



## CREDITS

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## You've got it, And i must have it

**Monsters** of Sin epitomize the very worst of our natures—and prey on others' weaknesses. This second book in the *Monsters of Sin* series for the *Pathfinder Roleplaying Game* is devoted to Envy, the desire for what someone else has – *whatever* that someone has! It includes:

- The Bone Swarm, mindlessly destroying the object of its desire.
- The Emerald Eye, a creation of the mind that wants the same things as its creator, but only for itself.
- The Echo Doppelganger, who can make you doubt your friends.
- The Embodiment of Envy itself, a bodiless outsider that can effortlessly pit friend against friend.
- Details on Envy within the Midgard Campaign Setting.
- Rules for incorporating Envy into your NPCs and monsters.

Whether you're running a Campaign of Sin, or simply want to make other GMs jealous, *Monsters of Sin: Envy* offers a wealth of possibilities!

