Included are the five classes of monster, with stats appropriate for a beginning party. As players level up, so too will monsters need to evolve. Under the (level up) section is advice to best scale the monsters with your players. This may need to be altered based on a specific party. This will require some experimentation, but following the guidelines in terms of order and changing with moderation (increasing hitpoints by 20 and not 80) should maintain balance.

Warrior

HP: 20

Movement: 4

AC: 14

REF: 10  
Will: 12

FORT: 14

ATT: +2

DAM: 1d6 x 2

(Level up): Increase HP, then AC. Eventually increase attack to +3, and then the damage multiplier to +3. Increase d6 to d8, then to d10. Increase movement to 6. Add regen 2.

Nimbler

Movement: 6

HP: 10

AC: 16

REF: 16

WILL: 12

FORT: 10

ATT: +3  
DAM: 1d4 x 3

(Level up): Increase movement to 7 or 8. Increase AC, then HP. Increase the d4 to a d6, eventually a d8. Add disarm.

Disabler:

HP: 20

AC: 14

REF: 12

WILL: 16

FORT: 10

Range: 6

Magic points: 150

Magic regen: 20

ATT: +2 vs Will

DAM: 0-6, constant

Effect: Creature suffers from a status effect (Blinded, Confused, Dazed, deafened, dispelled, disrupted, dominated, grabbed, immobilized, insane, invisible, phasing, slowed, stunned, weakened, chance to backfire, -2 to attack rolls, -2 to a defense) Cost: 30.

(Level up) Increase damage to 5-10, then 15-20 constant. Start targeting multiple creatures. Change cost to 40 for two targets or 50 for burst 1. Increase magic, then regen. Change the +2 to a +3. Increase Range. Increase hit points and defenses.

Spellcaster

HP: 25

AC: 14

REF: 13

FORT: 10

Will: 16

Range: 6

Magic Points: 150

Magic Regen: 30

Attack 1: Injure. +2 vs Fort. If hits, creature takes ongoing 10. Cost: 80

Attack 2: Drain Life: +3 vs Fort. If hits, creature takes 1d4 x 3 damage, and Spellcaster regains that many hit points. Cost 0

Attack 3: Shock. +2 vs Ref. If it hits, target takes 1d6 x 2 electrical damage. If it misses, target takes half damage.

(Level up): Start targeting multiple creatures. Increase range. Increase hit points and Will. On Spells: increase +2 and x 2 to +3 and x 3. Upgrade to next levels of spells. In a group, take heal. Increase magic points to 200 and regen to 40, then 50. Increase hit points and defenses.

Boss Monster:

HP: 120

AC: 17

REF: 14

WILL: 15  
FORT: 15

Movement: 5

ATT: +3

DAM: 1d6 x 3

Magic points: 100

Magic regen: 10

(Level up): Add regen 5. Add the use of “heal” as a spell. Increase to hit. Increase defenses. . Increase damage. Increase hit points. Add Status effects.

Example Monster:  
Insanity Beast. Base monster: disabler.

HP: 20

AC: 14

REF: 12

WILL: 16

FORT: 10

Range: 6

Magic points: 150

Magic regen: 20

Attack 1: +2 vs Will. Target takes 4 damage and is confused.

Attack 2: +2 vs Will. Target gains 20% chance to backfire.

Attack 3: +2 vs Will. Target takes 6 damage and is deafened.