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- GLUTTONY-

We do it <u>To ourselves</u>

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."

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.

<u>Bottomless pit</u>

CR 5

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

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.

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.





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

CR 6

GNARLJAK

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

Skills Perception +7, Stearn +25, Kacial Modifiers +

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's obvious that it's something more.

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

RAP 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.

CR 10

TRAP BUSH

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.



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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, 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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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 Sheepherder 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.

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ADVENTU



Monsters of Sin epitomize the very worst of our natures—and prey on others' weaknesses. This third book in the *Monsters of Sin* series for the *Pathfinder Roleplaying Game* is devoted to Gluttony, the irresistable desire for pleasures of all sorts, so there's bound to be one to tempt any character. It includes:

- The Bottomless Pit, a creature that can swallow a village with a little effort.
- The Gnarljak, an eating machine that can be as dangerous to its owner as it is to his enemies.
- The helpful, nonthreatening Trap Bush, that can change its nature at the pluck of a berry.
- The voracious Embodiment of Gluttony itself, a walking gelatinous outsider forever eating, forever expanding...
- Detail on Gluttony within the Midgard Campaign Setting.
- Rules for incorporating Gluttony into your NPCs and monsters.

Whether you're running a Campaign of Sin, or simply want to add a little gluttony to your game, *Monsters of Sin: Gluttony* is stuffed full of possibilities!

