RPGstuck 2e Monster Manual

Introduction

This document is a list of pre-generated creatures that may be used to populate the lands you create for your players. This is not a concrete set of statistics that you are required to use, and you are free *(and encouraged to)* edit the numbers, names, and descriptions of creatures to fit your session specific needs.

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Creature Statistics

Each creature presented will have an array of stats similar to a player. Although there are a few marked differences.

Creature Types
All creatures have a type assigned to them. These types oftentimes dictate certain rules that are applied to these monsters. Most but not all examples are listed below.

- **Underling:** These are the most common creatures found in the game. They are usually mono-colored creatures. These creatures do not often have much motive other than attacking the player, though they can have certain personalities outlined in their individual stat blocks. They count as Beasts for the Beast Control psionic power. These creatures drop **Grist**.

- **Carapacians:** These are the inhabitants of the planets **Prospit** and **Derse**. Carapacians are either white if from Prospit, or black if from Derse. The majority of them are humanoid creatures that are most often found on their home planets, or fighting on the Battlefield for their respective side. There also exist massive, genetically engineered carapacians created in the labs in the Veil meteors. These monstrosities are almost always hostile and are the equivalent of massive war machines for their planet.

- **Beast:** These are animals. They are regular fauna that would be at home on Earth, Alternia, or any other home planet; the definition can be extended to other extraterrestrial beings.

- **Undead:** Creatures that have been reanimated into un-life. Additionally, effects that heal the living damage Undead creatures. These creatures drop **Grist**. Undead can choose to add their Charisma modifier instead of Constitution modifier to their hit point total. *For players, Jade-blooded trolls who have activated their Rainbowdrinker Racial power are not considered traditional Undead.*

- **Construct:** These are creatures that are neither alive nor undead. Constructs are normally inanimate objects given some form of animation through magic or other means. **They are immune to all mental effects**, including mind control and intimidation.

- **Consorts:** These are creatures which populate any and all lands in SBURB. All consorts on a given land share a color and a species. Consorts tend to be chatty, unintelligent creatures not dissimilar to a small child, though variations occur. They are the dominant NPCs on nearly every land. It is possible for Consorts to find ways to distinguish themselves, like forming cults based on lost players objects, joining cults formed by players, and generally doing cult-like things. Consorts enjoy cults, apparently.

Size

Size determines the amount of space that a creature takes up based on its size category. Size may also affect other things, such as your ability to grapple a creature.

- **Grappling Sizes**
    - *Normal*: This creature can be grappled as normal
        - *Small and Medium creatures*
    - *XL*: This creature has two checks made when trying to grapple it.
        - *Large and Huge creatures*
    - *Titanic*: This creature can be climbed to reach weak spots.
        - *Gargantuan creatures*

- **Size Category**

Size	Space	Height
Small	2.5 x 2.5 ft.	2~4 ft.
Medium	5 x 5 ft.	4~8 ft.
Large	10 x 10 ft.	8~16 ft.
Huge	15 x 15 ft.	16~32 ft.
Gargantuan	20 x 20 ft.	32+ ft.

Creature Tiers

Tiers are an assessment of a creature's overall difficulty level. They are primarily used for calculating Grist drops (for Underlings), and for determining Experience gained for their defeat.

Proficiency

Creatures gain a proficiency bonus equal to half their tier level, rounded down.

Armor Class

Armor Class applies to monsters just as it does to players.

Aegis/Rupture

Some monsters have an innate Aegis or Rupture value listed. Aegis reduces damage taken, Rupture increases damage taken. Further information about Aegis and Rupture can be found in the Special Abilities section.

Hit Points

Every creature has both a flat number and a die roll alternative for determining its hit points. Either may be used at the DM's prudence.

Speed

A creature's speed will be listed here. If it has a different speed than usual for other forms of movement, such as climbing, it will be listed here.

Skills

Creatures can have skills listed. The skill numbers are taken as is; you do not add the monsters regular ability modifiers to the roll on top of the skill modifier presented. For example, Ogres have a +6 modifier to the Athletics skill. Any checks utilizing the Athletics skill should be rolled with a +6.

Special Attributes

Creatures can have a wide variety of effects. If the creature has RP, it will be listed here.

Actions

Each action profile lists the type of action it requires, any RP cost, and specifies whether it's an attack or ability. If the former, it will also specify the type of attack, its range, the targets, the attack roll, and the damage roll. If it does not have an attack roll, assume it automatically hits.

- ***Giga-Slam:*** *Major action -* *Melee weapon attack, 15 ft. range, up to two adjacent targets, +11 to hit, 3d10+8 damage, inflicts Sunder (2, 3 rounds), reducing the the target's AC by 2 for 3 rounds.*
    - *Minor action -* *On hit, make a grapple action with halved Athletics modifier.*

Actions may have other actions indented under them, such as the above. These actions may only be used after its parent action have been used that turn.

If an indented action has an RP cost, such as the following:

- ***Fireball:*** *Major action + 1 RP -* *Psionic attack, 60 ft. range, single-target, +14 to hit vs Reflex, 1d8+5 damage, throw two Fireballs.*
    - *2 RP -* *As base, but throw four Fireballs.*

Using the indented cost **replaces** the original action's cost. Any actions with the indented cost must be used on top of the base action as well.

Experience, Grist, Vitality Gel, and Monster Tier

Vitality Gel

Vitality Gel is dropped at the end of a strife, slightly healing the player. This Gel heals the player for HD average + player's CON modifier + Tier of the highest tier creature in the strife. This Gel has no effect if the player is at zero hit points.

- For example, a player with Con 14 (+2) finishes a strife with an Ogre, Basilisk, and Lich. They would heal for 3 + 2 + 4 = 9 hit points at the end of the strife.

Experience and Grist

Experience and Grist are determined by a creature's listed Tier using the table below. **Note that every creature in this manual has XP and grist drops listed on their stat block for easy reference.**

- Monsters drop grist amounts determined by the formula *(Monster Tier - Grist Tier)*. When rolling grist, subtract the Grist Tier from the Monster Tier to find the appropriate Grist drop.
  - For example, when rolling grist for a Basilisk, a Tier 3 creature, the formula becomes *(3 - Grist Tier)*.
  - Build grist is *(3 - 0)*, which means you would roll 1d8+10 to determine the build grist acquired.
  - Tier 1 grist is *(3 - 1) = 2*, which is 1d6+5 tier one grist acquired, and so on until the formula equals 0, wherein you would roll 1d2+2 for the last tier of grist, equal to the monster's tier.

Monster Tier	Grist (Monster tier - grist tier)	Exp per monster	Rough Player Level Estimate for Combat
0	1d2+2 (3)	no	hell no
1	1d3+3 (5)	10	1
2	1d6+5 (8)	20	3
3	1d8+10 (14)	35	6
4	2d6+16 (23)	60	9
5	2d12+25 (38)	100	12
6	2d20+45 (66)	160	15

7	8d8+80 (116)	275	18
8	6d20+130 (193)	450	21
9	10d20+225 (330)	750	24
10	12d30+380 (566)	1225	30

Alchemy Costs

As a rule of thumb, *a tiered item's grist cost should be roughly equal to the grist dropped by two monsters of the target tier,* except Build Grist. Once your player has killed their first two Imps (T1), they are ready to create one T1 item. It will cost them two more Imps before they can afford to upgrade a second item to T1. Killing two Ogres (T2) nets sufficient grist drops to create a T2 item, and so on.

Following this formula and the pricing guide below, a player should be capable of upgrading their Armor, both Specibi, and house (Housebuilding link here!) over the course of leveling through each tier of monsters, while still leaving some spare grist for experimenting with alchemy or side-grades.

Tier 0 is comprised of mundane items with no enhanced properties whatsoever. These items should only ever cost Build Grist, with the amount scaling off of the physical size of the item created. Feel free to adjust the price up and down for items of lesser or greater complexity (For example, a severed troll's arm could fetch a higher grist price than a tree branch of similar size and weight).

T10, Releasing the Grist Horde: Ordinarily, T10 items will only become available after the player defeats their Denizen (a T10 encounter) or makes their Choice, which releases the Grist Horde needed for the Ultimate Alchemy. Once this point is reached, the player is assumed to have more grist than they would ever know what to do with, which can be used to alchemize endgame gear without the need for tracking prices and amounts. However, a T10 pricing guide and grist drop is available for use in sessions that will not be going by what is ordinary. The same rules apply: two T10 monsters will yield enough grist to afford one T10 item upgrade.

	Grist Cost											
Item Tier	**Build**	**T1**	**T2**	**T3**	**T4**	**T5**	**T6**	**T7**	**T8**	**T9**	**T10**	*Q*
T1	2	5										1
T2	4	10	5									2
T3	6	15	10	5								2

T4	8	25	15	10	5							3
T5	10	40	25	15	10	5						3
T6	12	65	40	25	15	10	5					4
T7	14	120	65	40	25	15	10	5				4
T8	16	200	120	65	40	25	15	10	5			5
T9	18	375	200	120	65	40	25	15	10	5		5
T10	20	600	375	200	120	65	40	25	15	10	5	6

Leveling

Leveling system, as carried over from the Player's Handbook. Experience gain is cumulative as shown below, and does not reset to 0 when leveling up.

Rung	Total XP	Rung	Total XP	Rung	Total XP
1	0	11	730	21	5,165
2	20	12	910	22	6,065
3	50	13	1,160	23	7,190
4	90	14	1,460	24	8,540
5	140	15	1,780	25	10,040
6	200	16	2,180	26	11,740
7	270	17	2,660	27	13,615
8	355	18	3,110	28	15,665
9	460	19	3,660	29	17,915
10	580	20	4,340	30	20,365

Special Attributes

Many creatures will have their own special abilities and attributes defined within their sheet. Although every attribute has a full definition on its stat block, a few recurring abilities will be listed here.

Aegis (decreases damage taken)
Some creatures take reduced damage. The exact amount is listed on the creature's profile, below their armor class.

DoT (Damage over Time, inflicts continual damage)
Some creatures can inflict injuries that continue to wound their targets after striking. These effects deal damage at the start of each of the affected target's turns. Being set on Fire is one prominent example of a DoT.

Fade (reduces resistances)
As the status condition, it reduces all resistances. Unlike the Player's Handbook, however, Fade inflicted by monsters lasts a specific duration, **usually a few rounds**.

Sunder (reduces AC)
Some creatures can damage their targets' armor, temporarily reducing them. Sunder, like Fade and Rupture, cannot stack unless specified otherwise, greater Sunder maluses overwriting lesser maluses. Additionally, like Fade, Sunder only lasts for a stated duration, **usually a few rounds.**

Ability damage (lowers player stats)
Some creatures can damage their targets' ability scores, temporarily reducing them. A single point of ability damage can be reduced per hie die spent. All ability damage is reduced on a long rest.
- Constitution damage: **Players are highly recommended to use the Current HP setting on their sheets when tracking your character's hit points while taking Constitution damage**. It will lower player's maximum hit points, but their current hit points is unchanged unless it exceeds their maximum, in which case it will be lowered until it equals the new maximum hit point total.
- Removing Constitution damage will not affect a player's current hit points.

Block (penalizes attack rolls)
Some creatures can inhibit their targets' attack rolls. This is the same Block as defined in the Player's Handbook. Unless otherwise specified, a player cannot be Blocked from more than one source at a time. If multiple Blocks are applied, the highest one will be used.

Multiattack (multiple attacks)

When a creature's attack says it makes multiple attacks, it allows them to make as many attacks as is defined within the ability description, with a single major action. **All attacks must be on the same target** unless specified otherwise.

Ongoing Effects (disrupt to end early)
Some creatures can inflict psionic effects with an ongoing duration. Certain strife specibi, powers, and Steps that disrupt ongoing effects can end these effects. Abilities that inflict ongoing effects will be labeled as such.

Resource Points (aka slots, aka LP, aka EP, aka mana, aka whatever)
There are some creatures who have psionic or otherwise special abilities that use RP (resource points). For all game mechanics these abilities regardless of their intricacies are considered psionic, unless stated to be special abilities.

DM Notes

Combat Encounter Scaling
A player will find one monster of the appropriate creature tier a fair fight, and two creatures a very challenging fight. Three creatures of the same tier is a death sentence.

Prototyping, Alchemy, and You
At the beginning of the game, players will merge their Kernelsprite with different objects of their choice. This stage of the game is called Prototyping, and will have several effects, namely, modifications to underlings and carapacians wearing the Ring of Orbs. As a DM, keeping track of these prototypes is important.

A subset of Underlings will always be affected in the same manner by a given prototype, although effects can vary between types of underlings. Effects range from physical appearance to abilities and even quirky behavior. They will always be affected by at least one of these prototypes, and are commonly affected by several of them at once.

Mechanically, *prototyping and alchemy* should go hand in hand. Underlings tend to gain more prototyping effects the higher tier they are, while alchemy effects also become more powerful or comprehensive as the grist tier rises. And this is before any abilities the players receive from their classpects or any other source. Prototyping effects should be used to ensure that players still have challenging encounters despite the alchemy and classpect powers available to them.

Prototyping and alchemy are difficult things to guide due to their creative natures. The former, however, has a starting point in the [Miscellaneous](#) section in the Directory, where dozens of special attributes are listed for usage and inspiration.

Telegraphing Abilities (tell your players what's up)
Some creatures have abilities that affect what players can do to them that is not immediately clear, such as a psionic's Evocation action giving advantage to all attacks against them. Such conditions should be made clear to the player, in-character or out of character, to keep the flow of a session going smoothly.

Holding Back (when to avoid optimized murder)
Some creatures have abilities that are highly debilitating to the player. Some have abilities that a given player might not have an answer for. Some creatures can combine their abilities to produce a challenge greater than the sum of its parts. In these cases, you should try to hold back as to give them a fighting chance.

Directory

[Underlings](#)

[Carapacians](#)

(Warning: A carapacian of a given tier is stronger than an underling of the same tier. Use with caution.)

[Bosses](#)

(Notes: Bosses are meant for two players, and are tougher, as expected of a boss fight.)

[Miscellaneous](#)

[Denizen](#)

[Monster Workshop](#)

[Alternia (unofficial)](#)

(Warning: A creature of a given tier from this supplement is stronger than an underling of the same tier, and DOES NOT GIVE GRIST. Use with caution.)

[Undead (unofficial)](#)

(Note: Strifes with creatures from this supplement last longer than usual, but are about the same difficulty as underlings.)

[Grimdark (unofficial)](#)

(Warning: A creature from a given tier from this supplement is stronger than an underling of the same tier, DOES NOT GIVE GRIST, and is sometimes outright unfair. Use with great caution.)