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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."

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.

ENVIOUS 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

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

NE SWARM

CR 11

BONE SWARM

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.

Some creatures refuse to stay dead. Even if they rise as undead and are then destroyed, certain pugnacious beings find a way to live on. On rare occasions, the spirits of such creatures find one another. Though unable to process complete thoughts, such spirits are not bereft of emotion. They are jealous of the living and driven by a longing to live 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.



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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.

CR 2

EMERALD EYE

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.

DOPPELGANGER, RE-ECHO

CR 14

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

DOPPELGANGER, ECHO

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 echo doppelgangers and 2-4 human fighters and wizards)

Treasure standard

SPECIAL ABILITIES

Adopt Style (Ex) A quick learner perfect muscle memory, an echo doppelganger can temporarily gain the benefits of combat feats. As an immediately action, an 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) An 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 echo doppelganger gains the benefits of its Weapon Focus and Improved Weapon Focus feats with it. Additionally, an 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.

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. An 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 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, echo doppelgangers are satisfied just fitting in.

> > An 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, an echo doppelganger weighs between 200 and 400 pounds.

with

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EMBODIMENT OF ENVY

CR 19

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.

EMBODIMENT OF ENVY

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 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.

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- **Rejection Manifestation (Su)** If the subject of the Embodiment of Envy's malevolence negates the possession, the rejection forces the Embodiment of Envy to immediately manifest on the Material Plane, remaining there for 1d4 rounds. While manifested, the Embodiment of Envy is no longer incorporeal, loses its deflection bonus to AC, cannot use its malevolence ability, and cannot fly.
- **Stewing Rebirth (Su)** When the Embodiment of Envy is reduced to 0 hp, it dissipates for 24 hours, but then it reemerges at another point on the same plane. As long as there is disparity in the world, it's embodiment cannot die.

The Embodiment of Envy has nothing and is nothing. Even when physically manifested, the Embodiment of Envy is not a creature: It is raw emotion made solid. Even with no body and no mind, the Embodiment of Envy can wreak havoc with its presence.

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.

HARD 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 lead to the abandonment of the castle as a military post.

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White

NECROMANCER

WEREWOLF

TIAN XIA

MAGIC

BLACK MAGIC & WHITE BLADE

AGIC

HOPS

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ADVENTU

You've got it, And i must have it

Monsters of Sin epitomize the very worst of our natures—and prey on others' weaknesses. This second book in the *Monsters of Sin* series for the *Pathfinder Roleplaying Game* is devoted to Envy, the desire for what someone else has – whatever that someone has! It includes:

- The Bone Swarm, mindlessly destroying the object of its desire.
- The Emerald Eye, a creation of the mind that wants the same things as its creator, but only for itself.
- The Echo Doppelganger, who can make you doubt your friends.
- The Embodiment of Envy itself, a bodiless outsider that can effortlessly pit friend against friend.
- Details on Envy within the Midgard Campaign Setting.
- Rules for incorporating Envy into your NPCs and monsters.

Whether you're running a Campaign of Sin, or simply want to make other GMs jealous, *Monsters of Sin: Envy* offers a wealth of possibilities!

