# Rules in monster creation:

Let’s be clear:

There are no specific rules to create monsters. You can do anything and everything you want as a Game Master, but I’ll provide with some easy steps to create a **weak** monster.

What is a **weak** monster?:

We’ll refer to **weak** monsters as those that are very similar in design and gameplay to a player. Following the next steps, you should get a better idea of what type of monster we’re creating.

## Creating weak monsters:

Step 1 – Monster name:

Think of what monster you’re creating. This provably will make the other steps easier.

Step 2 – Evasion:

It’s time to determine monster’s evasion (aka how hard is to hit them with something).

* For **medium** creatures: Evasion = 11 + AB [around 50% hit/miss]
* For **small** creatures: Evasion = 16 + AB [around 80% miss 20% hit]
* For **large** creatures: Evasion = 6 + AB [around 80% hit 20% miss]

We’ll discuss AB later. Please note that these scores are just for reference.

Step 3 – HP:

Now it’s time to figure out how much HP you want the monster to have. Quick note: monsters with low health work better.

A rough rules of thumb is: **1d8 HP = 1 PC** . This is not correct but for gaming purposes it gets the job done and as I said above, monsters with low HP work better.

If you are creating humans, you could roll 3d6 for HP if you want the NPCs to play under the same rules as PCs (this increases difficulty).

Mathematical rules:

* (3\*x)d8 = xPC (high)
* (4\*x)d8 = xPC (max)

X = number of PCs you are calculating this for. High means that x number of PCs with high HP will have that amount of HP. Max stands for the maximum HP x number of PCs can possibly have. If you want to calculate the lowest amount of HP for x number of PCs, take the maximum of x-1.

Step 4 – AB:

Select the AB for the monster you are creating. I usually recommend giving +0 to normal entities and +1 to strong low level entities. GM discretion select one that would fit the power of the monster.

Step 5 – Damage:

In case of the monster using a weapon then the damage is that one of the weapon. If not, take a look at the weapon chart, the armor DR section and pick a die that would fit the monster (it can be any die and any amount of dice).

Step 6 – DRs:

Take a look at the DR table and select the armor or DR score for each damage type that would fit the monster.

Step 7 – Movement:

Pick a movement rate for the monster. For reference humans usually move at 40’-30’.

Step 8 – Saving throws:

Pick the closest class to the theme of the monster (when in doubt pick always warrior). Then go to the saving throws table and give them the ones you want for the level you intend the monster to be.

Step 9 – Morale:

Determine monster’s morale.

Step 10 – Experience:

Write down how much experience is one of these monsters is worth killing or similar. Take in consideration that this xp is divided among the party.

Additional setps:

If you want, you can give them a number of attacks, number of appearing in the wilderness and treasure type. I recommend to always do this manually for each encounter but tables are ok too.