Marvelous Monsters

A DM Guide to

Monster Creation

Contents

Monster Basics

These three things are the most important decisions you'll make about your monster's stat block.

Level determines your monster's mathematical details -- its attacks and defenses, as well as its hit points and the damage it deals. All monsters have a true level and an effective level. True level is an objective measure of your monster's power, and remains the same regardless of the PCs' level. Effective level is subjective, and changes so as to remain balanced with the PCs' level.

Caste is tied to level. A monster of the standard caste has a true level similar to that of the PCs. A monster of the lower castes has a true level much lower, and is individually a much smaller threat. A monster of the upper castes has a true level much higher, and is a much greater threat.

Role describes your monster's combat specialty and suggests the tactics it uses well.

Ability Scores

Ability scores are hardly important to monsters at all. But they do create convenient suggestions for varietizing your monster's non-armor defenses (NADs), so I'll mention them now.

Assign your monster's ability scores as you see fit. If you don't have specific ideas about what its scores should be, a convenient array is 8, 10, 12, 14, 16, and 18. Modify your monster's abilities by the table below.

True Level	Abilities
-9 to -5	-2
-4 to 0	+0
1 to 5	+2
6 to 10	+4
11 to 15	+6
16 to 20	+8
21 to 25	+10
26 to 30	+12
31 to 35	+14
36 to 40	+16
41 to 45	+18

Artillery Role

Artillery monsters excel at ranged combat. These creatures rain arrows, explosive fireballs, and similar attacks on the party from a distance. They're well protected against ranged attacks, but more vulnerable in melee. They often spread damage out over multiple characters in an area.

Use artillery monsters in an encounter to hang behind soldiers and brutes and rain damage down on the characters from protected positions. Because they're more fragile than average monsters, they count on being protected by a line of brutes or soldiers, or skirmishers that help them to draw off attacks.

Initiative	1/2 Level + sub-tier bonus
Hit Points	Low
AC	12 + Level
NAD	12 + Level
Attack vs. AC	7 + Level (area/ranged) or 5 + Level (close/melee)
Attack vs. NAD	5 + Level (area/ranged) or 3 + Level (close/melee)
Basic Damage	High (ranged), Medium (area) or Low (close/melee)
Elective Damage	Very High (ranged), High (area) or Medium (close/melee)

True Level	Powers & Traits
-9 to 0	One or Two Basic
1 to 10	One or Two Basic, One Elective
11 to 20	One or Two Basic, Two Elective
21 to 30	One or Two Basic, Three Elective
31 to 40	One or Two Basic, Four Elective
41 to 45	One or Two Basic, Five Elective

Brute Role

Brute monsters specialize in dealing damage in melee. Brutes have relatively low defenses but high hit points and high damage. They don't move around a lot, and they're often big.

Use brutes in an encounter to threaten the party while shielding other monsters with their great size and imminent threat. Brutes are easy to run, so put multiple brutes of the same kind in an encounter to provide the baseline muscle for the monsters.

Initiative	1/2 Level + sub-tier bonus
Hit Points	High
AC	12 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
Basic Damage	High
Elective Damage	Very High

True Level	Powers & Traits
-9 to 0	One or Two Basic
1 to 10	One or Two Basic, One Elective
11 to 20	One or Two Basic, Two Elective
21 to 30	One or Two Basic, Three Elective
31 to 40	One or Two Basic, Four Elective
41 to 45	One or Two Basic, Five Elective

Controller Role

Controller monsters manipulate their enemies or the battlefield to their advantage. They restrict enemy options or inflict lasting conditions, alter terrain or weather, or bend the minds of their adversaries.

Position controller monsters just behind a front line of melee-focused monsters, and use them to attack the PCs at short range with their control powers. Most controllers can stand their ground in melee, so they often wade right in beside the brutes and soldiers. Controller monsters can be complex to run in numbers, so limiting an encounter to one or two controllers of the same type is usually a good idea.

Initiative	1/2 Level + sub-tier bonus
Hit Points	Medium
AC	14 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
Basic Damage	Low or Medium (varies)
Elective Damage	Medium or High (varies)

True Level	Powers & Traits
-9 to 0	One or Two Basic, One Role
1 to 10	One or Two Basic, One Role, One Elective
11 to 20	One or Two Basic, One Role, Two Elective
21 to 30	One or Two Basic, One Role, Three Elective
31 to 40	One or Two Basic, One Role, Four Elective
41 to 45	One or Two Basic, One Role, Five Elective

Go-To Controller Powers

Elemental Grip Power
Standard Action; At-Will

All Castes: Medium [elemental] damage, and until the end of the target's next turn, it takes X [elemental] damage each time it uses a move action to move or shift. To determine X, see the Control Damage table.

Elemental Daze Power
Standard Action; At-Will

All Castes: Low [elemental] damage, and until the end of the target's next turn, it takes X [elemental] damage each time it uses an action. To determine X, see the Control Damage table.

Control Damage

Level	Minion	Goon	Standard	Elite	Solo
1-5	2	4	6	8	10
6-10	3	6	9	12	15
11-15	4	8	12	16	20
16-20	5	10	15	20	25
21-25	6	12	18	24	30
26-30	7	14	21	28	35
31-35	8	16	24	32	40

Elemental Burst (or Blast) Power
Standard Action; At-Will

All Castes: Creatures within a burst 1 (or blast 3) take low [elemental] damage.

Telekinesis Power
Standard Action; At-Will

Minion Caste: Low force damage, and the monster slides the target 2 spaces.
Goon Caste: Low force damage, and the monster slides the target 3 spaces.
Standard Caste: Low force damage, and the monster slides the target 4 spaces.
Elite Caste: Low force damage, and the monster slides the target 6 spaces.
Solo Caste: Low force damage, and the monster slides the target 8 spaces.

Mind Control Power
Standard Action; At-Will

Minion Caste: (Close burst 10; one target in burst.) Low psychic damage, and the monster forces the target to move and/or attack. Forced movement is made at one-quarter the target's speed. Forced attacks must be at-will attacks, and deal one-quarter damage.

Goon Caste: (Close burst 10; one target in burst.) Low psychic damage, and the monster forces the target to move and/or attack. Forced movement is made at one-half the target's speed. Forced attacks must be at-will attacks, and deal one-half damage.

Standard Caste: (Close burst 10; one target in burst.) Low psychic damage, and the monster forces the target to move and/or attack. Forced attacks must be at-will attacks.

Elite Caste: (Close burst 10; two targets in burst.) Low psychic damage, and the monster forces the targets to move and/or attack. Forced attacks must be at-will attacks.

Solo Caste: (Close burst 10; four targets in burst.) Low psychic damage, and the monster forces the targets to move and/or attack. Forced attacks must be at-will attacks.

Leader Role

This is not the quasi-role that the DMG describes; it's a full-blown role all its own.

I included the leader role in Marvelous Monsters to justify enemy healers, because I don't feel right about attaching healing powers to any enemy in *addition* to the benefits that another role already provides. The power to heal is powerful and potentially snooze-inducing, so use enemy healers sparingly.

Initiative	1/2 Level + sub-tier bonus
Hit Points	Medium
AC	14 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
Basic Damage	Medium
Elective Damage	High

True

Level	Powers & Traits
-9 to 0	One or Two Basic, One Role
1 to 10	One or Two Basic, One Role, One Elective
11 to 20	One or Two Basic, One Role, Two Elective
21 to 30	One or Two Basic, One Role, Three Elective
31 to 40	One or Two Basic, One Role, Four Elective
41 to 45	One or Two Basic, One Role, Five Elective

Go-To Leader Powers

Healing Power
Minor Action; 2 per Encounter (no more than 1 per turn)
    Lower Castes: One ally in a close burst 5 can spend a surge to regain 1 hit point.
    Standard & Upper Castes: One ally in a close burst 5 can spend a surge to regain hit points equal to one-quarter of this monster's maximum hit points.
    True Level 11: The burst inceases to 10.
    True Level 16: The monster can use this power three times per encounter.
    True Level 21: The burst inceases to 15.

Bolster Allies Trait
    All Castes: The monster and its allies within a 5-space aura gain a +2 power bonus to attacks and saves.
    True Level 11: The aura inceases to 10.
    True Level 21: The aura inceases to 15.

Lead From the Front Trait
    All Castes: Enemies within a 5-space aura take a -2 penalty to defenses and saves.
    True Level 11: The aura inceases to 10.
    True Level 21: The aura inceases to 15.

Lurker Role

Lurker monsters have some ability that lets them avoid attacks, whether by striking from hiding or by turning into an invulnerable statue while regaining strength. They usually deliver one devastating attack every two rounds (on-round attack), while concentrating on defense in between.

Use lurkers as surprise additions to encounters with other monsters or as sneaky assassins that circle around the main action of a fight, darting in from time to time with a well-timed strike. Lurkers study the party while the player characters are busy handling brutes and soldiers, gauging the PCs' weaknesses.

Initiative	1/2 Level + 4 + sub-tier bonus
Hit Points	15 + (6 x Level)
AC	14 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
Basic Off-Round Damage	Low
Basic On-Round Damage	Double Medium
Elective Off-Round Damage	Medium
Elective On-Round Damage	Double High

True

Level	Powers & Traits
-9 to 0	One or Two Basic, One Role
1 to 10	One or Two Basic, One Role, One Elective
11 to 20	One or Two Basic, One Role, Two Elective
21 to 30	One or Two Basic, One Role, Three Elective
31 to 40	One or Two Basic, One Role, Four Elective
41 to 45	One or Two Basic, One Role, Five Elective

Go-To Lurker Powers

Invisibility Power
Standard Action; At-Will (Illusion)
    All Castes: The monster becomes invisible until the end of its next turn, or until it attacks. The monster's on-round attack power recharges.

Stone Form Power
Standard Action; At-Will (Illusion)
    All Castes: The monster enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 10 to all damage, gains 2 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. The monster's on-round attack power recharges.
    True Level -4: Resist increases to 15.
    True Level 1: Resist increases to 20, and temp hit points increase to 5.
    True Level 6: Resist increases to 25.
    True Level 11: Resist increases to 30, and temp hit points increase to 10.
    True Level 16: Resist increases to 35.
    True Level 21: Resist increases to 40, and temp hit points increase to 15.
    True Level 26: Resist increases to 45.
    True Level 31: Resist increases to 50, and temp hit points increase to 20.
    True Level 36: Resist increases to 55.
    True Level 41: Resist increases to 60, and temp hit points increase to 25.

On-Round Attack Power
Standard Action; Recharges when monster uses its lurker power
    All Castes: Double medium damage.

Skirmisher Role

Skirmisher monsters use mobility to threaten the player characters. Their combat statistics define the baseline for monsters, but their mobility is their defining feature.

Use skirmishers as the mobile strikers in an encounter, the creatures that move to attack vulnerable PCs from the sides and rear. They often have powers that let them dart in, attack, and retreat in one action. Skirmishers like to fight alongside soldiers and brutes because those monsters tend to stay in one place and draw a lot of the party's attention, giving the skirmishers room to maneuver around this front line.

Initiative	1/2 Level + 2 + sub-tier bonus
Hit Points	20 + (8 x Level)
AC	14 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
Basic Damage	Medium
Elective Damage	High

True

Level	Powers & Traits
-9 to 0	One or Two Basic, One Role
1 to 10	One or Two Basic, One Role, One Elective
11 to 20	One or Two Basic, One Role, Two Elective
21 to 30	One or Two Basic, One Role, Three Elective
31 to 40	One or Two Basic, One Role, Four Elective
41 to 45	One or Two Basic, One Role, Five Elective

Go-To Skirmisher Powers

Shifty Power
Move Action; At-Will

    Lower Castes: Choose an enemy. The monster moves half its speed and doesn't provoke opportunity attacks from that enemy during this movement.

    Standard Caste: The monster shifts half its speed.

    Elite Caste: The monster shifts half its speed. It can shift through enemy spaces.

    Solo Caste: The monster its speed. It can shift through enemy spaces.

Soldier Role

Soldier monsters specialize in drawing the characters' attacks and defending other monsters. They have high defenses and average hit points. They tend not to move around, and they often have powers that hinder other creatures from moving around them.

Use soldiers in an encounter to keep the party in place, preventing its members from attacking the artillery or controller monsters behind the soldiers or chasing after the skirmishers. Soldiers often have abilities that allow them to work well together, so a group of identical soldiers works well in an encounter with other monsters.

Initiative	1/2 Level + 2 + sub-tier bonus
Hit Points	20 + (8 x Level)
AC	16 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
Basic Damage	Medium
Elective Damage	High

True Level	Powers & Traits
-9 to 0	One or Two Basic, One Role
1 to 10	One or Two Basic, One Role, One Elective
11 to 20	One or Two Basic, One Role, Two Elective
21 to 30	One or Two Basic, One Role, Three Elective
31 to 40	One or Two Basic, One Role, Four Elective
41 to 45	One or Two Basic, One Role, Five Elective

Go-To Soldier Powers

Combat Challenge & Combat Superiority

Lower Castes: The monster can mark one enemy it attacks per turn. This mark lasts until the end of the target's next turn. If a marked target shifts or makes an attack that doesn't include this monster, the monster makes an opportunity attack.

Standard Caste: The monster can mark one enemy it attacks per turn. This mark lasts until the end of the target's next turn. If a marked target shifts or makes an attack that doesn't include this monster, the monster makes an opportunity attack.

If the monster hits any enemy with an opportunity attack, that enemy stops moving if that's what triggered the opportunity attack.

Upper Castes: The monster can mark one enemy it attacks per turn. This mark lasts until the end of the target's next turn. If a marked target shifts or makes an attack that doesn't include this monster, the monster makes an opportunity attack.

If the monster hits any enemy with an opportunity attack, that enemy is knocked prone and stops moving if that's what triggered the opportunity attack.

Striker Role

I included the striker role in Marvelous Monsters to create a baseline for NPCs with striker classes, even though it's very similar to the brute role. While a brute deals a lot of damage at the expense of a lower AC, a striker deals a lot of damage at the expense of an action it must take or a circumstance it must create.

Initiative	1/2 Level + 2 + sub-tier bonus
Hit Points	20 + (8 x Level)
AC	14 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
Basic Damage	Medium
Elective Damage	High

True Level	Powers & Traits
-9 to 0	One or Two Basic, One Role
1 to 10	One or Two Basic, One Role, One Elective
11 to 20	One or Two Basic, One Role, Two Elective
21 to 30	One or Two Basic, One Role, Three Elective
31 to 40	One or Two Basic, One Role, Four Elective
41 to 45	One or Two Basic, One Role, Five Elective

Go-To Striker Powers

First Strike & Sneak Attack

Minion Caste: The monster deals 2 extra damage per tier to targets it has combat advantage against.

Goon Caste: The monster deals 3 extra damage per tier to targets it has combat advantage against.

Standard Caste: The monster has combat advantage against any enemy who has not yet acted this encounter, and deals 1d8 extra damage per tier to targets it has combat advantage against.

Elite Caste: The monster has combat advantage against any enemy who has not yet acted this encounter, and against any adjacent enemy, and deals 1d12 extra damage per tier to targets it has combat advantage against.

Solo Caste: The monster has combat advantage against any enemy who has not yet acted this encounter, and against any enemy within 5 spaces, and deals 1d16 extra damage per tier to targets it has combat advantage against. (Or, 2d6 damage, if you're not lucky enough to own d16s!)

Hunter's Quarry

Minion Caste: The monster designates a target as its quarry. This target remains the monster's quarry until the encounter ends, or until the monster designates a new quarry. The monster deals 1 extra damage per tier to its quarry.

Goon Caste: The monster designates a target as its quarry. This target remains the monster's quarry until the encounter ends, or until the monster designates a new quarry. The monster deals 2 extra damage per tier to its quarry.

Standard Caste: The monster designates a target as its quarry. This target remains the monster's quarry until the encounter ends, or until the monster designates a new quarry. The monster deals 1d6 extra damage per tier to its quarry.

Elite Caste: The monster designates a target as its quarry. This target remains the monster's quarry until the encounter ends, or until the monster designates a new quarry. The monster deals 1d8 extra damage per tier to its quarry.

Solo Caste: The monster designates a target as its quarry. This target remains the monster's quarry until the encounter ends, or until the monster designates a new quarry. The monster deals 1d10 extra damage per tier to its quarry.

Castes

Standard Caste: A standard monster is a good challenge for a single PC. A standard monster's effective level equals its true level.

Lower Castes (Minions & Goons)

Use lower caste monsters to remind your players how their characters have come up in the world, and to scare them with hordes of foes.

Minion Caste: Four minions are a good challenge for a single PC. A minion's true level is ten levels lower than its effective level.

Goon Caste: Two goons are a good challenge for a single PC. A goon's true level is five levels lower than its effective level.

Hit Points: Instead of many hit points, lower caste monsters have only two hit points and a damage threshold. Damage under this threshold causes the monster to lose 1 hit point. Damage equal to or greater than this threshold causes the monster to lose 2 hit points.

Upper Castes (Elites & Solos)

Use upper caste monsters to give your players a taste of powerful enemies to come, and to remind them that there are always bigger fish in the sea.

Elite Caste: One elite is a good challenge for two PCs. An elite's true level is five levels higher than its effective level.

Elite Resilience: At the start of its turn, the monster can attempt to ignore any or all harmful conditions. It takes 1d6 [per tier] per condition, and then rolls a save against each condition. On a successful save, it ignores the condition until the end of its current turn.

Solo Caste: One solo is a good challenge for four PCs. A solo's true level is ten levels higher than its effective level.

Solo Resilience: At the start of its turn, the monster can attempt to ignore any or all harmful conditions. It takes 1d6 [per tier] per condition, and then rolls a save with a +5 bonus against each condition. On a successful save, it ignores the condition until the end of its current turn.

Save Bonuses: Don't give your upper caste monster the save bonuses that all published elites (+2) and solos (+5) have. Save bonuses don't prevent monsters from being locked down very well, so they make for potentially easy and boring combats.

Powers

Basic Attacks

Basic attacks are at at-will attacks, of which every monster has one or two.

My guidelines assume that an attack merely does damage, or inflicts only minor effects. (Deafened, prone, slowed.) If an attack inflicts significant effects, downgrade its damage by one step. (Blinded, dazed, immobilized, restrained, weakened.) If an attack inflicts a major effect, downgrade its damage by two steps. (Dominated, petrified, stunned.) If this would reduce its damage to less than Low, the attack deals no damage.

Role Powers

Role powers (and traits) allow monsters of a given role to do their 'thing.' (Only artilleries and brutes don't have role powers.) You can create your own unique role powers, lift favorites from published monsters, or use the go-to powers that I've included.

Elective Powers

Elective powers (and traits) are recharge powers that give your monster that extra oomph needed to really scare your players. Unlike any other part of monster writing, elective powers require creativity. Lifting powers and traits from published stat blocks is fairly easy, but you might want an even simpler alternative.

Second Recharge Die: Instead of adding another elective power, you can simply choose an elective power your monster already has and roll 2d6 to recharge it rather than 1d6.

Damage Substitution: Instead of adding an elective power, you can give your monster a damage bonus to its basic attacks. The table below shows how much damage to substitute per elective power (and how much damage to substitute for all a monster's elective powers).

Damage Substitution

Level	Minion	Goon	Standard	Elite	Solo
1-5	--	--	+1 (+1)	+1 (+1)	+2 (+4)
6-10	--	+1 (+1)	+2 (+2)	+3 (+6)	+4 (+8)
11-15	+1 (+1)	+2 (+2)	+3 (+6)	+4 (+8)	+6 (+18)
16-20	+2 (+2)	+3 (+6)	+4 (+8)	+6 (+18)	+8 (+24)
21-25	+2 (+4)	+3 (+6)	+5 (+15)	+7 (+21)	+10 (+40)
26-30	+3 (+6)	+4 (+12)	+6 (+18)	+9 (+36)	+12 (+48)
31-35	+3 (+9)	+5 (+15)	+7 (+28)	+10 (+40)	+14 (+70)

Recharge Variant: Use It or Lose It!

For some of us, tracking recharge powers is a hassle. (Especially when it comes to the lower castes.) Luckily, there's a solution!

A 'use or lose' power works like a recharge power, except that the power's availability is dependent solely on the d6 roll. The power isn't automatically available at the start of an encounter, and it can't be held until a later round -- the power either gets used the same round it becomes available, or it's wasted. In the case of goons or minions I suggest rolling one d6 for each group of two or four monsters.

When converting a power from recharge to Use or Lose, increase the 'recharge' range by 1 to offset the lost initial 'free' use of the power.

Minion Damage Thresholds

Level	Low	Medium	High
1	6	8	10
2	6	9	11
3	7	9	11
4	7	10	12
5	8	10	12
6	8	11	13
7	9	11	13
8	9	12	14
9	10	12	14
10	10	13	15
11	10	13	16
12	11	14	16
13	11	14	17
14	12	15	17
15	12	15	18
16	13	16	18
17	13	16	19
18	14	17	19
19	14	17	20
20	15	18	21
21	15	18	21
22	15	19	22
23	16	19	22
24	16	20	23
25	17	20	23
26	17	21	24
27	18	21	24
28	18	22	25
29	19	22	25
30	19	23	26
31	19	23	27
32	20	24	27
33	20	24	28
34	21	25	28
35	21	25	29

Minion Damage

Level	Low	Medium	High	Very High
1	3	4	5	6
2	3	5	6	7
3	3	5	6	8
4	4	6	7	9
5	4	6	7	9
6	5	7	8	10
7	5	7	9	11
8	6	8	10	12
9	6	8	10	12
10	6	9	11	13
11	6	9	11	14
12	7	10	12	15
13	7	10	12	15
14	8	11	13	16
15	8	11	14	17
16	9	12	15	18
17	9	12	15	18
18	9	13	16	19
19	9	13	16	20
20	10	14	17	21
21	10	14	17	21
22	11	15	18	22
23	11	15	19	23
24	12	16	20	24
25	12	16	20	24
26	12	17	21	25
27	12	17	21	26
28	13	18	22	27
29	13	18	22	27
30	14	19	23	28
31	14	19	24	29
32	15	20	25	30
33	15	20	25	30
34	15	21	26	31
35	15	21	26	32

Goon Damage Thresholds

Level	Low	Medium	High
1	8	12	16
2	9	13	17
3	9	13	18
4	10	14	18
5	10	15	19
6	11	15	20
7	11	16	20
8	12	16	21
9	12	17	22
10	13	18	23
11	13	18	23
12	14	19	24
13	14	19	25
14	15	20	25
15	15	21	26
16	16	21	27
17	16	22	27
18	17	22	28
19	17	23	29
20	18	24	30
21	18	24	30
22	19	25	31
23	19	25	32
24	20	26	32
25	20	27	33
26	21	27	34
27	21	28	34
28	22	28	35
29	22	29	36
30	23	30	37
31	23	30	37
32	24	31	38
33	24	31	39
34	25	32	39
35	25	33	40

Goon Damage

Level	Low	Medium	High	Very High
1	4	6	8	10
2	5	7	9	11
3	6	8	10	12
4	6	9	10	13
5	7	9	11	14
6	7	10	12	15
7	8	11	13	16
8	9	12	15	18
9	9	12	16	19
10	10	13	16	20
11	10	14	17	21
12	11	15	18	22
13	11	15	19	23
14	12	16	20	24
15	12	17	21	25
16	13	18	22	27
17	13	18	23	28
18	14	19	24	29
19	15	20	25	30
20	15	21	26	31
21	16	21	27	32
22	16	22	28	33
23	17	23	29	34
24	18	24	30	36
25	18	24	30	37
26	19	25	31	38
27	19	26	32	39
28	20	27	33	40
29	20	27	34	41
30	21	28	35	42
31	21	29	36	43
32	22	30	37	45
33	22	30	38	46
34	23	31	39	47
35	24	32	40	48

Standard Hit Points

Level	Low	Medium	High
1	21; 10	28; 14	35; 17
2	27; 13	36; 18	45; 22
3	33; 16	44; 22	55; 27
4	39; 19	52; 26	65; 32
5	45; 22	60; 30	75; 37
6	51; 25	68; 34	85; 42
7	57; 28	76; 38	95; 47
8	63; 31	84; 42	105; 52
9	69; 34	92; 46	115; 57
10	75; 37	100; 50	125; 62
11	81; 40	108; 54	135; 67
12	87; 43	116; 58	145; 72
13	93; 46	124; 62	155; 77
14	99; 49	132; 66	165; 82
15	105; 52	140; 70	175; 87
16	111; 55	148; 74	185; 92
17	117; 58	156; 78	195; 97
18	123; 61	164; 82	205; 102
19	129; 64	172; 86	215; 107
20	135; 67	180; 90	225; 112
21	141; 70	188; 94	235; 117
22	147; 73	196; 98	245; 122
23	153; 76	204; 102	255; 127
24	159; 79	212; 106	265; 132
25	165; 82	220; 110	275; 137
26	171; 85	228; 114	285; 142
27	177; 88	236; 118	295; 147
28	183; 91	244; 122	305; 152
29	189; 94	252; 126	315; 157
30	195; 97	260; 130	325; 162
31	201; 100	268; 134	335; 167
32	207; 103	276; 138	345; 172
33	213; 106	284; 142	355; 177
34	219; 109	292; 146	365; 182
35	225; 112	300; 150	375; 187

Standard Damage

Level	Low	Medium	High	Very High
1	1d6 + 3	1d8 + 4	1d10 + 5	1d12 + 7
2	1d6 + 4	1d8 + 5	1d10 + 6	1d12 + 9
3	1d6 + 5	1d8 + 6	1d10 + 8	1d12 + 10
4	1d8 + 5	2d6 + 5	2d8 + 6	2d10 + 7
5	1d8 + 6	2d6 + 6	2d8 + 7	2d10 + 8
6	1d8 + 6	2d6 + 7	2d8 + 9	2d10 + 10
7	2d6 + 4	2d8 + 6	2d10 + 8	2d12 + 9
8	2d6 + 5	2d8 + 7	2d10 + 9	2d12 + 11
9	2d6 + 6	2d8 + 8	2d10 + 10	2d12 + 12
10	2d6 + 6	2d8 + 9	2d10 +12	2d12 + 14
11	2d6 + 7	3d6 + 9	3d8 + 11	3d10 + 12
12	2d8 + 6	3d6 + 10	3d8 + 12	3d10 + 14
13	2d8 + 7	3d6 + 11	3d8 + 13	3d10 + 16
14	2d8 + 7	3d6 + 12	3d8 + 14	3d10 + 17
15	2d8 + 8	3d6 + 13	3d8 + 15	3d10 + 19
16	3d6 + 8	3d8 + 11	3d10 + 14	3d12 + 17
17	3d6 + 9	3d8 + 12	3d10 + 15	3d12 + 19
18	3d6 + 9	3d8 + 13	3d10 +16	3d12 + 20
19	3d6 + 10	3d8 + 14	3d10 + 17	3d12 + 22
20	3d6 + 11	3d8 + 15	3d10 + 19	3d12 + 23
21	3d8 + 9	4d6 + 15	4d8 + 18	4d10 + 21
22	3d8 + 9	4d6 + 16	4d8 + 20	4d10 + 23
23	3d8 + 10	4d6 + 17	4d8 + 21	4d10 + 24
24	3d8 + 11	4d6 + 18	4d8 + 22	4d10 + 26
25	3d8 + 12	4d6 + 19	4d8 + 23	4d10 + 27
26	4d6 + 11	4d8 + 16	4d10 + 21	4d12 + 25
27	4d6 + 12	4d8 + 17	4d10 + 22	4d12 + 27
28	4d6 + 13	4d8 + 18	4d10 + 23	4d12 + 28
29	4d6 + 14	4d8 + 19	4d10 + 24	4d12 + 30
30	4d6 + 15	4d8 + 20	4d10 + 25	4d12 + 31
31	5d6 + 12	5d8 + 17	5d10 + 21	5d12 + 26
32	5d6 + 13	5d8 + 18	5d10 + 23	5d12 + 28
33	5d6 + 14	5d8 + 19	5d10 + 24	5d12 + 29
34	5d6 + 15	5d8 + 20	5d10 + 25	5d12 + 31
35	5d6 + 16	5d8 + 21	5d10 + 26	5d12 + 32

Elite Hit Points

Level	Low	Medium	High
1	42; 21	56; 28	70; 35
2	54; 27	72; 36	90; 45
3	66; 33	88; 44	110; 55
4	78; 39	104; 52	130; 65
5	90; 45	120; 60	150; 75
6	102; 51	136; 68	170; 85
7	114; 57	152; 76	190; 95
8	126; 63	168; 84	210; 105
9	138; 69	184; 92	230; 115
10	150; 75	200; 100	250; 125
11	162; 81	216; 108	270; 135
12	174; 87	232; 116	290; 145
13	186; 93	248; 124	310; 155
14	198; 99	264; 132	330; 165
15	210; 105	280; 140	350; 175
16	222; 111	296; 148	370; 185
17	234; 117	312; 156	390; 195
18	246; 123	328; 164	410; 205
19	258; 129	344; 172	430; 215
20	270; 135	360; 180	450; 225
21	282; 141	376; 188	470; 235
22	294; 147	392; 196	490; 245
23	306; 153	408; 204	510; 255
24	318; 159	424; 212	530; 265
25	330; 165	440; 220	550; 275
26	342; 171	456; 228	570; 285
27	354; 177	472; 236	590; 295
28	366; 183	488; 244	610; 305
29	378; 189	504; 252	630; 315
30	390; 195	520; 260	650; 325
31	402; 201	536; 268	670; 335
32	414; 207	552; 276	690; 345
33	426; 213	568; 284	710; 355
34	438; 219	584; 292	730; 365
35	450; 225	600; 300	750; 375

Elite Damage

Level	Low	Medium	High	Very High
1	1d10 + 5	2d6 + 6	2d8 + 7	2d10 + 8
2	1d10 + 6	2d6 + 8	2d8 + 10	2d10 + 11
3	1d12 + 6	2d6 + 9	3d6 + 10	2d10 + 13
4	1d12 + 7	2d8 + 9	2d10 + 11	2d12 + 14
5	2d8 + 6	2d8 + 10	2d10 + 13	3d8 + 15
6	2d8 + 7	2d10 + 10	2d12 + 13	3d10 + 15
7	2d8 + 8	2d10 + 11	2d12 + 14	3d10 + 17
8	2d8 + 9	2d10 + 13	4d6 + 16	4d8 + 18
9	3d6 + 8	2d12 + 12	3d10 + 15	4d8 + 19
10	3d6 + 9	2d12 + 14	3d10 + 18	3d12 + 21
11	2d10 + 10	4d6 + 14	4d8 + 17	4d10 + 20
12	2d10 + 11	4d6 + 16	4d8 + 19	4d10 + 23
13	2d12 + 11	3d10 + 15	3d12 + 20	5d8 + 24
14	2d12 + 12	3d10 + 17	3d12 + 22	5d8 + 27
15	2d12 + 13	3d10 + 18	4d10 + 20	4d12 + 25
16	2d12 + 14	4d8 + 16	4d10 + 23	5d10 + 27
17	4d6 + 14	4d8 + 17	4d10 + 24	5d10 + 28
18	4d6 + 15	3d12 + 20	4d12 + 23	5d10 + 31
19	4d6 + 16	3d12 + 21	4d12 + 24	7d8 + 29
20	4d6 + 17	4d10 + 20	4d12 + 26	7d8 + 32
21	3d10 + 17	4d10 + 21	4d12 + 28	5d12 + 32
22	3d10 + 18	4d10 + 23	5d10 + 29	6d10 + 34
23	4d8 + 17	4d10 + 24	5d10 + 30	6d10 + 36
24	4d8 + 18	4d12 + 22	7d8 + 29	8d8 + 36
25	3d12 + 18	4d12 + 23	7d8 + 30	8d8 + 37
26	3d12 + 19	4d12 + 25	5d12 + 32	7d10 + 38
27	3d12 + 20	4d12 + 26	5d12 + 33	6d12 + 39
28	3d12 + 21	4d12 + 28	6d10 + 34	6d12 + 42
29	4d10 + 20	5d10 + 28	6d10 + 36	9d8 + 42
30	4d10 + 21	5d10 + 30	8d8 + 35	9d8 + 45
31	5d8 + 22	5d10 + 31	8d8 + 36	8d10 + 43
32	5d8 + 23	5d12 + 28	7d10 + 37	7d12 + 45
33	5d8 + 24	5d12 + 29	6d12 + 37	7d12 + 46
34	5d8 + 25	5d12 + 31	6d12 + 40	7d12 + 49
35	5d8 + 26	5d12 + 32	6d12 + 41	9d10 + 47

Solo Hit Points

Level	Low	Medium	High
1	84; 42	112; 56	140; 70
2	108; 54	144; 72	180; 90
3	132; 66	176; 88	220; 110
4	156; 78	208; 104	260; 130
5	180; 90	240; 120	300; 150
6	204; 102	272; 136	340; 170
7	228; 114	304; 152	380; 190
8	252; 126	336; 168	420; 210
9	276; 138	368; 184	460; 230
10	300; 150	400; 200	500; 250
11	324; 162	432; 216	540; 270
12	348; 174	464; 232	580; 290
13	372; 186	496; 248	620; 310
14	396; 198	328; 264	660; 330
15	420; 210	560; 280	700; 350
16	444; 222	592; 296	740; 370
17	468; 234	624; 312	780; 390
18	492; 246	656; 328	820; 410
19	516; 258	688; 344	860; 430
20	540; 270	720; 360	900; 450
21	564; 282	752; 376	940; 470
22	588; 294	784; 392	980; 490
23	612; 306	816; 408	1,020; 510
24	636; 318	848; 424	1,060; 530
25	660; 330	880; 440	1,100; 550
26	684; 342	912; 456	1,140; 570
27	708; 354	944; 472	1,180; 590
28	732; 366	976; 488	1,220; 610
29	756; 378	1,008; 504	1,260; 630
30	780; 390	1,040; 520	1,300; 650
31	804; 402	1,072; 536	1,340; 670
32	828; 414	1,104; 552	1,380; 690
33	852; 426	1,136; 568	1,420; 710
34	876; 438	1,168; 584	1,460; 730
35	900; 450	1,200; 600	1,500; 750

Solo Damage

Level	Low	Medium	High	Very High
1	2d6 + 6	2d8 + 9	2d10 + 11	2d12 + 14
2	2d6 + 8	3d6 + 10	2d12 + 12	3d10 + 14
3	2d8 + 7	2d10 + 11	2d12 + 14	3d10 + 17
4	2d8 + 9	2d10 + 13	3d10 + 14	4d8 + 18
5	2d8 + 10	2d12 + 13	3d10 + 16	3d12 + 20
6	2d10 + 10	4d6 + 14	3d12 + 16	4d10 + 20
7	2d10 + 11	3d10 + 14	3d12 + 18	4d10 + 23
8	2d10 + 13	3d10 + 16	3d12 + 21	4d12 + 22
9	2d12 + 12	5d6 + 17	4d10 + 20	4d12 + 25
10	2d12 + 14	4d8 + 18	4d10 + 23	5d10 + 27
11	4d6 + 14	3d12 + 19	4d10 + 25	5d10 + 30
12	4d6 + 16	3d12 + 21	4d12 + 24	7d8 + 29
13	3d10 + 15	4d10 + 20	4d12 + 26	5d12 + 31
14	3d10 + 17	4d10 + 22	5d10 + 28	6d10 + 33
15	3d10 + 18	4d10 + 24	5d10 + 30	6d10 + 36
16	4d8 + 18	4d12 + 22	5d12 + 28	8d8 + 36
17	4d8 + 19	4d12 + 24	5d12 + 30	7d10 + 37
18	3d12 + 20	4d12 + 26	5d12 + 33	6d12 + 39
19	3d12 + 21	4d12 + 28	6d10 + 34	6d12 + 42
20	4d10 + 20	5d10 + 29	6d10 + 37	8d10 + 40
21	4d10 + 21	5d10 + 31	8d8 + 36	8d10 + 43
22	4d10 + 23	7d8 + 29	7d10 + 35	7d12 + 45
23	5d8 + 24	7d8 + 31	7d10 + 39	7d12 + 48
24	5d8 + 26	5d12 + 32	6d12 + 41	9d10 + 47
25	4d12 + 23	6d10 + 33	6d12 + 43	9d10 + 50
26	4d12 + 25	6d10 + 35	8d10 + 41	8d12 + 50
27	4d12 + 26	6d10 + 37	8d10 + 43	8d12 + 53
28	5d10 + 27	8d8 + 36	7d12 + 45	10d10 + 53
29	5d10 + 28	7d10 + 36	7d12 + 47	10d10 + 56
30	5d10 + 30	7d10 + 38	7d12 + 49	9d12 + 56
31	5d10 + 31	6d12 + 39	9d10 + 48	9d12 + 59
32	7d8 + 29	6d12 + 41	9d10 + 51	11d10 + 60
33	7d8 + 30	6d12 + 43	8d12 + 50	11d10 + 63
34	7d8 + 32	8d10 + 40	8d12 + 53	10d12 + 61
35	5d12 + 32	8d10 + 42	8d12 + 55	10d12 + 64

Ongoing Damage

If you want your monster to deal ongoing damage with an attack, simply downgrade the attack's base damage by one step and add this much ongoing damage:

Level	Minion	Goon	Standard	Elite	Solo
1-5	1	2	3	4	5
6-10	1	3	4	6	7
11-15	2	4	6	8	10
16-20	2	5	7	10	12
21-25	3	6	9	12	15
26-30	3	7	10	14	17
31-35	4	8	12	16	20

Glossary of Terms

Aberrant [Origin]: Aberrant creatures are native to or shaped by the Far Realm.

Air [Keyword]: An air creature is strongly connected to the element of air.

Angel [Keyword]: Angels are immortal creatures native to the Astral Sea. They don't need to breathe, eat, or sleep.

Aquatic [Keyword]: Aquatic creatures can breathe underwater. In aquatic combat, an aquatic creature gains a +2 bonus to attack rolls against non-aquatic creatures.

Beast [Type]: Beasts are either ordinary animals or creatures akin to them. They behave instinctively.

Blind [Keyword]: A blind creature relies on special senses, such as blindsight or tremorsense, to see within a specified range, beyond which the creature can't see. The creature is immune to gaze attacks and cannot be blinded.

Blindsight: A creature that has blindsight can clearly see creatures or objects within a specified range and within line of effect, even if they are invisible or in obscured squares. The creature otherwise relies on its normal vision.

Burrow Speed: A creature that has a burrow speed can move through loose earth at a specified speed, and the creature can move through solid stone at half that speed. The creature can't shift or charge while burrowing.

Climb Speed: A creature that has a climb speed moves on vertical surfaces at that speed without making Athletics checks to climb. While climbing, the creature ignores difficult terrain, and climbing doesn't cause it to grant combat advantage.

Clumsy: Some creatures are clumsy while using a specific movement mode, and others are clumsy while on the ground. While a creature is clumsy, it takes a -4 penalty to attack rolls and all defenses.

Cold [Keyword]: A creature that has this keyword is strongly connected to cold.

Construct [Keyword]: Constructs are not living creatures, so effects that specifically target living creatures do not work against them. They don't need to breathe, eat, or sleep.

Demon [Keyword]: Demons are chaotic evil elemental creatures native to the Abyss. They don't need to sleep.

Dragon [Keyword]: Dragons are reptilian creatures. Most of them have wings as well as a breath weapon.

Earth [Keyword]: An earth creature is strongly connected to earth.

Earth Walk: A type of terrain walk. A creature that has earth walk ignores difficult terrain that is rubble, uneven stone, or an earthen construction.

Elemental [Origin]: Elemental creatures are native to the Elemental Chaos.

Fey [Origin]: Fey creatures are native to the Feywild.

Fly Speed: A creature that has a fly speed can fly a number of squares up to that speed as a move action. If it is stunned or knocked prone while flying, it falls.

Forest Walk: A type of terrain walk. A creature that has forest walk ignores difficult terrain that is part of a tree, underbrush, or some other forest growth.

Gaze [Keyword]: A kind of attack. Blind or blinded creatures are immune to gaze attacks, and a creature cannot make a gaze attack while blinded.

Giant [Keyword]: Giants are Large or larger humanoid creatures that trace their origin back to the primordials and the Elemental Chaos.

Homunculus [Keyword]: Homunculi are animate constructs tasked with guarding a creature, an area, or an object.

Hover: If a creature can hover, it can remain in the air if it is stunned.

Humanoid [Type]: Humanoid creatures vary greatly in how much they resemble humans. Most are bipedal.

Ice Walk: A type of terrain walk. A creature that has ice walk ignores difficult terrain that is ice or snow.

Immortal [Origin]: Immortal creatures are native to the Astral Sea. Unless they are killed, they live forever.

Insubstantial: When a creature is insubstantial, it takes half damage from any damage source, including ongoing damage.

Insubstantial monsters always have some counterbalancing weakness, such as one-third less hit points. Typically, they also have ways to bypass their insubstantialness, such as "force and radiant attacks deal full damage."

Living Construct [Keyword]: Unlike other constructs, living constructs are living creatures.

Magical Beast [Type]: Magical beasts resemble beasts but often behave like people.

Natural [Origin]: Natural creatures are native to the natural world.

Ooze [Keyword]: Oozes are amorphous creatures.

Plant [Keyword]: Plant creatures are composed of vegetable matter. They don't need to sleep.

Reptile [Keyword]: Reptiles are cold-blooded creatuers that have scaly skin.

Shadow [Origin]: Shadow creatures are native to the Shadowfell.

Shapechanger [Keyword]: Shapechangers have the ability to alter their form, whether freely or into specific forms.

Spider [Keyword]: Spider creatures include spiders as well as creatures that have spiderlike features: eight legs, web spinning, and the like.

Spider Climb: A creature that can spider climb can use its climb speed to move across overhanging horizontal surfaces (such as ceilings) without making Atheletics checks.

Swamp Walk: A type of terrain walk. A creature that has swamp walk ignores difficult terrain that is mud or shallow water.

Swarm [Keyword]: A swarm is composed of multiple creatures but functions as a single creature. A swarm can occupy the same space as another creature, and an enemy can enter a swarm's space, which is difficult terrain. A swarm cannot be pulled, pushed, or slid by melee or ranged attacks.

A swarm can squeeze through any opening large enough for even one of its constituent creatures. For example, a swarm of bats can squeeze through an opening large enough for one of the bats to squeeze through.

Most swarms also have 'Resist half damage from melee and ranged attacks,' 'Vulnerable [5 per tier] to close and area attacks,' and an aura that damages or hinders the PCs. (A damaging aura typically deals half the monster's average basic attack damage.) The damage resistance and the aura can be downright brutal on your PCs, so I advise caution when designing swarms. For parties without numerous area or close attacks, a swarm presents plenty of challenge even without recharge powers or other strong traits.

Swim Speed: A creature that has a swim speed moves through water at that speed without making Athletics checks to swim.

Telepathy: A creature that has telepathy can communicate mentally with any creature that has a language, even if they don't share the language. The other creature must be within line of effect and within a specified range. Telepathy allows for two-way communication.

Threatening Reach: A creature that has threatening reach can make an opportunity attack gainst any enemy within its reach that provokes an opportunity attack.

Tremorsense: A creature that has tremorsense can clearly see creatures or objects within a specified range, even if they are invisible, obscured, or outside line of effect. Both they and the creature must be in contact with the ground or the same substance, such as water or a web. The creature otherwise relies on its normal vision.

Tunneling: A creature that has tunneling leaves tunnels behind it as it burrows. The creature, as well as smaller creatures, can move through these tunnels without any reduction in speed. Creatures of the same size as the tunneling creatuer must squeeze through these tunnels, and larger creatures cannot move through them at all.

Undead [Keyword]: Undead are not living creatures, so effects that specifically target living creatures don't work against them. They don't need to breathe or sleep.

Water [Keyword]: A water creature is strongly connected to water.