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by Ryan Costello, Jr.

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SLOTH

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."

SLOTH

Sloth, Sloth is not a sin that draws attention to itself. Unlike the other Deadly Sins, which manifest through unrestrained intentions, irresistible urges, and overemotional reactions, the tragedy of the Deadly Sin of sloth is in the lack of intention, motivation, or raw emotion. The slothful man who sees an opportunity to fulfill his dreams would rather remain a dreamer than exert himself in the pursuit. It is rare that victims of sloth find themselves in positions of authority because they lack the drive to achieve those positions. Still, some fall to sloth only after gaining power, retaining through inertia what they've gained, but only until someone more energetic arrives to wrest it from them.

Sloth's victims go through a series of abandonments: as friendly gatherings and significant events are increasingly seen as uninteresting or burdensome, friends become acquaintances and acquaintances become strangers. Eventually the slothful are left with only family, most of whom can't be bothered to care.

There are two ways in which *Monsters of Sloth* represent their sin; sluggish, unmotivated monsters, and monsters that drain characters of their ability to physically continue.

SLOTHFUL CREATURE CR-2

Creatures with the slothful template are unusually slow to react. **Quick Rules:** –1 penalty on all rolls based on Dexterity, –1 AC.

Rebuild Rules: Ability Scores –2 Dex; **Special Qualities** *Staggered* (*Ex*): This creature has poor reflexes and can only perform a single move action or standard action each round. It can move up to its speed and attack in the same round as a charge action.



Ulcers, enlarged veins, and fungal rashes blemish this obese, bellshaped humanoid. Despite stumbling about on a pair of short, calloused legs, it moves its weight with dangerous potential.

FLAB GIANT

CR 4

XP 1,200

CE Medium humanoid (giant) Init -2; Senses low-light vision; Perception +9

Defense

AC 18, touch 8, flat-footed 18 (-2 Dex, +10 natural) hp 39 (6d8+12) Fort +7, Ref +0, Will +3 Defensive Abilities DR 10/slashing

Offense

Speed 20 ft.

 Melee 2 slam +10 (1d6+6 plus grounding grab)

 Special Attacks grounding grab, squatting pin

 Spell-Like Abilities (CL 6th; concentration +5)

 At will—slow (DC 12)

Statistics

Str 22, Dex 6, Con 15, Int 9, Wis 13, Cha 8

Base Atk +4; **CMB** +10 (+12 grapple); **CMD** 18 (22 vs. bull rush, trip, *etc.*)

Feats Deflect Arrows, Improved Grapple, Improved Overrun, Improved Unarmed Strike, Ironguts

Skills Intimidate +2, Perception +9, Survival +2

Languages Giant

SQ massive

Ecology

Environment any temperate Organization solitary, pair, gang (3-6) Treasure standard

Special Abilities

Grounding Grab (Ex) This functions like the grab universal monster rule with the following exception: If a flab giant's grapple check beats its target's CMD by 10 or more, the giant immediately pins the creature.

Massive A flab giant can't run or take 5-foot steps. It gains a +4 bonus to CMD to resist forced movement such as bull rush and trip.

Squatting Pin (Ex) A flab giant loses the grappled condition when it pins a creature. As long as the giant does not move from the spot, it can maintain the pin as a swift action. Both its hands are considered free when it pins an opponent. A creature suffers 1d6 bludgeoning damage each round it is pinned by the giant.

Whether as a result of a centuries-past curse or a gradual adaptation to an easy-going existence, the flab giant (one of the shortest breeds of giants) is gigantic in width rather than height and almost comical in its lifestyle. They are the least active of giant types, spending most of their waking hours resting, napping, sleeping, and only a short period each day listlessly shuffling about scrounging for food. As a flab giant eats practically anything and has an exceedingly low energy use, it doesn't have to roam far to find enough food to sustain its bulk, so it's rarely found far from its crude lair. Too obese to effectively grasp weapons in its chubby fingers, a flab giant uses its great mass to deadly effect, overrunning or grabbing opponents and then sitting on them in order to crush them to death, swatting away missiles and simply putting up with the damage of melee attacks until its victims stop struggling and it gets up to see if they're dead yet.

Flab giants wear only scraps of clothing made of loosely knotted skins, leaving most of their stretch-marked and discolored skin exposed. A flab giant stands 6 to 9 feet tall and weighs 1,000 to 1,500 pounds.





Although its head looks properly draconic and it has a drake's wings and single pair of legs, this giant reptile crawls worm-like on its huge stomach. And whatever it's holding in its mouth doesn't look much like food.

SCRAP DRAKE

CR 6

XP 2,400

NE Large dragon

Init –3; Senses darkvision 60 ft., low-light vision; Perception +12

Defense

AC 16, touch 6, flat-footed 16 (-3 Dex, +10 natural, -1 size) hp 84 (8d12+32) Fort +10, Ref +3, Will +7 DR 20/bludgeoning or slashing Weakness vulnerability to paralysis and sleep

Offense

Speed 15 ft.

Melee bite +16 (1d8+12/19–20), tail slap +10 (1d8+12)

Space 10 ft.; Reach 10 ft.

Special Attacks improvised breath weapon (20-ft. cone, 6d6 piercing damage, Reflex DC 18 for half)

Statistics

Str 26, Dex 5, Con 18, Int 9, Wis 12, Cha 9

Base Atk +8; CMB +17; CMD 24 (can't be tripped)
 Feats Improved Critical (bite), Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics –2, Heal +12, Intimidate +10, Perception +12, Sense Motive +12, Stealth +15; Racial Modifiers +8 Stealth

Languages Draconic

SQ burst of speed

Ecology

Environment desert

Organization solitary, pair, or clutter (3–12) Treasure standard

Special Abilities

Burst of Speed (Ex) As a swift action, a scrap drake can put on a burst of speed, giving it a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. It revs up the legs it usually ignores when slithering on its belly, doubling its speed and canceling any speed-based penalties on the distance it can jump, and vigorously flaps its vestigial wings, which grants it a temporary +20 racial bonus to Acrobatics (but only for jumping) and allows it to ignore terrain modifiers to jump check DCs. Once a scrap drake has put on such a burst of speed, it cannot do so again for 1d6 rounds, nor can it run or even make a double move action during the interval.

Improvised Breath Weapon (Ex) Born without a supernatural breath weapon, a scrap drake makes do by filling its mouth with stones, bits of wood, or other trash it can wrap its jaws around, then spitting it forth in a jagged volley. The drake can fill its mouth as a move action if suitable debris is within easy reach. It can use its breath weapon as a standard action so long as it has a full mouth. The drake cannot make bite attacks with a mouth full of debris.

Even with its reputation as a lesser cousin of true dragons, a drake normally uses its powerful natural weapons and air superiority to prove that even a lesser dragon is a great threat. But a scrap drake isn't just a lesser dragon, it's a lesser drake. It's usually ground-bound, incredibly slow, and remarkably hard to motivate. However, scrap drakes often serve as guardians in dungeons, palaces, and desert strongholds; while it's hard to get a scrap drake to care for a cause, it's easy to put one on top or in front of something that needs to be guarded and leave it as a deterrent to robbers and adventurers, with little fear that it will get up and move to some other location.

Scrap drakes are indifferent towards other drakes, but they are quietly sociable among their own kind. They feed on any creature other than another dragon. The time scrap drakes spend on the ground coats their bluish scales with the detritus of their surroundings, creating effective camouflage and making them decent ambushers. But their apathetic nature means they must settle for any meal that comes close enough to kill.

An adult scrap drake is a stumpy 10 feet long and weighs an ungainly 2,000 pounds. It has vestigial wings folded against its back, and a single pair of legs that it usually ignores, preferring to wriggle on its belly like a snake than to stand erect.



Slow Storm

Wisps of humid wind revolve around this spiny ball. Two massive black eyes and a dark mouth are the only features visible through its static straight quills.

SLOW STORM CR 15

XP 51,200

CN Huge outsider (air, chaotic)

Init +9; Senses blindsight 30 ft., darkvision 120 ft.; Perception +21

Defense

AC 29, touch 19, flat-footed 18 (+9 Dex, +2 dodge, +10 natural, -2 size) hp 187 (15d10+105) Fort +17, Ref +18, Will +10

Immune electricity; Resist acid 5, cold 5, fire 5; SR 26

Offense

Speed fly 60 ft. (perfect)
Melee slam +18 (1d8+7 plus 3d6 electricity)
Space 15 ft.; Reach 15 ft.
Special Attacks breath weapon (30-ft. cone, 1d4 Dexterity drain, Fortitude half DC 23, usable every 1d4 rounds) + arthritic pain
Spell-Like Abilities (CL 15th; concentration +21)
At will—lightning bolt (DC 20)
3/day—chain lightning (DC 23)
Save DCs are Constitution-based.

Statistics

Str 20, Dex 29, Con 22, Int 11, Wis 16, Cha 11
Base Atk +15; CMB +22; CMD 43
Feats Dodge, Flyby Attack, Great Fortitude, Hover, Iron Will, Quicken Spell-Like Ability (*lightning bolt*), Spell Focus (evocation), Toughness
Skills Fly +31, Intimidate +18, Knowledge (planes) +18, Perception +21, Sense Motive +21, Spellcraft +18
Languages Common

Lunguages of

Ecology Environment any Organization solitary Treasure none

Special Abilities

Arthritic Pain (Su) A slow storm absorbs the moisture from living creatures' joints, causing them stiffness and pain. In addition to 1d4 Dexterity drain (Fortitude save halves), any creature caught within the slow storm's breath weapon that fails another DC 23 Fortitude save suffers arthritic pain. Any round in which the pained creature takes a full-round action or a standard action and a move action, it suffers 3d6 damage. Arthritic pain lasts until some amount of Dexterity drain is restored. Despite its comical appearance, a slow storm is a tragedy-inducing creature of chaos, able to visit the pains of old age on the young and fit. It turns the bodies of physically able creatures against them, forcing them to choose between relative inactivity or ever-increasing pain.

A slow storm is a smaller creature than the space it occupies, its vulnerable physical body protected by the extensive cyclonic wind surrounding it. The nucleus of a slow storm weighs 75 pounds and is a two-foot-radius sphere. It has no internal organs besides its brain, and lives on the energies and moisture it drains from opponents. Its skin is covered in a field of quills that not only deflect debris, but generate a ball of static electricity that unleashes a shock when the slow storm attacks.



Embodiment of Sloth

CR 17

Bearing little resemblance to a sentient being, this creature is literally a mass of flesh. It shows no ability to move, has no face, and reveals no sign of life beyond the labored movements of its breathing. And yet it is surrounded by dozens of creatures lying peacefully about, basking in its presence.

EMBODIMENT OF SLOTH

XP 102,400

NE Colossal outsider Init +0; Senses darkvision 60 ft.; Perception +31 Aura slothful

Defense

AC 24, touch 2, flat-footed 24 (+22 natural, -8 size) hp 262 (15d10+180) Fort +22, Ref +5, Will +20 Immune embodiment of sin traits

Offense

Speed 0 ft. Space 30 ft.; Reach 0 ft. Spell-Like Abilities (CL 15th; concentration +24) At will-tongues 5/day—summon monster VIII 1/day —plane shift Save DCs are Wisdom-based.

Statistics

Feats Alertness, Augment Summoning, Diehard, Great Fortitude, Iron Will, Leadership, Spell Focus (conjuration), Toughness **Skills** Diplomacy +24, Knowledge (arcana) +22, Knowledge (geography) +22, Knowledge (history) +19, Knowledge (local) +22, Knowledge (nature) +19, Knowledge (planes) +22, Knowledge

(religion) +19, Perception +31, Sense Motive +31 Languages tongues; telepathy 2,000 miles

SQ immovable, motivation

Ecology

Environment any

Organization unique Treasure none

ileasure none

Special Abilities

- **Immovable (Ex)** The Embodiment of Sloth gains a +20 bonus to CMD to resist forced movement and being grappled.
- **Leadership** The Embodiment of Sloth lets other creatures do its work for it. Using the Leadership feat, the Embodiment of Sloth can attract a cohort of up to 13th level (usually a barbarian, fighter, or rogue of some sort who can defend the Embodiment) and a number of lesser followers (to scrounge for food, provide healing, or use sneak attacks and weight of numbers to help defend it). Paradoxically, the Embodiment of Sloth avoids excessively lazy followers. The Embodiment is only interested in creatures who can





carry out its wishes when given a reprieve from its slothful aura. The Embodiment of Sloth has a leadership score of 24. (For more information, see the Leadership feat in the *Pathfinder Roleplaying Game Core Rulebook*.)

- **Motivation (Su)** As a standard action, the Embodiment of Sloth can make one creature temporarily ignore the negative effects of the Embodiment's slothful aura for up to 24 hours. The target creature still gains the sustaining benefits of the slothful aura so long as it returns to the aura before 24 hours have passed.
- **Slothful Aura (Su)** Those who come too close to the Embodiment of Sloth feel their will to continue drain from them. A creature who comes within 60 feet of the Embodiment must make a DC 27 Will save or gain the slothful creature template for 24 hours or until they leave the slothful aura. It also gains benefits equivalent to a *ring of sustenance*: life-sustaining nourishment, and the ability to be fresh in body and mind after only 2 hours of sleep. The creature may attempt a new Will save every 24 hours. The save DC is Wisdom-based.

The Embodiment of Sloth is barely a creature. It settles in an area and exists there. It survives through the actions of followers who supply it with food and water. They in turn are rewarded with the minimum sustenance necessary to maintain a life devoid of productivity or effort. The Embodiment of Sloth is a large, dimply mound of flesh, like a headless slug the size of a hill. It is odorless and silent, but its telepathic capacity is impressive, allowing the Embodiment access to any potential servant on the better part of the same continent. Once contacted, the Embodiment states that any creature who provided for through a life of sedate bliss. The Embodiment of Sloth's telepathy allows it to explain this arrangement, but it doesn't influence the decisions of those contacted. Still, despite putting no effort at all into its recruitment drive, the Embodiment always manages to find creatures willing to do its bidding in hopes of achieving of a life of endless ease.

The Embodiment of Sloth is 30 feet tall, much broader, and immeasurably heavy.

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.



Belphegor, the Prince of Laziness, drains the resolve out of adamant hearts. Most famously, he brought about the fall of the duchy of Cospigg. An incinerator guard named Hangtor, the most trusted man of the legion, spent two decades of his life safeguarding Cospigg without an incident ever occurring on his watch. Then Belphegor invisibly stole into his presence and began inaudibly whispering in his ear that the reason there had never been an incident on his watch was that there was nothing to watch, that nothing was ever going to happen, and that after his decades of service he'd earned the right to cut some corners, be a bit less vigilant. It took weeks for Belphegor's silent words to have effect, but one night the steadfast Hangtor chose to sleep during his watch -- and a gambit of tengu detonated the unguarded incinerator, devastating Cospigg, and causing a war that felled the duchy.

There is told a cautionary tale about Yalboen, a woman from Trollheim who entered a slothful state. Her warrior husband didn't return from a raid. She was allowed some time to grieve while the tribe mothers looked after her daughter Radrihe. When this wasn't enough, Yalboen was allowed a sabbatical from her duties as her tribe's map archivist while Radrihe was taught the craft of recreating and repairing maps.

As months passed, the tribe grew impatient waiting for Yalboen to recover from her loss, a loss that didn't seem to have caused her any deep pain. Their impatience with the mother eventually grew into resentment of the family and suspicion of the daughter.

Ashamed of how comfortable her mother seemed to be freed from responsibility, Radrihe confronted her. She accused Yalboen of abandoning her duties to her tribe and her family. Yalboen did not deny it. Radrihe demanded an explanation. Yalboen had none. Radrihe threatened to kill her mother and leave herself an orphan rather than suffer the life of shame her mother had left her with. Yalboen did not struggle..

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ADVENT

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Monsters of Sin epitomize the very worst of our natures—and prey on others' weaknesses. This sixth book in the *Monsters of Sin* series for the *Pathfinder Roleplaying Game* is devoted to Sloth, the willingness to let things get worse because improving them would take too much effort and discomfort, a sin that can turn the most dynamic of adventurers into former heroes. It includes

- The Flab Giant, a race slowly letting itself go to waste.
- The Scrap Drake: something more than a worm but less than a dragon.
- A creature that visits a cruel punishment on the active, the Slow Storm.
- The Embodiment of Sloth itself, immobile enticement to comfortable lethargy.
- Detail on Sloth within the Midgard Campaign Setting.
- Rules for incorporating Sloth into your NPCs and monsters.

Whether you're running a Campaign of Sin, or simply want to slow the pace of a fast-action campaign, *Monsters of Sin: Sloth* demonstrates that sometimes inaction can be as dangerous as the most daring of actions.

