



Rite Publishing Presents:

101 Not So Simple Monster Templates

Our Monsters are Different (Designer): Steven D. Russell

Our Banshees are Louder (Editor): David Paul

Our Ghouls are Creepier (Cover Artist): Joe Calkins

Our Ogres are Hungrier (Interior Artwork):

Hugo Solis, John Wigley, Grey Thornberry, Amanda Web, Mark Hyzer,
Joe Calkins, Rick Hershey, Bradley McDevitt, Toby Gregory, Jeff Preston,
Frank Wall, Tamás Barany, Arthur Rackham, Shaman Stock Art ,
and Viktor Vasnetsov

Our Constructs are Nonstandard (Layout and Publisher): Steven D. Russell

Dedication: To Owen K.C. Stephens
—for his guidance through dark and troubled waters.

Special Thanks to Will McCardell, Ben McFarland, Bill Collins,
and Michael Tumey.

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 this product.

101 Not So Simple Monster Templates © 2011 Steven D. Russell, Open Gaming License Copyright © 2007
Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the
Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game
Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. The Jeff Preston artwork
is licensed under the Creative Commons Attribution 3.0 Unported License. To view a copy of this license, visit
<http://creativecommons.org/licenses/by/3.0/>

The original title of this project was 101 Simple Monster Templates, but after a conversation with my rules maven Will McCardell (*The Secrets of Tactical Archetypes*), I realized that I had left the path of what one could realistically call “simple.” The templates in this product range from the *apex predator* which simple adds a few bonuses to the *walking fortress* creature template, which has its foundation in a simple idea: Make a creature colossal and then put a fortress on its back. However, the execution of that idea is slightly more complex. Yet in the end, I attempted to stick with simple fundamental concepts even if the design is not so simple. All of the templates presented here are in the format used by the simple template as found in the Pathfinder Bestiary.

Steven D. Russell

Accelerated Creature (CR +1)

The power of speed and alacrity infuse the very nature of this creature.

Quick Rules: +8 bonus to initiative, +6 dodge bonus to AC, CMD, and Reflex saves, +4 bonus to Dex-based skills; **Speed** all modes increase by 30 feet; **Special Attacks** when making a full attack action, may make one extra attack at full BAB; once per round may make an additional move action after it has moved.

Rebuild Rules: **Spell-Like Abilities** (CL equal to HD) continuous – *haste*; **SQ** once per round it may make an additional move action after it has moved; **Ability Scores** +8 Dex; **Feats** Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Adaptable Creature (CR +3)

The ultimate in magical evolution, these creatures can adapt to eventually overcome nearly any environment or threat. Its quick rules are the same as its rebuild rules.

Rebuild Rules: **Ability Scores** +4 Con.

Adaptable attack (Su): An adaptable creature’s attack can be changed to a different type at will for the purpose of bypassing damage reduction or overcoming resistance or immunity after its attack has been reduced, resisted, or been rendered infective once.

Environmental Adaptation (Ex): This grants the adaptable creature immunity to all harmful environmental effects, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, it gains energy resistance 20 to a single energy type most prevalent in the current environment.

Learned Immunity (Su): If an adaptable creature is affected by a physical attack, spell, or effect used by a particular creature, the ability thereafter grants immunity to that physical attack, spell, or effect when used by that same creature.



Adaptable Goblin

Adhesive Creature (CR +1)

This creature is the embodiment of glue, sap, gum and resin. An adhesive creature’s rebuild rules are the same as its quick rules.

Rebuild Rules: **Special Attack** adhesive; **Ability Scores** +4 Str.

Adhesive (Ex): As an immediate action, an adhesive creature can exude a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. A slime-covered adhesive creature automatically grapples any creature it hits with its natural attacks. Opponents so grappled cannot get free while the adhesive creature is alive without removing the adhesive first. The adhesive creature can remove the bonding agent at will as a free action. A weapon that strikes an adhesive creature is stuck unless the wielder makes a successful Reflex save (DC 10 + 1/2 the adhesive creature’s Hit Dice + its Strength modifier). A successful Strength check (same DC) is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive, but the adhesive creature can still grapple normally. An adhesive creature can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. This adhesive automatically dispels *freedom of movement* but the warded creature is not stuck (a magic item that grants *freedom of movement* is suppressed for 1d4 rounds).

Afflicted Creature (CR -3)

This creature is the victim of some horrible curse, disease, or poison that has left the creature as a shattered husk of its former self.

Quick Rules: -4 on all rolls (including damage rolls, minimum 1 point of damage) and special ability DCs; -8 to AC and CMD; -4 hp/HD (minimum 1 per HD).

Rebuild Rules: AC decrease natural armor by 4;
Ability Scores: -8 to all ability scores.

Anathema Creature (CR+1)

This creature has the ability to curse any creature it touches or that touches it.

Quick Rules: Spell-Like Abilities (CL equal to base creature's HD) at will—*bestow curse*, add +2 to the DC of the save.

Rebuild Rules: Special Attacks wounding curse*;
Abilities +4 Cha.

Wounding Curse (Su): Natural attack, touch, and melee hit—contact; *save* Will (DC 10 + 1/2 the anathema creature's HD + its Cha modifier), *frequency* permanent, *effect* 50% hit chance; opponents must make a saving throw if they perform a successful melee attack against an anathema creature. The victim gains a 50% hit chance: half of the attacks targeting the creature that normally would miss it now hit it instead. This curse negates the effect of any other miss chance. The curse bestowed by this effect cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

*You could replace this curse with any other spell with the curse descriptor (See *Pathfinder Roleplaying Game: Ultimate Magic*).

Apex Predator Creature (CR+2)

This creature is the most formidable hunter in a group.

Quick Rules: +4 on all rolls (including damage rolls) and special ability DCs; +8 to AC and CMD; +4 hp/HD.

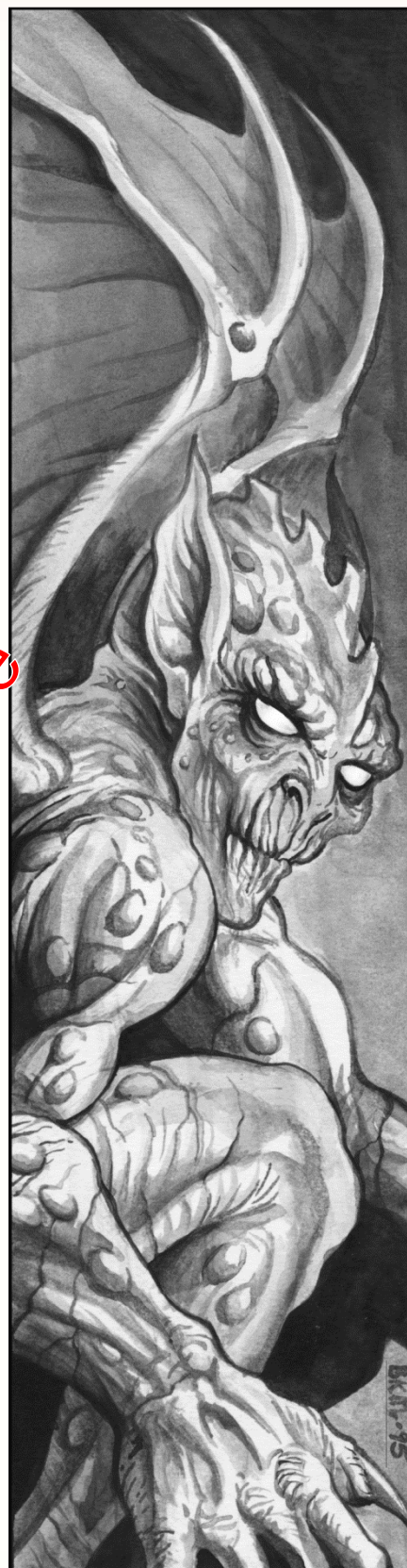
Rebuild Rules: AC increase natural armor by +4;
Ability Scores +8 to all ability scores.

Ashen Remains Creature (CR+2)

This undead creature is the animated ashes after a cremation. An ashen remains creature's rebuild rules are the same as its quick rules.

Rebuild Rules: Type undead, augmented and fire subtype; **Senses** lifesense 60 ft.; **Hit Dice** change all of the creature's racial Hit Dice to d8s; all hit dice derived from class levels remain unchanged (ashen remains creatures use their Charisma modifiers to determine bonus hit points); **Defensive Abilities** swarm traits (as if it were a Fine creature), undead traits; **Speed** ashen remains creatures lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed; **Special Attack** burn (swarm and engulf, 1d6 per 3 HD), choke, engulf; **SQ** ashes to ashes; **Ability Scores** loses Str and Con, +4 Cha.

Ashes to Ashes (Su): any ability the base creature or ashen remains creature possesses that is normally



Apex Predator Gargoyle