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CREDITS

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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."

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.

$O_{\rm RC, INBRED}$

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

Most societies consider inbreeding taboo, but orcs are regularly shown to be outside the civilized norms. Nothing is taboo to them when the breeding frenzy is strong.

Inbred orcs do not behave much differently from others. They are as unsympathetic, as attracted to violence, and as brutally vulgar as the next orc. Physically, they are weaker than normal orcs and more prone to disease. Mentally, they are slower, with less tactical sense. Where they have an advantage over normal orcs is their unpredictability. In combat, their similarities to other orcs set expectations in the minds of their enemies. When an inbred orc stumbles forward and swings a misguided blow, the attack is more likely to connect because it is unlike the dozens of previous orc attacks its opponent has experienced.

learn to cope with. Choose one or two of the following fortunate mutations during character creation. 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



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

Inbred Orc Characters

Inbred orcs are defined by their class levels—they do not have racial Hit Dice. All inbred orcs have the following racial traits:

+2 Strength, -2 Constitution, -4 Intelligence, -4 Wisdom, -4 Charisma: Inbred orcs are dimwitted, and prone to health issues.

Darkvision: Inbred orcs can see in the dark up to 60 feet.

Light Sensitivity: Inbred orcs are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Unpredictable: Inbred orcs have a +1 circumstance bonus on all attck rolls made against opponents who have fought normal orcs in the past.

Unusual Stock: Inbred orcs are born with mutations — some they use to their advantage, others they merely

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

EXAMPLE INBRED ORC

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

treasure)

CR 2

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

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 fastforward 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. _OVELORN

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.

CR 11

LOVELORN

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, heartwrenching 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 Charismabased.

> 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 bloodobscured 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.

RUFFLE

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

CR 3

TRUFFLE

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 humanoids 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—feeblemind, 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 10thlevel 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

MONSTERS OF SIN . LUST

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 unequaled 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 omnisexual, 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.

JUST 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.

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