CREATING MONSTERS

Monsters are not player characters, and their abilities are not at all determined by the rules for player characters — not even the stats for ancestries that can be player characters, such as Dwarves. The Referee decides a monster's abilities and does not have to follow any rules about that! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! The rules are not responsible for the quality of the swords and sorcery in your game, you are! Do not try to develop monsters according to any sort of power formula; create them based on how they feel and how they play at the gaming table. Make them challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you are "allowed" to do.

Creating monsters entirely from scratch is not only fun, but it offers new and exciting challenges to your players. It is not hard to do, either. The tables below give you some guidelines (not rules) for determining a monster's saving throw and challenge level.

Monster Saving Throws

Hit Dice	Saving Throw
< 1 HD	18
1 HD	17
2 HD	16
3 HD	14
4 HD	13
5 HD	12
6 HD	11
7 HD	9
8 HD	8
9 HD	6
10 HD	5
11 HD	4
12+ HD	3*

* Saving throw does not continue to improve beyond 12 HD

To help you with determining Challenge Levels and experience point values for monsters, the table below may be helpful. "Challenge Level" determines the experience point value for a monster. A monster's base Challenge Level is its number of whole hit dice. Add to that base if the monster has special abilities that make it harder to kill or more dangerous to the characters. The Challenge Levels table shows the XP value for each Challenge Level.

The Challenge Level Modifications table contains guidelines for how many additional challenge levels to add to a monster's hit dice based on special abilities.

Challenge Level Modifications

Special Ability	Effect on CL
4+ attacks per round (minimum d6 or saving throw each)	+1 CL
AC 0[19] or better	+1 CL
Automatic damage after hit	+1 CL
Breath weapon (25 points max or below)	+1 CL
Breath weapon (26 points max or more)	+2 CL
Disease	+1 CL
Drains level with no save	+3 CL
Drains level with save	+2 CL
Flies or breathes water	+1 CL
Greater than human intelligence	+1 CL
Immune to blunt/piercing weapons (including half damage)	+1 CL
Immune to energy type (acid, fire, etc.)	+1 CL
Immune to non-magic weapons	+1 CL
Magic resistance 50% or below	+1 CL
Magic resistance higher than 50%	+2 CL
Massive attack for 20+ hit points damage	+1 CL
Paralysis, swallows whole, immobilizes enemies (web, etc.)	+1 CL
Petrifaction, poison, or death magic	+2 CL
Regenerates	+1 CL
Undead (subject to banishment but immune to sleep, charm, hold)	+0 CL
Uses a spell-like power level 3 equivalent or above	+2 CL
Uses multiple spells level 2 or lower	+1 CL
Uses multiple spells level 3 or above	+2 CL
Uses multiple spells level 5 or above	+3 CL
Poison (nonlethal)	+1 CL
Miscellaneous other	+1 CL

Experience Point Values by Challenge Level

Challenge Level	XP Value	Challenge Level	XP Value
A (1d4 hit points or less)	5	11	2,400
B (1d6 hit points)	10	12	3,100
		13	3,900
1	15	14	4,800
2	30	15	5,800
3	60	16	6,900
4	120	17	8,100
5	24	18	9,400
6	400	19	10,800
7	600	20	12,300
8	900	21+	Add 1,500 XP per additional CL
9	1,300		
10	1,800		