal form to function. A spiteful spirit gains darkvision 60 feet, the incorporeal ability, and all of the immunities granted by its undead traits.

Weaknesses: A spiteful spirit's time in the material world is short. Every round, it must make a Will save (DC 10+1 per round since the base creature died). On a failed save, the spiteful spirit immediately disappears permanently.



EMBODIMENT OF WRATH

Fire billows out of this titanic beast's mouth and eyes. It raises its ape-like arms skyward, clenched and ready to slam down on the countryside.

EMBODIMENT OF WRATH

CR 23

XP 819,200

CE Colossal outsider (embodiment of sin)

Init +7; **Senses** darkvision 600 ft.; Perception +37, empathic tracker 500 ft.

Defense

AC 42, touch 5, flat-footed 39 (+3 Dex, +37 natural, -8 size)

hp 465 (30d10+300)

Fort +27, **Ref** +20, **Will** +14

DR 20/epic; **Immune** acid, electricity, fire, poison, embodiment of sin traits

Offense

Speed 40 ft.

Melee bite +42 (8d6+20 plus 3d6 fire and grab), 2 slams +42 (4d6+20/19-20)



Space 30 ft.; **Reach** 30 ft.

Special Attacks escalating anger, swallow whole (4d6+20+6d6 fire acid damage, AC 28, 46 hp)

Statistics

Str 50, **Dex** 16, **Con** 31, **Int** 3, **Wis** 19, **Cha** 14

Base Atk +30; **CMB** +58 (+62 grapple); **CMD** 71

Feats Awesome Blow, Blind-Fight, Blinding Critical, Cleave, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (slams), Improved Initiative, Lunge, Power Attack, Stand Still, Step Up, Trample, Whirlwind Attack

Skills Climb +38, Perception +37, Swim +38

SQ empathic tracker

Languages none

Ecology

Environment any

Organization unique

Treasure none

Special Abilities

Aura of Anger (Su) All creatures within 60 feet of the Embodiment of Wrath are influenced by its mindless malice. They gain a bonus to melee weapon attacks and damage and suffer a penalty to ranged attacks and Armor Class (including touch AC and flatfooted AC) equal to the Embodiment of Wrath's current anger point total. If an affected creature leaves the Embodiment of Wrath's aura of anger, it is fatigued for 1d4 rounds. A successful DC 35 Fortitude save negates this effect. The save DC is Constitution-based.

Empathic Tracker (Su) The Embodiment of Wrath locates creatures by their emotional potency. It is aware of any creature capable of emotion within 500 feet, regardless of barriers or illusions. Not even *nondetection* hides a creature from the Embodiment of Wrath.

Escalating Anger (Ex) The Embodiment of Wrath grows more enraged the longer combat proceeds or if it senses it is being manipulated. It gains an anger point whenever it suffers damage in excess of its Damage Reductions and when it is the target of a mind-affecting effect or Charisma-based skill. The Embodiment of Wrath gains a bonus to melee attacks and damage and suffers a penalty to ranged attacks and Armor Class (including touch AC and flatfooted AC) equal to its current anger point total. In addition, it gains new abilities based on its current anger point total.

Bloody Assault - When the Embodiment of Wrath has 5 or more anger points, its slam attack deals 2d6 bleed damage.

Angry Arms - When the Embodiment of Wrath has 10 or more anger points, it grows an extra arm, gaining an additional slam attack. It gains another angry arm and another additional slam attack for every 5 anger points above 10.

Quick to Anger - When the Embodiment of Wrath has 15 or more anger points, it gains the benefits of *haste* and can swallow grappled creatures as an immediate action.

Awesome Blow - When the Embodiment of Wrath reaches 20 anger points, it can use its Awesome Blow feat as an attack action rather than a standard action.

Earthquake - When the Embodiment of Wrath has 25 or more anger points, it gains *earthquake* as a spell-like ability that it can use as a standard action every 1d4 rounds.

These effects are cumulative, so at 30 anger points the Embodiment of Wrath has 7 arms, causing 2d6 bleed damage each with slam attacks, makes an extra attack when it making a full attack action (which is its favored course of action), has a +31 bonus to melee attack and damage rolls, has a -29 penalty to AC and Reflex saves and a -30 penalty to ranged attacks, has a speed of 70 feet, can swallow grappled opponents whole, can use Awesome Blow as an attack action, and can cause an *earthquake* every 1d4 rounds.

The Embodiment of Wrath's anger point total cannot exceed its HD total. It loses 1 anger point per minute it is not in combat.

The Embodiment of Wrath has the demeanor of a clenched fist, the temper of an avalanche, and the intensity of a blood feud. It sees the world through flaming eyes, all colors changed to red and black. A one-creature war, it indiscriminately targets anything in its path: people, animals, enemies, lovers, houses, castles, temples. Nothing is safe from wrath.

The Embodiment of Wrath is summoned into existence at the height of emotional tension: when the victorious general takes the opportunity to fondle the defeated king's daughter at the surrender ceremony; when a jilted lover witnesses a most intimate betrayal and then suffers through a ridiculous denial; when politicians' casual slights turn into vicious, deliberate, personal insults. Just as someone is finally pushed over to blinding anger, the Embodiment of Wrath is unleashed. Once summoned, the Embodiment follows trails of emotion starting with the most blatant, like a raging barbarian, and working its way down to more subtle, smoldering hatreds. As long as some creature feeling violent emotion is within 500 feet, the Embodiment of Wrath rampages on. If an hour passes without the Embodiment sensing nearby anger, it quickly fades away, leaving no trace but the destruction it wrought.

The Embodiment of Wrath is 200 feet tall and its weight is beyond measure.

EMBODIMENT OF SIN TRAITS

Embodiments of Sin are outsiders native to all planes. Sin exists in some capacity everywhere.

Embodiment of Sin subtype: Embodiments of sin are evil outsiders native to all planes. Embodiments of sin possess a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

Immunity to ability damage and polymorph effects.
Aura related to their sin.

MONSTERS OF SIN BY CR

CR 1

Map Mimic

CR 2

Emerald Eye

CR 3

Truffle

CR 4

Emperor Kobold
Flab Giant
Midasite

CR 5

Bottomless Pit
Hulking Whelp

CR 6

Gnarljack
Scrap Drake

CR 8

Mirror Hag

CR 9

Savager

CR 10

Trap Bush

CR 11

Bone Swarm
Lovelorn

CR 12

Hoard Golem

CR 13

Abominable Beauty

CR 14

Echo Doppelganger

CR 15

Slow Storm

CR 17

Embodiment of Sloth

CR 18

Embodiment of Gluttony

CR 19

Embodiment of Envy

CR 20

Embodiment of Avarice

CR 21

Embodiment of Lust

CR 22

Embodiment of Pride

CR 23

Embodiment of Wrath

TEMPLATES

Avarice +0
Envious +2
Gluttonous +1
Inbred Creature -1
Lust Slave +1
Prideful +1
Slothful -2
Spiteful -2
Wrathful +3

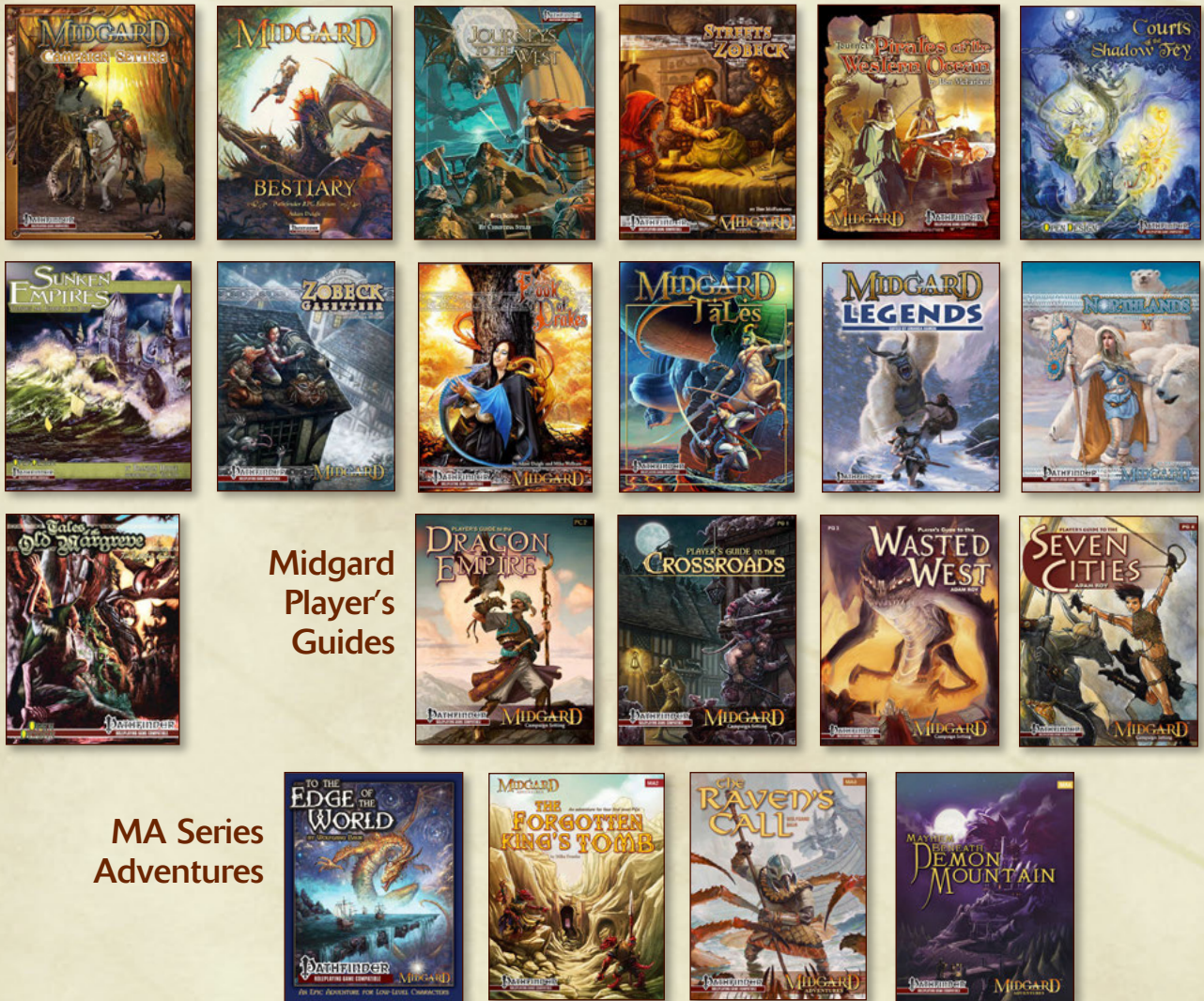
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