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P^{BOOK 5} RIDE

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."

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.

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 Characters

Emperor kobolds are defined by their class levels—they do not have racial **Hit Dice.** An emperor kobold's challenge rating is equal to its class level. They possess all of the racial traits of kobolds, plus the following:

- **-2 Strength, +2 Dexterity, +2 Charisma** These ability score modifiers replace the standard kobold ability score modifiers.
- **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

CR 8

MIRROR HAG

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

CR 22

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

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—quickened 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.

MONSTERS OF SIN . LUST

- **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.

RIDEIN 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 heavyhanded 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' pridedriven 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.

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PRIDE: NOTHING BUT THE BEST

Monsters of Sin epitomize the very worst of our natures—and prey on others' weaknesses. This fifth book in the *Monsters of Sin* series for the *Pathfinder Roleplaying Game* is devoted to Pride, the unshakeable belief in your own superiority, a sin that festers inside many player characters as their adventures become legend. It includes:

- The most spectacular representative of an unimpressive race, the Emperor Kobold.
- The Abominable Beauty, whose perfect appearance is a pain to behold.
- The deformed Mirror Hag, who confronts others with their own ugliness.
- The Embodiment of Pride itself, a mocking monument to the inferiority of all mortals.
- Detail on Pride within the Midgard Campaign Setting.
- Rules for incorporating Pride into your NPCs and monsters.

Whether you're running a Campaign of Sin, or simply want to poke some holes in the egos of your game's heroes, *Monsters of Sin: Pride* is perfect in every respect.

