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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."

WRATH

Unlike most of the Deadly Sins, wrath is often a sin of a moment, a fleeting over-reaction to a situation. While a wrathful person can

certainly experience many such moments of overpowering emotion, he's less likely to live drenched in it like a glutton or lust-slave would.

Wrath brings out the violent tendencies in even the meekest individual. It can be a brief flash –an impatient outburst, smashing a glass, punching a loved one – or an extended crisis where anything and anyone is a target, leaving rooms, lives, and empires in disarray. Which is not to say that wrath cannot be cagey. Some internalize their rage while they casually slit a mocking friend's throat, possibly even forgetting the event after it's done.

They say all sins lead to wrath. When the greedy are robbed, when the lustful are rebuffed, when the proud are undermined, when the slothful are forced into action, it all leads to desperation, and desperation leads to wrath.

Unlike the other monsters of sin, *Monsters of Wrath* represent their sin in one way: monsters that lose themselves to acts of great violence or vengeance.

WRATHFUL CREATURE CR+3

Wrathful creatures lash out with reckless abandon, gaining great strength and resolve.

Rebuild Rules: Feats Diehard; **Special Attacks** once per day, during a moment of great duress, this creature gains the benefit of a *rage* spell against a specific character. This effect lasts for 1d6+1 rounds. If the designated character dies before the duration ends, the wrathful creature may designate a new character. Additionally, a wrathful creature enters a rage when it is reduced to negative hit points but still alive. The wrathful creature loses 1 hp each round it is in this rage despite the Diehard feat. It does not get a stabilize roll to prevent this hit point loss. This loss can result in the wrathful creature's death..

HULKING WHELP

This grey-skinned dog-like creature seems pathetically eager to please but fantastically skittish, its ears alerting at every nearby sound, and its large oval eyes following anything that passes by.

HULKING WHELP

CR 5

XP 1,600

CN Huge fey (shapechanger) Init +0; Senses low-light vision; Perception +13

Defense

AC 18, touch 8, flat-footed 18 (+10 natural, -2 size) hp 60 (8d6+32) Fort +6, Ref +6, Will +8

DR 10/cold iron

Offense

Speed 40 ft.

Melee 2 slams +7 (1d8+5), longspear +7 (3d6+7/x3) **Space** 15 ft.; **Reach** 15 ft. (30 ft. with longspear)

Statistics

Str 21, Dex 10, Con 18, Int 7, Wis 14, Cha 9

Base Atk +4; CMB +11; CMD 25

Feats Acrobatic Steps, Defensive Combat Training, Nimble Moves, Quick Draw

Skills Acrobatics +11, Climb +16, Perception +13, Swim +16 Languages none

SQ poor senses, quick step, unleashed emotions

Ecology

Environment cold mountains

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

Special Abilities

Poor Senses A hulking whelp is half-deaf and nearsighted. It can see in normal light up to 30 feet and hear up to 60 feet away. It cannot perceive creatures or objects more than 60 feet away. Within those ranges, though, it's senses are normal.

Quick Step (Ex) A hulking whelp can take a 5-foot step as an immediate action.

Unleashed Emotion (Su) When a hulking whelp is touched or suffers damage, or a creature other than another hulking whelp enters its threatened area and the whelp cannot escape, it immediately grows from size Small to Huge. Any creature sharing the whelp's space after it increases in size is pushed to the nearest available space and must make a DC 19 Reflex save or fall prone. The save DC is Strength-based. Weapons, armor, and other objects on the hulking whelp's person grow proportionally when it changes size; objects revert to normal size 1 round after a hulking whelp releases them. Overcome with raw emotion unleashed, it sets about destroying anything and everything within its limited range of vision.

Unleashed emotion lasts until the hulking whelp can no longer perceive nearby creatures for 1 round, it becomes exhausted, or is subject to a *calm emotion* or similar spell. In heavily populated areas, a hulking whelp's unleashed emotion can last for days. (When not under the effect of unleashed emotions, a hulking whelp's stats are: **Alignment** CG; **Size** Small; **Init** +3; **AC** 14, touch 14, flatfooted 11 (+3 Dex, +1 size); hp 36 (8d6+8); Fort +3, Ref +9, Will +8; **Speed** 20 ft.; **Melee** longspear +3 (1d6–2/x3); **Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear); **Str** 7, **Dex** 16, **Con** 12, **Int** 15, **Wis** 14, **Cha** 17; **Skills** Acrobatics +14 (+10 when jumping), Climb +9, Diplomacy +14, Escape Artist +14, Perception +13, Sense Motive +13, Stealth +18, Swim +9; **Languages** Common, Gnome, Sylvan)

A hulking whelp is a tightly wound ball of emotion, extremely private and defensive of its personal space, almost terrified of the world around it. When it feels its personal space violated, or its fragile concentration is otherwise broken, the small, quivery fey grows into a muscled beast of giant proportions. A friendly creature under the right circumstances, a hulking whelp is driven by guilt over past uncontrolled actions and fear of future ones to help others when its emotions are under control.

In its calm form, a hulking whelp is just over 3 feet tall at the shoulder and weighs 50 pounds. Unleashed, it is 20 feet tall and 4,000 pounds.





This porcupine-quilled creature is built like a grizzly bear but with claws and fangs like scimitars. Its forelegs are mangled and scabbed, and its eyes shine with hatred and anticipation.

SAVAGER

CR 9

XP 6,400

NE Large animal **Init** +6; **Senses** low-light vision; Perception +16

Defense

AC 24, touch 11, flat-footed 22 (+2 Dex, +11 natural, +2 shield, -1 size) **hp** 126 (12d8+72)

Fort +14, Ref +10, Will +5

Offense

Speed 50 ft.

Melee bite +16 (2d6+8), 2 claws +16 (1d8+8)

Space 10 ft.; Reach 5 ft.

Special Attacks mighty swing, quills, rake (2 claws +16, 1d8+8)

Statistics

Str 27, Dex 14, Con 22, Int 2, Wis 13, Cha 13

Base Atk +9; CMB +18; CMD 30 Feats Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Improved Initiative, Power Attack Skills Perception +16, Survival +3, Swim +10

Languages none

SQ shield of scabs

Ecology

Environment forests and mountains Organization solitary Treasure none

Special Abilities

Mighty Swing (Ex) Once per round, a savager can automatically confirm a critical hit. This is done as an immediate action once a critical threat has been determined.

Quills (Ex) A creature grappling a savager suffers 1d8 piercing damage, regardless of who controls the grapple.

Shield of Scabs (Ex) The self-inflicted scars on a savager's forelimbs are thick and rigid, providing a +2 shield bonus to the savager's Armor Class. The scabs can be targeted with a sunder combat maneuver. The scabs have hardness 2 and 12 hit points. On a success, the savager suffers a –1 penalty to its shield bonus (minimum 0), and suffers bleed damage equal to the number of successful sunder attempts it has suffered. A savager's shield of scabs heals after 1 minute, ending all bleed damage and restoring its shield bonus to AC.

While druids have been unable to detect any magic influence on these bear-like animals, they are certain that the savager's habit of killing any living creature on sight is not a natural behavior. This can't even be explained by hunger, as savagers eat only a part of their kills but then abandon them and begin looking for other animals to attack. When there are no other creatures nearby to attack, a savager gnaws on its own upper arms, resulting in scabs, scars, and callouses so thick and numb that they protect the savager from even the sharpest of swords.

The only creature a savager won't attack on sight is another savager: If they're of the same sex, the two avoid each out of self-preservation, and if they're of the opposite sex, they mate, but their matings are brutal and usually leave both wounded, angry, and hungry. A savager litter is anywhere from 10-25 cubs, which are born able to walk and defend themselves. This is important, as savager mothers attack and cannibalize their young the night after giving birth, and only those able to escape their mothers and fend for themselves survive.

A savager weighs 1,800 pounds and is 11 feet long



<u>Spiteful Spirit</u>

An undead spirit duplicate that rises from the body of a warrior killed in battle, a spiteful spirit is raw fury made manifest. Enraged by the manner in which it died, or just too caught up in the intensity of combat to notice that it's dead, the combative core of the warrior continues to fight without thought until it's defeated or it finally fades away.

CREATING A SPITEFUL SPIRIT

"*Spiteful Spirit*" is an acquired template that can be added to any living creature with 2 or more Hit Dice (referred to hereafter as the base creature) immediately after it dies. A spiteful spirit uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature -2 (minimum $\frac{1}{2}$).

AL: Chaotic evil.

- **Type**: The creature's type changes to undead. Do not recalculate class Hit Dice, BAB, or saves. It gains the incorporeal subtype.
- **Armor Class**: A spiteful spirit gains a deflection bonus equal to its Charisma modifier. It loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or ghost touch items.
- **Hit Dice**: Change all of the base creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. A spiteful spirit uses its Charisma modifier to determine bonus hit points (instead of Constitution). Restore its hit points to full.
- **Defensive Abilities:** A spiteful spirit retains all of the defensive abilities of the base creature except those that rely on a corporeal form to function. A spiteful spirit gains darkvision 60 feet, the incorporeal ability, and all of the immunities granted by its undead traits.
- Weaknesses: A spiteful spirit's time in the material world is short. Every round, it must make a Will save (DC 10+1 per round since the base creature died). On a failed save, the spiteful spirit immediately disappears permanently.

MONSTERS OF SIN . WRATH

Embodiment of Wrath

CR 23

Fire billows out of this titanic beast's mouth and eyes. It raises its apelike arms skyward, clenched and ready to slam down on the countryside.

EMBODIMENT OF WRATH

XP 819,200

CE Colossal outsider (embodiment of sin) **Init** +7; **Senses** darkvision 600 ft.; Perception +37, empathic tracker 500 ft.

Defense

AC 42, touch 5, flat-footed 39 (+3 Dex, +37 natural, -8 size) **hp** 465 (30d10+300)



Fort +27, Ref +20, Will +14

DR 20/epic; **Immune** acid, electricity, fire, poison, embodiment of sin traits

Offense

Speed 40 ft.

Melee bite +42 (8d6+20 plus 3d6 fire and grab), 2 slams +42 (4d6+20/19–20)

Space 30 ft.; Reach 30 ft.

Special Attacks escalating anger, swallow whole (4d6+20+6d6 fire acid damage, AC 28, 46 hp)

Statistics

Str 50, Dex 16, Con 31, Int 3, Wis 19, Cha 14

- Base Atk +30; CMB +58 (+62 grapple); CMD 71
- Feats Awesome Blow, Blind-Fight, Blinding Critical, Cleave, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (slams), Improved Initiative, Lunge, Power Attack, Stand Still, Step Up, Trample, Whirlwind Attack

Skills Climb +38, Perception +37, Swim +38

SQ empathic tracker

Languages none

Ecology

Environment any Organization unique

Treasure none

Special Abilities

- **Aura of Anger (Su)** All creatures within 60 feet of the Embodiment of Wrath are influenced by its mindless malice. They gain a bonus to melee weapon attacks and damage and suffer a penalty to ranged attacks and Armor Class (including touch AC and flatfooted AC) equal to the Embodiment of Wrath's current anger point total. If an affected creature leaves the Embodiment of Wrath's aura of anger, it is fatigued for 1d4 rounds. A successful DC 35 Fortitude save negates this effect. The save DC is Constitution-based.
- **Empathic Tracker (Su)** The Embodiment of Wrath locates creatures by their emotional potency. It is aware of any creature capable of emotion within 500 feet, regardless of barriers or illusions. Not even *nondetection* hides a creature from the Embodiment of Wrath.
- **Escalating Anger (Ex)** The Embodiment of Wrath grows more enraged the longer combat proceeds or if it senses it is being manipulated. It gains an anger point whenever it suffers damage in excess of its Damage Reductions and when it is the target of a mind-affecting effect or Charisma-based skill. The Embodiment of Wrath gains a bonus to melee attacks and damage and suffers a penalty to ranged attacks and Armor Class (including touch AC and flatfooted AC) equal to its current anger point total. In addition, it gains new abilities based on its current anger point total.
 - *Bloody Assault* When the Embodiment of Wrath has 5 or more anger points, its slam attack deals 2d6 bleed damage.
 - Angry Arms When the Embodiment of Wrath has 10 of more anger points, it grows an extra arm, gaining an additional slam attack. It gains another angry arm and another additional slam attack for every 5 anger points above 10.

- *Quick to Anger* When the Embodiment of Wrath has 15 or more anger points, it gains the benefits of *haste* and can swallow grappled creatures as an immediate action.
- Awesome Blow When the Embodiment of Wrath reaches 20 anger points, it can use its Awesome Blow feat as an attack action rather than a standard action.
- *Earthquake* When the Embodiment of Wrath has 25 or more anger points, it gains *earthquake* as a spell-like ability that it can use as a standard action every 1d4 rounds.
- These effects are cumulative, so at 30 anger points the Embodiment of Wrath has 7 arms, causing 2d6 bleed damage each with slam attacks, makes an extra attack when it making a full attack action (which is its favored course of action), has a +31 bonus to melee attack and damage rolls, has a -29 penalty to AC and Reflex saves and a -30 penalty to ranged attacks, has a speed of 70 feet, can swallow grappled opponents whole, can use Awesome Blow as an attack action, and can cause an *earthquake* every 1d4 rounds.

The Embodiment of Wrath's anger point total cannot exceed its HD total. It loses 1 anger point per minute it is not in combat.

The Embodiment of Wrath has the demeanor of a clenched fist, the temper of an avalanche, and the intensity of a blood feud. It sees the world through flaming eyes, all colors changed to red and black. A one-creature war, it indiscriminately targets anything in its path: people, animals, enemies, lovers, houses, castles, temples. Nothing is safe from wrath.

The Embodiment of Wrath is summoned into existence at the height of emotional tension: when the victorious general takes the opportunity to fondle the defeated king's daughter at the surrender ceremony; when a jilted lover witnesses a most intimate betrayal and then suffers through a ridiculous denial; when politicians' casual slights turn into vicious, deliberate, personal insults. Just as someone is finally pushed over to blinding anger, the Embodiment of Wrath is unleashed. Once summoned, the Embodiment follows trails of emotion starting with the most blatant, like a raging barbarian, and working its way down to more subtle, smouldering hatreds. As long as some creature feeling violent emotion is within 500 feet, the Embodiment of Wrath rampages on. If an hour passes without the Embodiment sensing nearby anger, it quickly fades away, leaving no trace but the destruction it wrought.

The Embodiment of Wrath is 200 feet tall and its weight is beyond measure.

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.

WRATH IN THE MIDGARD CAMPAIGN SETTING

When people look for examples of unrestrained anger in Midgard, inevitably their eyes turn to the barbarian tribes from the Northlands and the wilder elements of the ghoul empire or the Rothenian centaurs. But outward display of emotion can bedeceptive; for example, while barbarians grow stronger by tapping into their anger as a primal energy, a barbarian's rage is controlled and focused.

The Lord of Lightning is worshiped across Midgard, as Perun in the civilized Crossroads and the East and as Mavros in the Seven Cities. In his great isolated temple arena, the Seat of Mavros, he is referred to as Mavros-Perun, and there the flash of anger without purpose has had both immediate and lasting effects. Once a year, adherents from across the world gathered to watch or participate in the holy tournaments of the worshipers of the god of strength and war at the Seat, a pilgrimage requiring weeks of travel for some. This is the Tournament of the Thunder Crown.

Decades ago the tournament was marred by a contest between two great warriors who fought not to prove their strength and worthiness before their god, but because of personal animosities between them. They rigged the early rounds of the tournament so that it would inevitably lead to a grudge match between the two, arranging things to suit themselves. In the final match both fought without honor or restraint, each adding unusually cruel taunts, underhanded cheats, and forbidden tactics to goad the other into anger-induced mistakes. The result of their intensifying emotion was to summon the Embodiment of Wrath to the center of the arena, and neither warrior emerged the victor from the ensuing slaughter.

The priests were horrified, and Mavros-Perun's brave worshipers rushed forward to prove their religious devotion and almost all present were slain on the god's most sacred ground. The sole exception was a skinny acolyte who hid in the shadows schooling himself in peaceful thoughts to prevent the Embodiment of Wrath detecting him. After the last of the worshipers had fled or been killed, this sole novice in the temple's priesthood began the task of rebuilding the temple and his own reputation.

Having regained its prized position on the pilgrimage circuit, the Seat of Mavros is once again a popular devotional site, where the ritual tournaments are conducted with pomp, honor, and chivalry. Now, though, its priests quash unbridled anger whenever it appears – except for the wrath of the high priest, who becomes a holy terror if anyone questions the heroic legend of how he magnificently faced an Embodiment of Sin in oneon-one combat and bested the creature through sheer battle prowess alone.

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3 Complete

You wouldn't like me when I'm Angry

Monsters of Sin epitomize the very worst of our natures—and prey on others' weaknesses. This final book in the *Monsters of Sin* series for the *Pathfinder Roleplaying Game* is devoted to Wrath, the impulse to unrestrained destruction; an easy sin for someone who lives by the sword to fall victim to. It includes

- The Hulking Whelp, a friendly beast who can become a deadly monster without notice and it knows it.
- A cruel and deformed animal that fairly earns the name Savager.
- The Spiteful Spirit, a short-lived revenant summoned to seek retribution on the field of battle
- The Embodiment of Wrath itself, a creature that only gets stronger the harder mortals try to stop it.
- Detail on Wrath within the Midgard Campaign Setting.
- Rules for incorporating Wrath into your NPCs and monsters.

Whether you're running a Campaign of Sin, or simply feel like dialing the anger level up to 11 once in a while, *Monsters of Sin: Wrath* will be a raging success.

