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Chapter 1

Introduction

Monsters are all of the various non-humanoid creatures that exist in the world of Rise. Many of them are dangerous, and adventurers may need to fight them. This book describes the rules for monsters, and the combat statistics for a variety of monsters.

Chapter 2

Basic Mechanics

2.1 Starting Abilities

A monster can have many abilities that are not specifically defined by its traits. These abilities should be appropriate for the monster's nature and narrative role. While the rules do not prevent creating a monster with every ability described below, such a creature would be unnecessary complex and would be difficult to integrate into a realistic world.

Attributes

Each of a monster's starting attributes can range from -9 to 3, as appropriate for the type of monster. A monster's attributes scale with level in the same way as character attributes. A monster can also have up to two attributes starting at 4 or 5. In general, a monster with higher starting attributes will be slightly stronger, but not all monsters need to start with the same starting attribute total.

Communication

A monster may know any number of languages. In addition, a monster may also have any number of communication abilities from the following list.

- Telepathy (100 ft. range, willing only)

Damage Resistances

A monster may naturally have damage reduction against up to three specific non-physical damage types. Its damage reduction is equal to its power. In addition, it may be completely immune to a single non-physical damage type.

Movement Speeds

A monster can have a land speed up to ten feet faster than the normal land speed for its size without spending a trait. Some monsters have slower land speeds, or no land speed at all. In addition to a land speed, a monster may have any number of movement speeds from the following list.

- Climb speed (up to a maximum of ten feet faster than a size-appropriate land speed)
- Swim speed (up to a maximum of ten feet faster than a size-appropriate land speed)

These movement speeds are too minor to be worth a trait. More powerful movement speeds can be gained with traits (see Traits, page 9).

Natural Armor

Most monsters have tough hide, armored skin, or similar abilities that make them more difficult to harm. A monster can naturally have up to a +4 bonus to Armor defense without using a trait. Higher bonuses to Armor defense require traits.

Natural Weapons

A monster can have any number of natural weapons.

Power

All monsters have a **power**. A monster's power affects the strength of many of its special abilities. At 1st level, a monster's power is equal to its level + 1. Its power increases with level, as described at Level Advancement, page 3.

Senses

In addition to the normal senses provided by a monster's type (see Types, page 5), it may have any number of special senses from the following list.

- Blindsense (50 ft. range)
- Darkvision (50 ft. range)
- Low-light vision
- Scent
- Tremorsense (50 ft. range)

These senses are too minor to be worth a trait. More powerful senses can be gained with the Superior Senses trait (see page 15).

Skills

A monster may acquire training in skills using the skill points from its base class. Many monsters do not use all of their available skill points.

2.2 Level Advancement

As a monster becomes stronger, it gains levels. When a monster gains a level, it increases its level in a class of its choice, and gains the benefits described for that level in class.

A monster that increases its level also gains the following benefits.

- Every odd level, including 1st level, it gains a trait (see Traits, page 9). At 1st level, it gains a bonus trait, for a total of two traits at 1st level.
- Every level after 1st level, it increases two different attributes of its choice by one.

- Every level after 1st level, it can change any or all of its current traits to new traits. It must currently meet the prerequisites for any new traits, but it does not have to have met those prerequisites when that trait was first acquired. This can allow it to change its 1st level trait into a new trait that it did not meet the prerequisites for at 1st level. However, any traits it gained with special restrictions, such as traits that must be associated with a certain class, can only be changed into other traits that fulfill those same restrictions.
- At 5th level, and every 5 levels thereafter, a monster's **power** increases by 1, in addition to the normal increase from increasing its level. At 20th level, a monster's power is equal to its level + 5.

Chapter 3

Types

Monsters are divided into types. Monster types are like races for player characters, but they have a stronger effect on a monster's statistics. There are eight monster types: aberrations, animals, constructs, humanoids, magical beasts, monstrous humanoids, outsiders, and undead.

3.1 Type Overviews

Aberration: An aberration is a monster with a bizarre anatomy, strange abilities, an alien mindset, or a similar separation from “ordinary” monsters. Aboleths and gibbering moutherers are aberrations.

Animal: An animal is a living, nonhumanoid creature with limited intelligence and no inherently magical abilities. Dogs and bears are animals.

Animate: An animate is a plant, fungus, or similar living thing with the ability to move independently. Animates do not have minds or sentience, but are alive. Assassin vines, gelatinous cubes, and treants are animates.

Construct: A construct is an object or elemental force imbued with a semblance of life. Elementals, golems, and oozes are constructs.

Humanoid: A humanoid is a living creature with a human-shaped body: two arms, two legs, one head, and so on. Humanoids typically have only limited magical abilities, if any, and are always similar in size to humans. Humans, elves, and goblins are humanoids.

Magical Beast: A magical beast is a living, nonhumanoid creature with monstrous features, supernatural abilities, or extraordinary intelligence. Basilisks, griffons, and worgs are magical beasts.

Monstrous Humanoid: A monstrous humanoid is a living creature a generally human-shaped body as well as monstrous or animalistic features or significant magical abilities. Giants, medusas, and trolls are monstrous humanoids.

Outsider: An outsider is a creature composed of planar material from a plane other than the Material Plane. Angels, devils, and demons are outsiders.

Undead: An undead is a previously living creature reanimated by spiritual or supernatural powers. Ghosts, skeletons, and zombies are undead.

3.2 Defense Progressions

The base defenses of monsters are determined by their type, not their class. Each monster type has one of three defense progressions: Good, Average, or Poor. The effects of these progressions on a

monster's base defense progression are shown on Table 3.1: Defense Progressions.

Defense Bonuses: In addition to its base defense progression, a monster always gains a separate defense bonus based on its progression type. A Good progression grants a +4 bonus, an Average progression grants a +2 bonus, and a Poor progression grants no bonus. This is equivalent to the base class defense bonuses gained by characters.

Table 3.1: Defense Progressions

Level	Good	Average	Poor
1st	+1	+1	+0
2nd	+2	+2	+1
3rd	+3	+3	+2
4th	+5	+4	+3
5th	+6	+5	+3
6th	+7	+6	+4
7th	+8	+7	+5
8th	+10	+8	+6
9th	+11	+9	+6
10th	+12	+10	+7
11th	+13	+11	+8
12th	+15	+12	+9
13th	+16	+13	+9
14th	+17	+14	+10
15th	+18	+15	+11
16th	+20	+16	+12
17th	+21	+17	+12
18th	+22	+18	+13
19th	+23	+19	+14
20th	+25	+20	+15

3.3 Type Descriptions

Aberration

Fortitude: Poor.

Reflex: Poor.

Mental: Good.

Darkvision: Aberrations have **darkvision** with a range of 50 feet.

Animal

Fortitude: Average.

Reflex: Average.

Mental: Poor.

Limited Intelligence: Animals have an Intelligence of -8 or lower. An animal whose Intelligence permanently increases to -7 or higher becomes a magical beast.

Animate

Fortitude: Good.

Reflex: Poor.

Mental: Good.

Mindless: Animates are immune to Mind effects.

Nonsentient: Animates do not have Intelligence or Willpower attributes.

Construct

Fortitude: Average.

Reflex: Poor.

Mental: Good.

Artificial Body: Constructs are immune to poison, disease, and all **Vivimancy** effects. They do not recover hit points by resting, and effects that restore hit points have no effect on them unless they specifically affect constructs. All constructs can restore hit points in some manner, as stated in their monster description.

Mindless: Constructs are immune to Mind effects.

Nonliving: Constructs are not alive. They are immune to effects that only affect living creatures.

Humanoid

Fortitude: Poor.

Reflex: Poor.

Mental: Poor.

Magical Beast

Fortitude: Average.

Reflex: Average.

Mental: Poor.

Low-Light Vision: Magical beasts have **low-light vision**.

Monstrous Humanoid

Fortitude: Average.

Reflex: Poor.

Mental: Average.

Outsider

Fortitude: Average.

Reflex: Average.

Mental: Average.

Darkvision: Outsiders have **darkvision** with a range of 50 feet.

Extraplanar Body: The body of an outsider is made of planar essence. Outsiders cannot be resurrected after dying.

Undead

Fortitude: Poor.

Reflex: Poor.

Mental: Good.

Darkvision: Undead have **darkvision** with a range of 50 feet.

Necromantic Body: Undead are immune to poison and disease.

They do not recover hit points by resting, and effects that restore hit points have no effect on them unless they specifically affect undead.

Nonliving: Undead are not alive. They are immune to effects that affect living creatures.

Chapter 4

Classes

Like player characters, monsters have levels in “classes” that represent their natural roles and abilities. Unlike classes for player characters, monster classes do not affect a monster’s base defenses. A monster’s base defenses are determined by its type (see Types, page 5). There are four monster classes: adept, behemoth, and slayer.

4.1 Class Overviews

Adept: An adept monster has unique special abilities that it relies on in combat. Allips, medusas, and nymphs are adept monsters.

Behemoth: A behemoth monster is extraordinarily resilient or durable. Behemoth monsters are typically larger than other monsters. Giants, hydras, and trolls are behemoth monsters.

Slayer: A slayer monster has abilities that allow it to move and kill its foes quickly. Ankhegs, minotaurs, and winter wolves are slayer monsters.

4.2 Adept

Table 4.1: Adept Progression

Level	Combat Prowess	Special
1st	1	—
2nd	2	—
3rd	3	—
4th	3	—
5th	4	—
6th	5	—
7th	5	—
8th	6 (x2)	—
9th	7 (x2)	—
10th	7 (x2)	—
11th	8 (x2)	—
12th	9 (x2)	—
13th	9 (x2)	—
14th	10 (x2)	—
15th	11 (x3)	—
16th	11 (x3)	—
17th	12 (x3)	—
18th	13 (x3)	—
19th	13 (x3)	—
20th	14 (x3)	—

Base Class Abilities

A monster with adept as a base class gains the following abilities.
Skill Points: 5.

Combat Prowess: +2.

Weapon and Armor Proficiency: Adepts are proficient with any number of weapon groups. If an adept is not described as using a weapon from a weapon group, it is not proficient with that weapon group.

Class Abilities

Adept Attribute: An adept chooses one of its attributes to be its adept attribute. Its adept attribute affects the number of adept points it has, as well as some adept traits. A monster’s adept attribute is its highest attribute unless stated otherwise in its description.

Adept Points: An adept has a number of adept points equal to its adept level or half its adept attribute, whichever is higher. Adept points can be spent to use various magical and supernatural abilities, depending on which traits the monster has. For details, see Traits, page 9. Spent adept points return after 1 hour.

4.3 Behemoth

Base Class Abilities

A monster with behemoth as a base class gains the following abilities.

Skill Points: 5.

Combat Prowess: +2.

Weapon and Armor Proficiency: Behemoths are proficient with any number of weapon groups. If a behemoth is not described as using a weapon from a weapon group, it is not proficient with that weapon group.

Class Abilities

Behemoths have no special class abilities. However, many traits that increase a monster’s size and resilience require behemoth levels. See Traits, page 9 for details.

4.4 Slayer

Base Class Abilities

A monster with slayer as a base class gains the following abilities.
Skill Points: 5.

Table 4.2: Behemoth Progression

Level	Combat Prowess	Special
1st	2	—
2nd	3	—
3rd	4	—
4th	5	—
5th	6 (x2)	—
6th	6 (x2)	—
7th	7 (x2)	—
8th	8 (x2)	—
9th	9 (x2)	—
10th	10 (x2)	—
11th	10 (x2)	—
12th	11 (x3)	—
13th	12 (x3)	—
14th	13 (x3)	—
15th	14 (x3)	—
16th	14 (x3)	—
17th	15 (x3)	—
18th	16 (x4)	—
19th	17 (x4)	—
20th	18 (x4)	—

Table 4.3: Slayer Progression

Level	Combat Prowess	
1st	3	—
2nd	4	—
3rd	5	—
4th	6 (x2)	—
5th	7 (x2)	—
6th	8 (x2)	—
7th	9 (x2)	—
8th	10 (x2)	—
9th	11 (x3)	—
10th	12 (x3)	—
11th	13 (x3)	—
12th	14 (x3)	—
13th	15 (x3)	—
14th	16 (x4)	—
15th	17 (x4)	—
16th	18 (x4)	—
17th	19 (x4)	—
18th	20 (x4)	—
19th	21 (x5)	—
20th	22 (x5)	—

Combat Prowess: +2.

Weapon and Armor Proficiency: Slayers are proficient with any number of weapon groups. If a slayer is not described as using a weapon from a weapon group, it is not proficient with that weapon group.

Class Abilities

Slayers have no special class abilities. However, many traits that increase a monster's damage in combat require slayer levels. See Traits, page 9 for details.

Chapter 5

Traits

5.1 Trait Limitations

The number of traits you have from a particular class cannot exceed the levels you have in that class.

5.2 Trait Types

Active: An active trait grants a monster a new active ability to use. Most active traits can be used as a standard action. A monster with too many active traits will have difficulty using them all in combat, and may feel unfocused. A monster without active traits may feel boring and repetitive to fight.

Augment: An augment trait improves a monster's existing attacks or special abilities. Most augment traits are passive abilities or are activated as an immediate action. A monster with too many augment traits may be overly specialized in a single ability, and not be interesting to fight. A monster without augment traits may be less effective with its attacks and special abilities.

Body: A body trait alters a monster's body. Most body traits are passive abilities. A monster with too many body traits may be bizarre or confusing to fight.

Defense: A defense trait improves a monster's defenses or heals it. Most defensive traits are passive abilities that do not require activation. A monster with too many defense traits may take a long time to kill without posing any challenge. A monster without defense traits may die too quickly to use its abilities.

Mobility: A mobility trait improves a monster's ability to move around a battlefield. A monster with too many mobility traits may have redundant ways to move. A monster without mobility traits may not be able to effectively attack mobile characters.

5.3 Trait Tables

Table 5.1: Traits

General Traits	Prerequisites	Benefit	Trait Types	Page
Attribute Mastery	2nd level	Gain bonus to attribute	Augment	12
Evasive	Dex 5	Gain +2 to physical defenses	Defense	13
Damage Immunity	6th level	Become immune to specific damage types	Defense	12
Great Fortitude	—	Gain +4 to Fortitude defense	Defense	13
Improved Natural Armor	—	Gain +2 to Armor defense	Defense	13
Incorporeal	4th level	Become incorporeal	Body	13
Increased Size	6th level	Increase size with level	Body	13
Innate Magic	6th level	Continuously gain spell effect	Augment	13
Instant Reflexes	—	Gain +4 to Reflex defense	Defense	13
Mighty Will	—	Gain +4 to Mental defense	Defense	13
Natural Grab	Natural weapon, combat prowess 4	Natural weapon can grapple	Augment	14
Natural Shove	Natural weapon	Natural weapon can shove	Augment	14
Natural Trip	Natural weapon	Natural weapon can trip	Augment	14
Natural Venom	Natural weapon	Natural weapon becomes poisonous	Augment	14
Resist Damage	6th level	Gain damage reduction	Defense	14
Resist Magic	8th level	Gain spell resistance	Defense	14
Spellfeeder	8th level	Heal from spells cast nearby	Defense	15
Spit Web	—	Gain ability to spit immobilizing webs	Active	15
Superior Senses	—	Gain extraordinary sense	Augment	15
Adept Traits	Prerequisites	Benefit	Trait Types	Page
Draining Touch	Adept	Gain ability to deal damage with a touch	Active	13
Humanoid Form	Adept 4	Gain ability to change into humanoid form	Body	13
Magical Ability	Adept	Gain ability to mimic a spell's effects	Active	13
Magical Retribution	Adept 8	Deal damage to attackers	Defense	13
Magical Strike	Natural weapon, adept 8	Natural weapon causes a spell's effects	Augment	13
Myriad Magical Abilities	Adept 6	Gain many abilities that mimic spell effects	Active	14
Spellcaster	Adept	Gain ability to cast spells	Active	15
Behemoth Traits	Prerequisites	Benefit	Trait Types	Page
Armored Carapace	Behemoth 10	Gain +4 to Armor defense	Defense	12
Behemoth Resilience	Behemoth 4	Gain damage reduction	Defense	12
Behemoth Size	Behemoth 4	Increase size with level	Body	12
Durable	Behemoth	Increase maximum hit points	Defense	13
Retributive Spikes	Behemoth 4	Deal damage to melee attackers	Defense	14
Titanic Defenses	Behemoth 8	+2 to all defenses	Defense	15
Titanic Body	Behemoth 8	Increase size by one size category	Body	15
Slayer Traits	Prerequisites	Benefit	Trait Types	Page
Boulder Toss	Slayer 4, Strength 5	Throw objects incredible distances	Active	12
Breath Weapon: Cone	Slayer	Gain cone-shaped breath weapon	Active	12
Breath Weapon: Line	Slayer	Gain line-shaped breath weapon	Active	12
Brute Force	Slayer	Increase damage of physical attacks	Augment	12
Burrower	Slayer	Gain burrow speed	Mobility	12
Damaging Aura	Slayer	Gain aura that damages nearby foes	Augment	12
Damaging Ray	Slayer	Gain ability to fire damaging ray	Active	12
Endless Breath	Breath weapon	No delay after using breath weapon	Augment	13
Multistrike	Slayer 6, three hands	Attack all threatened foes	Active	14
Natural Energy	Natural weapon, slayer 4	Natural weapon deals energy damage	Augment	14

Rend	Slayer, two strikes, Strength 5, two natural weapons	Deal bonus damage after hitting with two weapons	Augment	14
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5.4 Trait Descriptions

Armored Carapace [Behemoth, Defense]

Prerequisite: Behemoth level 10.

Benefit: You gain a +4 bonus to Armor defense.

Attribute Mastery [Augment, General]

Prerequisite: 2nd level.

Benefit: Choose an attribute. Your starting value with that attribute becomes 4. That attribute increases with level as normal for an attribute that starts at 4.

Special: This trait can be chosen multiple times. Each time, it applies to a different attribute.

Behemoth Resilience [Behemoth, Defense]

Prerequisite: Behemoth level 4.

Benefit: You gain damage reduction against either physical damage or energy damage equal to your **power**. Damage of a type of your choice, or by a special material of your choice, ignores this damage reduction and negates it for 1 round.

If you are 8th level or higher, you can choose for this damage reduction to apply against all damage, rather than only physical or energy damage. Alternately, you can choose for the damage reduction to be impossible to overcome.

Behemoth Size [Behemoth, Body]

Prerequisite: Behemoth level 4.

Benefit: Your size increases by one size category. At 8th level, and every four levels thereafter, you can increase your size by one additional size category. This effect stacks with most other effects that increase your size, but does not not stack with the Increased Size trait (see page 13).

Boulder Toss [Active, Slayer]

Prerequisite: Slayer level 4, Strength 5

Benefit: You can throw improvised objects, such as rocks, with great accuracy and power. You gain proficiency with improvised thrown weapons, and your **range increment** with all thrown weapons becomes 50 feet.

If your Strength is at least 10, your range increment with thrown weapons becomes 100 feet.

Breath Weapon: Cone [Active, Slayer]

Prerequisite: Slayer level 1.

Choice: Choose a damage type when you gain this trait.

Benefit: You gain a breath weapon attack. As a standard action, you can make a **Power** vs. Reflex attack against all creatures within a Medium (20 ft.) cone-shaped burst. Success deals 1d8 damage of your chosen damage type per two power. Critical success deals double damage. Failure deals half damage. After using this ability, you cannot use it again for 1d4 rounds.

At slayer level 8, the area increases to a Large (50 ft.) cone. At slayer level 16, the damage increases to 1d10 damage per two power. At slayer level 20, the area increases to a Huge (100 ft.) cone.

Breath Weapon: Line [Active, Slayer]

Prerequisite: Slayer level 1.

Choice: Choose a damage type when you gain this trait.

Benefit: You gain a breath weapon attack. As a standard action, you can make a **Power** vs. Reflex attack against all creatures within a Large (50 ft.), 5 ft. wide line-shaped burst. Success deals 1d8 damage of your chosen damage type per two power. Critical success deals double damage. Failure deals half damage. After using this ability, you cannot use it again for 1d4 rounds.

At slayer level 6, the area increases to Large (50 ft.), 10 ft. wide line. At slayer level 10, the area increases to Huge (100 ft.), 10 ft. wide line. At slayer level 14, the area increases to Huge (100 ft.), 20 ft. wide line. At slayer level 18, the damage increases to 1d10 damage per two levels.

Brute Force [Augment, Slayer]

Prerequisite: Slayer level 1.

Benefit: Your gain a bonus to damage with your physical attacks equal to half your slayer level.

Burrower [Mobility, Slayer]

Prerequisite: Slayer level 1.

Benefit: You gain a burrow speed equal to half your land speed. You can only burrow through loose earth and dirt, and you cannot construct usable tunnels while burrowing.

At your 6th slayer level, and every 4 slayer levels thereafter, you can gain one of the following abilities.

- Your burrow speed because equal to your land speed.
- You gain the ability to construct usable tunnels while burrowing. You burrow at half speed while doing so.
- You gain the ability to burrow through solid rock and objects of similar durability.
- If you have the ability to burrow through solid rock, you can burrow through iron and objects of similar durability.

Damage Immunity [Defense, General]

Prerequisite: 6th level

Benefit: Choose a non-physical damage type. You become immune to that type of damage. At 10th level, and every 4 levels thereafter, you may choose an additional type of non-physical damage to become immune to.

Special: A monster can naturally be immune to one type of damage without needing this trait. For details, see Starting Abilities, page 3.

Damaging Aura [Augment, General]

Prerequisite: Slayer level 1.

Choice: Choose a damage type when you gain this trait.

Benefit: At the end of every round, enemies within a 5-ft. radius emanation from you take damage equal to your **power** of the chosen damage type. At your 8th slayer level, the area increases to a Small (10 ft.) radius emanation. At your 16th slayer level, the area increases to a Medium (20 ft.) radius emanation.

Damaging Ray [Active, Slayer]

Prerequisite: Slayer level 1.

Choice: Choose a damage type when you gain this trait.

Benefit: As a standard action, you can fire an ray at a creature or object within Close (30 ft.) range. You make a **Power** vs. Reflex attack against the target. Success deals 1d6 damage of your chosen damage type per power. Critical success deals double damage.

Failure deals half damage.

Draining Touch [Active, Adept]

Prerequisite: Adept level 1.

Benefit: If you touch a creature, it takes 1d6 life damage + 1 per two **power**. You heal hit points equal to half the damage dealt in this way. In addition, you become proficient with touching creatures, gaining the normal +4 accuracy bonus for proficiency.

Durable [Behemoth, Defense]

Prerequisite: Behemoth level 1.

Benefit: You increase your maximum hit points by an amount equal to twice your **power**.

Endless Breath [Augment, Slayer]

Prerequisite: Breath weapon.

Benefit: You can use your breath weapon at will. You do not need to wait for it to recharge.

Evasive [Defense, General]

Prerequisite: Dexterity 5.

Benefit: You gain a +2 bonus to **physical defenses**.

Great Fortitude [Defense, General]

Benefit: You gain a +4 bonus to Fortitude defense.

Improved Natural Armor [Defense, General]

Benefit: You gain a +2 bonus to Armor defense.

Incorporeal [Body, General]

Prerequisite: 4th level.

Benefit: You become **incorporeal**. You no longer have a land speed, and gain a fly speed with perfect maneuverability. Your fly speed is equal to what your land speed would be.

Increased Size [Body, General]

Prerequisite: 6th level.

Benefit: Your size increases by one size category. At 11th level, and every six levels thereafter, you can increase your size by one additional size category. This effect stacks with most other effects that increase your size, but does not stack with the Behemoth Size trait (see page 12).

Innate Magic [Augment, General]

Prerequisite: 4th level.

Benefit: You continuously gain the benefit of a spell effect. The spell must be a **targeted spell** with a duration of Short (*Focus + 5 rounds*) or longer, and its level must not exceed half your level. If the effect is discharged or otherwise ended, it automatically resumes its effect after 5 minutes. This is a supernatural ability, and cannot be dispelled.

Instant Reflexes [Defense, General]

Benefit: You gain a +4 bonus to Reflex defense.

Mighty Will [Defense, General]

Benefit: You gain a +4 bonus to Mental defense.

Humanoid Form [Adept, Body]

Prerequisite: Adept level 4.

Benefit: As a standard action, you can spend an adept point to change your shape. When you change your shape, you can assume a humanoid form. You choose the appearance and nature of your humanoid form when you gain this trait, and are not able to change it freely. Your humanoid form resembles your choice of the common humanoid races: dwarf, elf, gnome, half-elf, half-orc, halfling, or human. Your form has the size and shape of the race you mimic, but you do not gain any abilities of the chosen race. While in humanoid form, you cannot use any special abilities that require physical features of your normal form. This includes natural weapons, poisons, Armor defense bonuses, and similar abilities.

In addition to assuming the humanoid form completely, you can also assume a hybrid form. In a hybrid form, you retain physical features of your normal form, allowing you the full use of your special abilities. However, a DR 20 Awareness check can identify unusual physical features that reveal your inhuman nature.

In both humanoid and hybrid forms, you can wield weapons and wear equipment like other humanoids. Changing your form with this ability is not a magical effect, does not have a duration, and cannot be dispelled. You revert to your true form when killed.

Magical Ability [Active, Adept]

Prerequisite: Adept level 1.

Benefit: When you gain this trait, choose a spell. You may also choose any number of augments to apply to the spell, increasing its level appropriately. The spell's total level must be no greater than half your level (minimum 1). You can spend an **adept point** to gain that spell's effect as a supernatural ability, as if you had cast the spell. Its spellpower is equal to your **power**. If you chose any augments when you gained this trait, the spell also gains the effect of those augments.

When using this ability, you cannot apply additional augments to the spell, apply metamagic feats, or use similar abilities, since you are not actually casting the spell. Likewise, your concentration cannot be disrupted when using this ability.

Special: You may take this trait multiple times. Each time, you choose a new spell.

Magical Retribution [Adept, Defense]

Prerequisite: Adept level 8.

Benefit: Whenever a creature within Medium (100 ft.) range of you attacks you, the attacking creature takes 1d6 damage per two **power**. You choose the damage type when you gain this trait. Any individual creature can only take this damage once per round. This is a supernatural ability.

Magical Strike [Adept, Augment]

Prerequisites: Natural weapon, adept level 8.

Benefit: When you gain this trait, choose one of your natural weapons and a spell. The spell must be a **targeted spell**. You may also choose any number of augments to apply to the spell, increasing its level appropriately. The spell's total level must be no greater than half your level, - 3.

When you make a successful attack with that weapon, you can gain inflict the spell's effects on the struck creature as an immediate action. You can spend an **adept point** to gain that spell's effect as a supernatural ability, as if you had cast the spell. Its spellpower is equal to your **power**. If you chose any augments when you gained

this trait, the spell also gains the effect of those augments.

When using this ability, you cannot apply additional augments to the spell, apply metamagic feats, or use similar abilities, since you are not actually casting the spell. Likewise, your concentration cannot be disrupted when using this ability.

Special: You may take this trait multiple times. Each time, you choose a new spell.

Multistrike [Active, Slayer]

Prerequisites: Slayer level 6, at least three hands or hand-like appendages.

Benefit: As a standard action, you can make one strike against all creatures you threaten. For each strike per round you can make beyond two, you can make one additional strike against all creatures in this way, up to a maximum number of strikes equal to the number of hand-like appendages you have.

Myriad Magical Abilities [Active, Adept]

Prerequisite: Adept level 6.

Benefit: When you gain this trait, choose up to three spells. You may also choose any number of augments to apply to the spell, increasing its level appropriately. The total level of each spell individually must be no greater than half your level, – 2. You can spend an **adept point** to gain the effects of any of those spells as a supernatural ability, as if you had cast the spell. Its spellpower is equal to your **power**. If you chose any augments when you gained this trait, the spell also gains the effect of those augments.

When using this ability, you cannot apply additional augments to the spell, apply metamagic feats, or use similar abilities, since you are not actually casting the spell. Likewise, your concentration cannot be disrupted when using this ability.

Special: You may take this trait multiple times. Each time, you choose up to three new spells.

Natural Grab [Augment, General]

Prerequisite: At least one **natural weapon**, combat prowess 4.

Benefit: Choose one of your natural weapons. When you make a successful attack with that weapon, you can attempt to **grapple** the struck creature as an immediate action.

Natural Energy [Augment, Slayer]

Prerequisite: Natural weapon, slayer level 4.

Benefit: Choose a natural weapon and an energy type (acid, cold, electricity, fire). That natural weapon deals 1d6 extra damage of that energy type on every successful attack.

At slayer level 8, and every 4 slayer levels thereafter, the die size of this damage increases by one.

Natural Shove [Augment, General]

Prerequisite: At least one **natural weapon**.

Benefit: Choose one of your natural weapons. When you make a successful attack with that weapon, you can attempt to **shove** the struck creature as an immediate action.

Natural Trip [Augment, General]

Prerequisite: At least one **natural weapon**.

Benefit: Choose one of your natural weapons. When you make a successful attack with that weapon, you can attempt to **trip** the

struck creature as an immediate action.

Natural Venom [Augment, General]

Prerequisite: At least one **natural weapon**.

Benefit: Choose one of your natural weapons. Whenever you deal physical damage with that weapon, you can inject poison into the damaged creature as an immediate action. The potency of the poison is equal to your **power**. Choose one of the following poison effects. Some poison effects have level prerequisites, as described in the name of the ability.

- **Damaging Poison:** Primary effect 1d6 poison damage per two potency, terminal effect 1d8 poison damage per potency.
- **Sickening Poison:** Primary effect **sickened** (*moves at half speed*), terminal effect **nauseated** (*unable to act in action phase, move at half speed*) for 2 rounds.
- **Paralyzing Poison (5th):** Primary effect **immobilized** (*Unable to leave its location*), terminal effect **paralyzed** (*helpless, unable to move*) for 2 rounds.

At 6th level, and every 6 levels thereafter, this ability improves, and you gain one of the following benefits.

- Choose a different natural weapon and apply a single type of poison to it.
- Choose a natural weapon that already has poison and apply a new type of poison to it. If one natural weapon has multiple poisons, you can inject all poisons as part of the same immediate action.
- Choose a natural weapon that already has poison. You do not need to spend an immediate action to apply poison with that weapon. You still cannot poison more than one creature per round in this way.

Rend [Augment, Slayer]

Prerequisites: Slayer level 1, two strikes, Strength 5, two natural weapons.

Benefit: If you hit the same target twice in the same round with two different natural weapons, you can rend it as an immediate action. If you do, you make a **Power** vs. Fortitude attack against the target. Success deals 1d10 slashing damage per two power. Failure deals half damage.

Resist Damage [Defense, General]

Prerequisite: 6th level.

Benefit: You gain damage reduction against either physical damage or energy damage equal to your **power**. Damage of a type of your choice, or by a special material of your choice, ignores this damage reduction and negates it for 1 round.

If you are 12th level or higher, you can choose for this damage reduction to apply against all damage, rather than only physical or energy damage. Alternately, you can choose for the damage reduction to be impossible to overcome.

Resist Magic [Defense, General]

Prerequisite: 8th level.

Benefit: You gain **spell resistance** equal to 10 + your **power**.

Retributive Spikes [Behemoth, Defense]

Prerequisite: Behemoth level 4.

Benefit: Whenever a creature hits you with a physical melee

attack, the attacking creature takes 1d6 piercing damage per two **power**. Any individual creature can only take this damage once per round.

Spellcaster [Active, Adept]

Prerequisite: Adept level 1.

Benefit: You can cast spells. You choose a type of spellcasting when you gain this trait: arcane, divine, or nature. You know a number of spells equal to half your adept level + 1. These spells can be of any level. You can spend an adept point to cast any spell you know. Your spellpower is equal to your **power**.

Special: You may take this trait multiple times. Each time, you choose a new type of spellcasting. You track your spells known separately for each type of spellcasting you have.

Spellfeeder [Defense, General]

Prerequisite: 8th level.

Benefit: Whenever a spell is cast within Medium (*100 ft.*) range of you, you heal hit points equal to the spellpower of the spell. In addition, whenever you resist a spell with spell resistance, you regain hit points equal to the spellpower of the spell. This ability does not grant you spell resistance if you do not have it.

Spit Web [Active, General]

Benefit: As a standard action, you can spit a web (or similar substance) at a creature or object within Medium (*100 ft.*) range. You make a **Power** vs. Reflex attack against the target. Success means the target is **immobilized** (*Unable to leave its location*) for 2 rounds. As a standard action, the target can make a grapple attack or Escape Artist check to escape the webbing. The DR to escape is equal to 10 + your power.

If you are 8th level or higher, you can use this ability as a swift action.

Superior Senses [Augment, General]

Prerequisite: 6th level.

Benefit: You gain one of the following senses.

- Blindsense (200 ft. range)
- Darkvision (200 ft. range)
- Lifesense (200 ft. range)
- Tremorsense (200 ft. range)
- Lifesight (50 ft. range)
- Tremorsight (50 ft. range)
- Truesight (50 ft. range)

Special: You may take this trait multiple times. Each time, you choose a new sense.

Titanic Defenses [Defense, General]

Prerequisite: Bememoth level 8.

Benefit: You gain a +2 bonus to all defenses.

Titanic Body [Behemoth, Body]

Prerequisite: Behemoth level 8.

Benefit: Your size increases by one size category. This stacks with other effects that increase your size.

Chapter 6

Descriptions

6.1 Aberrations

Aboleth

Level 12

Senses Darkvision 50 ft., Awareness +17
Movement 10 ft. land speed, 60 ft. swim speed
Size Huge; **Reach** 20 ft.
HP 228; **Defenses** AD 29, Fort 32, Ref 17, Ment 38
Attacks Tentacle +18 (2d10+10); **Strikes** 2
Special Attacks Slime +15, Enslave +15
Attributes Str 15, Dex 0, Con 15, Int 12, Per 8, Wil 16
Levels Adept 12 [Aberration]
Encounter Underground; solitary
Abilities Natural armor +4

Traits: Attribute Mastery, Improved Natural Armor, Increased Size, Magical Ability, Magical Ability, Magical Strike, Myriad Magical Abilities

Adept Points: An aboleth has 12 adept points. They return one hour after being spent.

Slime: As an immediate action, when an aboleth strikes a creature with a tentacle, it can secrete slime onto the struck creature. If it does, it makes a +15 vs. Fortitude attack against the struck creature. Success means that target is *sickened* (*moves at half speed*) for 2 rounds. Critical success means the target is also *nauseated* (*unable to act in action phase, move at half speed*) for 1 round.

Psionics: As a standard action, an aboleth can spend an adept point to gain the effects of the following spells. Its spellpower is 15.

- The *create image* spell, augmented to affect all senses.
- The *dominate person* spell, augmented to affect creatures of any type.
- The *phantasmal killer* spell.
- The *invisibility* spell, augmented to affect Huge creatures.
- The *invulnerability* spell.

6.2 Animals

Bear, Black

Level 3

Senses Low-light vision, scent
Movement 30 ft. land speed
Size Medium; **Reach** 5 ft.
HP 44; **Defenses** AD 18, Fort 25, Ref 15, Ment 12
Attacks Bite +10 (1d8+4); **Strikes** 1
Attributes Str 6, Dex 1, Con 6, Int -7, Per 1, Wil 0
Levels Behemoth 3 [Animal]
Encounter Temperate forests; solitary or pair
Abilities Natural armor +2

Traits: Durable, Great Fortitude, Natural Grab

Bear, Brown

Level 6

Senses Low-light vision, scent, Awareness +11
Movement 40 ft. land speed
Size Large; **Reach** 10 ft.
HP 100; **Defenses** AD 20, Fort 29, Ref 17, Ment 14
Attacks Bite +12 (2d6+5); **Strikes** 2
Attributes Str 9, Dex 2, Con 9, Int -7, Per 2, Wil 0
Levels Behemoth 6 [Animal]
Encounter Temperate forests; solitary or pair
Abilities Natural armor +2

Traits: Behemoth Size, Durable, Great Fortitude, Natural Grab

6.3 Constructs

6.4 Humanoids

Cultist

Level 1 Aranea

Level 5

Senses Awareness –1
Movement 30 ft. land speed
Size Medium; **Reach** 5 ft.
HP 9; **Defenses** AD 11, Fort 10, Ref 10, Ment 18
Attacks Club +4 (1d6+0); **Strikes** 1
Attributes Str 0, Dex 0, Con 0, Int –1, Per –1, Wil 3
Languages Common
Levels Adept 1 [Humanoid]
Encounter Any environment; solitary, group (5–10), or cult (11+)

Traits: Magical Ability, Mighty Will

Adept Points: A cultist has one adept point. It returns one hour after being spent.

Reward the Faithful: As a standard action, a cultist can spend an adept point to cause the effects of a spell. The spell's spellpower is 2. The spell depends on what cult the cultist is a member of, as given below.

- Evil deity: *inflict wounds*.

6.5 Magical Beasts

Ankheg

Level 6

Senses Low-light vision, tremorsense 50 ft., Awareness +5
Movement 40 ft. land speed, 20 ft. burrow speed
Size Large; **Reach** 10 ft.
HP 84; **Defenses** AD 21, Fort 29, Ref 17, Ment 14
Attacks Bite +13 (2d6+7, 1d6 acid); **Strikes** 2
Attributes Str 10, Dex 2, Con 7, Int –8, Per 2, Wil 0
Levels Slayer 6 [Magical beast]
Encounter Warm plains; solitary or cluster (2–4)
Abilities Natural armor +4

Traits: Burrower, Increased Size, Natural Energy, Natural Grab

Burrower: An ankheg can burrow through loose earth and dirt. It can construct usable tunnels while burrowing, but moves at half speed while doing so.

Senses Low-light vision, Awareness +10
Movement 30 ft. land speed, 20 ft. climb speed
Size Medium; **Reach** 5 ft.
HP 55; **Defenses** AD 21, Fort 17, Ref 19, Ment 22
Attacks Bite +10 (1d8+2, poison); **Strikes** 1
Special Attacks Poison +7 vs Fort (3d6, 7d8) [Immediate]
Attributes Str 2, Dex 6, Con 0, Int 6, Per 4, Wil 8
Levels Adept 5 [Magical beast]
Encounter Temperate forests; solitary or colony (3–6)
Abilities Natural armor +4

Traits: Humanoid Form, Natural Venom, Spellcaster, Spit Web

Adept Points: An aranea has five adept points. They return one hour after being spent. An aranea normally casts a spell before combat, causing it to start most encounters with four adept points.

Humanoid Form: As a standard action, an aranea can spend an adept point to change into a humanoid or hybrid form. The appearance and race of its humanoid form depends on the aranea, but any individual aranea has a consistent appearance. While in humanoid form, an aranea cannot use its bite, poison, or web attacks, but it can cast spells. While in hybrid form, an aranea appears humanoid and can use all of its abilities, but a DR 20 Awareness check reveals its spider-like characteristics.

Poison: If an aranea damages a target with its bite attack, it can inject poison as an immediate action. The poison's potency is 7. The primary effect deals 3d6 poison damage. The terminal effect deals 7d8 poison damage.

Spells: An aranea can cast arcane spells by spending an adept point. It knows *mage armor*, *create image*, and *sleep*. Its spellpower is 7. In a typical combat, an aranea has already cast *mage armor* to gain an armor bonus before the fight starts. This bonus is included in its statistics above.

Web: As a standard action, an aranea can spit a web at a creature or object within Medium (100 ft.) range. It makes an attack vs. Reflex against the target with a +7 accuracy. Success means the target is *immobilized* (Unable to leave its location) for 2 rounds.

6.6 Monstrous Humanoids

Giant, Frost

Level 10 Demon, Bebelith

Level 11

Senses Awareness +7
Movement 50 ft. land speed
Size Huge; Reach 20 ft.
Defenses AD 27, Fort 40, Ref 14, Ment 20; HP 226
Immune Cold
Attacks Greataxe +15 (4d6+11); Strikes 3
Rock +15 (2d10+10)
Special Attacks Frost breath +13 (6d8 cold)
Skills Craft +7
Attributes Str 13, Dex 0, Con 10, Int 0, Per 3, Wil 7
Levels Behemoth 5, Slayer 5 [Humanoid]
Encounter
Abilities Natural armor +4
Items Greataxe, breastplate

Traits: Behemoth Size, Breath Weapon: Line, Brute Force, Durable, Great Fortitude, Innate Magic

6.7 Outsiders

Arrowhawk

Level 3

Senses Darkvision 50 ft., Awareness +11
Movement 60 ft. fly speed
Size Small; Reach 5 ft.
HP 21; Defenses AD 21, Fort 12, Ref 21, Ment 15
Attacks Bite +13 (1d6+2, 1d6 electricity); Strikes 1
Special Attacks Electricity ray +5 (4d6 electricity)
Attributes Str 3, Dex 7, Con 3, Int 0, Per 6, Wil 1
Languages Auran
Levels Slayer 3 [Outsider]
Encounter Plane of Air; solitary or clutch (2–4)
Abilities Natural armor +2

Traits: Damaging Ray, Flight, Natural Energy

Electricity Ray: As a standard action, an arrowhawk can fire a ray of electricity from its tail at a creature or object within Medium (100 ft.) range. It makes a +5 vs. Reflex attack against the target. Success means the target takes 3d10 electricity damage. Critical success deals double damage. Failure deals half damage.

Senses Darkvision 50 ft., darkvision 50 ft.
Movement 50 ft. land speed, 25 ft. climb speed
Size Huge; Reach 20 ft.
HP 237; Defenses AD 26, Fort 39, Ref 23, Ment 24
Attacks Bite +17 (2d10+12, poison); Strikes 3
Claw +17 (2d8+7, rend)
Special Attacks Poison +15 vs Fort (6d6, 13d6) [Immediate]
Rend +15 vs. Fort (7d10) [Immediate]
Web +15 vs. Ref (immobilized 2 rounds) [Swift]
Attributes Str 14, Dex 11, Con 11, Int 3, Per 7, Wil 3
Languages Abyssal (hearing only)
Levels Behemoth 5, Slayer 6 [Outsider]
Encounter The Abyss; solitary
Abilities Natural armor +4, telepathy (100 ft., willing only)

Traits: Behemoth Size, Durable, Natural Force, Natural Venom, Rend, Spit Web

Poison: If a bebelith damages a target with its bite attack, it can inject poison as an immediate action. The poison's potency is 14. The primary effect makes the target *sickened* (*moves at half speed*) and deals 7d6 poison damage. The terminal effect makes the target *nauseated* (*unable to act in action phase, move at half speed*) for 1 round and deals 14d8 poison damage.

Rend: If a bebelith hits the same target with two claw attacks in the same round, it can attempt to rend as an immediate action. It makes a +15 vs. Fortitude attack against the target. Success deals 7d10 bludgeoning damage.

Web: As a swift action, a bebelith can spit a web at a creature or object within Medium (100 ft.) range. It makes a +15 vs. Reflex attack against the target. Success means the target is *immobilized* (*Unable to leave its location*) for 2 rounds.

As a standard action, the target can make a grapple attack or Escape Artist check to escape the webbing. The DR to escape is 21.

6.8 Undead

Allip

Level 4

Senses Darkvision 50 ft., Awareness +4

Movement 30 ft. fly speed

Size Medium; **Reach** 5 ft.

HP 40; **Defenses** AD 17, Fort 13, Ref 17, Ment 20

Attacks Touch +10 (1d6+2); **Strikes** 1

Attributes Str 0, Dex 6, Con 0, Int 0, Per 2, Wil 7

Levels Adept 4 [Undead]

Encounter Any; solitary

Traits: Draining Touch, Incorporeal, Magical Ability

Adept Points: An allip has three adept points. They return one hour after being spent.

Babble: As a standard action, an allip can spend an adept point to babble incoherently. It makes a +5 vs. Mental attack against all creatures within an Medium (20 ft.) radius of it. Success against a target means it is **disoriented** (*moves randomly*) for 2 rounds. Critical success means it is **confused** (*randomly babbles, flees, attacks nearest, or acts normally*) for 2 rounds instead. This is a **Auditory, Compulsion, Mind** effect.

Draining Touch: If an allip touches a creature, the touched creature takes 1d6 + 2 life damage. The allip heals hit points equal to half the damage dealt in this way. In addition, it is proficient with its touch attack, gaining the normal +4 accuracy bonus for proficiency.

Incorporeal: Allips are **incorporeal**.

Appendix A

Glossary

adept: An adept monster has unique special abilities that it relies on in combat. For details, see Adept, page 7.

adept attribute: The attribute that an **adept** monster uses to determine the power of its abilities. For details, see Adept Attribute, page 7.

cover: Cover represents any obstacle that physically prevents you from striking your target, such as a tree or intervening creature. A creature behind cover is more difficult to attack. For details, see the Core Rulebook.

darkvision: A creature with darkvision can see in the dark clearly up to a given range. Beyond that, it can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a creature is in a brightly lit area, and does not resume functioning until 1 round after the creature leaves the brightly lit area.

incorporeal: An incorporeal creature does not have a body. It has no Strength or Constitution attributes. It cannot take any action that requires having a body, and is immune to all such effects. This includes suffering critical hits, moving objects, grappling, setting off pressure traps, and so on.

An incorporeal creature is immune to all nonmagical effects. Even magical effects, including spells and attacks with magic weapons, have a 50% chance to fail.

An incorporeal creature can enter or pass through solid objects, but it must remain adjacent to the object's exterior at all times. If it is completely inside an object, it cannot see out or attack. It can fight while partially inside an object, which grants it passive **cover** and allows it to attack and see normally.

physical defenses: Your physical defenses are your Armor and Reflex defenses. For details, see the Core Rulebook.

power: All monsters have a power that affects the strength of many of their special abilities. For details, see Power, page 3.

range increment: Physical ranged attacks often have a specific range increment. A range increment is always measured in feet. You take a -2 penalty to accuracy with the ranged attack for each full range increment between you and your target.

spell resistance: A creature with spell resistance can automatically resist spells and magical effects. It functions like any other defense, except that it only works against magical effects. To affect the creature with a spell, a caster must make an attack with an accuracy equal to its spellpower. If the attack beats the creature's spell resistance, the spell works normally. Otherwise, the spell has no effect on the creature.

A.1 Monsters

Dire Animals

Dire Bear

Level: 12

Archetypes: Brute 6, Disabler 1, Tank 5

Attributes:

Traits: (4+12+6) Natural Weapon I x2, Natural Weapon II x2, Natural Armor I, Natural Armor II x2, Senses I x2,

Dire Lion

Level: 10

Archetypes: Brute 7, Disabler 2, Tank 1

Attributes: 5, 6, 4, -8, 1, 0

Traits: (4+10+5) Natural Weapon I x2, Natural Weapon II x2, Natural Armor I, Senses I x2, Pounce, Area Debuff (shaken), Widen Area Debuff x2, Attribute (Dex) x3, HV Increase, Attribute (Str) x2, Attribute (Con), Size Increase

Dire Wolf

Level: 8

Archetypes: Brute 6, Disabler 1, Tank 1

Attributes: 7, 2, 4, -8, 1, 0

Traits: (4+8+4) Natural Weapon I, Natural Weapon II x2, Natural Armor I, Natural Armor II x2, Improved Trip, Size Increase, Senses I x2, Attribute (Strength) x4, Attribute (Con) x1, HV Increase

Animals

Bear, Black

Level: 3

Archetypes: Brute 1, Disabler 1, Tank 1

Attributes: 4/0/5/-8/2/0

Traits: (2+5) Natural Weapon I x2, Natural Armor I, Attr (Str), Attribute (Con x2), Improved Grab

Bear, Brown

Level: 6

Archetypes: Brute 2, Disabler 1, Tank 3

Attributes: 6/0/6/-8/3/0

Traits: (2+9) Natural Weapon I x2, Natural Armor I, NA II, Attr (Str), Attribute (Con x3), Attr (Per), Improved Grab, Size Increase (Large)

A.2 Monster Design

Creating a monster involves following a series of steps. These steps need not be followed in the order given, as long as all of them are done.

1. Choose a level for the monster
2. Choose a creature type (Animal, Dragon, etc.)
3. Choose one or more archetypes (Warrior, Scout, etc.)
4. Assign attributes
5. Choose traits (special abilities unique to monsters)
6. Choose skills and feats
7. Choose equipment (if any)

Monster Level

A monster's level affects many things. Like a PC, a monster's level affects its core statistics, such as hit points, base attack bonus, and saving throws. In addition, monsters gain a number of special abilities based on their level, like class abilities for PCs.

Creature Types

HV: Hit points gained at each level.

BAB: Base attack bonus progression (Good, Average, or Poor).

Saving Throws: Saving throw progressions (Good, Average, or Poor).

Attributes: The number of points the creature can spend on its attributes. If the creature has a special modifier to its attributes, such as the low Intelligence of animals, that is also listed here.

Automatic Traits: Many creature types automatically grant certain traits. These are listed here. Individual creatures may not have these traits if appropriate.

Aberration

HV: 5

BAB: Average

Saving Throws: Average Fort, Ment; poor Ref

Attributes: 10 points

Automatic Traits: Natural Weapon, Natural Armor

Animal

HV: 5

BAB: Average

Saving Throws: Average Fort, Ref; poor Ment

Attributes: 10 points, -8 Intelligence (max -5)

Automatic Traits: Natural Weapon, Natural Armor, Senses (Low-light vision, Scent)

Archetypes

Archetypes are thematic representations of the powers a creature has and the role it plays in a typical combat. For example, a Warrior is more powerful in physical combat, while a Brute is more difficult to kill. A creature may have any number of archetypes.

Each archetype has two main effects. First, archetypes often change a creature's base progressions for attacks, saving throws, or hit points. Second, each archetype has an associated list of traits called a "trait pool". Creatures gain bonus traits from each of the archetypes they have, chosen from the traits in that archetype's trait pool.

For each archetype the creature has, it gains trait points equal to its level which can be spent on traits from that archetype's trait pool.

Brute

BAB: Increases by one step

Saving Throws: Fort increases by one step

Trait Pool:

- Attribute (Str, Con)
- Combat Feat (Power)
- Natural Weapon I, II
- Poison I, II
- Size Increase
- Trample

Disabler

Trait Pool:

- Improved Grab

A.3 Monster Traits

Traits are unique abilities that monsters gain. A monster has a number of trait points equal to its level, which it can use to acquire traits. Most traits cost a single trait point to acquire.

A monster with an archetype gains additional trait points equal to half its level (minimum 1). These trait points can only be spent on traits from that archetype's trait pool. If a creature has multiple archetypes, it gains and spends trait points separately for each archetype.

For example, a 5th level monster with the Scout and Warrior archetypes has nine trait points: five which can be spent on any trait, two for traits from the Scout trait pool, and two for traits from the Warrior trait pool.

Some traits can be taken multiple times. Unless otherwise stated, no trait can be taken more times than half your level (minimum 1).

Traits come in two main groups: active traits, which grant new attacks or special powers the monster can use, and passive traits, which improve the monster's statistics.

Active Traits

Natural Grab

Choose one of your natural weapons.

Prerequisite: Natural Weapon

Benefit: When you hit a creature with your chosen natural weapon, you may make a grapple attempt as an immediate action. The creature must be at least one size category smaller than you.

Natural Grab, Improved

Prerequisite: Natural Grab, Natural Weapon.

Benefit: You can use your natural grab ability on creatures of your size category or smaller.

Natural Poison

Choose one of your natural weapons.

Prerequisite: Natural Weapon.

Benefit: As a swift action, you can ready your chosen natural weapon to inflict poison. The next time you deal damage with it, the struck creature must make a Fortitude save or be afflicted with poison. The DR for the save is equal to 10 + 1/2 your level + Constitution.

The poison deals 1 damage each round to an attribute of your choice (other than Constitution). It continues until the subject makes two successful Fortitude saves against the poison.

Natural Poison, Extended

Prerequisite: Natural Poison, Natural Weapon

Benefit: Your poison lasts until the subject makes three successful Fortitude saves.

Natural Poison, Improved

Prerequisite: Natural Poison, Natural Weapon.

Benefit: Your poison deals 1d4 damage per round to an attribute

other than Constitution, or 1 damage per round to Constitution.

Trample

Prerequisite: Large size or larger.

Benefit: As a full-round action, you can move up to twice your speed in a straight line and literally run over any creature at least one size category smaller than you without being impeded. Any creature whose space is completely covered by your own at any point during this movement takes damage.

This attack deals 1d10 damage + your Strength for a Large creature, and the save DR is equal to 10 + your level + Strength.

Passive Traits

Attribute

Choose an attribute.

Benefit: You gain a +1 inherent bonus to the appropriate attribute.

Special: This trait can be taken any number of times. Its effects stack. You can choose a different attribute or the same attribute each time. However, your bonus with a single attribute cannot exceed half your level (minimum 1).

Damage Reduction

Benefit: You gain damage reduction equal to your HV + Constitution against any of the damage types listed below. This damage reduction can overcome by your choice of a different one of these types.

- Aligned damage, single (chaotic, good, evil, lawful)
- Energy damage, single (acid, cold, electricity, or fire)
- Physical damage, single (bludgeoning, slashing, piercing, non-magical)

Advanced: For an additional trait point, your damage reduction can instead resist any of the following damage types.

- Energy damage, all
- Physical damage, all
- Spell damage

Natural Armor

Benefit: You gain a +2 inherent bonus to your natural armor modifier.

Special: You can take this trait multiple times. Each time, you gain an additional +1 inherent bonus to your natural armor.

Natural Weapon

Benefit: You gain a natural weapon from the following list. The natural weapon deals damage appropriate for your size. The damage listed is for Medium creatures.

- Bite (d8)
- Claws (d6 main, d6 flurry)
- Slam (d8)

Natural Weapon, Improved

Choose a natural weapon.

Prerequisite: Natural Weapon.

Benefit: You increase the damage die of one of your natural weapons by one category.

Special: You can take this trait multiple times. Each time, you can apply it to a different natural weapon or to the same natural

weapon. You cannot apply this trait to the same weapon more times than half your Constitution.

Sense

Benefit: You gain one of the following senses.

- Blindsense 50 ft.
- Darkvision 50 ft.
- Low-light vision
- Scent
- Tremorsense 50 ft.

Special: This trait can be taken multiple times. Each time, you may select a different sense.

Advanced: For an additional trait point, you can instead gain one of the following senses.

- Blindsight 30 ft.

Sense, Improved

Choose one of your senses from the Sense trait with a range.

Prerequisite: Sense.

Benefit: You double the range of your chosen sense.

Size Increase

Prerequisite: Medium size or smaller, Attribute (Strength) x2.

Benefit: Your size increases by one category.

Special: You can take this trait multiple times. You must have Attribute (Strength) x2 to become Large, x4 to become Huge, x6 to become Gargantuan, and x8 to become Colossal.

Templates

Dire

Prerequisite: Animal type

Benefit: Base attack bonus progression improves by 1 step. HV improves by 1.