Rite Publishing Presents:

**Book of Monster Templates**

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**Dedication: To Duane H. Russell**

A father slays all the monsters under your bed.

_“Every monster is the hero of its own story”_
## Book of Monster Templates
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And So It Begins: Monster templates, they can make what seems old and cliché different and new again. You get all of the nostalgia of the owl bear with new and evocative mechanics of a template. These changes can surprise and confound even veteran players, especially the loremaster of your group that has memorized every monster in the Pathfinder Bestiary, and probably a few other monster books as well. Within these pages, you will find 32 new templates, each one selected with a theme in mind unaddressed in previous template collections such as the now iconic Advanced Bestiary from Green Ronin or less well-known Book of Templates from Silverthrone/Goodman Games.

After the core monster book, those two collections are what I use most when it comes time to create a new adversary for my game. Yet I always wanted more, so I began my collection that includes a print copy or PDF of every OGL monster book available for sale (along with a few freebies). But repeatedly I found myself returning to templates. Players, especially veteran players, have expectations and an emotional response when they come to the realization that they are fighting a Balor demon. This is turned up to eleven when they realize this is not the standard Balor, because a template has been applied. When I decided that I wanted Rite Publishing to create a bestiary in support of the Pathfinder Roleplaying Game I knew it would be the Book of Monster Templates.

Template Monsters Quickly: Each template has a very specific format that should allow you to modify a monster in under 5 minutes. Simply start at the top of the creature, and at the top of the template, then work your way down applying the template as you go. Don’t worry about the ability scores, when you get down to those changes you will find that there is a detailed list of what has to be changed in the statblock (you may, however, need to pay close attention if a monsters melee attack deals one and half Strength damage). In addition, all of the templates are on their own one or two page spreads, for ease of reference.

Unique Sample Creatures: With a few exceptions, the sample monsters we have applied templates to in this book are from Open Gaming Licensed (OGL) books beyond the Pathfinder Bestiary (see Section 15 of our Open License for a complete List). You can easily template a monster from the Pathfinder Bestiary, this product assumes you already own that book and since Rite Publishing is a third party publisher it’s quite likely that you may own other OGL monster books as well. However, even if you don’t own as many monster books as I do, everything you need to run these creatures is supplied within. This will provide truly unique encounters for your veteran players, and if you have run these monsters before you get to take advantage of those preconceived notions and their previous emotional response. Moreover, as a Third Party Publisher, we have the option of pushing the boundaries of traditional design and conventional wisdom.

Start Fighting Now: These sample creature all have quick reference tactics so that if you want a quick monster to throw at the party, without having a detailed plan for the encounter, you can do so with alacrity.

Monstrous Point of View: Except where a creature’s intelligence prohibits communication, you will find the sample monster’s description section provides a first person point of view covering its appearance, attitude, aspirations and an account of its species deeds. This is provided so that if a DM chooses to use them as more than just a combat encounter, he has a reasonable expectation of how that creature will react and it provides a “voice” that the GM can draw inspiration from in his portrayal of the monster. The account of deeds is specific to the Questhaven Campaign Setting, but it retains a modular design supported by the glossary at the back of this book.

“What The Hell Is That?”: Lore DCs are for when the character is either smarter, or far more knowledgeable about a creature, than a player. You roll and the PC finds out all the information of the DC it met or exceeded. Sometimes the unknown can be frightening, but sometimes ignorance is its own kind of courage. If a player learns that what the local peasant refers to as the Broken Beast is actually an Accursed Tarrasque the response is dramatically different.

More Than One Way: Applying a template is not the only way to change a monstrous encounter, each section contains one or two Monstrous Feats that a different version possessing the abilities of the new monster could have so that if they fight this creature, yet again, it can be a radically different encounter.

You’ve Got Your Ecology In My Encounter: Ecology does not have to be just fluff, how a creature relates to its environment can have a huge impact on what it will look like, how it will react to you, what its goals are, and some of the more bizarre places and situations in which it can be encountered. You will also find each one listed here has a twist.

Now apply your templates or grab a monster and start challenging, surprising and entertaining your players.

Steven D. Russell
Rite Publishing
Accursed Creature

Some creatures are born deformed, crippled, or stunted. Others suffer under curses and transformations, becoming mockeries of their former existence. Lastly, there are those that are the creations of cruel or insane deities. These creatures are but mere shadows of their true nature, echoes of bygone power; their very life force has become twisted, turned in upon itself so that now it barely clings to existence. These are the accursed creatures and they know only pain, suffering, and madness. Accursed creatures have a bleached and faded appearance, as something in their essential nature gradually disappears from reality; often times their appearance has also become warped as even their very identity is lost.

Creating an Accursed Creature

“Accursed creature” is an acquired template that can be added to any creature (referred to hereafter as the base creature).

An accursed creature uses all the base creature’s statistics and special abilities except as noted here.

CR: An accursed creature has a CR equal to half the base creature’s CR.

Alignment: Change the creature’s alignment to any chaotic.

Armor Class: An accursed creature’s natural armor bonus, deflection bonus, and insight bonus to AC (if any) are reduced by half.

Saves: An accursed creature suffers a –5 penalty on all saving throws.

Defenses/Qualities: Decrease the numeric value of any special ability by half, for example channel resistance +2 becomes channel resistance +1, damage reduction 10/adamantine becomes 5/adamantine, Resist energy 30 becomes 15, SR 20 becomes SR 10, regeneration 6 becomes 3 etc. Immunities change to resist 30 or a +8 bonus to their saving throw against that type of effect.

Special Abilities: An accursed creature gains the following special abilities.

Accursed Caster (Ex): If the base creature has a caster level for any of its abilities, decrease that caster level by half, the creature also loses access to its highest level of spell-like abilities and cannot use any of them more than 1/day.

Deformed Nature (Su): Select one of the creature’s special abilities and remove it, this removal should be accompanied by a change to its physical appearance; a balor that loses its vorpal strike might have only one arm. If the creature has, multiple natural attacks remove one of these attack forms as well. A dragon without its breath weapon and bite attack might have no mouth, instead breathing only through its nose.

Faded Existence (Su): Accursed creatures are only half (50%) as strong as nonaccursed creatures, though creatures who believe the accursed creatures to be real are affected by them at full strength. Any creature that interacts with the accursed can make a Will save (DC 5 +1/2 the accursed creature’s HD + its Charisma modifier) to recognize its true nature. Upon a successful save, the victim only suffers half damage from any of the accursed creature’s melee, ranged, or special attacks.

Reversal (Ex): Upon an accursed creature’s death, surrender, or flight from battle, any supernatural, spell, or spell-like effects that did not cause hit point damage it created during the previous hour are undone. This may include, but is not limited to, ability drain, magical fear, or paralysis, and death effects (such as wail of the banshee or an infernal duke’s death mastery ability), many accursed creatures plead for their lives by reversing these effects.

Abilities: Decrease from the base creature to a minimum of 1 as follows: Str -10 (-5 to attack and damage, -5 to Climb and Swim skill checks, -5 to Strength, and CMB checks, -5 to CMD), Dex -10 (-5 to Ranged attack rolls; AC and touch AC, and Ref saves, Initiative, -5 to Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth checks, -5 to any of the base creature’s Dexterity-based DCs), Con -10 (-5 hp per HD, -5 to Fortitude saves, and any of the base creature’s Constitution-based DCs), Int -10 (remove 4 languages to a minimum of 1, remove 4 skill points per HD to a minimum of 1 per HD, -5 to Appraise, Craft, Knowledge, Linguistics, and Spellcraft checks -5 to any of the base creature’s Intelligence-based DCs), Wis -10 (-5 to Will saves, -5 to Heal, Perception, Profession, Sense Motive and Survival checks, add -5 to any of the base creature’s Wisdom-based DCs), -5 to any of the base creature’s Charisma-based DCs.

Feats: The base creature may lose access to certain feats due to not meeting the ability score prerequisites.
**Broken Beast**

**CR 12**

XP 19,200

Accursed Tarrasque

CN Colossal Magical Beast

Init +2; Senses low-light vision, scent; Perception +38

Aura frightful presence (150 ft., DC 22)

**Defense**

AC 17, touch -3, flat-footed 17 (-2Dex, +17 natural, −8 size)

hp 375 (30d10+210); regeneration 20 (acid and fire)

Fort +21, Ref +12, Will +2 (+8 to save against ability damage, bleed, death effects, disease, energy drain, mind-affecting effects, paralysis, permanent wounds, petrification, poison, and polymorph)

DR 7/epic; Resist acid, fire 30; SR 18

**Offense**

Speed 40 ft.

Melee bite +32 (4d8+10/15–20/x3 plus grab), 2 claws +32 (1d12+10), tail slap +32 (3d8+5)

Ranged 3 spines +20 (2d10+10/x3)

Space 30 ft.; Reach 30 ft. (60 ft. with tail slap)

Special Attacks faded existence (DC 17) rush, spines, swallow whole (3d6+15 plus 3d6 acid, AC 18, hp 37)

**Tactics**

**During Combat:** Broken Beasts have no battle tactics; they seek to simply annihilate their opponents. If they even think to use their power attack ability it is an all or nothing proposition. The same happens with its bull rush feat if it uses it, it continues to use it for the remainder of an encounter, regardless of whether or not it’s effective.

**Morale:** Broken Beasts tend to flee if they are seriously hurt or wounded by their opponents, as they cannot handle additional pain.

**Statistics**

Str 31, Dex 6, Con 24, Int 1, Wis 5, Cha 4

Base Atk +30; CMB +48 (+52 grapple); CMD 56

Feats Awesome Blow, Blind-Fight, Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Run, Stunning Critical

**Ecology**

Environment any

Organization solitary

Treasure none

**Special Abilities**

**Powerful Leaper (Ex)** The Broken Beast uses its Strength to modify Acrobatics checks made to jump, and has a +24 racial bonus on Acrobatics checks made to jump.

**Regeneration (Ex)** Acid and fire suppress the Broken Beast’s regeneration—it regenerates

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*This skinless pathetic pale beast towers over the surroundings like some abominable dinosaur, all teeth, claws, and thrashing tail.*

Skills Acrobatics −2 (+34 when jumping), Perception +38; **Racial Modifiers** +8 Perception

Languages Aklo (cannot speak)

SQ deformed nature (carapace), powerful leaper, reversal (frightful presence)
even if disintegrated, but not a death effect. If the Broken Beast fails a save against an effect that would kill it instantly, excluding death effects, it rises from death 3 rounds later with 1 hit point if no further damage is inflicted upon its remains. It can be banished or otherwise transported as a means to save a region, but the method to truly kill it requires fire, acid or a death effect.

**Rush (Ex)** Once per minute for 1 round, the Broken Beast can move at a speed of 75 feet. This increases its Acrobatics bonus on checks made to jump to +53.

**Spines (Ex)** The Broken Beast can launch a volley of three spear-like spines from its body as a standard action with a toss of its head or a lash of its tail. Make an attack roll for each spine—all targets must be within 15 feet of each other. The spines have a range increment of 60 ft.

**Description:**
"I looked into the Broken Beast’s mind; it was like peering into the mind of a rabies-riddled dog, which had been hit in the head with a rock, twenty-seven times."

-Excerpt from *Pathetic Monsters* by Qwilion of Questhaven.

I have found two records of Broken Beasts in the Imperial records and of course the most recent sighting around Mt. Jotunheim. They are most assuredly the size and dimensions of a Tarrasque though lacking its carapace, horns and outer layer of armored reptilian skin.

This creature is in no way the equal of a Tarrasque, and is truly a pale imitation of that dreaded creature. It is, however, more prone to violence than the greater brethren due to the constant maddening pain that it suffers from. It is my humble opinion that its very existence causes this pain.

This poor miserable creature seeks only to eat, sleep, and relieve the pain it cannot escape from. In the records of which I spoke, the first appeared at the sight of the sacred winery of Our Mother of Madness. The Emperor Cynmark notes that he believed it to be the creation of the mad goddess, yet I found another contradictory record of another that apparently was the result of a failed effort to create a controllable Tarrasque. He considered the Broken Beast a partial success. Finally, we have the Lady of Inspiration Beast; the Circle of Heroes slew it during the Questor’s Rebellion. Of course, now we have a new Broken Beast stalking the night in the lands of the giants.

**Lore**

(Knowledge Arcana)

*Common (DC 12):* This magical beast bears the name Broken Beast; it is a pitiful imitation of the dreaded Tarrasque.

*Uncommon (DC 17):* Other creatures similar to this are known as “Accursed”; read excerpt from *Pathetic Monsters.*

*Rare DC (22):* Accursed Creatures possesses none of the immunities of their greater brethren; though they can possess many of their resistances in a lesser form. They often lack some of the attacks for special abilities in their accursed form. In the case of the Broken Beast they can be permanently killed, lack the carapace, and many of their spines.

*Obscure (DC 32):* Fire, acid, and spells of death are able to overcome the regeneration of the Broken Beast.

*Epic (DC 42):* Legends say that accursed creatures are the failed results of the many mystical attempts to crossbreed the various monstrosities that exist in our world. The Sacred Vineyards of Our Mother of Madness teach that the goddess favors these fell creatures.

**Monstrous Feats**

**STOMP [Combat]**
You cause the ground to shudder.

**Prerequisites:** Size Large, Strength 19*

**Benefits:** You can stamp your foot or slam your fist on the ground (as a standard action), causing it to shake. All creatures smaller than you, within 10 feet per size category above Medium you possess, must make an Acrobatics check (DC 10 + your Strength modifier) or fall prone.

**Ecology Encounter (EL Varies)**
A call goes out across the land sent out by the Circle of Heroes and the Questor’s Society, they are offering a reward for those who hunt down and kill the Broken Beast of Mt. Jotunheim. The beast is difficult to locate in the land of the giants, as it is using their hard packed trails and paved roads, along with the constant fog and rain that dominates the mountains weather, to cover its trail and it becomes more and more difficult to follow. It is only traveling and attacking at night, which is not unusual for an animal. It never attacks the same giant encampment twice. As time goes on it even seems to be using intelligent tactics.

**Encounter Enhancements:** Nighttime, Rain, Fog.

**Twist:** There are two of the beasts dominated by a giant hating, dwarven created, Ironborn cleric.