

## APPENDIX ONE: CHALLENGING CHALLENGE RATINGS

Appendix One (Challenging Challenge Ratings) details how to accurately determine a monster's Challenge Rating (all core and epic monster CRs are given at the end of the appendix).

Appendix Two (Encountering Encounter Levels) outlines how Challenge Ratings properly relate to Encounter Levels.

Appendix Three (Design Parameters) gives some advice on how to balance class and monster design.

## BENEFITS OF THIS SYSTEM

- Accuracy: it generates much more accurate results.
- Balance: provides 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 any thoughts of balance quickly unravel.
- Sensible: elements like Monster Advancement now credibly handled.
- Unlimited: functions at any conceivable measure of power.

## CHALLENGING CHALLENGE RATINGS

### Appendix One

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 (at least before Ability Scores).

To determine 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.

## HOW DO FACTORS WORK?

To determine a Monster's Challenge Rating:

- Total all factors
- Check Golden Rule
- Round down all fractions if the total is 4 or more, if the total is less than 4 apply the result to Table 1-1
- (Optional) Silver Rule (see Appendix 3: Design Parameters)

## GOLDEN RULE

Class Levels or Hit Dice should always comprise at least 50% of the creature's total CR. When they don't, halve all excess CR beyond double the creature's CR modifier for Character Levels and Hit Dice.

eg. Planetar = Factor Total 39.598  
 14 Outsider Hit Dice Factor = 9.8  
 Halve any excess CR beyond 19.6 (x2 HD Factor)  
 $39.598 - 19.6 = 19.998$   
 $19.998 \div 2 = 9.999$   
 $19.6 + 9.999 = \text{CR } 29.599$

TABLE 1-1: FRACTIONAL CHALLENGE RATINGS

Result	CR	Encounter Level*
5	5	10
4	4	9
3.5	3.5	8
3	3	7
2.5	2.5	6
2	2	5
1.75	1.75	4
1.5	1.5	3
1.25	1.25	2
1	1	1
0.5	2/3	0
0	1/2	-1
-0.5	1/3	-2
-1	1/4	-3
-1.5	1/6	-4
-2	1/8	-5
-2.5	1/12	-6
-3	1/16	-7

\*See Appendix Two: Encountering Encounter Levels

eg. Troglydte: 2.83 (rounds to 2.5) = CR 2.5  
 Orc: 0.925 (rounds to 0.5) = CR 2/3  
 Zombie Human: -0.834 (rounds to -1) = CR 1/4  
 Lizard: -2.305 (rounds to -2.5) = CR 1/12

## LIST OF FACTORS

1. Character Levels (Prestige Classes and NPC Classes)
2. Templates
3. Size
4. Traits (Type/Subtype/Race)
5. Hit Dice
6. Speed
7. Armor Class
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## APPENDIX ONE: CHALLENGING CHALLENGE RATINGS

## 1. CHARACTER LEVELS

All Class/Prestige Class Levels

CR +0.8 /Level (without equipment\*)

NPC Class Levels

CR +0.7 /Level of Warrior (without equipment\*)

CR +0.65 /Level of Aristocrat (without equipment\*)

/Level of Expert (without equipment\*)

CR +0.6 /Level of Adept (without equipment\*)

CR +0.45 /Level of Commoner (without equipment\*)

\*See Factor #13 Equipment.

eg. 10th-level Rogue = CR +8

10th-level Rogue/5th-level Assassin = +12

7th-level Warrior = CR +4.9

5th-level Commoner = CR +2.25

## 2. TEMPLATES

**Celestial** Template = CR Variable +0.7 (1 HD) to +2.83 (20 HD)

eg. Celestial Template on 12 HD creature = CR +1.95

Acid Resistance (10) CR +0.2

Cold Resistance (10) CR +0.2

Damage Reduction CR +0.33

Darkvision CR +0.2

Electricity Resistance (10) CR +0.2

Smite Evil CR +0.2

Spell resistance (17) CR +0.7

**Fiendish** Template = CR Variable +0.6 (1 HD) to +2.63 (20 HD)

The Fiendish Template is identical to the Celestial Template (see above) except for the following:

1. Remove Electricity Resistance altogether.
2. Change Acid Resistance to Fire Resistance.
3. Change Smite Evil to Smite Good.

**Ghost** Template = CR +6.6 (+ special\*, and depending on original Constitution)

Ability Score Bonuses (+4) CR +0.4

Ability Score (Constitution) CR -0.1/point of CON above

10.5, prior to adding the Template

Deflection CR +0.5

Fly (Perfect) CR +1

Incorporeal (Manifestation) CR +1.3

Rejuvenation CR +1

Skill bonuses (+32) CR +0.6

Turn Resistance +4 CR +0.2

Undead (Intelligent) CR +1.6

\*Plus 1d3 abilities from the following list:

Corrupt Gaze CR +1.95

Corrupt Touch CR +0.2

Draining Touch CR +0.75

Frightful Moan CR +0.5

Horrific Appearance CR +2

Malevolence CR +0.25

Telekinesis CR +0.15

**Half-Celestial** Template = CR Variable +3.2 (1 HD) to +9.87 (20 HD)

eg. Half-Celestial Template on 20 HD creature = CR +9.87

Ability Scores (+20) CR +2

Acid Resistance (10) CR +0.2

Cold Resistance (10) CR +0.2

Damage Reduction CR +0.33

Darkvision CR +0.2

Disease Immunity CR +0.2

Electricity Resistance (10) CR +0.2

Flight (Good) CR +0.8

Natural Armor +1	CR +0.1
Poison save +4	CR +0.04
Smite Evil	CR +0.2
Spell-like Abilities	CR +3.4
Spell Resistance (30)	CR +2

**Half-Dragon** Template = CR +4.25

Ability Scores (+14) CR +1.4

Breath Weapon CR +0.15

Dragon Type Traits CR +0.5

Energy Immunity (Variable) CR +1

Flight (Average) CR +0.6

Improved Hit Die Type CR +0.2

Natural Armor (+4) CR +0.4

**Half-Fiend** Template = CR Variable +3.06 (1 HD) to +9.03 (20 HD)

eg. Half-Fiend Template on 20 HD creature = CR +9.23

Ability Scores (+16) CR +1.6

Acid Resistance (10) CR +0.1

Cold Resistance (10) CR +0.1

Damage Reduction CR +0.33

Darkvision CR +0.2

Disease Immunity CR +0.2

Electricity Resistance (10) CR +0.2

Flight (Average) CR +0.6

Natural Armor +1 CR +0.1

Poison Immunity CR +0.2

Smite Good CR +0.2

Spell-like Abilities CR +3.2

Spell Resistance (30) CR +2

**Lich** Template = CR +7.71 (depending on original Constitution)

Ability Scores (+6) CR +0.6\*

Ability Score (Constitution) CR -0.1/point of CON above

10.5, prior to adding the Template

Cold Immunity CR +1

Damage Reduction CR +0.75

Electricity Immunity CR +1

Fear Aura (limited) CR +0.2

Natural Armor +5 CR +0.5

Paralyzing Touch CR +0.2

Phylactery CR +1

Polymorph Immunity CR +0.2

Skill Bonuses (+48) CR +0.96

Turn Resistance +4 CR +0.2

Undead (Intelligent) CR +1.1

**Lycanthrope** Template = CR Variable (See Below)

Ability Scores (+2) CR +0.2

Alternate Form CR +0.2

Curse CR +0.2

Damage Reduction CR +0.166 (Afflicted)

CR +0.33 (Natural)

Empathy CR +0.08

Feat (Bonus) CR +0.2

Low-Light Vision CR +0.1

Natural Armor (+2) CR +0.2

Scent CR +0.2

Additional Ability Scores based on Animal Form:

Werebear (+26) = CR +2.6 Total CR +5.23

Wereboar (+10) = CR +1 Total CR +2.63

Wererat (+8) = CR +0.8 Total CR +2.43

Weretiger (+22) = CR +2.2 Total CR +4.83

Werewolf (+10) = CR +1 Total CR +2.63

WereDireboar (+22) = CR +2.2 Total CR +4.83

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**Vampire Template = CR +7.075**

Ability Scores (+18)	CR +1.8
Ability Score (Constitution)	CR -0.1/point of CON above
10.5, prior to adding the Template	
Alternate Form	CR +0.2
Blood Drain	CR +0.5
Children of the Night	CR +0.2
Cold Resistance 10	CR +0.2
Create Spawn	CR +0.3
Damage Reduction	CR +0.5
Dominate	CR +0.5
Electricity Resistance 10	CR +0.2
Energy Drain (2 Levels)	CR +0.8
Fast Healing 5	CR +0.375
Feats (Bonus +5)	CR +1
Gaseous Form	CR +1
Natural Armor +6	CR +0.6
Skills (+56)	CR +1.1
Spider Climb	CR +0.2
Turn Resistance +4	CR +0.2
Undead (Intelligent) Traits	CR +1.1
Repelling/Warding Vulnerability	CR -0.5
Staking Vulnerability	CR -0.2
Sunlight Vulnerability	CR -2.5
Water Vulnerability	CR -0.5

## 3. SIZE

Apply the following bonus or penalty where applicable.

TABLE 1-2: CHALLENGE RATING MODIFIER FOR SIZE

Size	CR Modifier (before/after Ability Score modifiers)
Fine	CR +1.35 / CR +0.55
Diminutive	CR +0.3 / CR -0.3
Tiny	CR +0.05 / CR -0.55
Small	CR +/-0 / CR -0.4
Medium	CR +/-0 / CR +/-0
Large	CR +0.4 / CR +1.4
Huge	CR +0.7 / CR +2.9
Gargantuan	CR +1 / CR +4.4
Colossal	CR +1 / CR +5.6
Colossal+	CR +2.1 / CR +7.9

eg. Ogre (Large) = CR +0.4

Purple Worm (Gargantuan) = CR +1

Individually Size is broken down as follows:

Ability Score Bonuses/Penalties	+/- 0.1/point
Armor Class Bonus/Penalty	+/- 0.1/point
Attack Bonus/Penalty	+/- 0.1/point
Movement (base)	+/- 0.01/ft. difference from 30
Natural Armor	+0.1/point
Reach	+/- 0.04/ft. difference from 5
Space	+/- 0.1/size category difference
Weight Allowance Modifier	+/- 0.1/size category difference

eg. Gargantuan Size = CR +1 (CR +4.4 including bonus Ability Scores)

Ability Scores (Str +24; Dex -2; Con +12)	CR +3.4
Armor Class Penalty (-4)	CR -0.4
Attack Penalty (-4)	CR -0.4
Movement (60 ft, 30 ft. above 30)	CR +0.3
Natural Armor (+9)	CR +0.9
Reach (20 ft, 15 ft. above 5)	CR +0.6
Space (3 size categories above Medium)	CR -0.3
Weight Allowance (3 size categories)	CR +0.3

NB. The reach and movement differences between Bipeds and Quadrupeds generally evens out.

## 4. TRAITS (TYPE/SUBTYPE/RACE)

Apply the following bonus or penalty where applicable.

## TYPE TRAITS

**Aberration** Type Traits = CR +0.2 (Darkvision)

**Animal** Type Traits = CR -0.75

Intelligence 1 or 2	CR -0.85
Low Light Vision	CR +0.1

**Construct (Mindless)** Type Traits = CR +0.7

Constitution 0	CR +1.9
Darkvision	CR +0.2
Hit Point Bonus	CR +0.2
Intelligence 0	CR -0.7
Low-Light Vision	CR +0.1
No Natural Healing	CR -1

**Construct (Intelligent)** Type Traits = CR +0.7

Constitution 0	CR +1.9
Darkvision	CR +0.2
Hit Point Bonus	CR +0.2
Low-Light Vision	CR +0.1
No Natural Healing	CR -1

**Dragon** Type Traits = CR +0.5

Darkvision	CR +0.2
Low-Light Vision	CR +0.1
Paralysis/Sleep Immunity	CR +0.2

**Elemental** Type Traits = CR +1.2

Cannot be Raised etc.	CR -0.2
Cannot be Flanked	CR +0.2
Critical Hit Immunity	CR +0.5
Darkvision	CR +0.2
Poison Immunity	CR +0.2
Sleep/Paralysis/Stun Immunity	CR +0.3

**Fey** Type Traits = CR +0.1 (Low-light Vision)

**Giant** Type Traits = CR +0.2 (Darkvision)

**Humanoid** Type Traits = CR +/-0

**Magical Beast** Type Traits = CR +0.2 (Darkvision)

**Monstrous Humanoid** Type Traits = CR +0.2 (Darkvision)

**Ooze (Mindless)** Type Traits = CR +1.9

Blindsight	CR +1
Critical Hit Immunity	CR +0.5
Cannot be Flanked	CR +0.2
Hit Point Bonus	CR +0.2
Intelligence 0	CR -0.7
Poison Immunity	CR +0.2
Polymorph Immunity	CR +0.2
Sleep/Paralysis/Stun Immunity	CR +0.3

**Ooze (Intelligent)** Type Traits = CR +2.7

Blindsight	CR +1
Critical Hit Immunity	CR +0.5
Cannot be Flanked	CR +0.2
Hit Point Bonus	CR +0.2
Poison Immunity	CR +0.2
Polymorph Immunity	CR +0.2
Sleep/Paralysis/Stun Immunity	CR +0.3

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**Outsiders** Type Traits = CR +/-0

Cannot be raised etc.	CR -0.2
Darkvision	CR +0.2

**Plant (Mindless)** Type Traits = CR +0.6

Critical Hit Immunity	CR +0.5
Intelligence o	CR -0.7
Low Light Vision	CR +0.1
Poison Immunity	CR +0.2
Polymorph Immunity	CR +0.2
Sleep/Paralysis/Stun Immunity	CR +0.3

**Plant (Intelligent)** Type Traits = CR +1.3

Critical Hit Immunity	CR +0.5
Low Light Vision	CR +0.1
Poison Immunity	CR +0.2
Polymorph Immunity	CR +0.2
Sleep/Paralysis/Stun Immunity	CR +0.3

**Undead (Mindless)** Type Traits = CR -1.1

Can be Turned etc.	CR -1.5
Constitution o	CR +1.9
Darkvision	CR +0.2
Intelligence o	CR -0.7
No Natural Healing	CR -1

**Undead (Intelligent)** Type Traits = CR +1.1

Can be Turned etc.	CR -1.5
Constitution o	CR +1.9
Darkvision	CR +0.2
Immune to Mind Effects	CR +0.5

**Vermin** Type Traits = CR -0.5

Darkvision	CR +0.2
Intelligence o	CR -0.7

**Vermin (Intelligent)** Type Traits = CR +0.2 (Darkvision)

SUBTYPE TRAITS

**Angel** Subtype Traits = CR +3.44

Acid Immunity	CR +1
Cold Immunity	CR +1
Electricity Resistance 10	CR +0.2
Fire Resistance 10	CR +0.2
Low-Light Vision	CR +0.1
Petrification Immunity	CR +0.2
Poison Save +4	CR +0.04
Protective Aura	CR +0.5
Tongues	CR +0.2

**Archon** Subtype Traits = CR +2.14

Aura of Menace	CR +0.2
Electricity Immunity	CR +1
Low-Light Vision	CR +0.1
Magic Circle vs. Evil	CR +0.2
Petrification Immunity	CR +0.2
Poison save +4	CR +0.04
Teleport	CR +0.2
Tongues	CR +0.2

**Cold** Subtype Traits = CR +0.5

Cold Immunity	CR +1
Fire Vulnerability	CR -0.5

**Demon** Subtype Traits = CR +1.9

Acid Resistance 10	CR +0.2
Cold Resistance 10	CR +0.2
Electricity Immunity	CR +1

Fire Resistance 10	CR +0.2
Poison Immunity	CR +0.2
Summon	Factor Separately
Telepathy	CR +0.1

**Devil** Subtype Traits = CR +1.8

Acid Resistance 10	CR +0.2
Cold Resistance 10	CR +0.2
Fire Immunity	CR +1
Poison Immunity	CR +0.2
See through Darkness	CR +0.1*
Summon	Factor Separately
Telepathy	CR +0.1

\*Already has Darkvision from Outsider Traits.

**Eladrin** Subtype Traits = CR +1.9

Cold Resistance 10	CR +0.2
Electricity Immunity	CR +1
Fire Resistance 10	CR +0.2
Low-Light Vision	CR +0.1
Petrification Immunity	CR +0.2
Tongues	CR +0.2

**Fire** Subtype Traits = CR +0.5

Fire Immunity	CR +1
Cold Vulnerability	CR -0.5

**Guardinal** Subtype Traits = CR +2.24

Cold Resistance 10	CR +0.2
Electricity Immunity	CR +1
Fire Resistance 10	CR +0.2
Lay on Hands	CR +0.2
Low-Light Vision	CR +0.1
Petrification Immunity	CR +0.2
Poison save +4	CR +0.04
Sonic Resistance 10	CR +0.2
Speak with Animals	CR +0.1

**Incorporeal** Subtype Traits = CR +1.3

Deflection	Factor separately
Ignore Damage (50% chance)	CR +1
Ignore Solid Objects	CR +1
Move Silently	CR +0.5
Non-magical Attack Immunity	CR +1
Strength o	CR -2.2

**Swarm (Tiny)** Subtype Traits = CR +2.66

Always Hit (Single Attack)	CR +1
Can't be Bull-Rushed/Tripped/Grappled	CR +0.3
Critical Hit Immunity	CR +0.5
Distraction	CR +0.5
Cannot be Flanked	CR +0.2
Spell Immunity (limited)	CR +1
Spell Vulnerability (limited)	CR -1
Weapon Resistance (Slashing/Piercing)	CR +0.66
Wind Vulnerability	CR -0.5

**Swarm (Diminutive or Fine)** Subtype Traits = CR +7

Always Hit (Single Attack)	CR +1
Can't be Bull-Rushed/Tripped/Grappled	CR +0.3
Critical Hit Immunity	CR +0.5
Distraction	CR +0.5
Cannot be Flanked	CR +0.2
Spell Immunity (limited)	CR +1
Spell Vulnerability (limited)	CR -1
Weapon Immunity	CR +5
Wind Vulnerability	CR -0.5

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## RACIAL TRAITS

NB. DMs discretion to ignore the impact of core racial traits less than +1 CR.

**Dwarf** Racial Traits = CR +0.51

Ability Scores (Total +/-0)	CR +/-0
Attack Bonus (limited)	CR +0.04
Darkvision	CR +0.2
Dodge Bonus (limited)	CR +0.04
Movement (-10 ft Speed)	CR -0.1
Movement Unrestricted by Armor	CR +0.05
Poison Save (+2)	CR +0.02
Save Bonus vs. Magic (+2)	CR +0.1
Skill Bonuses (+6)	CR +0.12
Stability	CR +0.04

**Elf** Racial Traits = CR +0.36

Ability Scores (Total +/-0)	CR +/-0
Low-Light Vision	CR +0.1
Save Bonus vs. Enchantment Spells (+2)	CR +0.04
Sleep Immunity	CR +0.1
Skill Bonuses (+6)	CR +0.12

**Gnome** Racial Traits = CR +0.3625

Ability Scores (Total +/-0)	CR +/-0
Attack Bonus (limited)	CR +0.04
Dodge Bonus (limited)	CR +0.04
Difficulty Class Bonus (to Illusions)	CR +0.05
Low-Light Vision	CR +0.1
Save Bonus vs. Illusions (+2)	CR +0.04
Skill Bonuses (+4)	CR +0.08
Small Size (Modified)	CR +/-0
Spell-like Abilities	CR +0.0125

**Half-Elf** Racial Traits = CR +0.38

Low-Light Vision	CR +0.1
Save Bonus vs. Enchantment Spells (+2)	CR +0.04
Sleep Immunity	CR +0.1
Skill Bonuses (+7)	CR +0.14

**Halfling** Racial Traits = CR +0.48

Ability Scores (Total +/-0)	CR +/-0
Attack Bonus (limited)	CR +0.1
Morale Bonus (+2) (limited)	CR +0.02
Save Bonus (+1)	CR +0.2
Skill Bonuses (+8)	CR +0.16
Small Size (Modified)	CR +/-0

**Half-Orc** Racial Traits = CR +/-0

Ability Scores (Total -2)	CR -0.2
Darkvision	CR +0.2

**Human** Racial Traits = CR +0.3

Bonus Feat	CR +0.2
Skill Bonuses (5+)	CR +0.1

## 5. HIT DICE

CR +0.75/HD	Dragon
CR +0.7/HD	Outsider
CR +0.65/HD	Magical Beast
CR +0.6/HD	Monstrous Humanoid
CR +0.55/HD	Aberration
	Animal
	Elemental
	Giant
	Humanoid
	Ooze (Intelligent)
	Plant (Intelligent)
	Vermin (Intelligent)
CR +0.5/HD	Fey
CR +0.45/HD	Construct (Intelligent)*
	Ooze
	Plant
	Undead (Intelligent)*
	Vermin
CR +0.35/HD	Construct*
	Undead (Mindless)*

\*Already reduced by 0.1/HD because of Constitution 0

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

Hezrou (10 HD Outsider) = CR +7

## 6. SPEED

Apply this factor to each applicable mode of 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)
Can't Run	CR -0.2 (as per a Golem or Zombie)
Swim	CR +0.2

CR +0.2/each doubling of typical speed\*

CR -0.2/each halving of typical speed\*

\*Only apply this to the fastest mode of movement.

TABLE 1-3: TYPICAL MOVEMENT SPEEDS BY SIZE

Size	Typical Speed	
	Non-Flight	Flight
Fine	5ft	10ft
Diminutive	10ft	20ft
Tiny	15ft	30ft
Small	20ft	40ft
Medium	30ft	60ft
Large	40ft	80ft
Huge	50ft	100ft
Gargantuan	60ft	120ft
Colossal	70ft	140ft

eg. Solars Movement = CR +0.8

Flight (Good Maneuverability) = CR +0.8

Flight Speed 150ft (70ft greater than typical) = CR +/-0

## 7. ARMOR CLASS

CR +0.1/point of Deflection

CR +0.1/point of Natural Armor

CR +0.125/point of Insight (or Luck; Profane; Sacred Bonuses)

eg. Spectre (+2 Deflection) = CR +0.2

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

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## 8. FULL ATTACK

NB. Apply this factor to Monsters only (characters already have the bonus added into their character level factor).

CR +0.1/point of average damage (dice only)

CR +0.05/point of average iterative\* damage (dice only)

CR -1 if the creature has no effective physical attacks

\*Each second or more attack from the same natural or manufactured weapon.

eg. Dretch = CR +0.95

1d6 x2 (7) + 1d4 (2.5) = 9.5 damage

eg. Marilith = CR +6.65

2d6 x6 (42) + 2d6\* x3 (10.5) + 4d6 (14) = 66.5 damage

\*Iterative attack damage counts as halved.

eg. Balor = CR +2.125

2d6 (7) + 2d6\* x3 (10.5) + 1d4 (2.5) + 1d4\* (1.25) = 21.25 damage

\*Iterative attack damage counts as halved.

## 9. SPECIAL ATTACKS/QUALITIES

For creatures that can ply the same special attack more than once per round, multiply the cost by the number of times it can be used **only** if its effects stack with itself.

eg. Ghoul: 3 attacks/round with Paralysis Touch. Paralysis does not stack with itself so only rate the ability once.

eg. Five-Headed Pyrohydra: 5 possible breath attacks/round dealing 3d6 fire damage. The fire damage stacks with itself so you total the effects; in this case treat as 15d6 energy damage.

## 9.01 ABILITY SCORE LOSS

CR +0.15/point of Ability Score Damage

CR +0.2/point of Ability Score Drain

Used as Ray Attack = CR x2

Used as Breath Weapon (1d4 round delay) = CR x2

Used as Breath Weapon (At Will) = CR x3

Used as a Gaze weapon = CR x4

eg. Wraith: 1d6 (3.5) points of Constitution Drain = CR +0.7

## 9.02 BREATH WEAPON

Damage Dealing Breath Weapons

CR +0.02/point of Alignment based damage

CR +0.06/point of Divine based damage

CR +0.03/point of Energy based damage

CR +0.04/point of Force based damage

CR +0.2/point of Permanent damage

Spell Effect Breath Weapons

CR +0.2/level of duplicated Spell Effect

Converting from a Touch Spell = CR x2

Converting from a Ranged Single Target or Ray Spell = CR x1

Range: CR +0.2/doubling\* of typical range

\*Remember a double double equals a triple

Delay between Breaths: None CR x1.5  
1d4 Round Delay CR x1

Uses/Day: 5/day (or more) CR x1  
4/day CR x0.8  
3/day CR x0.6  
2/day CR x0.4  
1/day (or less) CR x0.2

TABLE 1-4: TYPICAL BREATH WEAPON RANGES BY SIZE

Size	Typical Ranges	
	Cone	Line
Fine	5ft	10ft
Diminutive	10ft	20ft
Tiny	15ft	30ft
Small	20ft	40ft
Medium	30ft	60ft
Large	40ft	80ft
Huge	50ft	100ft
Gargantuan	60ft	120ft
Colossal	70ft	140ft

eg. Dragon Turtle Breath Weapon = CR +1.26

12d6 (42) Energy based damage = CR +1.26

1d4 round delay = CR x1

Cone +20ft greater than typical size = CR +/-0

eg. Gorgon Breath Weapon = CR +1.2

Spell Effect: Flesh to Stone (6th-level spell) = CR +1.2

Converted from ranged single target spell effect = CR x1

Range: Cone +20ft greater than typical size = CR +/-0

## 9.03 CREATE SPAWN

CR +0.1/CR of created creature

Awakening Period: 1d4 days = CR +2

1d4 rounds = CR +/-0

eg. Wraith: create Wraith (CR 4) in 1d4 rounds = CR +0.4

## 9.04 DAMAGE REDUCTION

CR +0.1/point of damage reduced (modified as follows)

TABLE 1-5: MODIFIERS TO DAMAGE REDUCTION

Damage Reduction defeated by	Example	Modifier
Multiple Elements	Babau	x1/4
Single Element	Zombie	x1/3
Adamantine or Epic Element	Iron Golem	x1/2
Combination of Elements	Lich	x1/2
Combination of Elements*	Solar	x3/4
No Elements	Mummy	x1
No Elements (Hardness)	-	x2

\*including either Adamantine, Epic, or both.

eg. Babau (DR 10/cold iron **or** good) = CR +0.25 (1 x 1/4)

Zombie (DR 5/slashing) = CR +0.166 (0.5 x 1/3)

Iron Golem (DR 15/adamantine) = CR +0.75 (1.5 x 1/2)

Lich (DR 15/bludgeoning **and** magic) = CR +0.75 (1.5 x 1/2)

Solar (DR 15/**epic and** evil) = CR +1.125 (1.5 x 3/4)

Mummy (DR 5/-) = CR +0.5 (0.5 x 1)

## 9.05 DISEASE

CR +0.03/point of ability damage

CR +0.04/point of ability drain

Cannot be overcome naturally = CR x2

Incubation Period: 1 Week = CR +2

1 Day = CR x1

1 Hour = CR x2

1 Minute = CR x4

1 Round = CR x8

Used as Breath Weapon (1d4 round delay) = CR x2

Used as Breath Weapon (At Will) = CR x3

eg. Mummy Rot = CR +1.68

1d6 (3.5) CON & 1d6 (3.5) CHA damage = CR +0.21

Cannot be overcome naturally = CR x2

Incubation Period 1 minute = CR x4

## APPENDIX ONE: CHALLENGING CHALLENGE RATINGS

## 9.06 ENERGY DRAIN

CR +0.4/Energy Level drained  
 Used as Ray Attack = CR x2  
 Used as Breath Weapon (1d4 round delay) = CR x2  
 Used as Breath Weapon (At Will) = CR x3  
 Used as a Gaze weapon = CR x4

eg. Spectre (2 Level Energy Drain) = CR +0.8

## 9.07 ENERGY RESISTANCE

CR +0.02/point of Energy Resistance

eg. Quasit (Fire Resistance 10) = CR +0.2

## 9.08 FAST HEALING

CR +0.075/point of Fast Healing

eg. Marut (Fast Healing 10) = CR +0.75

## 9.09 GAZE ATTACKS

Spell Effect Gaze Attacks  
 CR +0.2/level of duplicated spell effect  
 Converting effect from a touch spell = CR x4  
 Converting effect from a ranged single target/ray spell = CR x2  
 Converting effect from an area spell = CR x1.5

Range: CR +0.2/doubling of typical range

**Typical Gaze Weapon Range = 30 ft.**

eg. Medusas Gaze = CR +2.4

Spell Effect: Flesh to Stone (6th-level spell) = CR +1.2  
 Converted from ranged single target spell effect = CR x2  
 Range: Typical = CR x1

## 9.10 GENERIC ABILITIES

Alternate Form	CR +0.2
Blindsense	CR +0.2
Blindsight	CR +1
Change Shape	CR +0.5
Constrict	CR +0.05/point of average damage (dice only)
Crush	CR +0.05/point of average damage (dice only)
Darkvision	CR +0.2
Fear Aura	CR +0.5
Frightful Presence	CR +0.5
Improved Grab	CR +0.2
Low-Light Vision	CR +0.1
Pounce	CR +0.2
Powerful Charge	CR +0.05/point of average damage (dice only)
Rake	CR +0.05/point of average damage (dice only)
Rend	CR +0.05/point of average damage (dice only)
Scent	CR +0.2
Swallow Whole	CR +0.05/point of average damage (dice only)
Tail Sweep	CR +0.05/point of average damage (dice only)
Telepathy	CR +0.2
Trample	CR +0.05/point of average damage (dice only)
Tremorsense	CR +0.1

eg. Mariliths Constrict Ability (4d6) = CR +0.7

## 9.11 IMMUNITIES

Ability Score Loss	CR +0.5
Critical Hits	CR +0.5
Disease	CR +0.2
Energy (each type)	CR +1
Energy Drain	CR +0.5
Magic (Spells & Supernatural Effects)	CR +10
Mind Affecting Effects	CR +0.5

Petrification	CR +0.2
Poison	CR +0.2
Polymorphing	CR +0.2
Psionics Immunity	CR +0.25/spell level
Psionics Immunity (through 0th-9th)	CR +2.5
Sleep/Paralysis/Stunning	CR +0.3 (+0.1 each)
Spell Immunity	CR +0.5*/spell level
Spell Immunity (through 0th-9th)	CR +5
Weapon Immunity (half damage)	CR +1
Weapon Immunity (no damage)	CR +5

## 9.12 INSIGHT/LUCK/PROFANE/SACRED BONUSES

CR +0.125/point of Insight (or Luck; Profane; Sacred Bonuses)

NB. Bonuses to Armor Class are determined in Factor #7

eg. Paragon Creature (+25 Luck bonus to Attacks) = CR +3.125

## 9.13 POISON

CR +0.06/point of primary ability damage  
 CR +0.03/point of secondary ability damage  
 CR +0.08/point of primary ability drain  
 CR +0.04/point of secondary ability drain  
 'Death' = CR +1.2 (Primary) or CR +0.6 (Secondary)  
 'Half' (halves score) = CR +0.6 (Primary) or CR +0.3 (Secondary)  
 Used as Breath Weapon (1d4 round delay) = CR x2  
 Used as a Breath Weapon (At will) = CR x3

eg. Pit Fiends Poison Bite = CR +0.81

Primary Effect: 1d6 (3.5) Constitution damage = CR +0.21  
 Secondary Effect: 'Death' = CR +0.6

## 9.14 RAY ATTACKS

Damage Dealing Ray Attacks  
 CR +0.02/point of Alignment based damage  
 CR +0.015/point of Bane based damage  
 CR +0.06/point of Divine based damage  
 CR +0.03/point of Energy based damage  
 CR +0.04/point of Force based damage  
 CR +0.2/point of Permanent damage

Spell Effect Ray Attacks  
 CR +0.2/level of duplicated Area spell effect  
 Converting from a Touch Spell = CR x2

Range: CR +0.2/doubling\* of typical range

\*Remember a double double equals a triple

TABLE 1-6: TYPICAL RAY RANGES BY SIZE

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

Uses/Day: 5/day (or more)	CR x1
4/day	CR x0.8
3/day	CR x0.6
2/day	CR x0.4
1/day (or less)	CR x0.2

eg. Yrthaks Sonic Lance = CR +0.63

Sonic Lance: 6d6 (21) Energy damage = CR +0.63

Range: (60ft.) = CR x1

## APPENDIX ONE: CHALLENGING CHALLENGE RATINGS

## 9.15 REGENERATION

CR +0.2/point of Regeneration with no vulnerabilities

CR +0.15/point of Regeneration with a single vulnerability\*

CR +0.1/point of Regeneration with two or more vulnerabilities\*

\*Such as Acid; Fire; Holy etc.

eg. Tarrasque (Regeneration 40: Acid Negates) = CR +6  
Troll (Regeneration 5: Acid and Fire Negate) = CR +0.5

## 9.16 SPELL-LIKE ABILITIES

Use Table 1-7 to determine the CR bonus for Spell-like Abilities.

To determine the equivalent spell-level of Epic Spells.  
Spellcraft DC ÷ 10 (round down), then add 7.

eg. Hellball (DC 90)  $90 \div 10 = 9 + 7 = 16$ th-level spell

TABLE 1-7: SPELL-LIKE ABILITIES

Usable	Challenge Rating Factor
Always Active	Caster Level x Spell Level x 0.005
At Will	Caster Level x Spell Level x 0.005
5/day (or more)	Caster Level x Spell Level x 0.005
4/day	Caster Level x Spell Level x 0.004
3/day	Caster Level x Spell Level x 0.003
2/day	Caster Level x Spell Level x 0.002
1/day (or less)	Caster Level x Spell Level x 0.001

eg. Pit Fiends Spell-like Abilities = CR +6.102  
18 (Caster Level) x 64 (Spell Levels) x 0.005 (At Will) = CR +5.76  
18 (Caster Level) x 9 (Spell Levels) x 0.001 (1/day) = CR +0.162  
20 (Caster Level) x 9 (Spell Levels) x 0.001 (1/year) = CR +0.18

eg. Succubus Spell-like Abilities = CR +1.64  
12 (Caster Level) x 28 (Spell Levels) x 0.005 (At Will) = CR +1.64

## SPELL DURATION MODIFIER (OPTIONAL)

For those who wish even greater detail Spell-like abilities can also be modified by that spells initial duration. Modify spell-like abilities with an 'Always Active' or 'At Will' usage by Table 1-8.

NB. Instantaneous spell effects are not affected.

TABLE 1-8: SPELL-LIKE ABILITY DURATION MODIFIER

Spell Duration	Spell Level Modifier	Example
Permanent	x 1/4	Forbiddance
Days	x 1/2	Illusory Script
Hours	x 1	Control Weather
Minutes	x 2	True Seeing
Rounds	x 4	Fire Shield

## 9.17 SPELL RESISTANCE

CR +0.1/point above 10

eg. Pit Fiend (SR32) = CR +2.2

## 9.18. SPELLS (INTEGRATED SPELL LEVELS)

CR +0.44/level of Integrated Sorcerer or Wizard spells

CR +0.38/level of Integrated Cleric spells\*

CR +0.28/level of Integrated Druid spells

CR +0.15/level of Integrated Bard spells

\*includes bonus Domain spells.

eg. Planetar (17th-level Cleric) = CR +6.46

## 9.19 SUMMON

Use Table 1-9 to determine the CR bonus for Summoning.

TABLE 1-9: SUMMONING ABILITY

Usable	Challenge Rating Factor
5/day (or more)	Highest CR x 1/2 Total CR* x 0.005 ÷ % Chance
4/day	Highest CR x 1/2 Total CR* x 0.004 ÷ % Chance
3/day	Highest CR x 1/2 Total CR* x 0.003 ÷ % Chance
2/day	Highest CR x 1/2 Total CR* x 0.002 ÷ % Chance
1/day (or less)	Highest CR x 1/2 Total CR* x 0.001 ÷ % Chance

\*Round fractions up.

eg. Pit Fiends Summoning = CR +0.462 (21 x 11 x 0.002)  
Highest CR (Gelugon) = CR 21  
1/2 Total CR = 11 (equivalent to 11th-level spell)  
Uses: 2/day

eg. Succubus Summoning = CR +0.036 (15 x 8 x 0.001 ÷ 100 x 30)  
Highest CR (Vrock) = CR 15  
1/2 Total CR = 8 (equivalent to 8th-level spell)  
Uses: 1/day  
30% chance of success (÷ 100 x 30)

## 9.20 TOUCH ATTACK

Damage Dealing Touch Attacks

CR +0.02/point of Alignment based damage

CR +0.015/point of Bane based damage

CR +0.06/point of Divine based damage

CR +0.03/point of Energy based damage

CR +0.04/point of Force based damage

CR +0.2/point of Permanent damage

Spell Effect Touch Attacks

CR +0.1/level of duplicated spell effect

eg. Lich (Paralysis Touch) = CR +0.2

## 9.21 TURN RESISTANCE

CR +0.1/2 points of Turn Resistance

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

## 9.22 UNUSUAL ABILITIES

Antimagic Field (Colossus)	CR +2.5
Blazefire (Lavawight)	CR +5.6
Blightfire (Winterwight)	CR +4.3
Carapace (Tarrasque)	CR +2.3
Death Throes (Balor)	CR +0.75
Disintegrating Touch (Umbral Blot)	CR +3
Headloss Resistance (Sirrush)	CR +0.2
Natural Invisibility (Invisible Stalker)	CR +0.8
Rust (Rust Monster)	CR +2

## 9.23 VULNERABILITIES

Light Sensitivity (Kobold)	CR -0.1
Vulnerability to [Energy] (Treant)	CR -0.5
Vulnerability to Sunlight (Bodak)	CR -0.2



## APPENDIX ONE: CHALLENGING CHALLENGE RATINGS

## 10. ABILITY SCORES

How Ability Scores are determined:

- Total all rated ability scores.
- Subtract 63 from the total (representing 10.5 per ability score)
- Divide remainder by 10 to get the CR modifier.

eg. Gorgon (Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9) = CR +1.2  
 $21 + 10 + 21 + 2 + 12 + 9 = 75$   
 $75 - 63$  (six rated ability scores) = 12  
 $12 \div 10 = \text{CR } +1.2$

Player Characters initial Ability Scores

If determined randomly (with dice rolls) then work out as above.

Standard Point Buy: (25 points) = CR +1

Non-standard Point Buy: CR +0.1/point above 15

eg. 32 point buy = CR +1.7

If the creature has one or more unrated ability scores:

- Apply the appropriate CR modifier for each unrated ability score (see list following).
- Total all rated ability scores.
- Subtract 10.5 per rated ability score.
- Divide remainder by 10 to get another CR modifier.

List of Unrated Ability Scores:

Strength 0 = CR -2.2

Always fail Strength checks	CR -0.2
Can't interact with surroundings	CR -2

Dexterity 0 = CR -2.2

Always fail Dexterity checks	CR -0.2
Can't move	CR -2

Constitution 0 = CR +1.9 (and special\*)

Always fail Constitution checks	CR -0.2
Cannot be Raised etc.	CR -0.2
Destroyed at 0 hp (No deaths door)	CR -0.2
Immune to Ability Score Damage	CR +0.5
Immune to Critical Hits	CR +0.5
Immune to Energy Drain	CR +0.5
Immune to Fortitude saves	CR +1

(including Disease; Paralysis; Poison; Sleep; Stun etc.)

No possible Hit Point Bonuses CR -0.1/Hit Dice\*

\*Already factored into Construct and Undead Hit Dice Modifier.

Intelligence 0 = CR -0.7

Always fail Intelligence checks	CR -0.2
Immune to Mind Affecting Effects	CR +0.5
Mindless	CR -1

A Wisdom or Charisma of 0 means the means the 'creature' is not self aware and therefore an object. As such it shouldn't have a CR score

eg. Stone Golem (Str 29, Dex 9, Con 0, Int 0, Wis 11, Cha 1) = CR +2  
 Constitution 0 = CR +1.9  
 Intelligence 0 = CR -0.7  
 $29 + 9 + 11 + 1 = 50$   
 $50 - 42$  (four rated ability scores) = 8  
 $8 \div 10 = \text{CR } +0.8$

When applying ability score modifiers within Size, Templates and Traits.

CR +0.1/very additional point

CR -0.1/very subtracted point

eg. Vampires gain: Str +6, Dex +4, Int +2, Wis +2, Cha +4 = CR +1.8

NB. Be careful when rating Ability Scores that you don't factor them twice from modifiers like Templates; Traits and Size.

## 11. SKILL POINTS (BONUS)

CR +0.02/bonus skill points not tied to Level/HD progression

eg. Lich (+48 bonus skill points) = CR +0.96

## 12. FEATS (BONUS)

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

\*including epic feats (provided you meet the prerequisites)

eg. Vampire (+5 bonus Feats) = CR +1

## 13. EQUIPMENT

CR +0.2/level of PC Equipment

CR +0.125/level of NPC Equipment

See page 17 for complete PC/NPC wealth and Treasure Table.

PC Equipment (Wealth): Level\* x level\* x level\* x 100 gp

NPC Equipment (Wealth): Level\* x level\* x level\* x 25 gp

\*or indeed Effective Character Level (ECL)

eg. 10th-level Rogue (with no equipment) = CR +8  
 10th-level Rogue (with NPC equipment) = CR +9.125  
 10th-level Rogue (with PC equipment) = CR 10  
 10th-level Rogue (with 20th-level PC equipment) = CR +12

eg. Balor's Equipment (approx. 80,000 GP total) = CR +2  
 +1 Vorpal Greatsword (valued at 72,000 GP)  
 +1 Flaming Whip (valued at 8000 GP)  
 Requires at least 10th-level PC wealth (100,000 GP) to possess

## Effective Character Level {ECL}

Monster ECL (without PC Equipment) = Monster CR Result -1\*

\*the reason for this being to balance standard (25) point buy ability scores.

eg. Babau Demon = ECL 13 (CR Result 14.115 -1)  
 Pit Fiend = ECL 44 (CR Result 45.179 -1)

Monster ECL (with PC Equipment of level equal to ECL)  
 = Monster (CR Result -1), x1.24

eg. Babau Demon = ECL 16 (CR Result: (14.115 - 1), x1.24)  
 Pit Fiend = ECL 54 (CR Result: (45.179 - 1), x1.24)

## ECL WITH SILVER RULE (OPTIONAL)

For those people who wish to use the Silver Rule:

Monster ECL (without PC Equipment)

If CR < 20: Monster (CR Result -1), x0.85

If CR > 19: Monster CR Result -4

eg. Babau Demon = ECL 11 ((CR Result 14.115 - 1), x0.85)  
 Pit Fiend = ECL 41 (CR Result 45.179 -4)

Monster ECL (with PC Equipment)

If CR < 20: Monster (CR Result -1), x1.054 \*

If CR > 19: Monster (CR Result -4), x1.24

\*1.24 x 0.85 = 1.054

eg. Babau Demon = ECL 13 ((CR Result 14.115 - 1), x1.054)  
 Pit Fiend = ECL 51 (CR Result 45.179 -4), x1.24)

## APPENDIX ONE: CHALLENGING CHALLENGE RATINGS

## Revised Challenge Ratings

This section revises the Challenge Ratings of the core and epic monsters using the system outlined over the previous pages.

The first figure gives the raw total (for those who wish to tinker with the creatures abilities).

The second figure gives the (rounded down) CR if and when the Golden Rule has been applied.

The third figure has been modified (and rounded down) using the Silver Rule (see Appendix 3 Design Parameters) for those who wish to invoke that option.

NB. Any entry denoted 'N/A' is no threat whatsoever.

## MONSTERS

Monster	CR Result	Golden Rule	Silver Rule
Aboleth	15.552	12	10
Achaierai	12.236	10	8
Allip	7.7	5	4
Angel:			
Astral Deva	27.882	22	19
Planetary	39.598	29	26
Solar	59.85	45	42
Animated Object:			
Tiny	-0.225	1/3	1/3
Small	0.5	2/3	1/2
Medium	1.35	1.25	1
Large	2.85	2.5	2
Huge	4.7	4	3.5
Gargantuan	8	8	6
Colossal	14.3	14	12
Ankheg	5.775	4	4
Aranea	6.92	5	4
Archon:			
Lantern	3.865	2.5	2
Hound	11.43	9	8
Trumpet	28.6	22	19
Arrowhawk:			
Juvenile	8.45	6	5
Adult	11.8	10	8
Elder	18.45	18	15
Assassin Vine	7.875	5	4
Athach	16.545	15	13
Azer	2.334	2	1.75
Barghest	9.188	8	7
Greater	14.663	13	11
Basilisk	7.83	7	6
Behir	15.6	13	11
Belker	10.285	8	7
Blink Dog	5.11	5	4
Bodak	11.88	9	8
Bugbear	3.605	3	2.5
Bulette	13.15	12	10
Celestial Creature - see Templates			
Centaur	6.3	5	4
Chaos Beast	9	9	7
Chimera	12.21	11	10
Choker	3.625	3	2.5
Chuul	12.05	11	9
Cloaker	10.5	8	7
Cockatrice	4.7	4	3.5
Couatl	18.985	15	13
Darkmantle	3.035	2	1.75
Delver	16.995	16	14
Demon:			
Babau	14.115	11	10
Balor	44.421	36	33

Monster	CR Result	Golden Rule	Silver Rule
Bebilith	18.05	17	14
Dretch	4.8831	3.5	3
Glabrezu	26.452	21	18
Hezrou	20.475	17	14
Marilith	36.5576	29	26
Nalfeshnee	27.268	23	20
Quasit	5.201	4	3.5
Retriever	15.325	11	9
Succubus	14.946	11	9
Vrock	21.998	17	15
Derro	4.055	3.5	3
Destrachan	11.28	10	8
Devil:			
Barbed Devil	23.1708	19	16
Bearded Devil	10.88575	9	8
Bone Devil	19.992	16	14
Chain Devil	11.985	11	9
Erinyes	18.72125	15	13
Hellcat	14.435	12	10
Horned Devil	31.4202	26	23
Ice Devil	27.405	23	20
Imp	5.113	4	3.5
Lemure	2.875	2.5	2
Pit Fiend	45.179	35	32
Devourer	15.672	13	11
Digester	9.51	9	8
Dinosaur:			
Deinonychus	7.3	5	4
Elasmosaurus	10.66	10	9
Megaraptor	10.7	9	8
Triceratops	15.18	15	12
Tyrannosaurus	15.68	15	13
Dire Animal:			
Dire Ape	6.61	6	5
Dire Badger	4.8	4	4
Dire Bat	6.21	5	4
Dire Bear	12.5	12	10
Dire Boar	7.25	7	6
Dire Lion	9.44	9	7
Dire Rat	1.31	1	1
Dire Shark	11.985	11	10
Dire Tiger	14.94	14	12
Dire Weasel	3.025	3	2.5
Dire Wolf	7.19	6	5
Dire Wolverine	7.66	6	5
Doppelganger	5.83	5	4
Dragon, Black:			
Wyrmling	6.24	6	5
Very Young	9.69	9	8
Young	13.57	13	11
Juvenile	16.684	16	14
Young Adult	23.486	23	20
Adult	29.573	29	26
Mature Adult	34.923	33	30
Old	38.874	38	35
Very Old	43.732	42	39
Ancient	47.903	47	44
Wyrmling	55.099	53	50
Great Wyrmling	59.98	57	54
Dragon, Blue:			
Wyrmling	9.115	9	7
Very Young	12.91	12	10
Young	16.515	16	14
Juvenile	22.26	22	19
Young Adult	28.311	27	24
Adult	35.114	33	30
Mature Adult	41.015	38	35

# IMMORTALS HANDBOOK

## APPENDIX ONE: CHALLENGING CHALLENGE RATINGS

Monster	CR Result	Golden Rule	Silver Rule	Monsters	CR Result	Golden Rule	Silver Rule
Old	44.265	42	39	Ancient	58.93	54	51
Very Old	48.45	46	43	Wyrmling	63.904	58	55
Ancient	55.899	52	49	Great Wyrmling	68.417	63	60
Wyrmling	60.41	57	54	Dragon, Copper:			
Great Wyrmling	65.416	61	58	Wyrmling	7.79	7	6
Dragon, Green:				Very Young	11.24	11	9
Wyrmling	8.21	7	6	Young	15.96	15	13
Very Young	11.95	11	10	Juvenile	19.73	19	16
Young	15.6	15	13	Young Adult	27.166	26	23
Juvenile	20.99	20	17	Adult	32.366	31	28
Young Adult	26.786	26	23	Mature Adult	39.48	36	33
Adult	33.77	31	28	Old	42.804	40	37
Mature Adult	37.873	36	33	Very Old	47.692	45	42
Old	42.802	40	37	Ancient	51.935	49	46
Very Old	46.938	45	42	Wyrmling	59.143	55	52
Ancient	54.26	51	48	Great Wyrmling	63.733	60	57
Wyrmling	58.61	55	52	Dragon, Gold:			
Great Wyrmling	63.504	60	57	Wyrmling	13.31	12	10
Dragon, Red:				Very Young	18.92	17	15
Wyrmling	10.41	10	8	Young	22.77	21	18
Very Young	15.77	15	13	Juvenile	28.672	27	24
Young	20.47	19	16	Young Adult	35.665	32	29
Juvenile	23.924	23	20	Adult	40.603	37	34
Young Adult	32.046	30	27	Mature Adult	45.111	42	39
Adult	36.998	34	31	Old	53.517	48	45
Mature Adult	41.714	39	36	Very Old	58.561	53	50
Old	48.965	45	42	Ancient	64.065	58	55
Very Old	54.105	50	47	Wyrmling	71.507	64	61
Ancient	59.345	55	52	Great Wyrmling	77.212	69	66
Wyrmling	63.911	59	56	Dragon, Silver:			
Great Wyrmling	71.973	65	62	Wyrmling	12.065	11	9
Dragon, White:				Very Young	15.96	15	13
Wyrmling	5.05	4	4	Young	20.005	19	16
Very Young	8.26	8	7	Juvenile	26.002	25	22
Young	11.9	11	10	Young Adult	32.004	30	27
Juvenile	15.174	15	12	Adult	39.989	35	32
Young Adult	21.046	21	18	Mature Adult	43.256	40	37
Adult	25.256	25	22	Old	48.324	45	42
Mature Adult	32.122	31	28	Very Old	53.127	49	46
Old	36.096	36	33	Ancient	60.0675	55	52
Very Old	41.023	40	37	Wyrmling	66.11	60	57
Ancient	45	45	42	Great Wyrmling	74.234	67	64
Wyrmling	51.729	50	47	Dragon Turtle	20.42	19	16
Great Wyrmling	57.132	55	52	Dragonne	13.71	12	10
Dragon, Brass:				Drider	11.664	9	7
Wyrmling	6.703	6	5	Dryad	5.496	4	4
Very Young	10.116	10	8	Dwarf	2.01	1.5	1.25
Young	14.799	14	12	Duergar	2.328	1.75	1.5
Juvenile	18.544	18	15	Eagle, Giant	6.03	5	4
Young Adult	27.046	25	22	Eladrin:			
Adult	30.251	29	26	Bralani	14.747	11	9
Mature Adult	37.025	35	32	Ghaele	31.476	22	19
Old	41.2	39	36	Elemental, Air			
Very Old	46.099	44	41	Small	4.475	3	2.5
Ancient	50.41	48	45	Medium	8.8	6	5
Wyrmling	57.608	54	51	Large	12.1	10	8
Great Wyrmling	62.245	58	55	Huge	18.35	17	15
Dragon, Bronze:				Greater	22.6	22	19
Wyrmling	11.463	10	8	Elder	24.65	24	21
Very Young	15.206	14	12	Elemental, Earth			
Young	19.399	18	15	Small	4.25	3	2.5
Juvenile	25.332	23	20	Medium	6.45	5	4
Young Adult	31.231	29	26	Large	10.9	9	8
Adult	38.272	34	31	Huge	16.5	16	14
Mature Adult	42.402	39	36	Greater	20.35	20	17
Old	47.334	43	40	Elder	22.6	22	19
Very Old	51.482	48	45				

## APPENDIX ONE: CHALLENGING CHALLENGE RATINGS

Monster	CR Result	Golden Rule	Silver Rule	Monster	CR Result	Golden Rule	Silver Rule
Elemental, Fire				Green Hag	11.385	11	9
Small	3.475	2.5	2	Sea Hag	7.11	5	4
Medium	5.725	5	4	Half-Celestial - see Templates			
Large	11.85	10	8	Half-Dragon - see Templates			
Huge	19.25	18	15	Half-Fiend - see Templates			
Greater	22.3	22	19	Halfling	1.305	1.25	1
Elder	26.05	26	23	Harpy	9.085	8	7
Elemental, Water				Hell Hound	4.945	4	4
Small	3.735	2.5	2.5	Hippogriff	5.4	4	3.5
Medium	5.985	5	4	Hobgoblin	1.905	1.5	1.25
Large	10.76	9	8	Homonculus	4	2.5	2
Huge	16.81	16	14	Howler	9.4375	7	6
Greater	20.66	20	17	Hydra:			
Elder	23.01	23	20	Five-headed	9.165	8	6
Elf	1.285	1.25	1	Six-headed	10.54	9	7
Drow	2.585	1.75	1.5	Seven-headed	12.315	10	9
Ethereal Filcher	4.97	4	4	Eight-headed	13.69	12	10
Ethereal Marauder	3.095	2.5	2	Nine-headed	15.465	13	11
Ettercap	5.52	5	4	Ten-headed	16.84	14	12
Ettin	10.12	10	8	Eleven-headed	18.615	16	13
Fiendish Creature - see Templates				Twelve-headed	24.19	19	16
Formian:				Hydra, Cryo/Pyro			
Worker	3.78	2	2	Five-headed	11.165	8	7
Warrior	9.45	7	6	Six-headed	12.84	10	8
Taskmaster	13.35	10	9	Seven-headed	14.915	12	10
Myrmarch	21.162	18	16	Eight-headed	16.59	13	11
Queen	33.24	30	27	Nine-headed	18.665	15	12
Frost Worm	19.575	18	16	Ten-headed	20.34	16	14
Fungus				Eleven-headed	22.415	18	15
Shrieker	N/A			Twelve-headed	28.29	21	18
Violet Fungus	4.9	3	2.5	Inevitable:			
Gargoyle	5.72	5	4	Kolyarut	15.03	13	11
Genie:				Marut	23.796	18	15
Djinni	13.65	11	9	Zelekhut	13.27	10	8
Efreeti	15.87	14	12	Invisible Stalker	12.2	10	8
Janni	9.475	8	7	Kobold	0.645	2/3	2/3
Ghost - see Templates				Kraken	29.438	27	24
Ghoul	4.59	3	2.5	Krenshar	3.225	2.5	2
Ghast	7.49	5	4	Kuo-Toa	3.73	3	2.5
Giant:				Lamia	10.551	10	8
Cloud Giant	20.015	19	16	Lammasu	14.968	12	10
Fire Giant	16.15	16	13	Lich - see Templates			
Frost Giant	14.675	14	12	Lillend	12.995	11	9
Hill Giant	10.95	10	9	Lizardfolk	2.99	2.5	2
Stone Giant	14.51	14	12	Locathah	3.21	2.5	2
Storm Giant	23.305	22	19	Lycanthrope - see Templates			
Gibbering Moulder	10.056	7	6	Magmin	4.341	3	2.5
Girallon	8.81	8	7	Manticore	9.68	8	7
Gnoll	2.25	2	1.75	Medusa	9.22	8	6
Gnome	1.4625	1.25	1	Mephit:			
Svirfneblin	2.083	1.5	1.25	Air Mephit	4.668	4	3.5
Goblin	1.185	1	1	Dust Mephit	4.668	4	3.5
Golem:				Earth Mephit	4.568	4	3.5
Clay Golem	19.6	13	11	Fire Mephit	4.343	4	3.5
Flesh Golem	16.1	11	9	Ice Mephit	5.143	4	3.5
Iron Golem	23.2	17	15	Magma Mephit	4.343	4	3.5
Stone Golem	20.3	15	12	Ooze Mephit	4.668	4	3.5
Gorgon	10.275	10	8	Salt Mephit	4.668	4	3.5
Gray Render	12.13	12	10	Steam Mephit	4.343	4	3.5
Grick	3.6	2.5	2	Water Mephit	4.608	4	3.5
Griffon	9.5	9	7	Merfolk	2.21	1.75	1.5
Grimlock	3.4	2.9	2.5	Mimic	9.0675	8	7
Guardinal:				Minotaur	8.69	7	6
Avalal	18.15	13	11	Mohrg	10.925	10	9
Leonal	23.38	20	17	Mummy	10.18	8	7
Hag:				Naga:			
Annis	10.838	9	8	Dark Naga	12.57	11	9

# IMMORTALS HANDBOOK

## APPENDIX ONE: CHALLENGING CHALLENGE RATINGS

Monster	CR Result	Golden Rule	Silver Rule
Guardian Naga	17.4	14	12
Spirit Naga	14.135	12	10
Water Naga	11.895	9	8
Night Hag	15.885	13	11
Nightmare	13.1	10	9
Nighshade:			
Nightcrawler	39.225	30	27
Nightwalker	32.395	25	22
Nightwing	27.13	21	18
Nymph	11.928	8	7
Ogre	4.825	4	3.5
Ogre Mage	10.706	8	7
Ooze:			
Black Pudding	8.11	8	6
Gelatinous Cube	3.45	3	2.5
Gray Ooze	4.85	3.5	3
Ochre Jelly	5.375	5	4
Orc	0.925	2/3	2/3
Otyugh	4.775	4	4
Owl, Giant	6.25	5	4
Owlbear	7.2	6	5
Pegasus	7.5	6	5
Phantom Fungus	2.79	2	1.75
Phase Spider	7.59	7	5
Phasm	13.9	13	11
Planetouched:			
Aasimar	2.208	1.75	1.5
Tiefling	1.808	1.5	1.25
Pseudodragon	4.76	3.5	3
Purple Worm	18.33	18	15
Rakshasa	13.79	11	9
Rast	6.775	6	5
Ravid	7.75	5	5
Remorhaz	13.28	11	9
Roc	18.48	18	15
Roper	18.61	15	13
Rust Monster	4.9	4	4
Sahuagin	4.75	3.5	3
Salamander:			
Flamebrother	7.48	6	5
Average	12.585	12	10
Noble	22.225	21	18
Satyr	5.616	5	4
Sea Cat	8.66	8	6
Shadow	6.215	4	3
Shadow Mastiff	7.93	6	5
Shambling Mound	10.85	9	7
Shield Guardian	10	10	8
Shocker Lizard	4.03	3	2
Skeleton:			
Human	0.76	2/3	2/3
Wolf	1.616	1.5	1.25
Owlbear	4.666	4	3.5
Troll	5.416	5	4
Chimera	7.516	7	3
Ettin	6.966	6	5
Megaraptor	10.066	10	8
Cloud Giant	12.916	12	10
Red Dragon	14.916	14	12
Skum	4.65	3	2.5
Spectre	10.05	8	6
Sphinx:			
Androsphinx	19.28	17	14
Criosphinx	12.55	12	10
Gynosphinx	13.695	12	10
Hieracosphinx	11.43	11	9
Spider Eater	7.5	6	5

Monster	CR Result	Golden Rule	Silver Rule
Sprite:			
Grig	4.477	2	2
Nixie	3.968	2	2
Pixie	5.648	3	2.5
Stirge	0.515	2/3	1/2
Swarm - see also Templates			
Bat	7.96	5	4
Centipede	10.665	9	7
Hellwasp	17.98	16	14
Locust	9.31	7	6
Rat	4.09	4	3
Spider	7.855	4	4
Tarrasque	62.22	62	59
Tendriculos	10.9	9	8
Thoqqua	6.2	4	4
Titan	41.72	34	31
Tojanida:			
Juvenile	9.06	6	5
Adult	12.46	11	9
Elder	20.16	20	17
Treant	12.21	9	8
Triton	4.338	4	3.5
Troglodyte	2.83	2.5	2
Troll	8.4	7	6
Unicorn	10.978	8	6
Vampire - see Templates			
Vampire Spawn	11.52	7	6
Vargouille	2.05	1.5	1.25
Wight	5.56	4	3.5
Will-O'-Wisp	13.2	11	9
Winter Wolf	8.905	8	7
Worg	5.43	5	4
Wraith	8.4	6	5
Wyvern	12.91	11	9
Xill	8.9	7	6
Xorn:			
Minor Xorn	8.716	6	5
Average Xorn	12.916	11	9
Elder Xorn	21.016	21	18
Yeth Hound	6.11	5	4
Yrthak	15.28	15	12
Zombie:			
Kobold	-0.834	1/4	1/4
Human	-0.834	1/4	1/4
Troglodyte	0.766	2/3	2/3
Bugbear	2.066	2	1.75
Ogre	4.316	4	3.5
Minotaur	6.166	6	5
Wyvern	7.216	7	6
Gray Render	9.816	9	8

## APPENDIX ONE: CHALLENGING CHALLENGE RATINGS

## ANIMALS

Monster	CR Result	Golden Rule	Silver Rule
Ape	5.41	4	4
Baboon	1.26	1	1
Badger	1.23	1	1
Bat	N/A		
Bear:			
Black	3.48	3	2.5
Brown	7.98	7	6
Polar	9.6	9	7
Bison	4.6	4	3.5
Boar	3	3	2.5
Camel	2.8	2.5	2
Cat	-1.285	1/6	1/6
Cheetah	4.5	3.5	3
Crocodile	4.36	3.5	3
Giant	8.21	7	6
Dog	1.96	1.5	1.25
Dog, Riding	2.51	2	2
Donkey	1.54	1.5	1.25
Eagle	1.86	1.25	1.25
Elephant	13.2	12	10
Hawk	0.61	2/3	2/3
Horse:			
Heavy	3.25	3	2.5
Light	2.65	2.5	2
Heavy War	4.85	4	3.5
Light War	3.4	3	2.5
Hyena	2.43	2	1.75
Leopard	4.79	4	3
Lion	6.75	6	5
Lizard	-2.305	1/12	1/12
Monitor	3.15	3	2.5
Manta Ray	1.61	1.5	1.25
Monkey	-1.53	1/8	1/8
Mule	3.09	3	2.5
Octopus	2.19	2	1.75
Giant	9.84	9	7
Owl	0.45	1/2	1/2
Pony	1.1	1	2/3
War	1.5	1.5	1.25
Porpoise	2.3	2	1.75
Rat	-1.6625	1/8	1/8
Raven	-2.0125	1/12	1/12
Rhinoceros	8.1	8	6
Shark:			
Medium	2.36	2	2
Large	5.16	5	4
Huge	7.46	7	6
Snake:			
Constrictor	3.255	3	2.5
Giant	9.725	9	8
Tiny Viper	-0.3125	1/3	1/3
Small Viper	0.575	2/3	2/3
Medium Viper	1.75	1.75	1.25
Large Viper	2.5	2.5	2
Huge Viper	5.05	5	4
Squid	2.76	2.5	2
Squid, Giant	13.635	13	11
Tiger	8.27	7	6
Toad	N/A		
Weasel	-1.525	1/8	1/8
Whale:			
Baleen	12.47	12	10
Cachalot	14.27	13	11
Orca	9.97	9	8
Wolf	2.43	2	1.75
Wolverine	4.86	4	3

## VERMIN

Monster	CR Result	Golden Rule	Silver Rule
Giant Ant:			
Worker	2.24	2	1.5
Soldier	3.6775	2.5	2
Queen	5.39	4	3.5
Giant Bee	2.935	2.5	2
Giant Bomb Beetle	1.65	1.5	1.25
Giant Fire Beetle	0.6	2/3	2/3
Giant Stag Beetle	2.3	6	5
Giant Praying Mantis	4.99	4	3.5
Giant Wasp	5.59	5	4
Monstrous Centipede:			
Tiny	-2.4475	1/12	1/16
Small	-1.315	1/6	1/8
Medium	0.199	1/2	1/2
Large	3.475	3	2.5
Huge	5.35	5	4
Gargantuan	9.555	9	8
Colossal	16.65	16	14
Monstrous Scorpion:			
Tiny	-1.545	1/8	1/8
Small	0.755	2/3	2/3
Medium	2.11	1.75	1.5
Large	5.19	4	4
Huge	9.315	9	7
Gargantuan	16.445	16	13
Colossal	27.135	27	24
Monstrous Spider:			
Tiny	-1.615	1/8	1/8
Small	0.615	2/3	2/3
Medium	1.945	1.75	1.5
Large	3.92	3.5	3
Huge	7.275	7	6
Gargantuan	12.5	12	10
Colossal	21.58	21	18

## EPIC MONSTERS

Abomination:			
Anaxim	50.815	42	39
Atropal	90.2	74	71
Chichimec	45.38	41	38
Dream Larvae	78.823	67	64
Hecatoncheire	124.05	98	95
Infernal	80.924	68	65
Phaethon	103.706	95	92
Phane	60.465	55	52
Xixecal	113.54	107	104
Behemoth Eagle	32.86	31	28
Gorilla	33.25	31	28
Brachyurus	51.925	50	47
Colossi:			
Stone	64.68	54	51
Flesh	61.225	61	58
Iron	84.93	76	73
Demilich Template +44.316 (includes Lich Template bonus)			
21st-Sorcerer	67.206	43	40
Devastation Vermin:			
Centipede	84.36	84	81
Spider	84.84	84	81
Scorpion	91.56	91	88
Beetle	102	102	99
Dragon, Force:			
Wyrmling	34.15	32	29
Very Young	43.32	40	37
Young	54.71	49	46
Juvenile	64.424	58	55
Young Adult	74.08	67	64

## APPENDIX ONE: CHALLENGING CHALLENGE RATINGS

Monster	CR Result	Golden Rule	Silver Rule
Adult	83.756	75	72
Mature Adult	96.307	85	82
Old	106.462	94	91
Very Old	116.226	103	100
Ancient	126.46	111	108
Wyrms	141.096	123	120
Great Wyrms	151.046	132	129
Dragon, Prismatic:			
Wyrmling	38.41	36	33
Very Young	46.598	44	41
Young	56.606	53	50
Juvenile	65.762	61	58
Young Adult	74.436	69	66
Adult	86.13	79	76
Mature Adult	94.867	87	84
Old	103.978	95	92
Very Old	112.961	103	100
Ancient	127.106	114	111
Wyrms	136.11	122	119
Great Wyrms	145.794	131	128
Elemental, Primal:			
Air	77.2	77	74
Earth	76.1	76	73
Fire	76.75	76	73
Water	79.8	79	76
Genius Loci	80.8	79	76
Gibbering Orb	95.325	62	59
Gloom	42.985	36	33
Golem:			
Mithral	35.125	30	27
Adamantite	46.4	42	39
Ha-Naga	42.56	32	29
Hagunemnon	60.415	54	51
Hoary Hunter	52.897	49	46
Hoary Steed	21	18	15
Hunefer	59.673	52	49
Lavawright	56.98	42	39
Legendary Bear	18.95	18	15
Tiger	22.63	22	19
Leshay	65.935	57	54
Living Vault	77.915	77	74
Mercane	11.597	10	9
Mu-Spore	44.9	41	38
Neh-Thalgg	52.27	43	40
Paragon Template	+28.19		
Prismasaurus	66.7	66	63
Pseudonatural Template:			
Base	+21.275		
Every +4 HD	+1.275		
Troll	30.025	18	15
Ruin Swarm	36.735	36	33
Shadow of the Void	43.298	37	34
Shape of Fire	41.902	36	33
Sirrush	57.8	54	51
Three-Headed	69.975	64	61
Slaad, White	62.408	48	45
Slaad, Black	101.561	71	68
Tayallah	47.365	45	42
Thorciasid	38.45	35	32
Titan, Elder	104.442	101	98
Treant, Elder	66.51	60	57
Umbral Blot	48.6	44	41
Uvuudaum	72.016	62	59
Vermiurge	53.69	49	46
Winterwight	52.78	40	37
Worm That Walks Template:	+15.72		
23rd-level	36.996	36	33

## EXAMPLES

**Human Zombie = CR 1/4**

Traits: Undead (Mindless)	-1.1
Hit Dice: 2 HD Undead (Mindless)	+0.9
Speed: Can't Run	-0.2
Armor Class: +2 Natural Armor	+0.2
Full Attack: 3.5 (1d6)	+0.35
Special: DR 5/Slashing	+0.166
Single Actions only	-0.25
Ability Scores:	-1.1
Feats: Toughness Feat	+0.2
<b>Total</b>	<b>-0.834 (-1 rounded)</b>

**15th-level PC = CR 16**

Character Levels: 15	+12 (15 x 0.8)
Ability Scores (Initial): Standard Point Buy	+1
Equipment: As 15th-level PC	+3 (15 x 0.2)
<b>Total</b>	<b>+16</b>

**Balor = CR 31**

Size: Large	+0.4
Traits: Outsider and Demon	+1.9
Hit Dice: 20 HD Outsider	+14
Speed: Fly 90 ft (good)	+0.8
Armor Class: +19 Natural Armor	+1.9
Full Attack: 21.25	+2.125
Special: Death Throes	+0.75
Entangle	+0.2
Spell-like Abilities	+6.64
Summon	+0.496
DR 15/cold iron and good	+0.75
Flaming Body	+0.3
Spell Resistance	+1.8
Ability Scores:	+10.2
Skills: 16 bonus skill points	+0.16
Equipment: As 10th-level PC	+2
<b>Total</b>	<b>44.421</b>
After Golden Rule	<b>36.2105 (36 rounded)</b>
After Silver Rule	<b>33.2105 (33 rounded)</b>

**Substituting Core Rules**

Should you wish to use the core rule CRs in place of these CRs but still utilise the EL system presented here (see Appendix 2) the easiest conversion system is to multiply CRs by x 1.5 (multiply Dragons by x2).

eg. A Balor (CR 20 by the core rules) would become CR 30

A Great Red Wyrms Dragon (CR 26 by the core rules) would become CR 52

You can also use this method to quickly convert monsters from other published sources.

Vice versa if you wish to use the CR rules herein but retain the official EL rules simply apply the above in reverse. Take 2/3rds the listed CR (or 1/2 for Dragons).

eg. A Balor (CR 33) would become CR 21

A Great Red Wyrms Dragon (CR 62) would become CR 31

# ENCOUNTERING ENCOUNTER LEVELS

## Appendix Two

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 actual difficulty of the encounter increases the EL by 2.

eg. An EL of 14 should be twice as difficult as an EL of 12. An EL of 16 should be four times as difficult as an EL of 12. An EL of 18 should be 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. This becomes 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 system 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 may claim that a 29th-level character is beyond the ability of a party of four or five 20th-level characters to defeat. Or (if we take things to *extremis*); that a party of four or five 100th-level characters could not defeat a 109th-level character. However, playtesting proves this not to be the case.

### THE CHALLENGE RATING - ENCOUNTER LEVEL RELATIONSHIP

- To determine the revised EL simply take the CR and apply it to Table 2-1.
- Remember that the Party are also affected by this relationship.

TABLE 2-1: CHALLENGE RATING/ ENCOUNTER LEVEL RELATIONSHIP

CR	EL	CR	EL	CR	EL
1/32	-9	6	11	192-223	31
1/24	-8	7	12	224-255	32
1/16	-7	8-9	13	256-319	33
1/12	-6	10-11	14	320-383	34
1/8	-5	12-13	15	384-447	35
1/6	-4	14-15	16	448-511	36
1/4	-3	16-19	17	512-639	37
1/3	-2	20-23	18	640-767	38
1/2	-1	24-27	19	768-895	39
2/3	0	28-31	20	896-1023	40
1	1	32-39	21	1024-1279	41
1.25	2	40-47	22	1280-1535	42
1.5	3	48-55	23	1536-1791	43
1.75	4	56-63	24	1792-2047	44
2	5	64-79	25	2048-2559	45
2.5	6	80-95	26	2560-3071	46
3	7	96-111	27	3072-3583	47
3.5	8	112-127	28	3584-4095	48
4	9	128-159	29	4096-5119	49
5	10	160-191	30	5120-6143	50

eg. Great Wurm Red Dragon (CR 62) = EL 24  
 Balor (CR 33) = EL 21  
 17th-level PC (CR 18\*) = EL 17  
 \*CR +1 for standard point buy ability scores

### DETERMINING ENCOUNTER LEVEL FOR MULTIPLE CHARACTERS/OPPONENTS

- Total all CRs
- Apply total to Table 2-1
- Modify that figure by Table 2-2

TABLE 2-2: ENCOUNTER LEVEL MODIFIER FOR MULTIPLE OPPONENTS

# Characters/Opponents	Encounter Level Modifier
1	EL +/-0
2	EL -2
3	EL -3
4-5	EL -4
6-7	EL -5
8-11	EL -6
12-15	EL -7
16-23	EL -8
24-31	EL -9
32-47	EL -10
48-63	EL -11
64-95	EL -12
96-127	EL -13
128-191	EL -14
192-255	EL -15
256-383	EL -16
384-511	EL -17

etc. (each doubling is a further -2 EL)

eg. 1 Balor = EL 20 (CR 33 = EL 21)  
 2 Balors = EL 23 (CR 66 = EL 25, -2 EL Table 2-2)  
 6 Balors = EL 26 (CR 198 = EL 31, -5 EL Table 2-2)  
 66 Balors = EL 33 (CR 2178 = EL 45, -12 EL Table 2-2)

eg. The following group of monsters = EL 27  
 1 Great Wurm Red Dragon (CR 62)  
 + 3 Balors (CR 33 x 3)  
 + 10 Vrock (CR 15 x 10)  
 + 14 Babau (CR 10 x 14)  
 Total CR 451 = EL 36, -9 EL (28 opponents) Table 2-2

Within mixed groups of opponents ignore any individuals with an EL of 18 less (or worse) than the highest individual within the group.

eg. 1 Great Wurm Red Dragon (CR 62) = EL 24 (on its own)  
 Adding 600 Human Skeletons (CR 2/3 x 600) we get EL 18\*  
 Total CR 465 = EL 36, -18 EL (601 opponents) Table 2-2  
 \*Obviously the dragon cannot be weaker with the skeletons than without, so ignore the Skeletons.

This can be attributed to the fact that the Skeletons (in this example) will have little or no impact towards the outcome of the battle. Anyone capable of taking on a Great Wurm Red Dragon will have no difficulty with any number of skeletons.

The system shows the cut off point between relevant and irrelevant monsters to be approximately a difference of 18 points of EL.

eg. The Dragon in the previous example has an EL of 24. This means that no number of allies of EL 6 (18 points less than the Dragon) or less will affect the difficulty of an encounter with the dragon.

This also suggests that you should never



## APPENDIX TWO: ENCOUNTERING ENCOUNTER LEVELS

## USING ENCOUNTER LEVELS

By contrasting the opponent EL with the party EL we can easily gauge an approximation of both the likelihood of the party victory and also the amount of resources used in such an encounter. This latter element allows DMs to better anticipate how many challenges the party can face before requiring a period to rest; recuperate and restock.

TABLE 2-3: USING ENCOUNTER LEVELS

EL Difference	Party Victory	Party Resources Used
EL -12	99.3%	1.5%
EL -10	98.4%	3.1%
EL -8	96.8%	6.2%
EL -6	93.7%	12.5%
EL -4	87.5%	25%
EL -2	75%	50%
EL +/-0	50%	100%
EL +2	25%	100%+
EL +4	12.5%	100%+

To determine the expenditure of party resources for a given series of encounters simply total the percentages from Table 2-3.

eg. On average a party could handle four EL -6 (4 x 12.5%) encounters and one EL -2 (50%) encounter before requiring respite.

The DM can also use EL to better plan the role of individual opponents by referring to Table 2-4.

TABLE 2-4: OPPONENT ROLE BASED ON ENCOUNTER LEVEL

Opponent EL	Outcome	Role of Opponent
EL -13 or less	Irrelevant	Background only
EL -9 to -12	Very Easy	Fodder
EL -5 to -8	Easy	Footsoldier
EL -4	Moderate	Elite Footsoldier
EL -3 to +/-0	Difficult	Henchman
EL +1 to +4	Very Difficult	Nemesis
EL +5 or more	Impossible	Background only

- 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.

eg. Balor (CR 33 = EL 21)

Background only versus EL 34 or better Party

Fodder versus EL 30-33 Party

Footsoldiers versus EL 26-29 Party

Elite Footsoldiers versus EL 25 Party

Henchman versus EL 21-24 Party

Nemesis versus EL 16-20 Party

Background only versus EL 15 or less Party

## Experience Points {EXP}

The amount of EXP awarded depends firstly on the difference between the opponent EL and Party EL. Refer to Table 2-5 to determine the base EXP for a given encounter, then multiply the result of the Table by that characters level.

eg. 20th-level Rogue\*; 20th-level Wizard\*; 15th-level Monk Half-Dragon\* (ECL 19) and an 18th-level Cleric\* = EL 22

\*Each created with Standard Point Buy ability scores (CR +1)

Versus: Vrock (CR 15 = EL 16)

EL Difference -6

Party Size 4-5 = 37.5 EXP/Level

20th-level Rogue and Wizard = 750 EXP each (37.5 x 20)

ECL 19 Monk-Half Dragon = 712.5 EXP (37.5 x 19)

18th-level Cleric = 675 EXP (37.5 x 18)

Versus: Balor (CR 33 = EL 21)

EL Difference -1

Party Size 4-5 = 200 EXP/Level

20th-level Rogue and Wizard = 4000 EXP each

ECL 19 Monk-Half Dragon = 3800 EXP

18th-level Cleric = 3600 EXP

TABLE 2-5: EXPERIENCE POINTS AWARDS

EL difference	Party Size							
	1	2	3	4-5	6-7	8-11	12-15	16-23
-12	18.75	9.375	6.25	4.6875	3.125	2.34375	1.5625	1.171875
-11	25	12.5	9.375	6.25	4.6875	3.125	2.34375	1.5625
-10	37.5	18.75	12.5	9.375	6.25	4.6875	3.125	2.34375
-9	50	25	18.75	12.5	9.375	6.25	4.6875	3.125
-8	75	37.5	25	18.75	12.5	9.375	6.25	4.6875
-7	100	50	37.5	25	18.75	12.5	9.375	6.25
-6	150	75	50	37.5	25	18.75	12.5	9.375
-5	200	100	75	50	37.5	25	18.75	12.5
-4 (Moderate)	300	150	100	75	50	37.5	25	18.75
-3	400	200	150	100	75	50	37.5	25
-2	600	300	200	150	100	75	50	37.5
-1	800	400	300	200	150	100	75	50
+/-0	1200	600	400	300	200	150	100	75
+1	1600	800	600	400	300	200	150	100
+2	2400	1200	800	600	400	300	200	150
+3	3200	1600	1200	800	600	400	300	200
+4	4800	2400	1600	1200	800	600	400	300

NB. Remember to multiply the above result by the individual PCs Level/ECL

## APPENDIX TWO: ENCOUNTERING ENCOUNTER LEVELS

Versus: Great Wyrms Red Dragon (CR 62 = EL 24)  
 EL Difference +2  
 Party Size 4-5 = 600 EXP/Level  
 20th-level Rogue and Wizard = 12,000 EXP each  
 ECL 19 Monk-Half Dragon = 11,400 EXP  
 18th-level Cleric = 10,800 EXP

Versus: Great Wyrms Red Dragon, 3 Balors, 10 Vrocks and 14 Babau  
 (Total CR 451 = EL 27 after Table 2-3)  
 EL Difference +5  
 This fight (EL +5) is too difficult for the party.

## Treasure

Determining Treasure for these new rules is simple.  
 PC Equipment (Wealth): Level\* x level\* x level\* x 100 gp  
 NPC Equipment (Wealth): Level\* x level\* x level\* x 25 gp  
 \*or indeed Effective Character Level (ECL)

The following Treasure equation is balanced for these revised PC and NPC wealth equations.

Treasure: CR x CR x CR x 7.5 GP

eg. Balor CR 33 could yield 269,527.5 GP

TABLE 2-6: WEALTH

Level/ECL/CR	PC Wealth	NPC Wealth	Treasure
1	100	25	7.5
2	800	200	60
3	2700	675	202.5
4	6400	1600	480
5	12,500	3125	937.5
6	21,600	5400	1620
7	34,300	8575	2572.5
8	51,200	12,800	3840
9	72,900	18,225	5467.5
10	100,000	25,000	7500
11	133,100	33,275	9982.5
12	172,800	43,200	12,960
13	219,700	54,925	16,477.5
14	274,400	68,600	20,580
15	337,500	84,375	25,312.5
16	409,600	102,400	30,720
17	491,300	122,825	36,847.5
18	583,200	145,800	43,740
19	685,900	171,475	51,442.5
20	800,000	200,000	60,000
21	926,100	231,525	69,457.5
22	1,064,800	266,200	79,860
23	1,216,700	304,175	91,252.5
24	1,382,400	345,600	103,680
25	1,562,500	390,625	117,187.5
26	1,757,600	439,400	131,820
27	1,968,300	492,075	147,622.5
28	2,195,200	548,800	164,640
29	2,438,900	609,725	182,917.5
30	2,700,000	675,000	202,500
40	6,400,000	1,600,000	480,000
50	12,500,000	3,125,000	937,500
60	21,600,000	5,400,000	1,620,000
70	34,300,000	8,575,000	2,572,500
80	51,200,000	12,800,000	3,840,000
90	72,900,000	18,225,000	5,467,500
100	100,000,000	25,000,000	7,500,000

NB. These figures do not precisely match their official counterparts, however these rules are flexible enough to permit the use of either.

## 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 DM to be vigilant towards any possible balance issues.

The following situational modifiers have no bearing on experience points gained but simply serve to better gauge the outcome of encounters.

## COMMON DENOMINATORS

## 1. DM Leniency = -1 EL

ie. Would you (the DM) occasionally fudge rolls to avoid player casualties?

## 2.1 Favourable Conditions for Party = -1 EL

ie. Do the conditions impose modifiers?

eg. Party are fighting Kobolds in sunlight.

## 2.2 Favourable Conditions for Enemy = +1 EL

eg. Party are fighting small opponents in cramped space.

## 3.1 Foreknowledge of Enemy = -1 EL

ie. Do the party know their opponent and can use that knowledge to exploit some advantage?

eg. The Party know they are facing a Wyrms Red Dragon in its lair, as such they can take appropriate defensive and offensive measures to gain an advantage.

## 3.2 Foreknowledge of Party = +1 EL

eg. The Red Dragon knows the party are coming with an ancient artifact from the elemental plane of ice and shapechanges into a Silver Dragon in advance of the battle.

## 4.1 Hazardous Conditions for Party = -2 EL

ie. Are the conditions themselves inflicting damage.

eg. Party battles demons whilst the chamber fills with poison gas.

## 4.2 Hazardous Conditions for Enemy = -2 EL

## 5. Party Composition

More than one Cleric = Undead -1 EL

No Clerics = Undead +1 EL

More than one Rogue = Traps -1 EL

No Rogues = Traps +1 EL

More than one Warrior Type\* = Party Outnumber opponents -1 EL

More than one Arcane Spellcaster = Opponents outnumber party -1 EL

\*Such as a Barbarian, Fighter, Paladin or Ranger

## 6. Power-Gaming PCs = -1 to -2 EL (DMs discretion)

ie. Are your players characters notably min/maxed?

NB. Only use the -2 EL penalty if the party are unashamed manipulators of the rules, using them to gain every conceivable mechanical advantage.

## 7.1 Surprise for PCs = -1 EL

ie. Have they successfully ambushed the enemy?

## 7.2 Surprise for Enemy = +1 EL

## DESIGN PARAMETERS

## Appendix Three

The Classes and Hit Dice Factors were determined under the following general guidelines. Each facet was rated as a fraction to a single point of Challenge Rating averaged over 20 levels.

**1. Ability Score Increases:** +5 (+1/4 Levels) CR +0.05

**2. Attacks (Iterative):** First Attack CR +0.025  
Each Iterative Attack CR +0.0125

eg. Fighters Iterative Attacks CR +0.0625  
Four attacks at 20th-level; 1 base + 3 iterative

NB. Monster HD rates attacks differently, each monsters attacks are determined individually (see CR factor #8 Full Attack, pg. 6)

**3. Base Attack Bonus:** As Fighter CR +0.2  
As Cleric CR +0.15  
As Wizard CR +0.1

**4. Class Features:**  
Each feat equivalent Class Feature CR +0.01

eg. The Fighters Bonus Feats +11% (11 feats over 20 levels)

If a Class feature is weaker or stronger than a similar ability/feat then try and determine it as a fraction or multiple of that ability/feat.

eg. The Monks AC Bonus CR +0.02  
(+4 over 20 levels) is the equivalent of two feats.

## Integrated Spell Levels

CR +0.44/level of Integrated Sorcerer/Wizard spells  
CR +0.38/level of Integrated Cleric spells  
CR +0.28/level of Integrated Druid spells  
CR +0.15/level of Integrated Bard Spells  
CR +0.02/level of Integrated Ranger/Paladin Spells

eg. 20 Levels of Integrated Wizard spells = CR 8.8

**5. Equipment:** PC Level CR +0.2  
NPC Level CR +0.125

**6. Feats Progression:** 1+1/3 Levels CR +0.0766

**7. Hit Dice:** d4 CR +0.083  
d6 CR +0.1165  
d8 CR +0.15  
d10 CR +0.183  
d12 CR +0.2165

**8. Proficiencies:**  
Light Armor Proficient CR +0.01  
Medium Armor Proficient CR +0.01  
Heavy Armor Proficient CR +0.01  
Shield Proficient CR +0.01  
Tower Shield Proficient CR +0.01  
Simple Weapon Proficient CR +0.01  
Martial Weapon Proficient CR +0.01

eg. The Bard Class Proficiencies CR +0.03  
Proficient with Light Armor, Shields and Simple Weapons.

**9. Saving Throws:** Each Good save CR +0.06  
Each Poor save CR +0.03

**10. Skill Points (base):** Int + 8 CR +0.092  
Int + 6 CR +0.069  
Int + 4 CR +0.046  
Int + 2 CR +0.023

**11. Class Skills (each)** CR +0.001

eg. The Monks Skills CR +0.062  
Skills = Int +4 and Class Skills 18

## EXAMPLES

eg. **Fighter** Class Level (Deconstruction)

Ability Scores	CR +0.05
Attacks (Iterative)	CR +0.0625
BAB (As Fighter)	CR +0.2
Class Features:	
+11 Feats/20 Levels	CR +0.11
Feats (+1/3 Levels)	CR +0.0766
Hit Dice (d10)	CR +0.183
Proficiencies (7)	CR +0.07
Saves (one good, two poor)	CR +0.12
Skills (Int + 2; 7 Class skills)	CR +0.03
Each Fighter Level =	CR 0.9021
After PC Equipment =	CR 1.1021

eg. **Dragon Type** Hit Dice (Deconstruction)

Ability Scores	CR +0.05
BAB (As Fighter)	CR +0.2
Feats (+1/3 Levels)	CR +0.0766
Hit Dice (d12)	CR +0.2165
Saves (three good)	CR +0.18
Skills (Int + 6)	CR +0.69
Each Dragon Hit Dice =	CR +0.7921

TABLE 3-1: CLASS RATINGS

Class	Standard Level	Epic Level
Barbarian	1.1556	1.0204
Bard	1.1491	0.9937
Cleric	1.3196	1.0832
Druid	1.2406	1.0596
Fighter	1.1021	0.9766
Monk	1.1156	0.9846
Paladin	1.1051	0.9862
Ranger	1.1521	0.9622
Rogue	1.0941	0.9931
Sorcerer	1.1861	1.0272
Wizard	1.2301	1.0362
Average	1.1672	1.0111

## SILVER RULE (OPTIONAL)

These results show us that, using this system, at non-epic levels PCs have (on average) a 16% advantage over their monstrous peers.

So if you wanted to be incredibly accurate you could multiply up to the first 20 points of a monsters CR by 85% (x 0.85) to redress class imbalance. This imbalance stops from CR 20 onwards, so for creatures of CR 20+ simply subtract 3 from the score; since that represents the 15% drop in the first 20 points of CR.

eg. Ettin CR 9 (9.92) becomes CR 8 (8.432) under the Silver Rule.  
 $9.92 \times 0.85 = 8.432$

eg. Balor CR 31 (31.5105) becomes CR 28 (28.5105).  
 $31.4105 - 3 = 28.4105$

NB. However, given the CR/EL relationship, this discrepancy won't have a major impact should you choose to ignore the Silver Rule.

## Monster Creation

The following guidelines are not set in stone, but simply present a list of typical parameters to assist in monster creation.

The use of the terms Natural and Supernatural herein is not to discern between creatures with or without supernatural abilities, but rather to outline which are wholly dependant upon their natural physiognomy and which are sustained through other means.

### Natural Creature Types    Supernatural Creature Types

Aberrations	Constructs
Animals	Fey
Dragons	Outsiders
Elementals*	Undead (Intelligent)
Giants	
Humanoids	
Magical Beasts	
Monstrous Humanoids	
Oozes	
Plants	
Undead (Mindless)*	

\*Abilities derived wholly from physical form.

### o. CONCEPT CREATION

There are generally two types of creature concepts. The first is a creature designed to challenge a party of a certain power (whereupon the creator will already have a target CR in mind). The second is where the creator has a set idea on the monster and its abilities and the CR is incidental to the creature itself.

Whilst the second can be created in a freeform manner the first requires some forward planning. Essentially, if you have a target CR in mind for a creature you wish to design, a good idea is to take half the proposed CR and convert that to Hit Dice for the appropriate creature type.

NB. All the creature type Hit Dice modifiers are listed on page 5.

eg. If the target CR is 20 you want the HD modifier to be worth (approx.) CR +10.

CR +10 worth of Mindless Construct HD (+0.35 each) = 28 HD  
 CR +10 worth of Fey HD (+0.5 each) = 20 HD  
 CR +10 worth of Dragon HD (+0.8 each) = 12 HD

### 1. ABILITY SCORE PARAMETERS

While ability score increases for monsters parallels that of character progression, such rules are unsuitable for creating a creatures initial ability scores. Instead apply the following where applicable:

Generic Creature Base:	13, 12, 11, 10, 9, 8 (Average 10.5)
Individual Creature Base*:	15, 14, 13, 12, 10, 8 (Average 12)
Possible Modifiers:	Size Template Traits (Type/Subtype/Racial)
Suggested Bonuses:	Natural    +1/Hit Dice Supernatural    +2/Hit Dice

\*Allow generic Dragons and Supernatural creatures to use this base.

eg. Sample Large 18 HD Outsider  
 Base: 15, 14, 13, 12, 10, 8  
 Modifier: Size (Large): +8 Str, +4 Con, -2 Dex  
 Bonuses: +36 (Lets say +6 to each ability score for simplicity)  
 Ability Scores: Str 31, Dex 18, Con 23, Int 18, Wis 16, Cha 14

eg. 10 HD Medium Sized Intelligent Undead  
 Base: 15, 14, 13, 12, 10, 8 (Drop lowest for Con 0)  
 Bonuses: +20 (Lets say +4 to four stats for simplicity)  
 Ability Scores: Str 19, Dex 18, Con 0, Int 14, Wis 16, Cha 17

### 2. DAMAGE PARAMETERS

Use Table 3-2 to give a base figure then modify that by Table 3-3 depending on the type of attack and any other modifier.

TABLE 3-2: BASE DAMAGE BY SIZE

Size	Typical Damage	Average
Fine	1	1
Diminutive	1d2	1.5
Tiny	1d3	2
Small	1d4	2.5
Medium	1d6*	3.5*
Large	1d8	4.5
Huge	2d6	7
Gargantuan	2d8	9
Colossal	4d6	14
Colossal+	4d8	18
Colossal++	8d6	28

\*As per a humanoid with the Improved Unarmed Combat Feat.

TABLE 3-3: BASE DAMAGE MODIFIERS

Description	Modify Attack by	Damage
Attack Mode: Bite/Pincer	+1 Size Category	x1.5
Attack Mode: Claw/Slam	Same Size Category	x1
Attack Mode: Stomp	+2 Size Categories	x2
Attack Mode: Tail Slap	-1 Size Category	x2/3
Attack Mode: Wing Buffet	-1 Size Category	x2/3
Dense (eg. Stone)	+1 Size Category	x1.5
Very Dense (eg. Metal)	+2 Size Categories	x2
Oversized Appendage	+1 Size Category	x1.5
Dominant Appendage	+2 Size Categories	x2

eg. Lets say we wanted to create a 'Great Xorn' that was Huge size; as with others of its kind it has three claw attacks and one bite attack.

The base damage for a Huge creatures attack is 2d6.

But a Xorn is Dense (stonelike) so that increases to 2d8.

There is no modifier for a claw attack so claws will deal 2d8 damage.

A Xorns maw is both a Bite Attack and a Dominant Appendage which increases the 2d8 damage by three size categories to 8d6.

### 3. EQUIPMENT PARAMETERS

Generic Creatures Equipment Value = NPC Level ≤ HD

Individual Creatures Equipment Value = PC Level ≤ HD

### 4. HIT DICE PARAMETERS

While the atypical relationship between Size and Hit Dice is generally only used to infer a minimum figure, it seems much more prudent to indelibly link them together for all natural creatures.

So to determine the Hit Dice of a creature first use Table 3-4 to give a base figure then modify that by Table 3-5 depending on the type of attack and any other.

TABLE 3-4: TYPICAL HIT DICE BY SIZE

Size Category	(Size in feet)	Typical Hit Dice
Fine	1/4 ft	1 Hit Point
Diminutive	1/2 ft	1/4 HD
Tiny	1 ft	1/2 HD
Small	2 ft	1 HD
Medium	4 ft	2 HD
Large	8 ft	4 HD
Huge	16 ft	8 HD
Gargantuan	32 ft	16 HD
Colossal	64 ft	32 HD

From Table 3-4 we can then deduce that, for natural creatures at least, each 2 ft. should typically bestow +1 Hit Dice, and vice versa.

eg. A natural creature 30 ft. tall should have 15 HD, whilst a creature with 5 HD will be roughly 10 ft. in either height or length.

## APPENDIX THREE: DESIGN PARAMETERS

Supernatural creatures do not adhere to this mantra; except that when of a certain size they will always have at least the minimum natural Hit Dice for that particular size.

eg. A 20 ft. tall Outsider will always have at least 10 HD, however a 10 HD Outsider can be of any size from Fine to Huge.

Additionally, Constructs (other than Animated Objects) typically have Hit Dice equal to the Caster Level of their creator.

eg. A Construct created by an 18th-level caster will have 18 HD.

NB. There is some inconsistency between these rules and the Giant Type. Whilst Ogres, Ogre Magi and Trolls (treat hunched as stocky) adhere to these rules; Ettins and Giants deviate considerably. In fact given giants equally incongruous strength bonus you could be forgiven for thinking they were initially designed to be double the listed size.

Creatures also differ in shape as well as size and these factors can modify the method for Hit Dice generation outlined in Table 3-4.

TABLE 3-5: HIT DICE MODIFIERS FOR SHAPE

Description	Example	Hit Dice Modifier
Stocky/Bulky	Dwarf	x1.5
Thin/Frail	Skeleton	x2/3
Overtly Stocky/Bulky	Xorn	x2
Overtly Thin/Frail	Worm	x1/2

eg. A 16 HD Purple Worm (Overtly thin, comparatively) would be approximately 64 ft. in length.

eg. A Fire Giant is 12ft-tall; but also noticeably stocky. Therefore by these rules its Hit Dice would be  $9 \times 12 \text{ (ft.)} \div 2 = 6 \text{ (Hit Dice)} \times 1.5 \text{ (stocky)} = 9 \text{ HD}$  (meaning it would also actually be Huge Size).

## 5. INTEGRATED SPELL LEVEL PARAMETERS

Total Integrated Spell Levels  $\leq$  Hit Dice.

eg. A 14 HD Planar should not possess more than 14 Cleric Levels

## 6. NATURAL ARMOR PARAMETERS

Use Table 3-6 to determine the natural armor of a creature by contrasting its description with its Hit Dice.

TABLE 3-6: TYPICAL NATURAL ARMOR MODIFIERS

Description	Example	Natural Armor
Normal Skin	Hill Giant	0 + 1/8 HD
Tough Skin/Fur/Bone	Dire Bear	1-2 + 1/4 HD
Scaly Skin/Exoskeleton	Lizardfolk	3-4 + 1/2 HD
Carapace/Plated	Gorgon	5-8 + HD
Construct*	Iron Golem	Material Hardness + HD

\*Except Animated Objects

eg. A 6 HD Medusa (scaly skin) should have a NA +6 or +7.

Fey, Outsiders and Undead (Intelligent): Treat as above but add Deflection bonus based on Charisma.

eg. A Pit Fiend would have NA +12 or +13 and Deflection +8.

## 7. SPECIAL ABILITIES/QUALITIES PARAMETERS

## 7.1 ABILITY SCORE LOSS PARAMETERS

Ability Score Loss (Average Damage or Drain)  $\leq$  HD

eg. A creature with 6 Hit Dice should not be able to drain more than 6 ability points (on average) with a single attack.

## 7.2 BREATH/GAZE/RAY/TOUCH ATTACK PARAMETERS

Damage Dealing  $\leq$  1 dice/HD

Use d8 for Alignment based damage  
d12 for Bane based damage  
d3 for Divine based damage  
d6 for Energy based damage  
d4 for Force based damage  
1/2 point (per dice) for Permanent damage

eg. A creature with 40 Hit Dice could deliver up to 40d6 energy damage, or 40 d12 bane damage.

Spell Effect  $\leq$  HD as spellcaster.

eg. A creature with 15 Hit Dice should not possess a breath weapon spell effect that a 15th-level spellcaster could not cast.

## CREATE SPAWN PARAMETERS

Create Spawn (Spawn CR)  $\leq$  CR

eg. A CR 10 monster could spawn any monster up to CR 10.

## DAMAGE REDUCTION PARAMETERS

Damage Reduction\*  $\leq$  5 + 1/2 HD (round down to nearest 5)

Epic Factor  $\leq$  20HD

\*Typically designated in units of 5.

eg. A 12 HD creature could have DR 10/(any factor except epic)

eg. A 33 HD creature could have DR 20/(any factor including epic)

## DISEASE DAMAGE PARAMETERS

Disease Damage  $\leq$  2 x HD for 1 day Incubation

Disease Damage  $\leq$  HD for 1 hour incubation

Disease Damage  $\leq$  1/2 HD for 1 minute Incubation

Disease Damage  $\leq$  1/4 HD for 1 round Incubation

eg. A 7 HD creatures disease could deal 2d6 Strength damage with a 1 day incubation period, or 1d3 Strength damage for 1 minute Incubation etc.

## ENERGY DRAIN PARAMETERS

Energy Drain  $\leq$  1/4 HD

NB. Suggested Minimum Hit Dice of 4 for this ability.

eg. An 11 HD creature could have a 1d4 Energy Drain attack.

## FAST HEALING/REGENERATION PARAMETERS

Fast Healing  $\leq$  HD

Regeneration  $\leq$  HD

eg. A 10 HD creature could have Regeneration 10, or both Fast Healing 10 and Regeneration 10

## INSIGHT BONUS PARAMETERS

Insight Bonus = Wisdom Bonus

NB. Suggested Minimum Hit Dice of 21 (or epic) for this ability.

eg. A creature with Wisdom 25 could have a +7 Insight Bonus to its AC and to its Saving Throws..

## POISON DAMAGE PARAMETERS

Poison (Primary)  $\leq$  Hit Dice

Poison (Secondary)  $\leq$  x2 Hit Dice

eg. A creature with 7 HD should be allowed up to 7 (Primary) and 14 (Secondary) damage.

## SPELL-LIKE ABILITY PARAMETERS

Caster Level  $\leq$  Hit Dice

Total number of Spell-like Abilities  $\leq$  Hit Dice

Highest Spell-Level Abilities only function 1/day.

Spell-like Abilities can be drawn from Domains relevant to the creature (use Alignment and two other Domains deemed relevant).

eg. A Balor could draw Spell-like Abilities from the Chaos; Destruction; Evil and Fire Domains.

TABLE 3-7: DETERMINING LEVELS OF SPELL-LIKE ABILITIES

Hit Dice	Spell Levels Allowed								
	1	2	3	4	5	6	7	8	9
1	+1*								
2	+1*								
3		+1*							
4		+1*							
5			+1*						
6			+1*						
7				+1*					
8				+1*					
9					+1*				
10					+1*				
11						+1*			
12						+1*			
13							+1*		
14							+1*		
15								+1*	
16								+1*	
17									+1*
18									+1*
19									+1*
20									+1*

\*Of this Spell Level or Lower

eg. 5 HD Creature

Caster level of 5

Total of 5 Spell-like abilities:

2 1st-level (or lower level)

2 2nd-level (or lower level)

1 3rd-level spell (usable 1/day, unless of lower level)

eg. 13 HD Creature

Caster level of 13

Total of 13 Spell-like abilities:

2 1st-level (or lower level)

2 2nd-level (or lower level)

2 3rd-level (or lower level)

2 4th-level (or lower level)

2 5th-level (or lower level)

2 6th-level (or lower level)

1 7th-level spell (usable 1/day, unless of lower level)

## SPELL RESISTANCE PARAMETERS

Spell Resistance  $\leq$  HD + 12

eg. A 22 HD monster could have Spell Resistance up to 34

## SUMMONING PARAMETERS

Highest CR Summoned  $\leq$  CR

Total CR of Summoned Creatures  $\leq$  CR

eg. A CR 20 monster could summon (in one attempt) up to 20 CR worth of creatures.