The Genius Guide to: Simple Monster Templates

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

You can never have too many monster options. It's a truism of running a campaign. Not only do you want to keep your players guessing and keep creating new challenges for them, but you also very likely want a broad range of thematic choices from which to draw. It's not enough to have just a few CR 5 choices. Instead, these gamers want a few CR choices for every type, theme, and role a monster might play. After all, if you are running a campaign built around the rise of the goblinoids, you need lots of different goblins to populate your adventures. The more monsters to choose from, the better!

But sometimes you have the right monster for an adventure, and it has the exact look, the perfect theme, and the tailored feel, but you can't use it because the CR is wrong. Even if a manticore is exactly the guardian you wanted for the Lore Vault of the City of Refuge, if you're running a CR 9 adventure, a CR 5 manticore won't work. You do have options, of course. You could run an encounter with 4 manticores, but too much of a good thing can become monotonous and make a fight drag. You can advance the 6 HD manticore to CR 10 by taking on about 8 HD, but that's a complicated process that involves adding new ability score increases, feats, skill points, and possibly a size increase. If you plan for characters to face the same manticore (or its kin) several times, the effort might be worth it, but not for a single encounter.

Or, you can just tack on the "mighty" simple template, which takes less than a minute.

Simple templates are designed to require a minimum of rewriting of a creature's stat block. In essence they are all designed to work like the quick rules of the monster advancement templates presented in the *Bestiary*. In a few cases this might lead to creature statistics not matching exactly what they would be if the same monster was built from scratch. For example,

the sample missing creature, the missing lynx, is a magical beast, but its statistics are still largely those of a creature of the animal type. Although this is an inconsistency in numbers, it has no effect on how the creature plays within the game, and the extra work required to convert d8 Hit Dice to d10s isn't the best use of a GM's time. Although the type of a creature can have a real impact on play (interacting with a ranger's favored enemies, *bane* weapons, and similar game rules), and its hit point total is important, the size of its Hit Dice doesn't actually matter.

Presented within this product are six simple templates that can give GMs options to boost the CR of the monsters they need, create new threats their players aren't expecting, and multiply the usefulness of the hundreds of monsters already at their fingertips. Having a two-headed template doesn't replace the ettin, but it does allow for two-headed dragons, twin-skulled canines, and even freakish multicranial golems. The simplicity of the templates keeps them from being a chore to add, and they allow a GM to create new foes almost on the fly.

THE TEMPLATES

The very simplicity of these templates can sometimes raise questions, such as what counts as a head-based special attack (for the two-headed template) or exactly what creatures add a diamond blade to their attacks, and which use it exclusively (for the diamond creature template). Questions like this don't have hard-and-fast answers. Indeed, they shouldn't try to have rules for every possible situation, or the templates would become so complex as to lose the descriptor of "simple." GMs should feel free to answer any such question with the answer that best fits their needs and is easiest to apply. It doesn't matter if different answers produce creatures of slightly different power levels—the CR system is a rough tool to measure appropriate challenges, rather than a fine scale of exact numbers. The templates will produce challenges "close enough" to the projected CR no matter what corner cases the GM has to solve, which is "close enough" to place such foes in an adventure and figure out the treasure and experience players get for defeating it.

DIAMOND

CR +2

A diamond creature is made of living diamond, making it an incredibly tough foe able to shrug off attacks and soak a tremendous amount of damage. Most diamond creatures are denizens of the deepest sections of the elemental plane of earth, or special mystic guardians created by the gods to protect special sites and holy places.

Diamond Armor (Su): The diamond creature's body is hard as diamond. This gives the diamond creature a bonus to natural armor equal to its Constitution or Charisma bonus (whichever is higher), and 10 temporary hit points per Hit Die. The temporary hit points are restored at dawn each day, but cannot otherwise be healed.

Diamond Blade (Su): The creature can grow a long, sharp blade from its diamond body. This acts as a *keen scimitar of speed* with which the creature is proficient, of the same size as the base creature, which cannot be

disarmed or sundered. The diamond blade gains a +1 enhancement bonus for every 5 Hit Dice of the base creature, to a maximum of a +5 bonus. If the base creature's Dexterity bonus is greater than its Strength bonus, it also gains Weapon Finesse as a bonus feat (if it doesn't already have it).

Notes: When calculating the diamond creature's diamond blade attack, take its base attack bonus, add its Strength or Dexterity bonus (whichever is higher), and the weapon's enhancement bonus (if any). When making a full attack routine, remember to allow the diamond creature two attacks with the diamond blade at its

full attack bonus, due to the weapon's *speed* special ability. If this is strictly superior to the base creature's existing attacks, simply remove them.

DIAMOND SPIDER

A clear, crystal spider the size of a man crawls silently forward, one of its front limbs ending in a wicked, curved blade.

DIAMOND SPIDER	CR 3

Diamond creature   **XP** 800
N Medium vermin
Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 16 (3d8+3) plus 30 temporary hp
Fort +4, **Ref** +4, **Will** +1
Immune mind-affecting effects

OFFENSE

Speed 30 ft., **climb** 30 ft.
Melee diamond blade +5/+5 (1d8, 15–20) or bite +2 (1d6 plus poison)
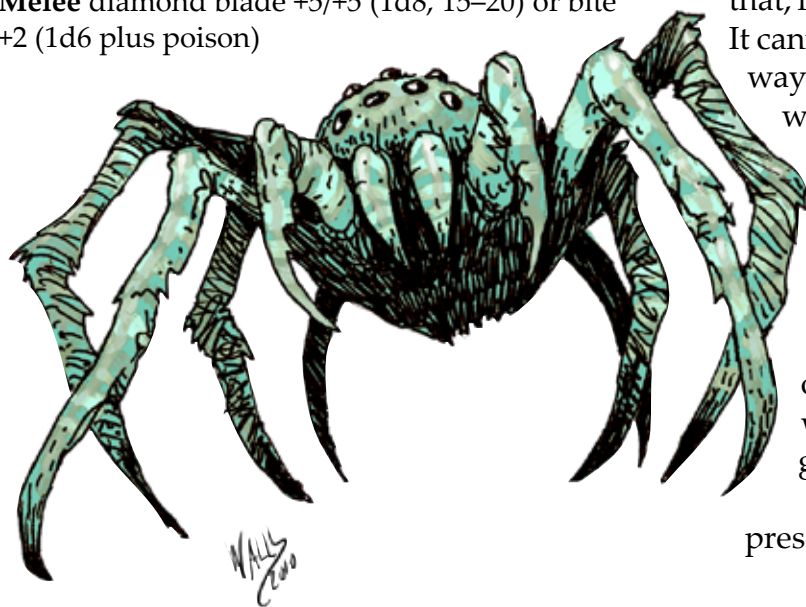
STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)
Skills Acrobatics +11, Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb

ECOLOGY

Environment any
Organization solitary, pair, or colony (3–8)
Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; saving throw Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 saving throw.
Hunting spiders gain a +8 racial modifier on Acrobatics checks. All giant spiders have a +2 racial bonus on poison saving throw DCs.

ETERNAL

CR +2

The eternal template creates a creature that, for the most part, cannot be killed. It cannot even be killed for a while, the way ghosts and liches can. It is, in a word, eternal. The CR adjustment listed is an approximation of what additional resources a group is likely to use up when dealing with a foe that has little regard for its own well-being, and is likely to return at least once before characters realize what they are dealing with and go to plan B.

Unlike most of the options presented in this product, the eternal template should *not* be used just to increase the CR of a foe to make it appropriate for an adventure of a higher level. Instead, this template is presented as a tool to facilitate certain kinds of storylines in ongoing campaigns. To reinforce how campaign-specific the use of this template should be, no sample monster is presented. Instead, the following advice on how to employ eternal creatures is offered as an extended guideline for GMs

If a GM needs a foe that is *nearly* immortal, he can use the eternal template, coupled with a specific weakness that overcomes it. Such a weakness might be a special material (oak wood, jade, onyx, silk, or gold all make fine choices), essentially turning the entire template into a form of super damage reduction. Or the weakness might be conceptual (only a foe that knows the creature's secret true name can slay it, or it can be killed only on a holy day of the religion it once worshiped). Mythology is full of creatures with such weaknesses, and the eternal template is a perfect way to represent some of the old "indestructible" monsters of yore. In any case, a Knowledge check that exceeds the normal monster lore DC by 10, or one coupled with research in a major library, should reveal an eternal creature's weakness.

Eternal creatures that really can't be killed should be limited in other ways. An eternal giant might be the guardian of a holy valley and be unable to leave it. An eternal dragon might sleep for all but one day every year. An eternal goblin might lack the personal power to be more than an annoyance. The GM should think about how the players are expected to overcome the eternal creature (if it is a foe), and why it hasn't taken over the world.

Of course being indestructible is a far cry from being immune to defeat. Unless it can teleport, an eternal creature can be grappled, buried alive, thrown into an indestructible prison, or banished to another plane of reality. Requiring players to use one of these methods to overcome an eternal foe is a particularly harsh encounter, but it might be reasonable for a well-equipped, savvy group of characters.

Eternal (Su): An eternal creature cannot be permanently killed or destroyed. If killed, turned into an undead, polymorphed, petrified, burned, or otherwise destroyed, it returns to life and normal well-being 2d6 minutes later (even if disintegrated), gaining benefits similar to a *true resurrection* coupled with a *heal*. If the location of its body has become hazardous enough to kill it instantly, when the immortal creature returns to life it teleports to the closest safe space. Eternal creatures do not age, eat, sleep, or need to breathe, and they are immune to magic versions of those effects.

The downside of being immortal is an inability to grow and change. The eternal creature never gains any levels or Hit Dice. The effects of being eternal cannot be overcome with even a *wish* spell. Unless the eternal creature has a special weakness (see above), only the direct intervention of a deity can overcome the eternal status.

GHUL
CR +2

Related to (and possibly the origin of) lesser creatures such as ghouls and ghasts, ghuls are a powerful form of undead caused by starvation after turning to cannibalism and grave robbing. They are driven by an endless hunger for the flesh of the living, but otherwise maintain a semblance of civilization. In appearance ghuls are faintly blue-skinned, with pale dead eyes and long, lean frames. The thin-lipped mouth of a ghul is ragged and scabbed, with a deep crimson stain affecting the skin around it, and jagged, yellow teeth within it.

Undead: With the exception of losing their Constitution score (see Lifelike, below), ghul have all the traits and immunities of undead.

Lifelike (Su): Though undead, ghul's bodies continue to go through the motions of life—it breathes, eats, and even rests in a form that appears to be sleeping. This makes it more difficult to determine a ghul is truly undead (+5 to all Knowledge check DCs to determine information about a ghul). It also allows a ghul to maintain a Constitution score, unlike most undead, adding its Constitution bonus to Hit Dice, Fortitude saving throws, skill checks, and the DC of innate attacks. Their apparent vitality is a necromantic illusion, however, and ghuls are as immune to biological weaknesses as any undead.

Exhalation of Death (Su): Ghuls carry the stench of the grave within their rotting bodies, and they can bring forth a powerful breath attack as a standard action. This breath weapon attack fills a 60-foot cone. Living creatures within the area must succeed on a Fortitude saving throw (DC 10 + 1/2 ghul's total HD + ghul's Con modifier) or be nauseated for 1d6+4 rounds and sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by any ghul's exhalation of death for 24 hours. A *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

A creature killed while under the effects of an exhalation of death becomes a ghast (if humanoid) or zombie (if not humanoid) if it had 5 or fewer Hit Dice, and a ghul if it had 6 or more. It rises in undeath 1d6 hours after being slain. A *remove curse*, *neutralize poison*, or similar spell cast on its body during this incubation period might prevent the corpse from becoming undead. The caster of such a spell must make a caster level check (DC 10 + HD of ghul that affected the target with exhalation of death), and on a successful check the corpse does not become an undead.

Paralysis (Ex): Any creature hit by a ghul's melee attack (even if the ghul is using a weapon) is exposed to a paralysis effect. This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a target can resist it with a Fortitude saving throw (DC 10 + 1/2 ghul's total HD + ghul's Con modifier). On a failed saving throw, the target is paralyzed for 1d4+1 rounds. Unlike *hold person* and similar effects, a paralysis effect does not allow a new saving throw each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and it falls. A swimmer can't swim and might drown.

Notes: The ghul can be applied to any corporeal creature that isn't already undead (or lifeless, such as many golems). The lifelike property makes them excellent

for situations where an undead is trying to conceal its nature, and the fact you don't have to replace Constitution modifiers with Charisma modifiers in the stat block makes it much faster to create than a vampire or similar undead.

DRAGHUL

The long, lean neck of the emaciated, pale blue dragon's body uncurls to reveal a head dominated by a pair of glairing, milky eyes and rows of teeth jutting forth from bright crimson gums.

DRAGHUL	CR 12

Adult white dragon ghul creature   **XP** 19,200
CE Large undead (cold)
Init +5; **Senses** dragon senses, snow vision; Perception +22
Aura cold (5 ft., 1d6 cold damage), frightful presence (180 ft., DC 17)

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, –1 size)
hp 149 (13d12+65)
Fort +13, **Ref** +9, **Will** +10
DR 5/magic; **Immune** cold, paralysis, sleep, undead traits; SR 21
Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.
Melee bite +20 (2d6+10/19–20 plus paralysis), 2 claws +19 (1d8+7 plus paralysis), 2 wings +14 (1d6+3 plus paralysis), tail slap +14 (1d8+10 plus paralysis)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (40-ft. cone, DC 21, 12d4 cold), exhalation of death (60-ft. cone, DC 21), paralysis (DC 21)

Spell-Like Abilities (CL 13th)
    At will—*fog cloud, gust of wind*
Spells Known (CL 1st)
    1st (4/day)—*mage armor, shield*
    0-level (at will)—*dancing lights, detect magic, ray of frost, mending*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12
Base Atk +13; **CMB** +21; **CMD** 32 (36 vs. trip)
Feats Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Power Attack, Vital Strike, Weapon Focus (bite)
Skills Fly +11, Intimidate +17, Knowledge (arcana) +17, Perception +22, Spellcraft +17, Stealth +13, Swim +31
Languages Common, Draconic
SQ icewalking, ice shape

MIGHTY

CR +5

A mighty creature is a stronger, more powerful version of a typical example of its kind. The mighty template is a great way to create pack leaders, chieftains, warlords, and feared albino oddities of great size and speed that terrorize countrysides and trade routes. In many ways the mighty template is a step up from the "advanced" template found in the *Bestiary*.

Mighty: A mighty creature gains +10 bonus hit points per Hit Die (minimum +50), +5 dodge bonus to AC, +5 bonus to initiative, all saving throws, damage, ability checks, and skill checks. It also gains a +30-foot bonus to its speed (to a maximum of double), +10 to all attack rolls and CMB, and +15 to CMD. The saving throw DC for any ability or spell of a mighty creature is increased by 7.
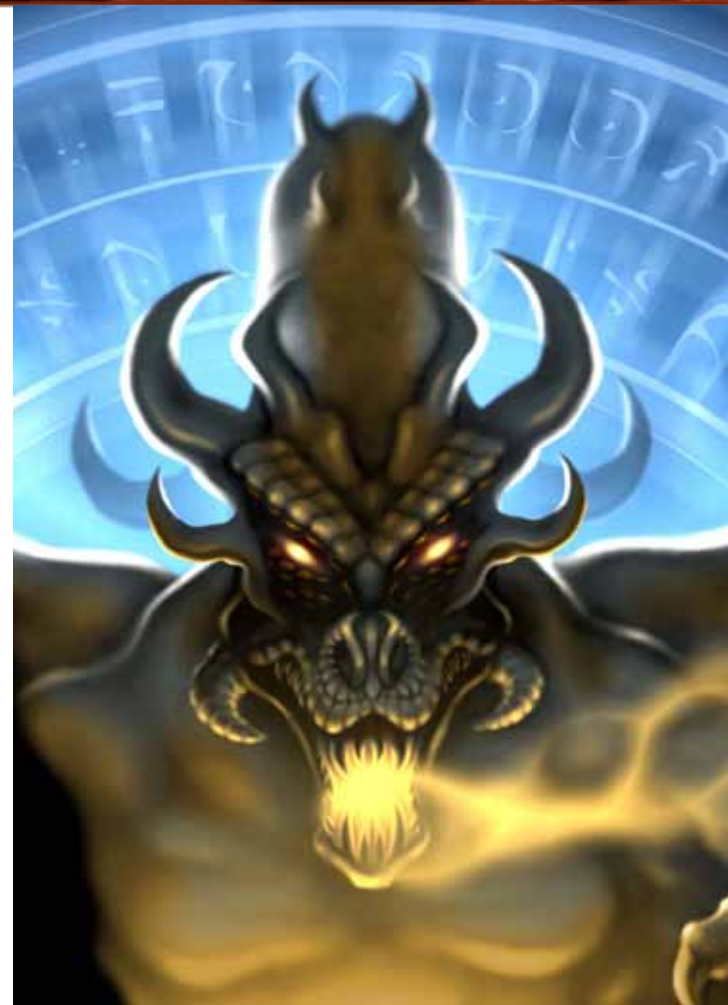
Damage Reduction (Ex): A mighty creature shrugs off a part of the mundane damage it takes. It gains DR 1/— for every three full Hit Dice it possesses. This overlaps (does not stack with) any other DR the base creature might have.

Immunities: A mighty creature is immune to mind-affecting abilities, sleep, and paralysis.

Spell Resistance: A mighty creature ignores a percentage of the spells that would affect a lesser creature. It might have a mystic ability

to negate such magic, or the spell resistance might represent a "super saving throw"—the mighty creature's ability to shrug off damage, focus past enchantments, and dodge spells with breathtaking speed. The mighty creature's SR is equal to the base creature's CR +12.

Mighty Cyclops

A single huge eye stares from the forehead of this twelve-foot-tall giant. Above this sole orb, a curved horn grows from the creature's massive brow. Two shaggy, oxlike legs that end in huge black hooves support its heavy frame.

Mighty Cyclops	CR 10

Mighty creature   **XP** 9,600
NE Large humanoid (giant)
Init +4; **Senses** low-light vision; Perception +11

Defense

AC 24, touch 13, flat-footed 24 (+4 armor, –1 Dex, +7 natural, –1 size, +5 dodge)
hp 165 (10d8+20+100)
Fort +14, **Ref** +7, **Will** +9
DR 3/—; **Defensive Abilities** ferocity; **Immune** mind-affecting, paralysis, sleep; **SR** 17

Offense

Speed 60 ft.
Melee greataxe +21/+16 (3d6+12/x3)
Ranged heavy crossbow +15 (2d8+5/19–20)
Space 10 ft.; **Reach** 10 ft.

Statistics

Str 21, **Dex** 8, **Con** 15, **Int** 10, **Wis** 13, **Cha** 8
Base Atk +17; **CMB** +23; **CMD** 37
Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack
Skills Intimidate +14, Perception +16, Profession (soothsayer) +15 Sense Motive +10, Survival +11; Racial Modifiers +8 Perception
Languages Common, Cyclops, Giant
SQ flash of insight

Ecology

Environment any temperate or tropical
Organization solitary
Treasure standard (hide armor, Large greataxe, Large heavy crossbow, other treasure)

Special Abilities

Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and it cannot be applied to the rolls of others.
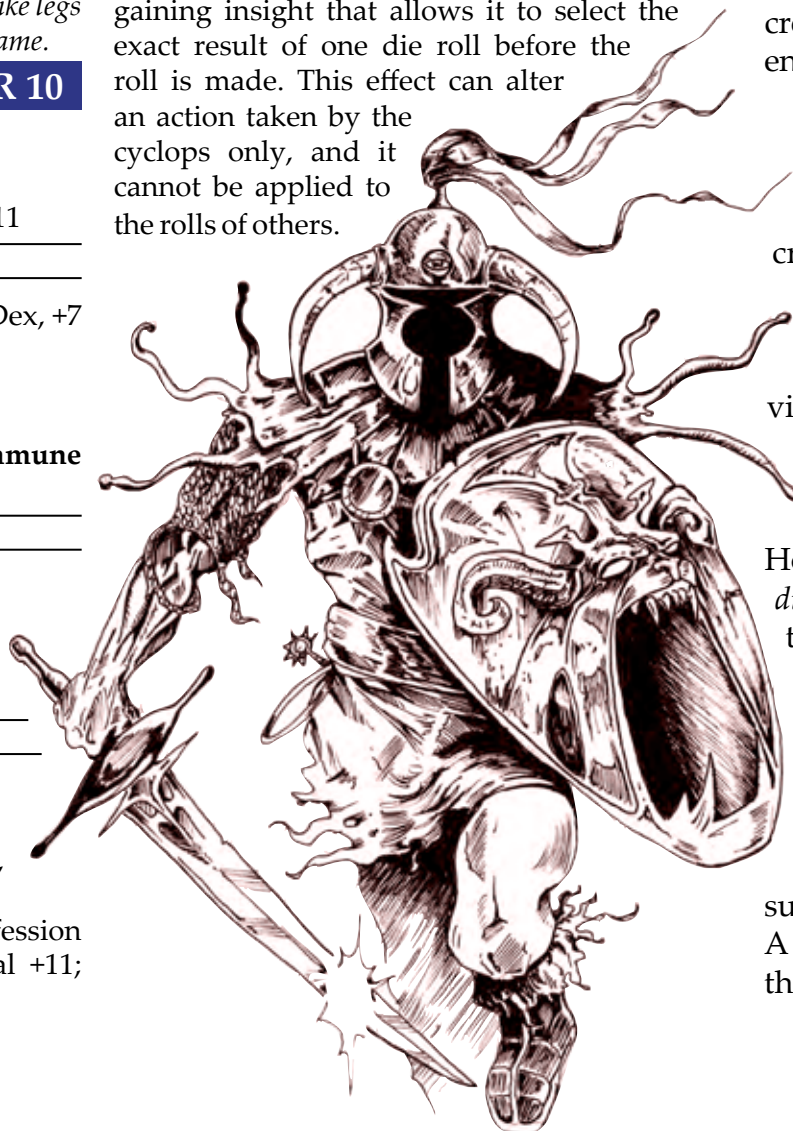
MISSING
CR +3

The missing template can be added to any corporeal creature to represent a creature with innate *displacement* and *invisibility* abilities. Such creatures might be the result of arcane experimentation by mad wizards, represent a new type of magical creature, or be the result of a mystic accident when creatures are exposed to powerful planar energies.

Type: If the creature is an animal, it becomes a magical beast. If it is a humanoid, it becomes a monstrous humanoid. Do not change the base creature's statistics to represent the new type. All other creatures retain the type of the base creature.

Displacement (Su): Even when visible, the missing creature appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals the creature's location accurately.

Evasion (Ex): A missing creature can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. A helpless missing creature does not gain the benefit of evasion.

Invisibility (Su): Whenever the creature does not attack for 1 full round, it becomes *invisible* (as the spell) as a free action. In addition to becoming visible if it attacks, the missing creature becomes visible if it takes hit point damage. If made visible by this second method, the missing creature becomes invisible again at the beginning of its next turn (though it might immediately become visible by attacking on that turn).

Shadowed (Su): A missing creature gains a bonus to Stealth checks equal to its Hit Dice, and it can make Stealth checks even when observed or in normal or bright light.

Missing Lynx

A mighty growl issues from the air, but the great cat making it remains elusive—no more than a shadow at the edge of your vision.

Missing Lynx	CR 5

Leopard missing creature　　　**XP** 1,600
N Medium magical beast
Init +4; **Senses** low-light vision, scent; Per +5

Defense

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)
hp 19 (3d8+6)
Fort +5, **Ref** +7, **Will** +2
Defensive Abilities displacement, evasion, invisibility

Offense

Speed 30 ft., climb 20 ft.
Melee bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3)
Special Attacks pounce, rake (2 claws +6, 1d3+3)

Statistics

Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 19 (23 vs. trip)
Feats Skill Focus (Stealth), Weapon Finesse
Skills Acrobatics +8, Climb +11, Perception +5, Stealth +14 (+18 in undergrowth); Racial Modifiers +4 on Stealth in undergrowth, +3 to all Stealth.
SQ Shadowed

Ecology

Environment any forest
Organization solitary or pair
Treasure none

TWO-HEADED
CR +1 OR +2, SEE BELOW

A two-headed creature is one skull up on a one-headed version of the same thing. It might be a freak of nature (possibly showing signs of deformity), a superior individual marked by the gods (often showing unusual coloring or marks upon it), or an example of a separate, if related, species (as ettins are to ogres and hill giants).

Two-headed creatures gain a bit more offensive power, but aren't any harder to kill than their monocranial cousins. Thus most are +1 CR, though those with breath weapons or gaze attacks (anything for which the Two Heads are Better ability applies) become +2 CR due to the increased danger.

Double Bite (Ex): If the base creature has a bite attack, it now has two bite attacks.

Improved Multiple Attacks (Ex): Because the two-headed creature has two brains, it can easily control multiple attacks without penalty. Two-headed creatures never take penalties to attack or damage from making multiple attacks. As a standard action, the creature can make two attacks. If these two attacks are the same primary attack (two bites, two weapon attacks, two claws) they both add {{$ts}}1 1/2 the creatures Strength bonus to damage.

Two Heads are Better: A two-headed creature with a special attack based on the head (usually a breath weapon or gaze attack) has two special options. First, it can use just one head to make one of those attacks that normally requires a standard action as a swift action. Alternatively, it can use both heads for the attack, taking a standard action, and increasing

any attack roll or saving throw DC of the special attack by +2. If these attacks cannot normally be made every round, the delay before they can be used again is halved.

Bonus Feats: Two-headed creatures get Alertness and Combat Reflexes as bonus feats.

Two-Headed Winter Worg

This bear-sized wolf has two heads with slavering jaws, white fur, and a rime of frost around its muzzle. Its eyes are pale blue, almost white in color.

Two-Headed Winter Worg	CR 7

Wolf two-headed creature   **XP** 3,200
NE Large magical beast (cold)
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

Defense

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)
hp 57 (6d10+24)
Fort +9, **Ref** +6, **Will** +3
Immune cold
Weaknesses vulnerability to fire

Offense

Speed 30 ft.
Melee bite +10/+10 (1d8+7 plus 1d6 cold and trip)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (every 1d2 rounds: standard action, 15-ft. cone, 6d6 cold damage, Reflex half DC 19; or swift action, 15-ft. cone, 6d6 cold damage, Reflex half DC 17)

Statistics

Str 20, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10
Base Atk +6; **CMB** +12; **CMD** 23 (27 vs. trip)
Feats Alertness (B), Combat Reflexes (B), Improved Initiative, Run, Skill Focus (Perception)

Skills Perception +13, Sense Motive +3, Stealth +4 (+10 in snow), Survival +5; Racial Modifiers +2 Perception, +2 Stealth (+8 in snow), +2 Survival
Languages Common, Giant

Ecology

Environment cold forests and plains
Organization solitary, pair, or pack (6–11)
Treasure standard

Winter wolves are larger, smarter, more ferocious variants of worgs with white fur and a deadly breath weapon.

A typical winter wolf is 8 feet long, stands 4-1/2 feet tall at the shoulder, and weighs about 450 pounds. Winter wolves often ally themselves with frost giants, hill giants, and other large humanoids, serving entire tribes of giants as both scouts and guards.

VARIANTS: MULTI-HEADED

The same ideas that make the two-headed template can be expanded for three-headed, four-headed, even eight-headed monsters. The CR does go up, though not as dramatically (an additional +1 CR for 3–4 headed, +2 for 5–7 heads, +3 CR for 8–12 heads). Add bite attacks, racial bonuses to Perception, and bonuses to head-based special attacks and to saving throw DCs equal to the additional heads you bolt on to the base creature.

WE ERR ON THE SIDE OF AWESOME!

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