Monster Manual

## Template Monster

|  |  |  |
| --- | --- | --- |
| **Info**  **Description:** \*  **Size:** \*  **Weight:** \*  **Challenge Rating:** \* | | **Skills**  **Athletics:** \*  **Melee:** \*  **Ranged:** \*  **Stealth:** \*  **Mechanical:** \*  **Medicinal:** \*  **Historical:** \*  **Political:** \*  **Features**  **Talents** |
| **Defenses**  **HP:** \*  **CP:** \*  **AC:** \* | **Mods**  **STR:** \*  **PER:** \*  **TEC:** \*  **W-VER:** \* |
| **Equipment**  **Weapon:** \*  **Hit/Range:** \*  **Damage:** \*  **Critical:** \*  **Durability:** \*  **Type:** \* | |

# Sewer Animals

## Rat

|  |  |  |
| --- | --- | --- |
| **Info**  **Description:** Swollen in size through years of mutations, these large rats are known to be hostile and deadly. They make their homes in the sewers.  **Size:** 4'  **Weight:** 50 lbs  **Challenge Rating:** 1 | | **Skills**  **Athletics:** 4  **Melee:** 2  **Ranged:** 1  **Stealth:** 1  **Mechanical:** 0  **Medicinal:** 0  **Historical:** 0  **Political:** 0  **Features**  **Diseased:** On hit, a rat has the chance of infecting their target with a deadly disease.  **Talents**  None. |
| **Defenses**  **HP:** 6  **CP:** 1  **AC:** 5 | **Mods**  **STR:** 3  **PER:** 3  **TEC:** 1  **W-VER:** 0 |
| **Equipment**  **Weapon:** Fangs (Melee)  **Hit/Range:** 0  **Damage:** 1d4  **Critical:** 5%  **Durability:** 100%  **Type:** Piercing | |

## Terralisk

|  |  |  |
| --- | --- | --- |
| **Info**  **Description:** Lurking in the sewers below Bel Nix, terralisks are large insects that can fire molted parts of their exoskeleton to kill their foes.  **Size:** 2'  **Weight:** 20 lbs  **Challenge Rating:** 1 | | **Skills**  **Athletics:** 1  **Melee:** 1  **Ranged:** 2  **Stealth:** 2  **Mechanical:** 0  **Medicinal:** 0  **Historical:** 0  **Political:** 0  **Features**  **Iron Skin:** The terralisk can harden its outer shell for a short period of time, causing them to take 1/2 damage from all except crushing weapons. However, they will be unable to use their spines for the duration of the effect.  **Talents**  None |
| **Defenses**  **HP:** 5  **CP:** 1  **AC:** 5 | **Mods**  **STR:** 2  **PER:** 3  **TEC:** 1  **W-VER:** 0 |
| **Equipment**  **Weapon:** Spine (Ranged)  **Hit/Range:** 5  **Damage:** 1d6  **Critical:** 5%  **Durability:** 100%  **Type:** Piercing | |

## Ursalain

|  |  |  |
| --- | --- | --- |
| **Info**  **Description:** Ursalain are the large predators of the Bel Nix sewers.  **Size:** 7'  **Weight:** 300 lbs  **Challenge Rating:** 4 | | **Skills**  **Athletics:** \*  **Melee:** \*  **Ranged:** \*  **Stealth:** \*  **Mechanical:** \*  **Medicinal:** \*  **Historical:** \*  **Political:** \*  **Features**  **Talents** |
| **Defenses**  **HP:** 15  **CP:** 1  **AC:** 10 | **Mods**  **STR:** 10  **PER:** 5  **TEC:** 1  **W-VER:** 0 |
| **Equipment**  **Weapon:** Claws (Melee)  **Hit/Range:** 2  **Damage:** 1d10  **Critical:** 10%  **Durability:** 100%  **Type:** Slashing | |

# Humanoid

## Sixth Tier Elite Guard (or Sixth Tier Elite Gunman)

|  |  |  |
| --- | --- | --- |
| **Info**  **Description**: The best the Six has to offer in the way of bodyguard protection. Trained to protect the Governor of Tier Six, they specialize in either heavily armored melee combat or deadly ranged combat.    **Size:** 6' 1"  **Weight:** 190 lbs  **Challenge Rating:** 3 | | **Skills**  **Athletics:** 4  **Melee:** 5 (or 3)  **Ranged:** 3 (or 5)  **Stealth:** 2  **Mechanical:** 0  **Medicinal:** 0  **Historical:** 1  **Political:** 1  **Features**  -Cleave  -Throw  -Intimidate  -Melee Weapon Focus (or Ranged Weapon Focus)  **Equipment (Variant)**  **Weapon:** Blunderbuss (Ranged)  **Hit/Range:** 10  **Damage:** 5d4  **Critical:**10%  **Durability:** 50%  **Type:** Crushing |
| **Defenses**  **HP:** 15  **CP:** 3  **AC:** 16 ( or 12) | **Mods**  **STR:** 6 (or 5)  **PER:** 5 (or 6)  **TEC:** 1  **W-VER:** 2 |
| **Equipment**  **Weapon:** Short Spear (Melee)  **Hit/Range:** 3  **Damage:** 1d6  **Critical:** 5%  **Durability:** 70%  **Type:** Piercing | |