

# Appendix One: Challenging Challenge Ratings

The various appendices here are designed to more accurately determine the Challenge Rating (CR) of characters; deities and monsters; as well as the Party Level. It presents rules for modifying Encounter Levels (EL) to produce balanced encounters regardless of the measure of power on display. It also explains Party Encounter Level (PEL) and lastly; outlines how to easily calculate Experience Points (EXP) with these changes in effect.

## Challenge Ratings {CR}

Challenge Ratings (CRs) are a measurement of power. There are two general principles regarding CR: firstly that it signifies a moderately challenging encounter for a party of 4-5 characters of the same power.

eg. CR 15 suggests the opponent would be a moderate challenge for a party of four (or five) 15th-level characters.

Secondly, that CR parallels character level.

eg. A 10th-level character is CR 10.

To determine monster CR what was needed was a list of all the relevant factors involved; and our best estimation of the effect they have on CR. These factors are outlined below.

The benefits of this system are manifold:

- Accuracy: it generates much more accurate results.
- Balance: provides balancing guidelines for homebrew monster design.
- Certainty: removes guesswork, which often leads to mistakes.
- Exploratory: promotes experimentation with the system.
- Flexibility: provides more campaign flexibility (such as restructuring for Low Magic campaigns).
- Integral: easily integrated into the current rules.
- Modular: can be adjusted and tailored by individual DMs.
- Necessity: is a virtual necessity at epic levels, otherwise thoughts of balance unravel.
- Sensible: elements such as Monster Advancement now make sense.
- Unlimited: functions at any conceivable measure of power.

## CHALLENGE RATING FACTORS

Challenge Ratings can be determined through totalling a number of pertinent factors,  
For typical Player Characters (PCs) only...

#1. Character Levels

#14. Wealth

...are generally required. Others may be comprised of a larger number of relevant elements.

Simply total all the relevant factors, then round down all fractions less than .5 and round up all fractions of .5 or greater.

eg. CR 1.4 = CR 1 (rounded down)

CR 5.75 = CR 6 (rounded up)

If a CR (when rounded up or down) gives result of zero or less:

CR (rounded to) 0 = CR 1/2

CR (rounded to) -1 = CR 1/4

CR (rounded to) -2 = CR 1/8

eg. Kobold CR +0.075 (rounded to 0) = CR 1/2

## LIST OF FACTORS

- Ability Scores
- Character Levels
- (Extra) Feats
- Hit Dice
- Integrated Spell Levels
- Movement
- Multiple Attacks
- Natural Armor
- Non-Player Character Class Levels
- Size
- (Extra) Skill Points
- Special Abilities/Qualities
  - Ability Score Drain
  - Breath Weapon
  - Create Spawn
  - Damage Reduction
  - Deflection
  - Disease
  - Energy Drain
  - Energy Resistance
  - Epic Abilities
  - Fast Healing
  - Gaze Weapons
  - Generic Abilities
  - Hardness
  - Immunities
  - Insight
  - Poison
  - Ray Attacks
  - Regeneration
  - Spell-like Abilities
  - Spell resistance
  - Summon
  - Touch Attacks
  - Turn Resistance
  - Unusual Abilities
  - Vulnerabilities
  - Weapon Resistance
- Templates
- Type/Subtype
- Wealth

## 0. ABILITY SCORES

Initially ability scores were also considered a relevant factor, however, while pertinent to the whole, it became apparent that including ability scores was much too pedantic and somewhat unnecessary provided all characters and creatures are treated equally in that respect. Also the inclusion of ability scores into the list of factors interfered with one of the fundamental dynamics of the game, namely that you could generally determine a characters CR from its level alone.

Ability scores are not factored into a characters or creatures CR (though see Design Parameters). However, the method for including them is retained herein so that you can understand the methodology behind how they influence various Templates; creature Types and factors such as Size.

CR +0.1/every additional point

CR -0.1/every subtracted point

### Unrated Ability Scores

Strength -  
Can't interact with surroundings CR -1

Dexterity -  
Can't move CR -1

Constitution -  
Always fail Constitution checks CR -0.2  
Immune to Ability Score Damage CR +0.5  
Immune to Critical Hits CR +1  
Immune to Disease CR +0.2  
Immune to Energy Drain CR +0.5  
Immune to Fortitude saves\* CR +0.5  
(\*unless they affect objects)  
Immune to Poison CR +0.5  
Total = CR +3

Intelligence -  
Immune to Mind Affecting Effects CR +0.5  
Mindless CR -1  
Total = CR -0.5

A Wisdom or Charisma score of - means the means the 'creature' is not self aware and therefore an object. As such it shouldn't have a CR score.

## 1. CHARACTER LEVELS (AND PRESTIGE CLASSES)

CR +0.8/Character level (No Wealth)  
CR +0.9/Character level with NPC Wealth  
CR +1/Character Level with PC Wealth

eg. 10th-level Rogue (No Wealth) = CR +8  
10th-level Rogue (NPC Wealth) = CR +9  
10th-level Rogue (PC Wealth) = CR +10

Both Cleric and Druid class levels were evaluated to be CR +0.9/level (No Wealth). However, individual DMs can use this information as they see fit.

## 2. (EXTRA) FEATS

CR +0.2/bonus feat not tied to Level/HD progression

eg. Goblins (Mounted Combat Feat) = CR +0.2

## 3. HIT DICE

CR +0.75/HD Dragons  
CR +0.7/HD Outsider  
CR +0.65/HD Magical Beasts  
CR +0.6/HD Monstrous Humanoids;  
Shapechangers and (Intelligent) Undead  
CR +0.55/HD Aberrations; Beasts; Elementals;  
Giants and Humanoids  
CR +0.5/HD Animals; Constructs; Fey; Oozes;  
Plants; (Mindless) Undead and Vermin.

eg. Ettin (10 HD Giant) = CR +5.5

Glabrezu (10 HD Outsider) = CR +7

## 4. INTEGRATED SPELL LEVELS

CR +0.35/level of Integrated Sorcerer/Wizard spells

CR +0.3/level of Integrated Cleric spells

CR +0.25/level of Integrated Druid spells

eg. Planetar (17th-level Cleric) = CR +5.1

*In monster descriptions Integrated Spell Levels are sometimes listed under Special Attacks as 'Spells'.*

## 5. MOVEMENT

Burrow: CR +0.2 (Soil)  
CR +0.5 (Stone)  
Climb: CR +0.2  
Flight: CR +0.2 (Clumsy)  
CR +0.4 (Poor)  
CR +0.6 (Average)  
CR +0.8 (Good)  
CR +1 (Perfect)  
Swim CR +0.2

CR +0.1/each additional 10ft. faster than typical speeds (as follows):

CR -0.1/each additional 10ft. slower than typical speeds (as follows):

Fine	5ft (non-flight)	10ft (flight)
Diminutive	10ft (non-flight)	20ft (flight)
Tiny	15ft (non-flight)	30ft (flight)
Small	20ft (non-flight)	40ft (flight)
Medium	30ft (non-flight)	60ft (flight)
Large	40ft (non-flight)	80ft (flight)
Huge	50ft (non-flight)	100ft (flight)
Gargantuan	60ft (non-flight)	120ft (flight)
Colossal	70ft (non-flight)	140ft (flight)

eg. Griffon (Large; Flight +0ft: Average) = CR +0.6

Solar (Large; Land +10ft; Flight +70ft: Good) = CR +1.6

## 6. MULTIPLE ATTACKS

CR +0.5/each additional attack beyond that which a fighter the same level as the creatures Hit Dice could have incorporating one offhand attack.

eg. Marilith (9 HD) 8 attacks

9th-level Fighter (+1 offhand) 3 attacks

Difference is 5 attacks = CR +2.5

## 7. NATURAL ARMOR

CR +0.1/point of Natural Armor

eg. Elder Earth Elemental (NA 15) = CR +1.5

## 8. NON-PLAYER CHARACTER CLASS LEVELS

This does not include Wealth

CR +0.6/Level of Adept or Warrior  
CR +0.55/Level of Aristocrat or Expert  
CR +0.4/Level of Commoner

eg. 7th-level Warrior = CR +4.2

## 9. SIZE

CR +1.5/each size category above Medium size  
CR -0.5 Small size  
CR -0.75 Tiny size  
CR -1 Diminutive or Fine size

eg. Purple Worm (Gargantuan) = CR +4.5

## 10. (EXTRA) SKILL POINTS

CR +0.1/5 bonus skill points not tied to Level/HD progression

eg. Minotaur (+12 bonus skill points) = CR +0.2

## 11. SPECIAL ATTACKS/QUALITIES

Unlike poison, multiple attacks with the same Disease do not stack.

### 11.01 ABILITY SCORE DRAIN

CR +0.6 (base) +0.2/point of Ability Score Drain  
CR +0.6 (extra) if permanent  
'Half' = CR +2  
Used as Ray Attack = CR +0.4  
Used as Breath Weapon = CR +0.4 (At Will +0.8)  
Used as a Gaze weapon = CR +1.2

eg. Wraith (1d6 (4 average) points of permanent Constitution Drain = CR +2

### 11.02 BREATH WEAPON

CR +0.4 (base) +0.1/5 points of Energy damage  
CR +0.4 (base) +0.1/3 points of Force Damage

CR +0.2/level of duplicated spell effect  
Converting from a Touch Spell = CR +0.4  
Converting from a Ranged Single Target or Ray Spell = CR +/-0

Range: CR +0.1/each additional +10ft. (cone); or +20ft (line) beyond typical ranges (as follows):

Fine	5ft (cone)	10ft (line)
Diminutive	10ft (cone)	20ft (line)
Tiny	15ft (cone)	30ft (line)
Small	20ft (cone)	40ft (line)
Medium	30ft (cone)	60ft (line)
Large	40ft (cone)	80ft (line)
Huge	50ft (cone)	100ft (line)
Gargantuan	60ft (cone)	120ft (line)
Colossal	70ft (cone)	140ft (line)

Uses/Day: At Will CR +0.4  
1d4 Round Delay CR +/-0  
1/day\* CR +5 (1/5th)\*

\*Each use represents +1/5th up to five maximum which is treated the same as 1d4 Round Delay.

eg. Gorgon (Flesh to Stone 6th-level ranged single target effect; Cone +20ft) = CR +1.8

Dragon Turtle (20d6 (70 average) energy damage; 1d4 round delay; Cone +20ft) = CR +1.6

### 11.03 CREATE SPAWN

CR +0.1/CR of creation

Awakening Period: 1d4 days = CR +2  
1d4 rounds = CR +/-0

eg. Wraith (create Wight CR 6; 1d4 round) = CR +0.6

### 11.04 DAMAGE REDUCTION

CR +0.25/5 points of damage reduced  
CR +0.25/enchantment bonus

eg. Titan (DR 15/+1) = CR +1 (0.75 + 0.25)  
Solar (DR 35/+4) = CR +2.75 (1.75 + 1)

### 11.05 DEFLECTION

CR +0.15/point of Deflection

eg. Spectre (Deflection +2) = CR +0.3

### 11.06 DISEASE

CR +0.05/point of ability damage

'Death' = CR +0.5

'Half' = CR +0.25

Incubation Period: 1 Week = CR +2

1 Day = CR +/-0

1 Hour = CR x2

1 Minute = CR x4

1 Round = CR x8

CR +0.2 (extra) if it cannot be overcome naturally

CR +0.6 (extra) if permanent

Used as Breath Weapon = CR +0.4 (At Will +0.8)

eg. Mummy Rot (Incubation 1 day; 1d6 temporary Constitution damage; cannot be overcome naturally) = CR +0.4

### 11.07 ENERGY DRAIN

CR +1.2 (base) +0.4/each Energy Level drained

'Half' = CR +4

Used as Ray Attack = CR +0.4

Used as Breath Weapon = CR +0.4 (At Will +0.8)

Used as a Gaze weapon = CR +1.2

eg. Spectre (2 Level Energy Drain) = CR +2

### 11.08 ENERGY RESISTANCE

CR +0.1/10 points of Energy Resistance

eg. Quasit (Fire Resistance 20) = CR +0.2

### 11.09 EPIC ABILITIES

Anti-Magic Field (Colossus)	CR +25
Blazefire (Lavawight)	CR +2.4
Cocoon (Thorciasid)	CR +0.5
Disintegrating Touch (Umbral Blot)	CR +5
Heat Aura (Lavawight)	CR +1.8
Learned Spell Immunity (Infernal)	CR +1
Magic Immunity (Demilich)	CR +8.1

Negative Energy Aura (Atropal)	CR +9
Null Time Field (Phane)	CR +1
Phylactery Transference (Demilich)	CR +1
Savage (Brachyurus)	CR +1.5
Sending (Dream Larvae)	CR +3
Spell Suck (Infernal)	CR +0.5
Stasis Touch (Phane)	CR +1.8
Summon Past Time Duplicate (Phane)	CR +3
Time Leach (Phane)	CR +1
Time Regression (Phane)	CR +1
Trap the Soul (Demilich)	CR +3.8
Worst Nightmare (Dream Larvae)	CR +1

## 11.10 FAST HEALING

CR +0.1/point of Fast Healing

eg. Solar (Fast Healing 15) = CR +1.5

## 11.11 GAZE ATTACKS

CR +0.2/level of duplicated spell effect

Converting effect from a Touch Spell = CR +1.2

Converting effect from a Ranged Single Target or

Ray Spell = CR +0.8

Converting effect from an area spell = CR +0.4

Range: CR +0.2/10ft beyond 30ft range

eg. Medusa (Flesh to Stone 6th-level ranged single target spell effect; 30ft range) = CR +2 (1.2 + 0.8)

## 11.12 GENERIC ABILITIES

Blindsight	CR +0.5
Constrict	CR +0.2
Crush	CR +0.5
Darkvision	CR +0.2
Fear Aura	See Spell-like Abilities
Frightful Presence	CR +0.8
Improved Grab	CR +0.2
Rend	CR +0.5
Scent	CR +0.2
Swallow Whole	CR +1
Tail Sweep	CR +0.5
Trample	CR +0.5

## 11.13 HARDNESS

CR +0.2/point of Hardness

eg. Demilich (DR 30/-) = CR +6

## 11.14 IMMUNITIES

Ability Score Drain/Loss	CR +0.5
Critical Hits	CR +1
Disease	CR +0.2
Energy (each type)	CR +1
Energy Drain	CR +0.5
Magic (as Golem)	CR +2.5
Mind Affecting Effects	CR +0.5
Petrification	CR +0.2
Poison	CR +0.5
Polymorphing	CR +0.2
Sleep/Paralysis/Stunning	CR +0.2
Spell Level (each)	CR +0.5

eg. Rakshasa (Immune to 8th-level spells or lower) = CR +4

## 11.15 INSIGHT

CR +0.1/point of Insight

CR +0.15/point of Insight to Armor Class

eg. Gloom (+12 Insight bonus to AC) = CR +1.8

## 11.16 POISON

CR +0.2/point of primary ability damage

CR +0.1/point of secondary ability damage

CR +0.6 (extra) if permanent

'Death' = CR +2 (Primary) or CR +1 (Secondary)

'Half' = CR +1 (Primary) or CR +0.5 (Secondary)

Used as Breath Weapon = CR +0.4 (At Will +0.8)

eg. Pit Fiend (Primary: 1d6 (4 average) temporary Constitution damage; Secondary: Death) = CR +1.8

## 11.17 RAY ATTACKS

CR +0.4 (base) +0.1/5 points of Energy damage

CR +0.4 (base) +0.1/3 points of Force Damage

CR +0.2/level of duplicated spell effect

Converting from a Touch Spell = CR +0.4

Range: CR +0.1/additional +40ft. beyond typical ranges (as follows):

Fine	20ft
Diminutive	40ft
Tiny	60ft
Small	80ft
Medium	120ft
Large	160ft
Huge	200ft
Gargantuan	240ft
Colossal	280ft

Range of 'Sight' = CR +0.4 (extra)

Uses/Day: At Will CR +/-  
1/day\* CR ÷ 5 (1/5th)\*

\*Each use represents +1/5th up to five maximum which is treated the same as At Will.

eg. Yrthak (Sonic Lance: 6d6 (21) energy damage; Range 60ft.) = CR +0.8

## 11.18 REGENERATION

CR +0.5 (base) +0.1/point of Regeneration

eg. Tarrasque (Regeneration 40) = CR +4.5

## 11.19 SPELL-LIKE ABILITIES

To determine the effective level of an Epic Spell take its spellcraft DC; subtract 20; divide by 10 (rounding fractions) and then add 9 to the total.

eg. Hellball: DC 90 - 20 = 70 - 10 = 7 + 9 = 16  
Hellball is therefore equal to a 16th-level spell

Individual Abilities.

'Always Active'

CR +0.005 x (spell level effect x caster level)

'Usable At Will'

CR +0.0025 x (spell level effect x caster level)

Hardness is often accredited as Damage Reduction, such as DR 10/-



'Usable 1/day'

CR +0.0005 x (spell level effect x caster level)

\*Each use represents +0.0005 up to five maximum which is treated the same as 'Usable At Will'.

eg. Solar

11 Always active spell levels x 20 (level) = CR +1.1

63 Usable At Will spell levels x 20 (level) = CR +3.15

24 Usable 3/day spell levels x 20 (level) = CR +0.72

65 Usable 1/day spell levels x 20 (level) = CR +0.65

Total = CR +5.62

## 11.20 SPELL RESISTANCE

CR +0.1/point above 10

eg. Pit Fiend (SR28) = CR +1.8

## 11.21 SUMMON

CR +0.1/point of CR summoned

Failure Chance: Apply percentage

Uses/Day: 1/day\* CR ÷ 5 (1/5th)\*

\*Each use represents +1/5th (5 maximum).

In the event of variable summonings use the highest single total.

eg. Pit Fiend (summon Gelugon CR 20 (its most powerful summoning); 2/day) = CR +0.8

Succubus (summon Balor CR 26; 1/day; 10% chance of success) = CR +0.052 (2.6 ÷ 5 (1/day) ÷ 10 %)

## 11.22 TOUCH ATTACK

CR +0.1/5 points of Energy Damage (use average)

CR +0.2/level of duplicated spell effect

eg. Ghoul (Paralysis Touch x 3\*) = 0.4 x 3 = CR +1.2

\*3 attacks with this ability

## 11.23 TURN RESISTANCE

CR +0.1/2 points of Turn Resistance

eg. Allip (Turn Resistance +2) = CR +0.1

## 11.24 UNUSUAL ABILITIES

Carapace CR +2.4 (Tarrasque)

Death Gaze CR +2.2 (Bodak)

Death Throes CR +0.9 (Balor)

Natural Invisibility CR +0.8 (Invisible Stalker)

Rust CR +2 (Rust Monster)

## 11.25 VULNERABILITIES

Light Sensitivity (Kobold; Orc) CR -0.2

Sunlight Vulnerability (Spectre) CR -1

Blessed X-bow Bolt Vulnerability (Rakshasa) CR -2.5

## 11.26 WEAPON RESISTANCE

CR +0.2 Half Damage from any one weapon type

CR +0.5 Half Damage from any two weapon types

CR +1 Half Damage from all three weapon types

eg. Mummy (Resistant to Blows) = CR +1

# 12. TEMPLATES

Celestial and Fiendish Creatures:

Darkvision CR +0.2

Smite Evil/Good 1/day CR +0.1

Total CR +0.3

HD 1-3: Energy Resistance CR +0.15

Total CR 0.45 (Celestial); CR +0.4 (Fiendish)

HD 4-7: Damage Reduction CR +0.5

Energy Resistance CR +0.3

Spell Resistance CR +0.1

Total CR +1.2 (Celestial) CR +1.1 (Fiendish)

HD 8-11: Damage Reduction CR +0.75

Energy Resistance CR +0.45

Spell Resistance CR +1

Total CR +2.5 (Celestial) CR +2.35 (Fiendish)

HD 12+: Damage Reduction CR +1.25

Energy Resistance CR +0.6

Spell Resistance CR +1.2

Total CR +3.35 (Celestial) CR +3.15 (Fiendish)

Ghost: Fly (Perfect) CR +1

Incorporeal CR +2.2

Manifestation CR +1

Rejuvenation CR +1

Skill bonuses (+32) CR +0.6

Turn Resistance +2 CR +0.1

Undead (Intelligent) CR +2

Total CR +7.9

Plus 1d3 abilities from the following list:

Corrupt Gaze CR +2.2

Corrupt Touch CR +0.2

Frightful Moan CR +0.5

Horrific Appearance CR +1.65

Malevolence CR +1

Telekinesis CR +0.5

Half-Celestial: Ability Scores +20 CR +2

Acid Immunity CR +1

Cold Immunity CR +1

Disease Immunity CR +0.2

Electricity Imm. CR +1

Flight (Average) CR +0.6

Low Light Vision CR +0.1

Natural Armor +1 CR +0.1

Poison save +4 CR +0.1

Total CR +6.1

HD 1-8: Spell-like Abilities CR +0.1

Total CR +6.2

HD 9-14: Spell-like Abilities CR +0.2

Total CR +6.3

HD 15+: Spell-like Abilities CR +0.3

Total CR +6.4

Half-Dragon:

Ability Scores (+14) CR +1.4

Breath Weapon CR +0.6

Darkvision CR +0.2

Energy Immunity CR +1

Natural Armor +4 CR +0.4

Sleep/Paralysis/Stun Immunity CR +0.2

Total CR +3.4

Half-Fiend:	Ability Scores +16	CR +1.6
	Acid Resistance 20	CR +0.2
	Cold Resistance 20	CR +0.2
	Darkvision	CR +0.2
	Electricity Res. 20	CR +0.2
	Fire Resistance 20	CR +0.2
	50% Flight (Average)	CR +0.3
	Natural Armor +1	CR +0.1
	Poison Immunity	CR +0.5
	Total CR +3.5	

HD 1-8: Spell-like Abilities	CR +0.1
Total CR +3.6	

HD 9-14: Spell-like Abilities	CR +0.2
Total CR +3.7	

HD 15+: Spell-like Abilities	CR +0.3
Total CR +3.8	

Lich:	Ability Scores (+6)	CR +0.6
	Cold Immunity	CR +1
	Damage Reduction 15/+1	CR +1
	Electricity Immunity	CR +1
	Fear Aura	CR +0.2
	Natural Armor +6	CR +0.6
	Paralysis Touch	CR +0.4
	Phylactery	CR +1
	Polymorph Immunity	CR +0.2
	Skill Bonuses (+48)	CR +0.9
	Turn Resistance +4	CR +0.2
	Undead (Intelligent)	CR +2
	Total CR +9.1	

Lycanthrope:	Alternate Form	CR +0.2
	Curse	CR +0.2
	Damage Reduction	CR +0.75
	Empathy	CR +0.1
	Natural Armor (+2)	CR +0.2
	Skill bonuses (+16)	CR +0.4
	Save Bonuses (+4)	CR +0.4
	CR +2.25	

Bear Form: +26 Ability Scores and +3 Feats in alternate form (50% rating)	CR +1.6
Total CR +3.85	

Boar Form: +10 Ability Scores and +2 Feats in alternate form (50% rating)	CR +0.7
Total CR +2.95	

Rat Form: +8 Ability Scores and +3 Feats in alternate form (50% rating)	CR +0.7
Total CR +2.95	

Tiger Form: +22 Ability Scores and +3 Feats in alternate form (50% rating)	CR +1.4
Total CR +3.65	

Wolf Form: +10 Ability Scores and +3 Feats in alternate form (50% rating)	CR +0.8
Total CR +3.05	

Vampire:	Ability Scores (+18)	CR +1.8
	Alternate Form	CR +0.4
	Blood Drain	CR +0.9
	Children of the Night	CR +0.2
	Cold Resistance 20	CR +0.2
	Create Spawn	CR +0.4
	Damage Reduction 15/+1	CR +1
	Domination	CR +0.5

Electricity Resistance 20	CR +0.2
Energy Drain (2 Levels)	CR +2
Fast Healing 5	CR +0.5
Feats (+5)	CR +1
(only) Incapacitated at 0 hp	CR +0.5
Natural Armor +6	CR +0.6
Skills (+56)	CR +1.1
Spider Climb	CR +0.1
Turn Resistance +4	CR +0.2
Undead (Intelligent)	CR +2
Can be repelled/warded	CR -1
Staking Vulnerability	CR -0.5
Sunlight Vulnerability	CR -2.5
Water Vulnerability	CR -0.5
Total CR +9.1	

## 13. TYPE/SUBTYPE

Baatezu:	Acid Resistance 20	CR +0.2
	Cold Resistance 20	CR +0.2
	Fire Immunity	CR +1
	Poison Immunity	CR +0.5
	See through Darkness	CR +0.2
	Telepathy	CR +0.2
	Total CR +2.3	

Celestial: (greater)	Acid Immunity	CR +1
	Cold Immunity	CR +1
	Electricity Immunity	CR +1
	Fire Resistance 20	CR +0.2
	Petrification Immunity	CR +0.2
	Poison Save +4	CR +0.1
	Protective Aura	CR +0.6
	Tongues	CR +0.2
	Total CR +4.3	

Celestial: (lesser)	Aura of Menace	CR +0.5
	Electricity Immunity	CR +1
	Magic Circle vs. Evil	CR +0.2
	Petrification Immunity	CR +0.2
	Poison save +4	CR +0.1
	Tongues	CR +0.2
	Total CR +2.2	

Cold:	Cold Immunity	CR +1
	Fire Vulnerability	CR -0.5
	Total CR +0.5	

Construct:	Cannot be Raised etc.	CR -0.2
	Constitution -	CR +3
	Darkvision 60ft	CR +0.2
	Don't heal naturally	CR -1
	Intelligence -	CR -0.5
	Total CR +1.5	

Elemental:	Critical Hit Imm.	CR +1
	Poison Immunity	CR +0.5
Sleep/Paralysis/Stun Immunity		CR +0.2
	Total CR +1.7	

Fire:	Fire Immunity	CR +1
	Cold Vulnerability	CR -0.5
	Total CR +0.5	

Formian:	Cold Immunity	CR +1
	Electricity Res. 20	CR +0.2
	Fire Resistance 20	CR +0.2
	Hive Mind	CR +0.2
	Petrification Immunity	CR +0.2
	Poison Immunity	CR +0.5
	Sonic Resistance 20	CR +0.2
	Total CR +2.5	

This term  
'greater' Celestials  
is for the Astral  
Deva; Planetary  
and Solar.

Incorporeal:

Damage Reduction (Special*)	CR +1
(*Affected by enchanted creatures; items only)	
Ignore Damage (50% chance)	CR +1
Move Silently	CR +0.2
Pass Solid Objects	CR +1
(Ignore natural armour/defenses)	
Strength -	CR -1
Total CR +2.2	

Ooze:

Critical Hit Imm.	CR +1
Hit Point Bonus	CR +0.2
Intelligence -	CR -0.5
Poison Immunity	CR +0.5
Polymorph Imm.	CR +0.2
Sleep/Paralysis/Stun Imm.	CR +0.2
Total CR +2.6	

Outsiders: Cannot be raised etc. CR -0.2

Darkvision (60 ft.)	CR +0.2
Total CR +/- 0 (no difference)	

Plant:

Critical Hit Imm.	CR +1
Poison Immunity	CR +0.5
Polymorph Imm.	CR +0.2
Sleep/Paralysis/Stun Imm.	CR +0.2
Total CR +1.9	

Tanar'ri:

Acid Resistance 20	CR +0.2
Cold Resistance 20	CR +0.2
Electricity Imm.	CR +1
Fire Resistance 20	CR +0.2
Poison Immunity	CR +0.5
Telepathy	CR +0.2
Total CR +2.3	

Undead:

(Intelligent)	Can be Turned etc.	CR -1
	Cannot be Raised etc.	CR -0.2
	Constitution -	CR +3
	Darkvision 60ft	CR +0.2
	Total CR +2	

Undead:

(Mindless)	Can be Turned etc.	CR -1
	Cannot be Raised etc.	CR -0.2
	Constitution -	CR +3
	Darkvision (60ft.)	CR +0.2
	Don't heal naturally	CR -1
	Intelligence -	CR -0.5
	Total CR +0.5	

Vermin: Intelligence - CR -0.5

Xorn:

Cold Immunity	CR +1
Electricity Resistance 20	CR +0.1
Fire Immunity	CR +1
Weapon Resistance (1 type)	CR +0.2
Total CR +2.3	

## 14. WEALTH

CR +0.2/level of PC wealth  
CR +0.1/level of NPC wealth

To determine PC Wealth:  
Level x level x level x 100 gp

To determine NPC Wealth:  
Half level x half level x half level x 100 gp

eg. Balor +1 Vorpal Greatsword (costs 72,000 GP)  
Requires 9th-level PC wealth (72,900 GP) = CR +1.8

**Devil, Barbazu: CR 11 (6)**  
6 Outsider Hit Dice = CR +4.2  
Natural Armor (+7) = CR +0.7  
Damage Reduction (DR 10/+1) = CR +0.75  
Spell-like Abilities = CR +0.2  
Spell Resistance (SR 23) = CR +1.3  
Summon Baatezu = CR +0.2  
Unusual Special Abilities (Battle Frenzy; Beard; Wounding) = CR +1.5  
Baatezu Qualities = CR +2.3

**Devil, Cornugon: CR 20 (10)**  
Hit Dice (11 HD Outsider) = CR +7.7  
Movement (Flight: Average) = CR +0.6  
Natural Armor (+15) = CR +1.5  
Size (Large) = CR +1.5  
Damage Reduction (DR 20/+2) = CR +1.5  
Fast Healing 5\* = CR +0.5  
Spell-like Abilities = CR +0.8  
Spell Resistance (SR 24) = CR +1.4  
Summon = CR +0.5  
Unusual Special Abilities (Stun, Wound) = CR +1.3  
Baatezu Qualities = CR +2.3

\*As per the official errata

**Devil, Pit Fiend: CR 27 (14)**  
Hit Dice (13 HD Outsider) = CR +9.1  
Movement (Flight: Average) = CR +0.6  
Natural Armor (+20) = CR +2  
Size (Large) = CR +1.5  
Multiple Attacks (+2) = CR +1  
Damage Reduction (DR 30/+3\*) = CR +2  
Disease (Devil Chills) = CR +0.15  
Fast Healing 5\* = CR +0.5  
Generic Special Abilities (Improved Grab; Constrict)  
= CR +0.4  
Poison (1d6 temp Con/Death) = CR 1.8  
Spell-like Abilities = CR +3.4  
Spell Resistance (SR 28) = CR +1.8  
Summon = CR +0.8  
Baatezu Qualities = CR +2.3

\*As per the official errata

**Great Wurm Red Dragon: CR 56 (28)**  
Hit Dice (40 HD Dragon) = CR +30  
Integrated Spell Levels (19th-level Sorcerer) = CR +6.65  
Movement (Flight: Clumsy; +10ft) = CR +0.3  
Natural Armor (+39) = CR +3.9  
Size (Colossal) = CR +6  
Multiple Attacks (+1) = CR +0.5  
Breath Weapon = CR +2.6  
Damage Reduction (DR 20/+3) = CR +1.75  
Spell-like Abilities = CR +0.3  
Spell Resistance (SR 32) = CR +2.2  
Generic Special Abilities (Blindsight; Crush; Frightful Presence; Tail Sweep) = CR +2  
Fire Subtype = CR +0.5

While the above examples may initially appear too high; remember the following:

- Opponent CRs denote at what point the party should succeed using 20-25% of their resources. The party **should** always win such an encounter.

- The relationship between CRs and ELs is different than before and while many would point out that some abilities which seem powerful at low levels are relatively insignificant at high level these problems are solved through the changes to ELs (see page following).





# Effective Character Levels {ECL}

Effective Character Levels (ECL) measure the advantages of powerful races in comparison to typical races; allowing them to be feasibly adopted by players without disturbing the balance of power.

The previous list of CR factors can be used to determine ECL in exactly the same manner with a few notable changes:

11.10 Fast Healing: Add +2 (base) to the ECL

11.18 Regeneration: Add +2 (base) to the ECL

eg.: Troll (CR 7) = ECL 9 race\*.

\*ECL 11 with 11th-level PC Equipment (9 + 2.2)

# Encounter Levels {EL}

While CR is a measure of power, Encounter Level (EL) is a measurement of relative power. The single principle of EL is that doubling the difficulty of the encounter increases the EL by 2.

eg. An EL of 14 is twice as difficult as an EL of 12. An EL of 16 is four times as difficult as an EL of 12. An EL of 18 is eight times as difficult as an EL of 12 etc.

However CR does not parallel EL in the same way the official rules attest. As we ascend in power, the effect of CR upon EL diminishes. That fact is plainly obvious; though certainly more and more pronounced the higher we take things.

eg. While a CR 7 opponent may be twice as powerful as a CR 5 enemy; the difference between CR 27 and CR 25 is negligible.

What this article proposes is to outline the relationship between CR and EL. The benefits of introducing these changes are not only that you get to properly balance relative power, but also that it prevents the improper narrowing of the range of ELs for what constitutes a plausible opponent for the party.

eg. The official rules would have us believe that a 29th-level character (officially CR 29) is beyond the ability of a party of four or five 20th-level characters to defeat. Or even more ludicrously (if we take things to *extremis*); that a party of four or five 100th-level characters could not defeat a 109th-level character!

To determine the revised EL simply take the CR and apply it to Appendix Table 1-1a: Encounter Levels by Challenge Rating.

APPENDIX TABLE 1-1A:

Encounter Levels by Challenge Rating					
CR	EL	CR	EL	CR	EL
1	1	32-39	21	448-511	36
2	5	40-47	22	512-639	37
3	7	48-55	23	640-767	38
4	9	56-63	24	768-895	39
5	10	64-79	25	896-1023	40
6	11	80-95	26	1024-1279	41
7	12	96-111	27	1280-1535	42
8-9	13	112-127	28	1536-1791	43
10-11	14	128-159	29	1792-2047	44
12-13	15	160-191	30	2048-2559	45
14-15	16	192-223	31	2560-3071	46
16-19	17	224-255	32	3072-3583	47
20-23	18	256-319	33	3584-4095	48
24-27	19	320-383	34	4096-5119	49
28-31	20	384-447	35	5120-6143	50

**Example: 30th-level NPC (CR 27) = EL 19**  
**Pit Fiend (CR 27) = EL 19**

Each time you double CR, the EL increases by 4. The extent of this mechanic is detailed in Appendix Table 1-1b: Methodology behind Encounter Levels.

APPENDIX TABLE 1-1B:

Methodology behind Encounter Levels	
CR	Encounter Level
1/4	-8
1/3	-6
1/2	-4
2/3	-2
Base	+/-0
x1.5	+2
x2	+4
x3	+6
x4	+8

## MULTIPLE OPPONENTS (MATCHED)

Increasing the number of matched opponents increases the Encounter Level as follows. See Appendix Table 1-2 Encounter Level by Number of Opponents.

APPENDIX TABLE 1-2:

Encounter Level by Number of Opponents	
# Opponents	Encounter Level
1 Opponent	EL +/-0
1.5 Opponents*	EL +1*
2 Opponents	EL +2
3 Opponents	EL +3
4-5 Opponents	EL +4
6-7 Opponents	EL +5
8-11 Opponents	EL +6
12-15 Opponents	EL +7
16-23 Opponents	EL +8
*See Mixed Opponents below.	
<b>Example: Pit Fiend (CR 27 = EL 19)</b>	
1 Pit Fiend = EL 19	
2 Pit Fiends = EL 21 (19 + 2)	
14 Pit Fiends = EL 26 (19 + 7)	

# MULTIPLE OPPONENTS (MIXED)

For mixed groups, first determine the EL of all matched opponents:

**Example:** Great Wyrms Red Dragon (CR 56) = EL 24  
4 Pit Fiends (CR 27) = EL 23 (19 + 4)  
4 Cornugons (CR 20) = EL 22 (18 + 4)  
10 Barbazu (CR 11) = EL 20 (14 + 6)

The group or individual with the highest EL represents the base unit. All other groups are measured in proportion to the base unit.

Base Unit: Red Dragon EL 24 (EL +/-0) = 100%  
4 Pit Fiends EL 23 (EL -1) = +66.6%  
4 Cornugons EL 22 (EL -2) = +50%  
10 Barbazu EL 20 (EL -4) = +25%  
Total: 241.6% of Base Unit EL 24  
2 (200%) EL 24 opponents = EL 26

EL +/-0 = 100% (base unit)  
EL -1 = +66.6%  
EL -2 = +50%  
EL -3 = +33.3%  
EL -4 = +25%  
EL -5 = +16.6%  
EL -6 = +12.5%  
EL -7 = +8.3%  
EL -8 = +6.2%

## Party Level

To determine Party Level simply total all character levels (or ECLs in the event of templates etc.) and divide by the number of characters.

**Example:** 20th-level Rogue; 18th-level Paladin;  
17th-level Half-Dragon Monk; 18th-level Wizard.  
20 + 18 + 20 + 18 = 76 total effective levels  
76 ÷ 4 (characters) = 19 (Party Level)

## Party Encounter Level {PEL}

The Party Encounter Level (PEL) is always their actual EL reduced by four. To determine PEL take the Party Level and apply it to Table 1-1a Encounter Levels by Challenge Rating. Then modify it with Appendix Table 1-3 Party Encounter Level by Character Numbers.

APPENDIX TABLE 1-3:

### Party Encounter Level by Character Numbers

# Characters	Party Encounter Level
1 Character	PEL -4
2 Characters	PEL -2
3 Characters	PEL -1
4-5 Characters	PEL +/-0
6-7 Characters	PEL +1
8-11 Characters	PEL +2
12-15 Characters	PEL +3
16-23 Characters	PEL +4

**Example: 3 Characters (Party Level 10) = PEL 13**  
Party Level 10 = EL 14  
3 Characters = PEL -1

**Example: 10 Characters (Party Level 19) = PEL 19**  
Party Level 19 = EL 17  
10 Characters = PEL +2

## UNDERSTANDING ENCOUNTER LEVELS

What do ELs mean in real terms. Remember that EL is a measurement of relative power. The GameMaster (GM) can better plan the outcome of individual encounters by referring to Appendix Table 1-4 Understanding Encounter Levels.

APPENDIX TABLE 1-4:

Understanding Encounter Levels		
EL	Outcome	Role of Creature
PEL -9 or less	Irrelevant	Background only
PEL -5 to -8	Very Easy	Fodder
PEL -1 to -4	Easy	Footsoldier
PEL +/-0*	Moderate*	Elite Footsoldier
PEL +1 to +4	Difficult	Henchman
PEL +5 to +8	Very Difficult	Nemesis
PEL +9 or more	Impossible	Background only

\*Party victory using 20-25% of their resources

• Background Only: Irrelevant and Impossible Encounters are referred to as 'Background only'; essentially this means that they should not be used as legitimate encounters, but simply be included to add campaign flavor.

• Fodder: Very Easy Encounters could be equated to mere Fodder, in that they will almost never tax the PCs abilities, acting as mere diversions or delays to impede their progress, even when encountered in large numbers.

• Footsoldier: Easy Encounters often represent typical grunts who should only ever pose a significant threat to the PCs progress in sufficient numbers.

• Elite Footsoldier: Encounters of Moderate difficulty are dangerous enough to cause the PCs problems should they act in a churlish or overconfident manner.

• Henchman: Difficult Encounters are epitomised by Henchman types. It should be noted that these opponents are virtually equal to the PCs in power. As such PC casualties are a definite possibility.

• Nemesis: A Very Difficult Encounter often represents a party Nemesis. An adversary that is actually more powerful than the PCs themselves. It may well be in the PCs best interests to run from such encounters unless they feel they have an advantage of some kind.

**Example: Pit Fiend (CR 27) = EL 19**  
Irrelevant Encounter (Background only) for PEL 28 or more  
Very Easy Encounter (Fodder) for PEL 24-27  
Easy Encounter (Footsoldiers) for PEL 20-23  
Moderate Encounter (Elite Footsoldiers) for PEL 19  
Difficult Encounter (Henchmen) for PEL 15-18  
Very Difficult Encounter (Nemesis) for PEL 11-14  
Impossible Encounter (Background only) for PEL 10 or less

By 'actual' EL we mean if you were to determine the party as an enemy unit.

# Experience Points {EXP}

The amount of Experience Points (EXP) awarded depends on two factors. Firstly the average party level; determined by adding together all character levels then dividing by the number of characters in the party. The second factor is the difference between the EL and the PEL.

If the EL equals the PEL then the Total EXP is the party level x 300.

## Example: PEL 20 (Party Level 29) vs. EL 20.

Four PCs (28th-level; 29th-level; x2 30th-level) average 29th-level.

EL difference = PEL +/- 0

Average Level 29 x 300 = 8700 Total EXP

If the EL differs from the PEL use Appendix Table 1-5: Experience Points by Encounter Level Difference to determine EXP.

While EXP is generally only awarded for encounters between 8 ELs below or 8 ELs above the PEL. Encounters at PEL +9 or greater should still yield EXP. However, be warned, such encounters should be avoided as they will almost certainly lead to the demise of the PCs.

APPENDIX TABLE 1-5:

## Experience Points by Encounter Level Difference

EL difference	Total EXP Awarded
PEL -9 or less	No EXP awarded
PEL -8	Average PC Level x 18.75 (300 ÷ 16)
PEL -7	Average PC Level x 25 (300 ÷ 12)
PEL -6	Average PC Level x 37.5 (300 ÷ 8)
PEL -5	Average PC Level x 50 (300 ÷ 6)
PEL -4	Average PC Level x 75 (300 ÷ 4)
PEL -3	Average PC Level x 100 (300 ÷ 3)
PEL -2	Average PC Level x 150 (300 ÷ 2)
PEL -1	Average PC Level x 200 (300 ÷ 1.5)
PEL +/-0	Average PC Level x 300
PEL +1	Average PC Level x 450 (300 x 1.5)
PEL +2	Average PC Level x 600 (300 x 2)
PEL +3	Average PC Level x 900 (300 x 3)
PEL +4	Average PC Level x 1200 (300 x 4)
PEL +5	Average PC Level x 1800 (300 x 6)
PEL +6	Average PC Level x 2400 (300 x 8)
PEL +7	Average PC Level x 3600 (300 x 12)
PEL +8	Average PC Level x 4800 (300 x 16)
PEL +9 or more:	Every increase doubles the awarded EXP from two rows previous.

## Example: PEL 15 (Party Level 13) vs. EL 20

EL difference = PEL +5

Average Level 13 x 1800 = 23,400 Total EXP

## Example: PEL 21 (Party Level 32) vs. EL 19

EL difference = PEL -2

Average Level 32 x 150 = 4800 Total EXP

## SITUATIONAL MODIFIERS

While this effort prides itself on its accuracy, it could never claim to cover the near limitless number of variables involved. It is up to the GM to be vigilant towards any possible balance issues.

See 'Difficulty Notes' page 102 of Core Rulebook II.

# Appendix Two: Revised Challenge Ratings

Using the changes proposed for Challenge Ratings in the previous Appendix many of the Core Rulebook CRs are revised below. Generally only significant differences (where greater than 2) have been included.

Outsiders have been concentrated upon since those are most likely to be created by deities. Additionally, powerful monsters (including epic monsters) have been included since they are also likely encounters for deities.

The initial number is the creatures Challenge Rating representing a moderate encounter. The secondary number (bracketed), typically half; represents a difficult (possible 50/50) encounter.

## GOLEMS

Flesh Golem:	CR 12 (6)
Clay Golem:	CR 15 (8)
Stone Golem:	CR 18 (9)
Iron Golem:	CR 21 (11)

## MAGICAL BEASTS

Tarrasque:	CR 57 (29)
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## OUTSIDERS

### Arrowhawk

Juvenile:	CR 6 (3)
Adult:	CR 10 (5)
Elder:	CR 17 (9)

### Barghest

Average:	CR 7 (4)
Greater Barghest:	CR 11 (6)

### Celestial

Hound Archon:	CR 9 (5)
Avoral (Guardinal):	CR 12 (6)
Ghaele (Eladrin):	CR 23 (12)
Trumpet Archon:	CR 23 (12)
Astral Deva:	CR 20 (10)
Planetar:	CR 32 (16)
Solar:	CR 52 (26)

### Demon

Succubus:	CR 12 (6)
Bebilith:	CR 19 (10)
Vrock:	CR 16 (8)
Hezrou:	CR 17 (9)
Glabrezu:	CR 19 (10)
Nalfeshnee:	CR 19 (10)
Marilith:	CR 21 (11)
Balor:	CR 26 (13)

### Devil

Osyluth:	CR 12 (6)
Hellcat:	CR 10 (5)
Barbaz:	CR 11 (6)

Erinyes: CR 10 (5)  
 Hamatula: CR 13 (7)  
 Cornugon: CR 20 (10)  
 Gelugon: CR 20 (10)  
 Pit Fiend: CR 27 (14)

#### Formian

Warrior: CR 7 (4)  
 Taskmaster: CR 10 (5)  
 Mymarch: CR 18 (9)  
 Queen: CR 28 (14)

#### Genie

Djinni: CR 10 (5)  
 Efreeti: CR 11 (6)  
 Howler: CR 8 (4)  
 Lillend: CR 10 (5)  
 Night Hag: CR 13 (7)  
 Rakshasa: CR 12 (6)

#### Salamander

Flamebrother: CR 4 (2)  
 Average: CR 8 (4)  
 Noble: CR 16 (8)

#### Slaad

Death Slaad: CR 18 (9)  
 Titan: CR 28 (14)

#### Tojanda

Juvenile: CR 6 (3)  
 Adult: CR 9 (5)  
 Elder: CR 16 (8)

#### Xorn

Minor: CR 6 (3)  
 Average: CR 9 (5)  
 Elder: CR 16 (8)

## UNDEAD

#### Nightshade

Nightwing: CR 30 (15)  
 Nightwalker: CR 33 (17)  
 Nightcrawler: CR 39 (20)

## EPIC MONSTERS

#### Abomination

Anaxim: CR 55 (28)  
 Atropal: CR 91 (46)  
 Chichimec: CR 44 (22)  
 Dream Larvae: CR 67 (34)  
 Hecatonchiere: CR 120 (60)  
 Infernal: CR 67 (34)  
 Phaethon: CR 86 (43)  
 Phane: CR 67 (34)  
 Xixecal: CR 108 (54)

#### Behemoth

Behemoth Eagle: CR 28 (14)  
 Behemoth Gorilla: CR 25 (13)  
 Brachyurus: CR 39 (20)

#### Colossus

Stone Colossus: CR 72 (36)  
 Flesh Colossus: CR 83 (42)  
 Iron Colossus: CR 93 (47)  
 Demilich: CR +48 (+9 from Lich)

#### Devastation Vermin

Centipede: CR 87 (44)  
 Spider: CR 86 (43)  
 Scorpion: CR 88 (44)  
 Beetle: CR 89 (45)

#### Primal Elemental

Air: CR 75 (38)  
 Earth: CR 76 (38)  
 Fire: CR 74 (37)  
 Water: CR 77 (39)  
 Genius Loci: CR 54 (27)  
 Gibbering Orb: CR 76 (38)  
 Gloom: CR 35 (18)

#### Golem

Mithral Golem: CR 32 (16)  
 Adamantine Golem: CR 43 (22)  
 Ha-Naga: CR 39 (20)  
 Hagunemnon: CR 47 (24)  
 Hoary Hunter: CR 39 (20)  
 Hunefer: CR 49 (25)  
 Lava Wight: CR 53 (27)  
 Leshay: CR 50 (25)  
 Living Vault: CR 69 (35)  
 Mu-Spore: CR 38 (19)  
 Neh-Thalgg: CR 51 (26)  
 Paragon: CR +36  
 Prismaurus: CR 58 (29)  
 Pseudonatural: CR +19 (+1.1/4HD)  
 Ruin Swarm: CR 39 (20)  
 Shadow of the Void: CR 56 (28)  
 Shape of Fire: CR 56 (28)  
 Sirrush: CR 41 (21)  
 Sirrush (Three Headed): CR 49 (25)  
 White Slaad: CR 42 (21)  
 Black Slaad: CR 62 (31)  
 Tayallah: CR 39 (20)  
 Thorciasid: CR 34 (17)  
 Titan, Elder: CR 80 (40)  
 Treant, Elder: CR 51 (26)  
 Umbral Blot: CR 46 (23)  
 Uvuudaum: CR 46 (23)  
 Vermiurge: CR 44 (22)  
 Winterwight: CR 53 (27)  
 Worm that walks: CR +15

The Hecatonchiere should be allowed no more than 50 attacks on a single Huge or larger opponent

APPENDIX TABLE 2-1:

#### Dragon Challenge Ratings by Age and Color

White	Black	Brass	Green	Copper	Blue	Bronze	Red	Silver	Gold	Force	Prismatic
4 (2)	5 (3)	6 (3)	6 (3)	7 (4)	8 (4)	8 (4)	9 (5)	10 (5)	11 (6)	30 (15)	34 (17)
7 (4)	8 (4)	9 (5)	9 (5)	10 (5)	11 (6)	11 (6)	14 (7)	15 (8)	16 (8)	37 (19)	41 (21)
11 (6)	11 (6)	12 (6)	12 (6)	13 (7)	13 (7)	13 (7)	17 (9)	18 (9)	19 (10)	47 (23)	51 (26)
13 (7)	15 (8)	17 (9)	17 (9)	19 (9)	19 (10)	20 (10)	21 (11)	22 (11)	23 (12)	54 (27)	58 (29)
19 (10)	20 (10)	22 (11)	21 (11)	23 (12)	24 (12)	25 (13)	27 (14)	28 (14)	30 (15)	62 (31)	66 (33)
22 (11)	24 (12)	26 (13)	24 (12)	26 (14)	29 (15)	30 (15)	30 (15)	31 (16)	34 (17)	70 (35)	74 (37)
28 (14)	29 (15)	31 (16)	30 (15)	32 (17)	32 (16)	33 (17)	34 (17)	35 (18)	38 (19)	80 (40)	82 (41)
31 (16)	33 (17)	35 (18)	34 (17)	36 (19)	36 (18)	37 (19)	39 (20)	40 (20)	43 (22)	87 (44)	89 (45)
35 (18)	37 (19)	39 (20)	38 (19)	40 (21)	41 (21)	42 (21)	43 (22)	44 (22)	47 (24)	95 (48)	97 (49)
38 (19)	41 (21)	43 (22)	44 (22)	46 (23)	46 (23)	47 (24)	47 (24)	48 (24)	51 (26)	102 (52)	106 (53)
44 (22)	47 (24)	49 (25)	48 (24)	50 (25)	51 (26)	52 (26)	51 (26)	52 (26)	57 (29)	112 (56)	114 (57)
47 (24)	50 (25)	52 (26)	51 (26)	53 (27)	54 (27)	55 (28)	56 (28)	57 (29)	60 (30)	119 (60)	121 (61)

Wyrmling  
 Very Young  
 Young,  
 Juvenile  
 Young Adult  
 Adult  
 Mature Adult  
 Old  
 Very Old  
 Ancient  
 Wyrmling  
 Great Wyrmling



# Appendix Three: Revised Feats

The following feats have been revised to provide better balance in the light of some of the discoveries of the aforementioned challenge rating factors from previous appendices. The changes themselves are obviously optional, though strongly advocated.

## ALERTNESS

This feat should bestow a +3 bonus to both Listen and Spot checks (rather than simply a +2 bonus to each).

## ARMOR PROFICIENCY

This feat should comprise all three armor proficiency feats, in effect a single feat should permit proficiency with all types of armor.

## DODGE

The dodge bonus for this feat should be +3 (rather than +1).

## ENDURANCE

This feat should bestow a +6 bonus to stamina checks (rather than simply +4).

## GREAT FORTITUDE

This feat should bestow a +3 bonus to Fortitude saves (rather than +2).

## IRON WILL

This feat should bestow a +3 bonus to Will saves (rather than +2).

## LIGHTNING REFLEXES

This feat should bestow a +3 bonus to Reflex saves (rather than +2).

## SKILL FOCUS

This feat should bestow a +5 bonus to the selected skill (rather than simply +2).

## TOUGHNESS

This feat should bestow +3 hit points and incrementally increase by an additional 3 points each time it is taken.

eg. First Toughness feat:	+3 hp
Second Toughness feat:	+6 hp (total +9)
Third Toughness feat:	+9 hp (total +18)
etc.	

# Epic Feats

The following epic feats should be even more carefully policed. Notably those feats which stack can be abused if not properly redressed.

## DAMAGE REDUCTION

This feat should only bestow 1 point of Damage Reduction each time it is chosen (rather than 3).

## DEVASTATING CRITICAL

This feat should have its DC modified to:  
DC 10 + 1/2 BAB + Str. modifier  
(replacing Level with BAB).

## ENERGY RESISTANCE

This feat should bestow 20 points of energy resistance (rather than only 10).

## FAST HEALING

This feat should bestow only 2 points of fast healing (rather than 3).

## GREAT CHARISMA

Great Charisma should bestow 2 points to the appropriate ability score (rather than simply 1).

## GREAT CONSTITUTION

Great Constitution should bestow 2 points to the appropriate ability score (rather than simply 1).

## GREAT DEXTERITY

Great Dexterity should bestow 2 points to the appropriate ability score (rather than simply 1).

## GREAT INTELLIGENCE

Great Intelligence should bestow 2 points to the appropriate ability score (rather than simply 1).

## GREAT STRENGTH

Great Strength should bestow 2 points to the appropriate ability score (rather than simply 1).

## GREAT WISDOM

Great Wisdom should bestow 2 points to the appropriate ability score (rather than simply 1).

## IMPROVED METAMAGIC

This feat should be removed from the list.

## VORPAL STRIKE

This particular feat should be designated a Supernatural (SU) ability.

# Appendix Four:

## Revised

### Magic Items

The following magic items (typically armor and weapon special abilities) have been revised to make them more more balanced. As before these changes are advocated but optional.

#### ARMOUR SPECIAL ABILITIES

##### [ENERGY] RESISTANCE

These types of armor special abilities (including: Acid; Cold; Electricity; Fire and Sonic Resistance) should protect against 20 points of energy resistance per round for every '+' attributed to the ability.

eg. The typical +3 modifier applied to this armor special ability should grant 60 points of energy resistance per round.

#### WEAPON SPECIAL ABILITIES

##### [ALIGNED]

These types of weapon special abilities (including: Chaotic; Holy; Lawful and Unholy) should deliver +1d8 points of damage for every '+' attributed to the ability. If the damage is multiplied by a critical hit then add an additional +1 to the total.

eg. The typical +2 modifier applied to this weapon special ability should deal +2d8 points of damage. If the same weapon allowed the damage to be multiplied by a critical hit then it would have a +3 (2 + 1) modifier.

##### BANE

These types of weapon special abilities should deliver +1d12 points of damage and +1 bonus to hit for every '+' attributed to the ability. If the damage is multiplied by a critical hit then add an additional +1 to the total.

eg. The typical +2 modifier applied to this weapon special ability should deal +2d12 points of damage and add +2 to hit versus the appropriate creature type.

##### [ENERGY]

These types of weapon special abilities (including: Acidic; Flaming; Frost; Screaming and Shock) should deliver +1d6 points of damage for every '+' attributed to the ability. If the damage is multiplied by a critical hit then add an additional +1 to the total.

eg. The typical +1 modifier applied to this weapon special ability should deal +1d6 points of damage. If the same weapon allowed the damage to be multiplied by a critical hit then it would have a +2 (1 + 1) modifier.

#### DISRUPTION

This weapon special ability should only function when the character would normally score a critical hit. However the DC to save against should be 21.

#### GENERIC ITEMS

##### FEATS

To add feats to Magic Items:  
Number of Feats squared x 4000 GP

Also note that a feat cannot be added to an item unless all prerequisite feats are also added.

eg. A Magic Item adding the Great Cleave feat must also include the Cleave feat. Cost 16,000 GP.

##### SKILLS

Magic items adding Skill bonuses should be revised:  
Bonus squared x 40 GP (rather than x 20 GP)

eg. Ring of Climbing (+10 bonus) 4000 GP

##### NATURAL ARMOR

Magic items adding Natural Armor should be revised:  
Bonus squared x 1000 GP (rather than x 2000 GP)

eg. Amulet of Natural Armor +4 should be valued at 16,000 GP (rather than 32,000 GP).

*Note that this affects the price of Amulets of epic natural armor as well.*

### Epic Items

##### [ENERGY] WARDING

Instead of providing 50 points energy resistance these armor special abilities (including: Acid Warding; Cold Warding; Electricity Warding; Fire Warding and Sonic Warding) should provide total immunity to the appropriate energy type.

##### [ALIGNED] POWER

These types of weapon special abilities (including: Chaotic Power; Holy Power; Lawful Power and Unholy Power) should deliver +3d8 points of damage (rather than +3d6), but are otherwise as described.

##### DREAD

These weapon special abilities should deliver +5d12 points of damage to the appropriate creature type, otherwise as described.

##### [ENERGY] BLAST

These various weapon special abilities (including: Acidic Blast; Flaming Blast; Icy Blast; Lightning Blast and Sonic Blast) should deal +5d6 points of energy damage, which should be multiplied for any critical hits.

##### MIGHTY DISRUPTION

The market modifier for this weapon special ability should be +10 and the DC should be 29.

# Appendix Five:

## Revised Spells

The following, often much maligned spells cause undue havoc to any immortal campaign, where their obvious flaws and balance issues become all too pertinent. As such it is advocated you use the preceding revisions.

The problems with these spells is that they are infinitely powerful. They can harm (or heal respectively) practically any amount of hit points without allowing a saving throw (in the case of *harm*).

### HARM

Necromancy

**Level:** Clr 6, Destruction 6, Druid 7

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will save for half

**Spell Resistance:** Yes

*Harm* charges a subject with negative energy that causes 1d10 points of damage per caster level (maximum 15d10).

If used on undead, *harm* acts like *heal*.

### HEAL

Conjuration (Healing)

**Level:** Clr 6, Druid 7, Healing 6

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*Heal* enables you to channel positive energy into a creature to wipe away disease and injury. It completely cures all diseases; blindness, deafness and temporary ability damage. It also restores 1d10 points of damage per caster level (maximum 15d10). It neutralises poisons in the subjects system so that no additional damage or effects are suffered. It offsets a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Only a single application of the spell is needed to simultaneously achieve all these effects.

*Heal* does not remove negative levels, restore permanently drained levels, or restore permanently drained ability scores.

If used against an undead creature, *heal* acts like *harm*.

### MASS HEAL

Conjuration (Healing)

**Level:** Clr 8, Druid 9, Healing 8

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25ft. +5ft./2 levels)

**Target:** One or more creatures no two of which can be more than 30ft. apart.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

As *Heal*, except that it restores 1d6 points of damage per caster level (maximum 20d6), otherwise as above.

### MASS HARM

Necromancy

**Level:** Clr 8, Destruction 8, Druid 9

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25ft. +5ft./2 levels)

**Target:** One or more creatures no two of which can be more than 30ft. apart.

**Duration:** Instantaneous

**Saving Throw:** Will save for half

**Spell Resistance:** Yes

As *Harm*, except that it inflicts 1d6 points of damage per caster level (maximum 20d6), otherwise as above.

# Appendix Six:

## Damage Reduction

The current rules for Damage Reduction are very black and white, creating either/or scenarios for fighter types. The following changes seek to remove such problems by allowing all magic items to reduce damage reduction even if they cannot successfully overcome it.

- For every weapon enchantment '+' reduce the effectiveness of damage reduction by 5 points.

eg. A character wielding a +2 weapon attacking a creature with DR 20/+4 would reduce the effectiveness of the creatures damage reduction to 10/+2.

These changes do not affect any Damage Reduction without an enchantment bonus; such as a Barbarians Damage Reduction (referred to as Hardness herein).

For those who wish to convert creatures with lopsided DR totals (where DR is not five times the Enchantment Bonus needed to hit; such as DR 30/+3). Simply use their enchantment bonus portion of the DR, as the base figure and multiply by five to get the new total.

eg. DR 30/+3 becomes 15/+3

DR 20/+6 becomes 30/+6