Contents

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

Attributes

Each of a monster's starting attributes can range from -9 to 5, as appropriate for the type of monster. In general, a monster with higher starting attributes will be slightly stronger, but not all monsters need to start with the same total number of starting attributes.

Senses

In addition to the normal senses provided by a monster's type (see Types, page 4), 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 11).

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 8). 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 diffent 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.

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, monsterous 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 mouthers are aberrations.

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

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 are shown on Table 3.1: Defense Progressions.

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 -5 of lower. An animal whose Intelligence permanently increases to -4 or higher becomes a magical beast.

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 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**.

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: Poor.
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 4). 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 a slayer 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 strength of its magical and supernatural abilities.

Adept Points: An adept has a number of adept points equal to half its adept attribute or half its level, 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 8. Spent adept points return after 1 hour.

4.3 Behemoth

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)	—

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 slayer 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 8 for details.

4.4 Slayer

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)	—

Base Class Abilities

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

Skill Points: 5.

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 8 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 Tables

Table 5.1: Traits

General Traits	Prerequisites	Benefit	Page
Attribute Mastery	2nd level	Gain bonus to attribute	10
Great Fortitude	—	Gain +4 to Fortitude defense	10
Incorporeal	4th level	Become incorporeal	10
Increased Size	6th level	Increase size with level	10
Instant Reflexes	—	Gain +4 to Reflex defense	10
Mighty Will	—	Gain +4 to Mental defense	10
Natural Armor	—	Gain +2 to Armor defense	10
Natural Grab	Natural weapon, combat prowess 4	Natural weapon can grapple	10
Natural Shove	Natural weapon	Natural weapon can shove	11
Natural Trip	Natural weapon	Natural weapon can trip	10
Natural Venom	Natural weapon	Natural weapon becomes poisonous	11
Spit Web	—	Gain ability to spit immobilizing webs	11
Superior Senses	—	Gain extraordinary sense	11

Adept Traits	Prerequisites	Benefit	Page
Draining Touch	Adept	Gain ability to deal damage with a touch	11
Magical Ability	Adept	Gain ability to mimic a spell's effects	11
Magical Strike	Natural weapon, adept 8	Natural weapon causes a spell's effects	12
Myriad Magical Abilities	Adept 6	Gain many abilities that mimic spell effects	12

Behemoth Traits	Prerequisites	Benefit	Page
Armored Carapace	Behemoth 4	Gain +4 to Armor defense	10
Behemoth Size	Behemoth 4	Increase size with level	10
Damage Reduction	Behemoth 6	Gain damage reduction	10
Durable	Behemoth	Increase maximum hit points	10
Retributive Spikes	Behemoth 4	Deal damage to melee attackers	11
Retributive Punishment	Behemoth 8	Deal damage to attackers	11
Titanic Defenses	Behemoth 8	+2 to all defenses	12
Titanic Body	Behemoth 8	Increase size by one size category	12

Slayer Traits	Prerequisites	Benefit	Page
Breath Weapon: Cone	Slayer	Gain cone-shaped breath weapon	10
Breath Weapon: Line	Slayer	Gain line-shaped breath weapon	10
Brute Force	Slayer	Increase damage of natural weapons	10
Burrower	Slayer 2	Gain burrow speed	10
Natural Energy	Natural weapon, slayer 4	Natural weapon deals energy damage	10
Rend	Slayer, two strikes, Strength 5, two natural weapons	Deal bonus damage after hitting with two weapons	11

5.3 Trait Descriptions

Armored Carapace [Behemoth]

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

Attribute Mastery [General]

Prerequisite: 2nd level.

Benefit: Choose an attribute. You gain a bonus to that attribute equal to your level − 1. This effect does not stack with attribute bonuses gained from leveling up (see Level Advancement, page 3).

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

Behemoth Size [Behemoth]

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 10).

Breath Weapon: Cone [Slayer]

Prerequisite: Slayer level 1.

Benefit: You gain a breath weapon attack. As a standard action, you can make a Level vs. Reflex attack against all creatures within a Small *(10 ft.)* cone-shaped burst. Success deals 1d8 damage per two levels. You choose the damage type when you gain this trait. Failure deals half damage.

At slayer level 5, the area increases to Medium *(20 ft.)*. At slayer level 10, the area increases to Large *(50 ft.)*. At slayer level 15, the area increases to Huge *(100 ft.)*. At slayer level 20, the damage increases to 1d10 damage per two levels.

Breath Weapon: Line [Slayer]

Prerequisite: Slayer level 1.

Benefit: You gain a breath weapon attack. As a standard action, you can make a Level vs. Reflex attack against all creatures within a Medium *(20 ft.)*, 5 ft. wide line-shaped burst. Success deals 1d8 damage per two levels. You choose the damage type when you gain this trait. Failure deals half damage.

At slayer level 5, the area increases to a Large *(50 ft.)*, 5 ft. wide line. At slayer level 10, the area increases to Large *(50 ft.)*, 10 ft. wide line. At slayer level 15, the area increases to Huge *(100 ft.)*, 10 ft. wide line. At slayer level 20, the damage increases to 1d10 damage per two levels.

Brute Force [Slayer]

Prerequisite: Slayer level 1.

Benefit: Your natural attacks deal damage as if you were one size category larger than normal. At your 5th slayer level, and every 5 slayer levels thereafter, your damage increases by an additional size category.

Burrower [2]

Prerequisite: Slayer level 2.

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 Reduction [Behemoth]

Prerequisite: Behemoth level 6.

Benefit: You gain damage reduction against physical damage equal to your level. 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 10th level or higher, you can choose for this damage reduction to apply against all damage, rather than physical damage. Alternately, you can choose for the damage reduction to be impossible to overcome.

Durable [Behemoth]

Prerequisite: Behemoth level 1.

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

Great Fortitude [General]

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

Incorporeal [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 [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 not stack with the Behemoth Size trait (see page 10).

Instant Reflexes [General]

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

Mighty Will [General]

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

Natural Armor [General]

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

Natural Grab [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 [Slayer 4]

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 [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 [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 [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 level. 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 1d6 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.

Draining Touch [Adept]

Prerequisite: Adept level 1.

Benefit: If you touch a creature, it takes 1d6 life damage + 1 per two adept attribute. 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.

Rend [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 Strength vs. Fortitude attack against the target. Success deals 1d10 slashing damage per two Strength. Failure deals half damage.

Retributive Spikes [Behemoth]

Prerequisite: Behemoth level 4.

Benefit: Whenever a creature hits you with a physical melee attack, the attacking creature takes 1d6 piercing damage per two levels. Any individual creature can only take this damage once per round.

Retributive Punishment [Behemoth]

Prerequisite: Behemoth level 8.

Benefit: Whenever a creature within Medium *(100 ft.)* range of you attacks you, the attacking creature takes 1d6 damage per two levels. 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.

Superior Senses [General]

Prerequisite: 6th level.

Benefit: You gain one of the following senses.

- Blindsense (200 ft. range)
- Darkvision (200 ft. range)
- Tremorsense (200 ft. range)
- Lifesense (50 ft. range)
- Tremorsight (50 ft. range)
- Lifesight (20 ft. range)

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

Spit Web [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 Level 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 level.

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

Magical Ability [Adept]

Prerequisite: Adept level.

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 level or your **adept attribute**, whichever is higher. 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 Strike [Adept]

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 level or your **adept attribute**, whichever is higher. 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.

Myriad Magical Abilities [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 level or your **adept attribute**, whichever is higher. 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.

Titanic Defenses [General]

Prerequisite: Bememoth level 8.

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

Titanic Body [Behemoth]

Prerequisite: Behemoth level 8.

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

5.4 Aberrations

Aboleth **Level 12**

Senses Awareness +17, darkvision 50 ft.
Movement 10 ft. land speed, 60 ft. swim speed, Swim +18
Size Huge; **Reach** 10 ft.

HP hp; **Defenses**
Attacks Tentacle +18 (d8+9, slime); **Strikes** 2
Special Attacks Slime +14, Enslave +14
Attributes Str 3, Dex −1, Con 15, Int 14, Per 4, Wil 15

Levels Adept 12 [Aberration]
Environment Underground
Organization Solitary
Traits [7] Magical Ability, Magical Ability, Increased Size, Magical Strike, Natural Armor, Myriad Magical Abilities, Attribute Mastery

Adept Points: An aboleth has seven 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 Level 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 mimic the effects of the following spells:

- 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.

5.5 Animals

Bear, Black   Level 4

Senses Awareness +8, low-light vision, scent
Movement 30 ft. land speed, Sprint +10, Swim +10
Size Medium; **Reach** 5 ft.

HP 48; **Defenses** AD 15, Fort 23, Ref 15, Ment 12
Attacks Claws +8 (d6+3), Bite +8 (d8+3); **Strikes** 2
Attributes Str 5, Dex 2, Con 5, Int −6, Per 2, Wil 0

Levels Behemoth 4 [Animal]
Environment Temperate forests
Organization Solitary or pair
Traits Durable, Natural Grab, Great Fortitude

5.6 Constructs

5.7 Magical Beasts

Ankheg   **Level 6**

Senses Awareness +5, low-light vision, tremorsense 50 ft.
Movement 40 ft. land speed, 20 ft. burrow speed
Size Large; **Reach** reach ft.

HP 72; **Defenses** AD 18, Fort 25, Ref 17, Ment 12
Attacks Bite +12 (1d10+4, 1d6 acid); **Strikes** 2
Attributes Str 9, Dex 0, Con 9, Int −8, Per 3, Wil −2

Levels Slayer 6
Environment environment
Organization organization
Traits [4] Increased Size, Natural Grab, Natural Energy, Burrower

   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.

5.8 Outsiders

Demon, Bebelith   Level 11

Senses Awareness +16
Movement 50 ft. land speed
Size Huge; **Reach** 10 ft.

HP 209; **Defenses** AD 27, Fort 39, Ref 21, Ment 22
Attacks Bite +16 (2d10+7, poison); **Strikes** 3
    Claw +16 (2d8+7, rend)
Special Attacks [Immediate] Poison +11 vs Fort (6d6, 13d6)
    [Immediate] Rend +14 vs. Fort (7d10)
    [Swift] Web +11 vs. Ref (immobilized 2 rounds)
Attributes Str 14, Dex 4, Con 13, Int 1, Per 5, Wil 2

Levels Behemoth 5, Slayer 6
Environment The Abyss
Organization Solitary
Traits Behemoth Size, Natural Venom, Rend, Spit Web, Armored
  Carapace, Brute Force

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

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 Strength vs. Fortitude attack. Success deals 1d10 bludgeoning damage per Strength.

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

5.9   Undead

Allip   **Level 4**

Senses Awareness +1, darkvision 50 ft.
Movement 30 ft. fly speed (perfect)
Size Medium; **Reach** 5 ft.
HP hp; **Defenses**
Special Defenses Incorporeal
Attacks Touch +9 (1d6+3, draining); **Strikes** 1
Special Attack Babble +4
Attributes Str —, Dex 5, Con —, Int 1, Per 2, Wil 7
Levels Adept 4
Environment Any
Organization Solitary
Traits [3] Incorporeal, Draining Touch, 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 Level 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 damage + 1 per two Willpower. 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 6.

adept attribute: The attribute that an **adept** monster uses to determine the power of its abilities. For details, see Adept Attribute, page 6.

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 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 normallly.

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 additioanl 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.