MARICE

STERS





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WARICE-DO IT DOURSELVES

BOOK 1

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**—*tto 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."

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.

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

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



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.

AP MIMIC

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.

CR 4

MIDASITE

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 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 CMB 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.

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BODIMENT 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.

MONSTERS OF SIN . AVARICE

- **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 smaller embodiments of sin, but it is still 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.



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.

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