

STANDARD MONSTER							
Level	AC	HP	Modifier	Damage	Rolled	Save DC	XP
1	14	8	+4	3	1d5	11	50
2	14	12	+5	5	1d5 + 2	12	113
3	15	16	+5	7	2d6	12	175
4	15	20	+6	9	2d6 + 2	13	275
5	15	24	+6	11	2d6 + 4	13	450
6	16	28	+7	13	2d6 + 6	14	575
7	16	32	+7	15	2d6 + 8	14	725
8	16	36	+8	17	2d6 + 10	15	975
9	17	40	+8	19	2d6 + 12	15	1,250
10	17	44	+9	21	2d6 + 14	16	1,475
11	17	48	+9	23	2d6 + 16	16	1,800
12	18	52	+10	25	2d6 + 18	17	2,100
13	18	56	+10	27	2d6 + 20	17	2,500
14	18	60	+11	29	2d6 + 22	18	2,875
15	19	64	+11	31	2d6 + 24	18	3,250
16	19	68	+12	33	2d6 + 26	19	3,750
17	19	72	+12	35	2d6 + 28	19	4,500
18	20	76	+13	37	2d6 + 30	20	5,000
19	20	80	+13	39	2d6 + 32	20	5,500
20	20	84	+14	41	2d6 + 34	21	6,250
21	21	96	+14	44	2d6 + 37	21	8,250
22	21	108	+15	47	2d6 + 40	22	10,250
23	21	120	+15	50	2d6 + 43	22	12,500
24	22	132	+16	53	2d6 + 46	23	15,500
25	22	144	+16	56	2d6 + 49	23	18,750
26	22	156	+17	59	2d6 + 52	24	22,500
27	23	168	+17	62	2d6 + 55	24	26,250
28	23	180	+18	65	2d6 + 58	25	30,000
29	23	192	+18	68	2d6 + 61	25	33,750
30	24	204	+19	71	2d6 + 64	26	38,750

**Modifier:** Used for to-hit rolls, saves, and skill checks.

**Attacks Per Round:** Standard Monsters have 1 attack per round.

**Damage:** Average damage per attack.

**Rolled:** A low-variable, high-bonus formula to achieve the listed average damage.

**Save DC:** The DC a character must roll against to resist an effect.

**Clock:** Standard Monsters require 2 successful checks to overcome.

**Default Encounter:** The above assumes a low difficulty encounter of 1 monster per 1 player character.

For moderate difficulty, include 3 monsters for every 2 PCs.

For high difficulty, include 2 monsters for every PC.

**XP:** The experience points earned from overcoming a Standard Monster.

**Solo Monster:** Combine the HP, Attacks Per Round, Clock, and XP of several Standard Monsters.