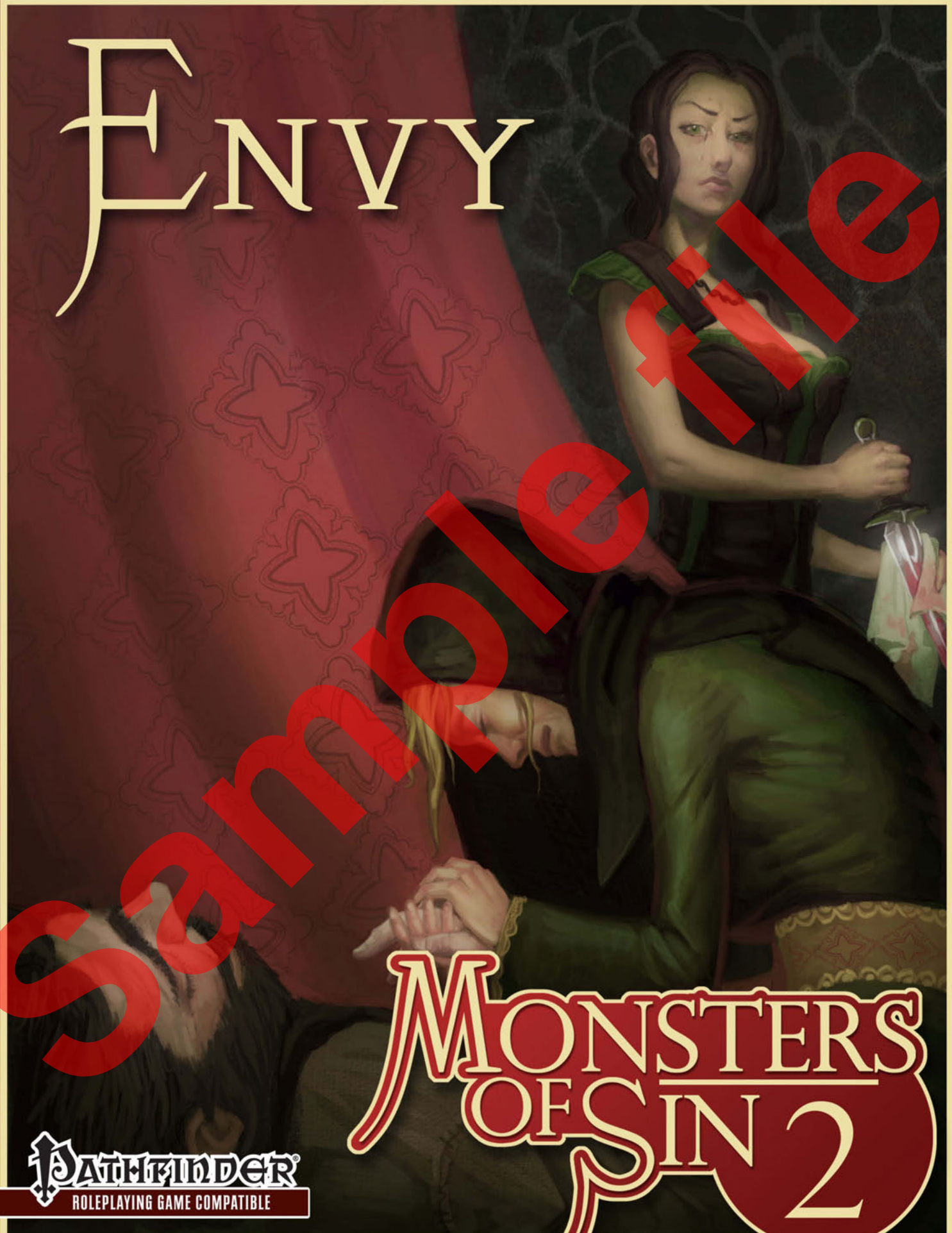


ENVY

MONSTERS OF SIN 2

Pathfinder
ROLEPLAYING GAME COMPATIBLE

Sample file



MONSTERS OF SIN 2

ENVY

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Compatibility with the *Pathfinder® Roleplaying Game* requires the *Pathfinder® Roleplaying Game* from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the *Pathfinder® Roleplaying Game*. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

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TABLE OF CONTENTS

Introduction: We Do It To Ourselves	3
Envious Ceature (template)	3
Bone Swarm	4
Emerald Eye	5
Doppelganger, Re-Echo	6
Embodiment of Envy	7
Envy in Midgard	8
Open Game License	9

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BOOK 2 ENVY

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.”

ENVY

Commonly called jealousy, the sin of envy occurs when a person's desire for some thing is overshadowed by his resentment of anyone else with that thing. An envious person would destroy something he loves to prevent anyone else having it. Sometimes envy can be assuaged by gaining the object, but in many cases, particularly in relationships, it is not just wanting to have the object but wanting to have had the object first or exclusively.

Envy should not be mistaken for mere interest or desire. Envy is irrational, feeding on itself to destroy the jealous person. For example, an envious man may stew for months comparing his bald pate to his neighbor's flowing mane, instead of seeking out a temple or mage to magically restore his hair. Envy corrupts relationships, promotes poor decisions, and ends with unnecessary and unfortunate results.

There are two ways in which this sin is embodied by the *Monsters of Envy*: the monsters are themselves motivated by jealousy, or they tempt characters to make poor choices in the name of envy.

ENVOIOUS CREATURE CR+2

Envious creatures have trouble asking for anything they want, instead developing a talent for taking what they want from others or, failing that, destroying it.

Rebuild Rules: Feats Improved Disarm(B), Improved Steal(B), Improved Sunder (B) Skills –6 penalty to Bluff and Diplomacy

BONE SWARM

Dank winds sweep up skeletons, both humanoid and animal. They blow forward, reaching out for living creatures like a clawed hand of bone.

BONE SWARM

CR 11

XP 12,800

CE Tiny undead (swarm)

Init +8; **Senses** darkvision 60 ft.; Perception +26

DEFENSE

AC 26, touch 17, flat-footed 21 (+4 Dex, +1 dodge, +9 natural, +2 size)

hp 142 (15d8+75)

Fort +10, **Ref** +11, **Will** +13

Defensive Abilities channel resistance +4, swarm traits; **Immune** undead traits; **SR** 22

OFFENSE

Speed fly 60 ft. (average)

Melee swarm (4d6+9 plus distraction and grab)

Space 15 ft.; **Reach** 0 ft.

Special Attacks death's embrace, distraction (DC 22)

STATISTICS

Str 22, **Dex** 18, **Con** —, **Int** 9, **Wis** 15, **Cha** 20

Base Atk +11; **CMB** +16 (+20 grapple); **CMD** 31 (can't be tripped)

Feats Dodge, Hover, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Perception)

Skills Fly +24, Perception +26, Stealth +19

Languages common

SQ jealous skeleton

ECOLOGY

Environment any

Organization solitary

Treasure None

SPECIAL ABILITIES

Death's Embrace (Su) A bone swarm can trap a living creature within a shell of bones, forcing the creature to move as the swarm wishes. Three times per day, a bone swarm can target a living creature it is grappling with death's embrace. The bone swarm and the subject of death's embrace share a space for the duration of death's embrace, and the swarm + victim's size is effectively that of the victim alone. Any attack targeting the space they occupy has a 50% chance of targeting the wrong creature. Effects that target an area affect both the bone swarm and the subject of death's embrace. When targeting a creature with death's embrace, the bone swarm loses its swarm traits and does not deal its swarm damage. On a successful grapple check, the bone swarm can force the subject of death's embrace to move the creature's speed or attack an adjacent creature. If the subject of death's embrace successfully escapes the bone swarm's grapple, both the grapple and death's embrace immediately end.

Jealous Skeleton (Su) A bone swarm's swarm attack deals bludgeoning, piercing, and slashing damage, and adds 1-1/2 its Strength bonus on swarm damage rolls as bits and pieces of broken skeletons claw, bite, stab and slam at the victim. The DC of its distraction ability is Charisma-based.

Some creatures refuse to stay dead. Even if they rise as undead and are then destroyed, certain pugnacious beings find a way to live on. On rare occasions, the spirits of such creatures find one another. Though unable to process complete thoughts, such spirits are not bereft of emotion. They are jealous of the living and driven by a longing to live again. They gather up what is left of their bones from life, as well as any other bones they come across, and form bone swarms. The swarms then ravage the countryside in blind attempts to wrest life from living creatures, grabbing livestock, humanoids, even dragons, digging in their claws, clinging to life by clinging to the living. Bone swarms with one or more sets of mouth parts wails their emotions near-constantly, interrupting that with snippets of rational but scattered speech, again centered on their drives and woes.

