

TRANSLATOR COLUMN: HOMEBREW MONSTERS

Author: Auquid

These rules will help you create your own monsters for Sword World 2.0. To create a monster, you will need to follow several steps.

1. CHOOSING A MONSTER CATEGORY

There are 9 categories of monsters: Barbarous, Animals, Plants, Undead, Constructs, Mythical Beasts, Fairies, Daemons, and Humanoids. Choose one of the categories of what your monster will be. You can use the following table to determine some characteristics common to all monsters in that category. You can modify them as you wish, they are only guidelines for a typical monster of this category.

Category	Perception	Disp.	Lang.	Weak Point
Barbarous	Five Senses (Darkvision)	Hostile/Neutral	Barbaric, Trade Common	Various
Animals	Five Senses	Hungry/Neutral	None	Various
Plants	Magic	Hostile/Neutral	None	Fire damage +3 points
Undead	Magic	Hostile	None/Arcana	HP Recovery (deals damage instead), +3 points
Constructs (Golem)	Magic	Instr.	Arcana	Various
Constructs (Magitech Soldier)	Magitech	Instr.	Magitech	Various
Mythical Beasts	Five Senses	Neutral/Hostile	Various	Various
Fairies	Five Senses	Neutral	Sylvan	Various
Daemons	Five Senses (Darkvision)	Hostile	Daemonic	Various
Humanoids	Five Senses	Neutral	Trade Common, Region Dialect	None

2. BASIC STATS

After selecting the category, you can fill in the stats of the monster using the following table that uses the average data for all levels of monsters. So, select the row corresponding to the level of the monster and fill in the corresponding fields. If the monster has several sessions, you can use the same HP, MP, Accuracy, Evasion, Damage for each section. To calculate the fixed value usually found in parenthesis you need to add +7 to the value.

Level	Rep	Weak	Init.	Fort	Will	Acc	Damage	Evas.	Def	HP	MP
1	7	12	8	2	2	2	2d-1	2	2	14	7
2	9	13	9	4	3	3	2d+1	3	3	18	10
3	9	13	10	5	5	4	2d+3	4	3	27	14
4	10	14	11	6	6	6	2d+4	5	3	32	15
5	11	15	12	8	7	7	2d+6	6	4	38	22
6	11	16	13	9	8	8	2d+8	7	6	43	28

7	12	17	14	10	8	10	2d+9	9	7	48	34
8	14	18	14	10	9	11	2d+10	9	7	54	34
9	14	19	15	12	12	11	2d+11	11	8	59	43
10	15	19	16	13	12	12	2d+10	11	9	71	47
11	16	20	17	14	14	13	2d+13	12	11	76	55
12	16	20	18	16	16	14	2d+14	14	12	84	65
13	16	21	20	17	16	16	2d+15	16	13	87	72
14	16	21	20	18	17	18	2d+17	16	14	97	77
15	17	22	20	21	20	20	2d+18	18	15	106	86
16	19	23	21	21	20	20	2d+20	19	16	113	86
17	19	23	22	23	22	22	2d+20	20	17	116	90
18	20	25	24	24	22	22	2d+21	21	18	119	100
19	21	27	26	25	25	23	2d+21	23	18	134	124
20	22	28	27	26	26	23	2d+22	23	19	167	156

You are free to change these stats to account for the specifics of the monster. Here are some general guidelines for that:

- For a heavily armored monster add +20% more Defense, HP, and decrease its Evasion by -2.
- For quick monsters add +2 to Accuracy, Evasion, and Initiative and decrease their Defense and HP by -20%.
- For casters add +100% MP and decrease their other stats by -2 levels.

3. UNIQUE SKILLS

Once you've filled in all the monster's base stats, you can add unique skills to it. There are several approaches to this. If your monster is based on an existing monster you can use its unique skills with changed parameters (see below). If it's a unique monster then you can create truly unique skills. It is recommended to follow these guidelines for unique skills.

- If the monster has unique skills that require a check against the target, you can use the average Accuracy from step 2 as a standard value for that unique skill.
- The Magic System Level is usually equal to the "Monster Level - 2".

Consider what the monster can have immunity to in addition to those that everyone in some categories has (see step 1). In the following table you can find typical unique skills:

Monster Type	Unique Skills
Undead	○Poison Immunity, ○Disease Immunity, ○Psychic Type (Weak) Immunity, ○Unlife (see BT, p. 122)
Corporeal Undead	○Psychic Immunity
Incorporeal Undead	○Normal Weapon Immunity
Constructs	○Poison Immunity, ○Disease Immunity, ○Psychic Immunity, ○Perception, ○Artificial (see BT, p. 144)
Monster of X Type	○X Immunity

Fairies	○Knowledge = Fairy Tamers, ○Invisible Against Runefolk, ○No Loot (see BT, p. 189)
Powerful Daemon	○Poison Immunity, ○Disease Immunity, ○Psychic Immunity
Caster	○ <input checked="" type="checkbox"/> Magic Aptitude They can use the Combat Feats [Guided Magic], [Magic Convergence], [Magic Control], [Metamagic/Distance], [Metamagic/Time] and [Metamagic/Area].
Flying	○Flight +1 bonus to Accuracy (only for melee attacks) and Evasion while flying.

4. LOOT

The next step is to think of a Loot for the monster. To choose a possible loot I suggest you look at existing monsters of similar category and level. Sometimes the monster itself can tell you what unique loot it might have. For example, a phoenix can have a very rare Phoenix's Egg loot or Phoenix Ashes.

5. DESCRIPTION

The last but not least important step is the description of the monster. The lore of monsters in Barbarous Tales p. 20 can help you.

TRANSLATOR COLUMN: BALANCING MONSTER ENCOUNTERS

Author: Auquid

In SW2.0 I lacked a system or understanding of how to balance combat encounters. So for this article, I wrote a combat simulator that has run over 3 million battles to find battles that would be challenging enough for a group of adventurers but at the same time not be on the verge of a coin flip.

These rules use three combat difficulty levels.

Hard - assuming that a group of adventurers can survive one or two of these battles without resting, and they represent the very difficult fights when everything is on the line.

Medium - assuming that the adventurers can fight three or four of these battles without rest, these are typical battles without too much risk, but they wear the group down and each subsequent battle can be fatal for someone.

Easy - these battles are the easiest for adventurers. Up to eight of these fights, a group can endure without rest and they are more of a threat after a few Hard fights or at the start of a more difficult follow-up fight.

Multi-section Monsters

For monsters with multiple sections, count each section as a separate monster. So, Queen DOOM counts four level 7 monsters.

EP (Encounter Points)

For this system, EP will be used (not to be confused with the experience points given out for monsters). To calculate the difficulty of an encounter, add up the EP values of all PCs (see PCs Encounter Points Table) and compare them with the sum of EPs of all monsters involved in the battle (see Monsters Encounter Points Table).

PCs Encounter Points Table

PCs Level	Encounter Points
1	1000
2	1700
3	2900
4	4400
5	5900
6	9300
7	15700
8	22900
9	31400
10	46400
11	66300
12	75400
13	97800
14	168000
15	237600

Monsters Encounter Points Table

Monster Level	Encounter Points
1	800
2	1600
3	2700
4	4500
5	7200
6	12200
7	20200
8	25700
9	32900
10	38400
11	50500
12	73100
13	113500
14	185100
15	293400
16	332800
17	473500

To determine the difficulty of an encounter, divide the total EP of monsters by the total EP of PCs and look at the table below.

Difficulty Table

<i>Monsters EP</i> PCs EP	Difficulty
60% or less	Easy
61% - 80%	Medium
81% - 120%	Hard
121% or more	Total Party Kill

You also need to take into account if the average monster level is much lower or higher than the average PC's level. In such a case, use the table below to modify the total Monsters Encounter Points.

Modification Table

Difference in Level	Encounter Points Multiplier
Monsters are weaker by 4 or more levels	x0.75
Monsters are stronger by 4 or more levels	x1.5