

# CREDITS

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Based on the original Worship Point rules created by Simon Newman

For supplemental material, visit the *Immortals Handbook* website:  
<[www.immortalshandbook.com](http://www.immortalshandbook.com)>



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## GLOSSARY

**Akashic Memory:** The omniversal D.N.A.

**Apotheosis:** The act of a mortal becoming an immortal.

**Artifact:** An epic magic item (artifacts are detailed within the Immortals Handbook: Grimoire).

**Aspect:** The weakest incarnation of an immortal. Typically immortals will have one aspect per world.

**Atma:** Spirit, the seventh element, part of the tri-element of quintessence. (See also Power Points).

**Avatar:** A relatively weak incarnation of an immortal. Immortals typically have no more than a single avatar.

**Buddhi:** Soul, the sixth element, part of the tri-element of quintessence. (See also Worship Points).

**Council:** A group of immortals bound by a political agenda (such as the Aetnean Council).

**Deity:** Term generally used to denote an immortal who gains the majority of their quintessence through glory and worship.

**Demiurge:** An incomplete time lord.

**Divinity:** A being possessing quintessence.

**Dynasty:** A group of immortals bound by race (such as the Orc Dynasty).

**EarthMother:** Title given to the female ruler (or rulers) of a Pantheon.

**Faith (A Faith):** An area where a deity is worshipped. A deity can have more than one Faith, however, these must be geographically isolated from one another.

**Eternal:** Omnipotent giga-beings that exist beyond our universe. Refers to demiurges, high lords and time lords.

**Exemplar:** A being with two identical portfolios.

**Glory (The Glory):** The method of gaining quintessence through worship.

**God:** A male deity.

**Goddess:** A female deity.

**Hegemony:** A group of immortals bound by planar geography (such as the Demonic Hegemony).

**Hierarchy:** Title given to a ruler (or rulers) of a Council.

**Higher Dimension:** Extra-universal areas beyond the confines of a single reality.

- **Aravoth:** The Tenth Dimension, The Great Library.
- **Kuvachim:** The Ninth Dimension, The Great Wall.
- **Mazaloth:** The Eighth Dimension, The Great Unknown.

**Home Plane:** Name given to the plane an individual immortal is spiritually bound to.

**Immortal (1):** Comprises any being with the power of a demi-deity, greater deity, hero-deity, intermediate deity, lesser deity or quasi-deity.

**Immortal (2):** Term generally used to denote an immortal who gains the majority of their quintessence through the Power.

**Immortal (3):** Any being that cannot die through old age.

**Lower Dimension:** The lower dimensions exist within the confines of a single reality.

- **Abyss:** The Seventh Dimension, Dimension of Thought, the Plane of Failures, the Far Place. Not to be confused with the Chaotic Evil Plane of the same name that is home to demonkind.
- **Araphadatu:** Dimension Zero, the Dimension of Entropy, the Plane of Nothingness.
- **Assiah:** The First, Second and Third Dimensions, Dimension of Space, The Prime Material Plane.
- **Atziluth:** The Sixth Dimension, Dimension of Spirit, the Outer Planes.
- **Briah:** The Fifth Dimension, Dimension of Matter, the Inner Planes.
- **Yetzirah:** The Fourth Dimension, Dimension of Time, the Transitive Planes.

**Magic Points (MP):** Gaming term for quintessence gained through the tapping of higher dimensions.

**Mana:** Magic, the fifth element, part of the tri-element of quintessence

(See also Magic Points).

**Numen:** The term generally used to describe an individual area of Resonance.

**Quintessence:** The stuff of divinity, the divine spark, the tri-element composing Atma (Spirit), Buddhi (Soul) and Mana (Magic).

**Pantheon:** A group of immortals bound by social ties (such as the Norse Pantheon).

**Portfolio:** A part of reality controlled by an immortal.

**Power (The Power):** The method of gaining quintessence through vanquishing other immortals.

**Power Points (PP):** Gaming term for quintessence gained through the Power.

**Primogenitor:** Title given to the ruler (or rulers) of a Dynasty.

**Resonance (The Resonance):** The method of gaining quintessence through tapping the higher dimensions.

**Sidereal:** Near-omnipotent cosmic gods. Comprises any being with the power of an elder one, first one or old one.

**Skyfather:** Title given to the male ruler (or rulers) of a Pantheon.

**Sponsor:** An immortal who aids a mortal in achieving immortality.

**Sovereign:** Title given to the ruler (or rulers) of a Hegemony.

**Supernal:** Generic term for supreme beings.

**Tutelar:** Term generally used to denote an immortal who gains the majority of their quintessence through the Resonance.

**Worship Points (WP):** Gaming term for quintessence gained through glory.

**Challenging Challenge Ratings** details how to accurately determine a monsters Challenge Rating (all core and epic monster CRs are given at the end of the appendix). **Encountering Encounter Levels** outlines how Challenge Ratings properly relate to Encounter Levels. **Design Parameters** gives some advice on balancing 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

To determine Challenge Rating (CR) we must first work out the monsters Effective Class Level (ECL).

#### HOW DO FACTORS WORK?

To determine a Monster's Effective Class Level:

- Total all factors
- Check Golden Rule
- Apply Silver Rule (Multiply by x 0.83)
- 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

**This number will be the Effective Class Level.**

- Convert ECL to CR (Multiply by x 0.667)

**This number will be the Challenge Rating.**

#### GOLDEN RULE

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

e.g. Planetar = Factor Total 40.023  
14 Outsider Hit Dice Factor = 9.8  
Halve any excess CR beyond 19.6 (x2 HD Factor)  
40.023 - 19.6 = 20.423  
20.423 ÷ 2 = 10.2115  
19.6 + 10.2115 = Factor Total after Golden Rule 29.8115

#### SILVER RULE

The basis of all the factor scores is that one feat = 0.2 CR. However, further research shows this isn't the case. That more accurately each feat is closer to = 0.166 CR. However, rather than revise every factor, some of which will lead to really severe fractions, instead you can just apply the silver rule (Multiply by x 0.83) at the end.

e.g. Planetar = Factor Total after Golden Rule 29.8115  
29.8115 x 0.83 = Factor Total after Silver Rule 24.743  
24.743 (rounded down) = ECL 24

#### CONVERT ECL TO CR

Challenge Rating is simply 2/3rds Effective Class Level.

e.g. Planetar ECL 24  
24 x 0.67 = CR 16

**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

e.g. Troglodyte: 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

- Character Levels (Prestige Classes and NPC Classes)
- Templates
- Size
- Traits (Type/Subtype/Race)
- Hit Dice
- Speed
- Armor Class
- Full Attack
- Special Abilities/Qualities
  - Ability Score Loss
  - Breath Weapons
  - Create Spawn
  - Damage Reduction
  - Disease
  - Energy Drain
  - Energy Resistance
  - Fast Healing
  - Gaze Weapons
  - Generic Abilities
  - Immunities
  - Insight/Luck/Profane/Sacred Bonuses
  - Poison
  - Ray Attacks
  - Regeneration
  - Spell-like Abilities
  - Spell Resistance
  - Spells (Integrated Spell Levels)
  - Summon
  - Touch Attacks
  - Turn Resistance
  - Unusual Abilities
  - Vulnerabilities
- Abilities
- Skills
- Feats
- Equipment

# INTRODUCTION HOW TO USE THIS BOOK

## 1. CHARACTER LEVELS

All Class/Prestige Class Levels

+0.8 /Level (without equipment\*)

NPC Class Levels

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

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

/Level of Expert (without equipment\*)

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

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

\*See Factor #13 Equipment.

e.g. 10th-level Rogue = +8

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

7th-level Warrior = +4.9

5th-level Commoner = +2.25

## 2. TEMPLATES

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

e.g. Celestial Template on 12 HD creature = +1.95

Acid Resistance (10)	+0.2
Cold Resistance (10)	+0.2
Damage Reduction	+0.33
Darkvision	+0.2
Electricity Resistance (10)	+0.2
Smite Evil	+0.2
Spell resistance (17)	+0.7

**Fiendish** Template = 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 = ECL +6.6 (+ special\*, and depending on original Constitution)

Ability Score Bonuses (+4)	+0.4
Ability Score (Constitution)	-0.1/point of CON above 10.5,
prior to adding the Template	
Deflection	+0.5
Fly (Perfect)	+1
Incorporeal (Manifestation)	+1.3
Rejuvenation	+1
Skill bonuses (+32)	+0.6
Turn Resistance +4	+0.2
Undead (Intelligent)	+1.6

\*Plus 1d3 abilities from the following list:

Corrupt Gaze	+1.95
Corrupt Touch	+0.2
Draining Touch	+0.75
Frightful Moan	+0.5
Horrific Appearance	+2
Malevolence	+0.25
Telekinesis	+0.15

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

e.g. Half-Celestial Template 20 HD creature = +9.87

Ability Scores (+20)	+2
Acid Resistance (10)	+0.2
Cold Resistance (10)	+0.2
Damage Reduction	+0.33
Darkvision	+0.2
Disease Immunity	+0.2
Electricity Resistance (10)	+0.2
Flight (Good)	+0.8

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

**Half-Dragon** Template = +4.25

Ability Scores (+14)	+1.4
Breath Weapon	+0.15
Dragon Type Traits	+0.5
Energy Immunity (Variable)	+1
Flight (Average)	+0.6
Improved Hit Die Type	+0.2
Natural Armor (+4)	+0.4

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

e.g. Half-Fiend Template 20 HD creature = +9.23

Ability Scores (+16)	+1.6
Acid Resistance (10)	+0.1
Cold Resistance (10)	+0.1
Damage Reduction	+0.33
Darkvision	+0.2
Disease Immunity	+0.2
Electricity Resistance (10)	+0.2
Flight (Average)	+0.6
Natural Armor +1	+0.1
Poison Immunity	+0.2
Smite Good	+0.2
Spell-like Abilities	+3.2
Spell Resistance (30)	+2

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

Ability Scores (+6)	+0.6*
Ability Score (Constitution)	-0.1/point of CON above 10.5,
prior to adding the Template	
Cold Immunity	+1
Damage Reduction	+0.75
Electricity Immunity	+1
Fear Aura (limited)	+0.2
Natural Armor +5	+0.5
Paralyzing Touch	+0.2
Phylactery	+1
Polymorph Immunity	+0.2
Skill Bonuses (+48)	+0.96
Turn Resistance +4	+0.2
Undead (Intelligent)	+1.1

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

Ability Scores (+2)	+0.2
Alternate Form	+0.2
Curse	+0.2
Damage Reduction	+0.166 (Afflicted)
	+0.33 (Natural)
Empathy	+0.08
Feat (Bonus)	+0.2
Low-Light Vision	+0.1
Natural Armor (+2)	+0.2
Scent	+0.2

Additional Ability Scores based on Animal Form:

Werebear (+26)	= +2.6	Total +5.23
Wereboar (+10)	= +1	Total +2.63
Wererat (+8)	= +0.8	Total +2.43
Weretiger (+22)	= +2.2	Total +4.83
Werewolf (+10)	= +1	Total +2.63
WereDireboar (+22)	= +2.2	Total +4.83

# IMMORTALS HANDBOOK ASCENSION

**Vampire Template** = +7.075

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

## 3. SIZE

Apply the following bonus or penalty where applicable.

**TABLE 1-2: FACTOR MODIFIER FOR SIZE**

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

eg. Ogre (Large) = +0.4

Purple Worm (Gargantuan) = +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 = +1 (+4.4 including bonus Ability Scores)

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

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

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

Apply the following bonus or penalty where applicable.

### TYPE TRAITS

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

**Animal** Type Traits = -0.75

Intelligence 1 or 2	-0.85
Low Light Vision	+0.1

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

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

**Construct (Intelligent)** Type Traits = +1.4

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

**Dragon** Type Traits = +0.5

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

**Elemental** Type Traits = +1.2

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

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

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

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

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

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

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

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

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

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

# CHAPTER ONE: APOTHEOSIS DIVINE ASCENSION

## Outsiders Type Traits = +/-0

Cannot be raised etc.	-0.2
Darkvision	+0.2

## Plant (Mindless) Type Traits = +0.6

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

## Plant (Intelligent) Type Traits = +1.3

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

## Undead (Mindless) Type Traits = -1.1

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

## Undead (Intelligent) Type Traits = +1.1

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

## Vermin Type Traits = -0.5

Darkvision	+0.2
Intelligence o	-0.7

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

## SUBTYPE TRAITS

### Angel Subtype Traits = +3.44

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

### Archon Subtype Traits = +2.14

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

### Cold Subtype Traits = +0.5

Cold Immunity	+1
Fire Vulnerability	-0.5

### Demon Subtype Traits = +1.9

Acid Resistance 10	+0.2
Cold Resistance 10	+0.2
Electricity Imm.unity	+1

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

### Devil Subtype Traits = +1.8

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

\*Already has Darkvision from Outsider Traits.

### Eladrin Subtype Traits = +1.9

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

### Fire Subtype Traits = +0.5

Fire Immunity	+1
Cold Vulnerability	-0.5

### Guardinal Subtype Traits = +2.24

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

### Incorporeal Subtype Traits = +1.3

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

### Swarm (Tiny) Subtype Traits = +2.66

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

### Swarm (Diminutive or Fine) Subtype Traits = +7

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

# IMMORTALS HANDBOOK ASCENSION

## RACIAL TRAITS

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

### Dwarf Racial Traits = +0.51

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

### Elf Racial Traits = +0.36

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

### Gnome Racial Traits = +0.3625

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

### Half-Elf Racial Traits = +0.38

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

### Halfling Racial Traits = +0.48

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

### Half-Orc Racial Traits = +/-0

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

### Human Racial Traits = +0.3

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

## 5. HIT DICE

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

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

e.g. Ettin (10 HD Giant) = +5.5

Hezrou (10 HD Outsider) = +7

## 6. SPEED

Apply this factor to each applicable mode of movement

Burrow:	+0.2 (Soil)
	+0.5 (Stone)
Climb:	+0.2
Flight:	R +0.2 (Clumsy)
	+0.4 (Poor)
	+0.6 (Average)
	+0.8 (Good)
	+1 (Perfect)
Can't Run	-0.2 (as per a Golem or Zombie)
Swim	+0.2

+0.2/each doubling of typical speed\*

-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

e.g. Solars Movement = +0.8

Flight (Good Maneuverability) = +0.8

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

## 7. ARMOR CLASS

+0.1/point of Deflection

+0.1/point of Natural Armor

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

e.g. Spectre (+2 Deflection) = +0.2

e.g. Elder Earth Elemental (NA 15) = +1.5



# CHAPTER ONE: APOTHEOSIS GLORY

## 8. FULL ATTACK

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

+0.1/point of average damage (dice only)

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

-1 if the creature has no effective physical attacks

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

e.g. Dretch = +0.95

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

e.g. Marilith = +6.65

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

\*Iterative attack damage counts as halved.

e.g. Balor = +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.

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

e.g. 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

+0.15/point of Ability Score Damage

+0.2/point of Ability Score Drain

Used as Ray Attack = x2

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

Used as Breath Weapon (At Will) = x3

Used as a Gaze weapon = x4

e.g. Wraith: 1d6 (3.5) points of Constitution Drain = +0.7

### 9.02 BREATH WEAPON

Damage Dealing Breath Weapons

+0.02/point of Alignment based damage

+0.06/point of Divine based damage

+0.03/point of Energy based damage

+0.04/point of Force based damage

+0.2/point of Permanent damage

Spell Effect Breath Weapons

+0.2/level of duplicated Spell Effect

Converting from a Touch Spell = R x2

Converting from a Ranged Single Target or Ray Spell = x1

Range: +0.2/doubling\* of typical range

\*Remember a double double equals a triple

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

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

Breath can be used as a free action: R x2

**TABLE 1-4: TYPICAL BREATH WEAPON RANGES BY SIZE**

Typical Ranges		
Size	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

e.g. Dragon Turtle Breath Weapon = +1.26

12d6 (42) Energy based damage = +1.26

1d4 round delay = x1

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

e.g. Gorgon Breath Weapon = +1.2

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

Converted from ranged single target spell effect = x1

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

### 9.03 CREATE SPAWN

+0.1/CR of created creature

Awakening Period: 1d4 days = +2

1d4 rounds = +/-0

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

### 9.04 DAMAGE REDUCTION

+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.

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

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

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

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

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

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

For variable DR always rate the best and factor any surplus.

e.g. DR 9/- and DR 15/magic = +1.1 (0.9 + 0.2)

equivalent of DR 9/- with a surplus of DR 6/magic

### 9.05 DISEASE

+0.03/point of ability damage

+0.04/point of ability drain

Cannot be overcome naturally = x2

Incubation Period: 1 Week = +2

1 Day = x1

1 Hour = x2

1 Minute = x4

1 Round = x8

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

Used as Breath Weapon (At Will) = x3

# IMMORTALS HANDBOOK

## ASCENSION

e.g. Mummy Rot = +1.68  
1d6 (3.5) CON & 1d6 (3.5) CHA damage = +0.21  
Cannot be overcome naturally = x2  
Incubation Period 1 minute = x4

### 9.06 ENERGY DRAIN

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

e.g. Spectre (2 Level Energy Drain) = +0.8

### 9.07 ENERGY RESISTANCE

+0.02/point of Energy Resistance

e.g. Quasit (Fire Resistance 10) = +0.2

### 9.08 FAST HEALING

+0.1/point of Fast Healing

e.g. Marut (Fast Healing 10) = +1

### 9.09 GAZE ATTACKS

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

Range: +0.2/doubling of typical range

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

e.g. Medusas Gaze = +2.4  
Spell Effect: Flesh to Stone (6th-level spell) = +1.2  
Converted from ranged single target spell effect = x2  
Range: Typical = x1

### 9.10 GENERIC ABILITIES

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

e.g. Mariliths Constrict Ability (4d6) = +0.7

### 9.11 IMMUNITIES

Ability Score Loss	+0.5
Critical Hits	+0.5
Disease	+0.2
Energy (each type)	+1
Energy Drain	+0.5
Magic (Spells & Supernatural Effects)	+10
Mind Affecting Effects	+0.5
Petrification	+0.2
Poison	+0.2
Polymorphing	+0.2
Psionics Immunity	+0.25/spell level
Psionics Immunity (through oth-9th)	+2.5
Sleep/Paralysis/Stunning	+0.3 (+0.1 each)
Spell Immunity	+0.5*/spell level
Spell Immunity (through oth-9th)	+5
Weapon Immunity (half damage)	+1
Weapon Immunity (no damage)	+5

### 9.12 INSIGHT/LUCK/PROFANE/SACRED BONUSES

+0.125/point of Insight (or Luck; Profane; Sacred Bonuses)  
NB. Bonuses to Armor Class are determined in Factor #7

e.g. Paragon Creature (+25 Luck bonus to Attacks) = +3.125

### 9.13 POISON

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

e.g. Pit Fiend's Poison Bite = +0.81  
Primary Effect: 1d6 (3.5) Constitution damage = +0.21  
Secondary Effect: 'Death' = +0.6

### 9.14 RAY ATTACKS

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

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

Range: +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

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

e.g. Yrthaks Sonic Lance = +0.63  
Sonic Lance: 6d6 (21) Energy damage = +0.63  
Range: (60ft.) = x1

### 9.15 REGENERATION

+1/1st point of Regeneration  
+0.1/additional point of Regeneration  
One negating element: x2/3  
Two negating elements: x1/2

e.g. Tarrasque (Regeneration 40: nothing negates) = +4.9  
Pit Fiend (Regeneration 5: good negates) = +1.05  
Troll (Regeneration 5: acid and fire negate) = +0.7

### 9.16 SPELL-LIKE ABILITIES

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

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

e.g. Hellball (DC 90) 90 ÷ 10 = 9 + 7 = 16th-level spell

**TABLE 1-7: SPELL-LIKE ABILITIES**

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

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

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

Permanent	x 1/4	<i>Forbiddance</i>
Days	x 1/2	<i>Illusory Script</i>
Hours	x 1	<i>Control Weather</i>
Minutes	x 2	<i>True Seeing</i>
Rounds	x 4	<i>Fire Shield</i>

### 9.17 SPELL RESISTANCE

+0.1/point above 10

e.g. Pit Fiend (SR32) = +2.2

### 9.18. SPELLS (INTEGRATED SPELL LEVELS)

+0.44/level of Integrated Sorcerer or Wizard spells  
+0.38/level of Integrated Cleric spells\*  
+0.28/level of Integrated Druid spells  
+0.15/level of Integrated Bard spells  
\*includes bonus Domain spells.

e.g. Planetar (17th-level Cleric) = +6.46

### 9.19 SUMMON

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

**TABLE 1-9: SUMMONING ABILITY**

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.

e.g. Pit Fiends Summoning = +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

e.g. Succubus Summoning = +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  
+0.02/point of Alignment based damage  
+0.015/point of Bane based damage  
+0.06/point of Divine based damage  
+0.03/point of Energy based damage  
+0.04/point of Force based damage  
+0.2/point of Permanent damage

Spell Effect Touch Attacks  
+0.1/level of duplicated spell effect

e.g. Lich (Paralysis Touch) = +0.2

### 9.21 TURN RESISTANCE

+0.1/2 points of Turn Resistance

e.g. Allip (Turn Resistance +2) = +0.1

### 9.22 UNUSUAL ABILITIES

Antimagic Field (Colossus)	+25
Blazefire (Lavawight)	+5.6
Blightfire (Winterwight)	+4.3
Carapace (Tarrasque)	+2.3
Death Throes (Balor)	+0.75
Disintegrating Touch (Umbral Blot)	+3
Headloss Resistance (Sirrush)	+0.2
Natural Invisibility (Invisible Stalker)	+0.8
Rust (Rust Monster)	+2

### 9.23 VULNERABILITIES

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

## 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.

e.g. Gorgon (Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9) = +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) = +1

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

e.g. 32 point buy = +1.7

If the creature has one or more unrated ability scores:

- Apply the appropriate 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 modifier.

List of Unrated Ability Scores:

Strength 0 = -2.2

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

Dexterity 0 = -2.2

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

Constitution 0 = +1.9 (and special\*)

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

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

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

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

Intelligence 0 = -0.7

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

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

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

+0.1/very additional point

-0.1/very subtracted point

e.g. Vampires gain: Str +6, Dex +4, Int +2, Wis +2, Cha +4 = +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)

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

e.g. Lich (+48 bonus skill points) = +0.96

## 12. FEATS (BONUS)

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

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

e.g. Vampire (+5 bonus Feats) = +1

## 13. EQUIPMENT

+0.2/level of PC Equipment

+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)

e.g. 10th-level Rogue (with no equipment) = +8

10th-level Rogue (with NPC equipment) = +9.125

10th-level Rogue (with PC equipment) = 10

10th-level Rogue (with 20th-level PC equipment) = +12

e.g. Balor's Equipment (approx. 80,000 GP total) = +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.

e.g. 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

e.g. 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

e.g. 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

e.g. Babau Demon = ECL 13 ((CR Result 14.115 - 1), x1.054)

Pit Fiend = ECL 51 (CR Result 45.179 - 4), x1.24)

CHAPTER ONE: APOTHEOSIS  
WORSHIPPERS

## REVISED CHALLENGE RATINGS

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

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

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

**Effective Class Level (ECL):** The third figure has been modified (and rounded down) using the Silver Rule (see Appendix 3 Design Parameters) for those who wish to use the creature as a Player Character (PC).

**Challenge Rating (CR):** The final number is the creatures revised Challenge Rating.

**NB.** Any entry denoted 'N/A' is no threat whatsoever (like the Bat).

MONSTERS				
Monster	Tally	Golden Rule	ECL	CR
Aboleth	15.552	12	10	6
Achaierai	12.236	10	8	5
Allip	7.7	5	4	2.5
<b>Angel:</b>				
<b>Astral Deva</b>	<b>27.882</b>	<b>22</b>	<b>18</b>	<b>12</b>
<b>Planetary</b>	<b>40.023</b>	<b>29</b>	<b>24</b>	<b>16</b>
<b>Solar</b>	<b>60.15</b>	<b>45</b>	<b>37</b>	<b>24</b>
<b>Animated Object:</b>				
Tiny	-0.225	1/3	1/3	1/5
Small	0.5	2/3	1/2	1/3
Medium	1.35	1.25	1	2/3
Large	2.85	2.5	2	1.25
Huge	4.7	4	3.5	2.5
Gargantuan	8	8	6	4
Colossal	14.3	14	12	8
Ankheg	5.775	4	4	2.5
Aranea	6.92	5	4	2.5
<b>Archon:</b>				
Lantern	3.865	2.5	2	1.25
Hound	11.43	9	8	5
<b>Trumpet</b>	<b>28.6</b>	<b>22</b>	<b>18</b>	<b>12</b>
<b>Arrowhawk:</b>				
Juvenile	8.45	6	5	3
Adult	11.8	10	8	5
Elder	18.45	18	15	10
Assassin Vine	7.875	5	4	2.5
Athach	16.545	15	13	8
Azer	2.334	2	1.75	1
<b>Barghest</b>	9.188	8	7	4
Greater	14.663	13	11	7
Basilisk	7.83	7	6	4
Behir	15.6	13	11	7
Belker	10.285	8	7	4
Blink Dog	5.11	5	4	2.5
Bodak	11.88	9	8	5
Bugbear	3.605	3	2.5	1.5
Bulette	13.15	12	10	6
Celestial Creature - see	Templates			
Centaur	6.3	5	4	2.5
Chaos Beast	9	9	7	4
Chimera	12.21	11	10	6
Choker	3.625	3	2.5	1.5
Chuul	12.05	11	9	6
Cloaker	10.5	8	7	4
Cockatrice	4.7	4	3.5	2
Couatl	18.985	15	13	8
Darkmantle	3.035	2	1.75	1
Delver	16.995	16	14	9
<b>Demon:</b>				
Babau	14.115	11	10	6
<b>Balor</b>	<b>44.421</b>	<b>36</b>	<b>30</b>	<b>20</b>

Monster	Tally	Golden Rule	ECL	CR
Bebilith	18.05	17	14	9
Dretch	4.8831	3.5	3	2
Glabrezu	26.452	21	17	11
Hezrou	20.475	17	14	9
Marilith	36.5576	29	24	16
Nalfeshnee	27.268	23	19	12
Quasit	5.326	4	4	2.5
Retriever	15.45	11	9	6
Succubus	14.946	11	9	6
Vrock	21.998	17	15	10
Derro	4.055	3.5	3	2
Destrachan	11.28	10	8	5
<b>Devil:</b>				
Barbed Devil	23.1708	19	16	10
Bearded Devil	10.88575	9	8	5
Bone Devil	19.992	16	14	9
Chain Devil	12.02	11	9	6
Erinyes	18.72125	15	13	8
Hellcat	14.435	12	10	6
Horned Devil	31.9702	26	21	14
Ice Devil	27.955	23	19	12
Imp	5.163	4	3.5	2
Lemure	2.875	2.5	2	1.25
Pit Fiend	45.729	35	29	19
Devourer	15.672	13	11	7
Digester	9.51	9	8	5
<b>Dinosaur:</b>				
Deinonychus	7.3	5	4	2.5
Elasmosaurus	10.66	10	9	6
Megaraptor	10.7	9	8	5
Triceratops	15.18	15	12	8
Tyrannosaurus	15.68	15	13	8
<b>Dire Animal:</b>				
Dire Ape	6.61	6	5	3
Dire Badger	4.8	4	4	2.5
Dire Bat	6.21	5	4	2.5
Dire Bear	12.5	12	10	6
Dire Boar	7.25	7	6	4
Dire Lion	9.44	9	7	4
Dire Rat	1.31	1	1	2/3
Dire Shark	11.985	11	10	6
Dire Tiger	14.94	14	12	8
Dire Weasel	3.025	3	2.5	1.5
Dire Wolf	7.19	6	5	3
Dire Wolverine	7.66	6	5	3
Doppelganger	5.83	5	4	2.5
<b>Dragon, Black:</b>				
Wyrmling	6.24	6	5	3
Very Young	9.69	9	8	5
Young	13.57	13	11	7
Juvenile	16.684	16	14	9
Young Adult	23.486	23	19	12
Adult	29.573	29	24	16
Mature Adult	34.923	33	27	18
Old	38.874	38	31	20
Very Old	43.732	42	35	23
Ancient	47.903	47	39	26
Wyrmling	55.099	53	44	29
Great Wyrmling	59.98	57	47	31
<b>Dragon, Blue:</b>				
Wyrmling	9.115	9	7	4
Very Young	12.91	12	10	6
Young	16.515	16	14	9
Juvenile	22.26	22	19	12
Young Adult	28.311	27	22	14
Adult	35.114	33	27	18
Mature Adult	41.015	38	31	20

CHAPTER ONE: APOTHEOSIS  
RELIGION

Monster	Tally	Golden Rule	ECL	CR	Monsters	Tally	Golden Rule	ECL	CR
Old	44.265	42	35	23	Ancient	58.93	54	45	30
Very Old	48.45	46	38	25	Wyrmling	63.904	58	48	32
Ancient	55.899	52	43	28	Great Wyrmling	68.417	63	52	34
Wyrmling	60.41	57	47	31	<b>Dragon, Copper:</b>				
Great Wyrmling	65.416	61	50	33	Wyrmling	7.79	7	6	4
<b>Dragon, Green:</b>					Very Young	11.24	11	9	6
Wyrmling	8.21	7	6	4	Young	15.96	15	13	8
Very Young	11.95	11	10	6	Juvenile	19.73	19	16	10
Young	15.6	15	13	8	Young Adult	27.166	26	21	14
Juvenile	20.99	20	17	11	Adult	32.366	31	25	16
Young Adult	26.786	26	21	14	Mature Adult	39.48	36	30	20
Adult	33.77	31	25	16	Old	42.804	40	33	22
Mature Adult	37.873	36	30	20	Very Old	47.692	45	37	24
Old	42.802	40	33	22	Ancient	51.935	49	40	26
Very Old	46.938	45	37	24	Wyrmling	59.143	55	45	30
Ancient	54.26	51	42	28	Great Wyrmling	63.733	60	50	33
Wyrmling	58.61	55	45	30	<b>Dragon, Gold:</b>				
Great Wyrmling	63.504	60	50	33	Wyrmling	13.31	12	10	6
<b>Dragon, Red:</b>					Very Young	18.92	17	15	10
Wyrmling	10.41	10	8	5	Young	22.77	21	17	11
Very Young	15.77	15	13	8	Juvenile	28.672	27	22	14
Young	20.47	19	16	11	Young Adult	35.665	32	26	17
Juvenile	23.924	23	19	12	Adult	40.603	37	30	20
Young Adult	32.046	30	25	16	Mature Adult	45.111	42	35	23
Adult	36.998	34	28	18	Old	53.517	48	40	26
Mature Adult	41.714	39	32	21	Very Old	58.561	53	44	29
Old	48.965	45	37	24	Ancient	64.065	58	48	32
Very Old	54.105	50	41	27	Wyrmling	71.507	64	53	35
Ancient	59.345	55	45	30	Great Wyrmling	77.212	69	57	38
Wyrmling	63.911	59	49	32	<b>Dragon, Silver:</b>				
Great Wyrmling	71.973	65	54	36	Wyrmling	12.065	11	9	6
<b>Dragon, White:</b>					Very Young	15.96	15	13	8
Wyrmling	5.05	4	4	2.5	Young	20.005	19	16	10
Very Young	8.26	8	7	4	Juvenile	26.002	25	20	13
Young	11.9	11	10	6	Young Adult	32.004	30	25	16
Juvenile	15.174	15	12	6	Adult	39.989	35	29	19
Young Adult	21.046	21	17	11	Mature Adult	43.256	40	33	22
Adult	25.256	25	20	13	Old	48.324	45	37	24
Mature Adult	32.122	31	25	16	Very Old	53.127	49	40	26
Old	36.096	36	30	20	Ancient	60.0675	55	45	30
Very Old	41.023	40	33	22	Wyrmling	66.11	60	50	33
Ancient	45	45	37	24	Great Wyrmling	74.234	67	55	36
Wyrmling	51.729	50	41	27	Dragon Turtle	20.42	19	16	10
Great Wyrmling	57.132	55	45	30	Dragonone	13.71	12	10	6
<b>Dragon, Brass:</b>					Drider	11.664	9	7	4
Wyrmling	6.703	6	5	3	Dryad	5.496	4	4	2.5
Very Young	10.116	10	8	5	<b>Dwarf</b>	2.01	1.5	1.25	2/3
Young	14.799	14	12	8	Duergar	2.328	1.75	1.5	1
Juvenile	18.544	18	15	10	Eagle, Giant	6.03	5	4	2.5
Young Adult	27.046	25	20	13	<b>Eladrin:</b>				
Adult	30.251	29	24	16	Bralani	14.747	11	9	6
Mature Adult	37.025	35	29	19	Ghaele	31.476	22	18	12
Old	41.2	39	32	21	<b>Elemental, Air</b>				
Very Old	46.099	44	36	24	Small	4.475	3	2.5	1.5
Ancient	50.41	48	40	26	Medium	8.8	6	5	3
Wyrmling	57.608	54	45	30	Large	12.1	10	8	5
Great Wyrmling	62.245	58	48	32	Huge	18.35	17	15	10
<b>Dragon, Bronze:</b>					Greater	22.6	22	18	12
Wyrmling	11.463	10	8	5	Elder	24.65	24	20	13
Very Young	15.206	14	12	8	<b>Elemental, Earth</b>				
Young	19.399	18	15	10	Small	4.25	3	2.5	1.5
Juvenile	25.332	23	19	12	Medium	6.45	5	4	2.5
Young Adult	31.231	29	24	16	Large	10.9	9	8	5
Adult	38.272	34	28	18	Huge	16.5	16	14	9
Mature Adult	42.402	39	32	21	Greater	20.35	20	17	11
Old	47.334	43	35	23	Elder	22.6	22	18	12
Very Old	51.482	48	40	26					

IMMORTALS HANDBOOK  
ASCENSION

Monster	CR Result	Golden Rule	ECL	CR	Monster	CR Result	Golden Rule	ECL	CR
Elemental, Fire					Green Hag	11.385	11	9	6
Small	3.475	2.5	2	1.25	Sea Hag	7.11	5	4	2.5
Medium	5.725	5	4	2.5	Half-Celestial - see Templates				
Large	11.85	10	8	5	Half-Dragon - see Templates				
Huge	19.25	18	15	10	Half-Fiend - see Templates				
Greater	22.3	22	18	12	Halfling	1.305	1.25	1	2/3
Elder	26.05	26	21	14	Harpy	9.085	8	7	4
Elemental, Water					Hell Hound	4.945	4	4	2.5
Small	3.735	2.5	2.5	1.5	Hippogriff	5.4	4	3.5	2
Medium	5.985	5	4	2.5	Hobgoblin	1.905	1.5	1.25	2/3
Large	10.76	9	8	5	Homunculus	4	2.5	2	1.25
Huge	16.81	16	14	9	Howler	9.4375	7	6	4
Greater	20.66	20	17	11	Hydra:				
Elder	23.01	23	19	12	Five-headed	9.54	8	6	4
Elf	1.285	1.25	1	2/3	Six-headed	10.94	9	7	4
Drow	2.585	1.75	1.5	1	Seven-headed	12.74	10	9	6
Ethereal Filcher	4.97	4	4	2.5	Eight-headed	14.14	12	10	6
Ethereal Marauder	3.095	2.5	2	1.25	Nine-headed	15.94	13	11	7
Ettercap	5.52	5	4	2.5	Ten-headed	17.34	15	12	8
Ettin	10.12	10	8	5	Eleven-headed	19.14	16	14	9
Fiendish Creature - see Templates					Twelve-headed	24.74	20	17	11
Formian:					Hydra, Cryo/Pyro				
Worker	3.78	2	2	1.25	Five-headed	11.54	9	7	4
Warrior	9.45	7	6	4	Six-headed	13.24	10	8	5
Taskmaster	13.35	10	9	6	Seven-headed	15.34	12	10	6
Myrmarch	21.212	19	16	10	Eight-headed	17.04	13	11	7
Queen	33.29	30	25	16	Nine-headed	19.14	15	13	8
Frost Worm	19.575	18	15	10	Ten-headed	20.84	16	14	9
Fungus					Eleven-headed	22.94	18	15	10
Shrieker	N/A				Twelve-headed	28.94	22	18	12
Violet Fungus	4.9	3	2.5	1.5	Inevitable:				
Gargoyle	5.72	5	4	2.5	Kolyarut	15.155	13	11	7
Genie:					Marut	24.046	18	15	10
Djinni	13.65	11	9	6	Zelekhut	13.395	10	8	5
Efreeti	15.87	14	12	8	Invisible Stalker	12.2	10	8	5
Janni	9.475	8	7	4	Kobold	0.645	2/3	2/3	1/2
Ghost - see Templates					Kraken	29.438	27	22	14
Ghoul	4.59	3	2.5	1.5	Krenshar	3.225	2.5	2	1.25
Ghast	7.49	5	4	2.5	Kuo-Toa	3.73	3	2.5	1.5
Giant:					Lamia	10.551	10	8	5
Cloud Giant	20.015	19	16	10	Lammasu	14.968	12	10	6
Fire Giant	16.15	16	13	8	Lich - see Templates				
Frost Giant	14.675	14	12	8	Lillend	12.995	11	9	6
Hill Giant	10.95	10	9	6	Lizardfolk	2.99	2.5	2	1.25
Stone Giant	14.51	14	12	8	Locathah	3.21	2.5	2	1.25
Storm Giant	23.305	22	18	12	Lycanthrope - see Templates				
Gibbering Mouther	10.056	7	6	4	Magmin	4.341	3	2.5	1.5
Girallon	8.81	8	7	4	Manticore	9.68	8	7	4
Gnoll	2.25	2	1.75	1	Medusa	9.22	8	6	4
Gnome	1.4625	1.25	1	2/3	Mephit:				
Svirfneblin	2.083	1.5	1.25	2/3	Air Mephit	4.718	4	3.5	2
Goblin	1.185	1	1	2/3	Dust Mephit	4.718	4	3.5	2
Golem:					Earth Mephit	4.618	4	3.5	2
Clay Golem	19.6	13	11	7	Fire Mephit	4.393	4	3.5	2
Flesh Golem	16.1	11	9	6	Ice Mephit	5.193	4	3.5	2
Iron Golem	23.2	17	15	10	Magma Mephit	4.393	4	3.5	2
Stone Golem	20.3	15	12	8	Ooze Mephit	4.718	4	3.5	2
Gorgon	10.275	10	8	5	Salt Mephit	4.718	4	3.5	2
Gray Render	12.13	12	10	6	Steam Mephit	4.393	4	3.5	2
Grick	3.6	2.5	2	1.25	Water Mephit	4.658	4	3.5	2
Griffon	9.5	9	7	4	Merfolk	2.21	1.75	1.5	1
Grimlock	3.4	2.5	2	1.25	Mimic	9.0675	8	7	4
Guardinal:					Minotaur	8.69	7	6	4
Avoral	18.15	13	11	7	Mohrg	10.925	10	9	6
Leonal	23.38	20	17	11	Mummy	10.18	8	7	4
Hag:					Naga:				
Annis	10.838	9	8	5	Dark Naga	12.57	11	9	6



CHAPTER ONE: APOTHEOSIS  
POWER

Monster	CR	Result	Golden Rule	ECL	CR	Monster	CR	Result	Golden Rule	ECL	CR
Guardian Naga	17.4		14	12	8	Sprite:					
Spirit Naga	14.135		12	10	6	Grig	4.477	2		2	1.25
Water Naga	11.895		9	8	5	Nixie	3.968	2		2	1.25
Night Hag	15.885		13	11	7	Pixie	5.648	3		2.5	1.5
Nightmare	13.1		10	9	6	Stirge	0.515	2/3		1/2	1/3
Nighshade:						Swarm - see also Templates					
Nightcrawler	39.225		30	25	16	Bat	7.96	5		4	2.5
Nightwalker	32.395		25	20	13	Centipede	10.665	9		7	4
Nightwing	27.13		21	17	11	Hellwasp	17.98	16		14	9
Nymph	11.928		8	7	4	Locust	9.31	7		6	4
Ogre	4.825		4	3.5	2	Rat	4.09	4		3	2
Ogre Mage	10.906		8	6	4	Spider	7.855	4		4	2.5
Ooze:						Tarrasque	64.22	63		52	34
Black Pudding	8.11		8	6	4	Tendriculos	10.9	9		8	5
Gelatinous Cube	3.45		3	2.5	1.5	Thoqqua	6.2	4		4	2.5
Gray Ooze	4.85		3.5	3	2	Titan	41.72	34		28	18
Ochre Jelly	5.375		5	4	2.5	Tojanida:					
Orc	0.925		2/3	2/3	1/2	Juvenile	9.06	6		5	3
Otyugh	4.775		4	4	2.5	Adult	12.46	11		9	6
Owl, Giant	6.25		5	4	2.5	Elder	20.16	20		17	11
Owlbear	7.2		6	5	3	Treant	12.21	9		8	5
Pegasus	7.5		6	5	3	Triton	4.338	4		3.5	2
Phantom Fungus	2.79		2	1.75	1	Troglodyte	2.83	2.5		2	1.25
Phase Spider	7.59		7	5	3	Troll	8.6	7		6	4
Phasm	13.9		13	11	7	Unicorn	10.978	8		6	4
Planetouched:						Vampire - see Templates					
Aasimar	2.208		1.75	1.5	1	Vampire Spawn	11.57	7		6	4
Tiefling	1.808		1.5	1.25	2/3	Vargouille	2.05	1.5		1.25	2/3
Pseudodragon	4.76		3.5	3	2	Wight	5.56	4		3.5	2
Purple Worm	18.33		18	15	10	Will-O'-Wisp	13.2	11		9	6
Rakshasa	13.79		11	9	6	Winter Wolf	8.905	8		7	4
Rast	6.775		6	5	3	Worg	5.43	5		4	2.5
Ravid	7.75		5	5	3	Wraith	8.4	6		5	3
Remorhaz	13.28		11	9	6	Wyvern	12.91	11		9	6
Roc	18.48		18	15	10	Xill	8.9	7		6	4
Roper	18.61		15	13	10	Xorn:					
Rust Monster	4.9		4	4	2.5	Minor Xorn	8.716	6		5	3
Sahuagin	4.75		3.5	3	2	Average Xorn	12.916	11		9	6
Salamander:						Elder Xorn	21.016	21		17	11
Flamebrother	7.48		6	5	3	Yeth Hound	6.11	5		4	2.5
Average	12.585		12	10	6	Yrthak	15.28	15		12	8
Noble	22.225		21	17	11	Zombie:					
Satyr	5.616		5	4	2.5	Kobold	-0.834	1/4		1/4	1/6
Sea Cat	8.66		8	6	4	Human	-0.834	1/4		1/4	1/6
Shadow	6.215		4	3	2	Troglodyte	0.766	2/3		2/3	1/2
Shadow Mastiff	7.93		6	5	3	Bugbear	2.066	2		1.75	1
Shambling Mound	10.85		9	7	4	Ogre	4.316	4		3.5	2
Shield Guardian	10.125		10	8	5	Minotaur	6.166	6		5	3
Shocker Lizard	4.03		3	2	1.25	Wyvern	7.216	7		6	4
Skeleton:						Gray Render	9.816	9		8	5
Human	0.76		2/3	2/3	1/2						
Wolf	1.616		1.5	1.25	2/3						
Owlbear	4.666		4	3.5	2						
Troll	5.416		5	4	2.5						
Chimera	7.516		7	3	2						
Ettin	6.966		6	5	3						
Megaraptor	10.066		10	8	5						
Cloud Giant	12.916		12	10	6						
Red Dragon	14.916		14	12	8						
Skum	4.65		3	2.5	1.5						
Spectre	10.05		8	6	4						
Sphinx:											
Androsphinx	19.28		17	14	9						
Criosphinx	12.55		12	10	6						
Gynosphinx	13.695		12	10	6						
Hieracosphinx	11.43		11	9	6						
Spider Eater	7.5		6	5	3						

# IMMORTALS HANDBOOK ASCENSION

ANIMALS					VERMIN				
Monster	Tally	Golden Rule	ECL	CR	Monster	Tally	Golden Rule	ECL	CR
Ape	5.41	4	4	2.5	Giant Ant:				
Baboon	1.26	1	1	2/3	Worker	2.24	2	1.5	1
Badger	1.23	1	1	2/3	Soldier	3.6775	2.5	2	1.25
Bat	N/A				Queen	5.39	4	3.5	2
Bear:					Giant Bee	2.935	2.5	2	1.25
Black	3.48	3	2.5	1.5	Giant Bomb Beetle	1.65	1.5	1.25	2/3
Brown	7.98	7	6	4	Giant Fire Beetle	0.6	2/3	2/3	1/2
Polar	9.6	9	7	4	Giant Stag Beetle	2.3	6	5	3
Bison	4.6	4	3.5	2	Giant Praying Mantis	4.99	4	3.5	2
Boar	3	3	2.5	1.5	Giant Wasp	5.59	5	4	2.5
Camel	2.8	2.5	2	1.25	Monstrous Centipede:				
Cat	-1.285	1/6	1/6	1/9	Tiny	-2.4475	1/12	1/16	1/24
Cheetah	4.5	3.5	3	2	Small	-1.315	1/6	1/8	1/12
Crocodile	4.36	3.5	3	2	Medium	0.199	1/2	1/2	1/3
Giant	8.21	7	6	4	Large	3.475	3	2.5	1.5
Dog	1.96	1.5	1.25	2/3	Huge	5.35	5	4	2.5
Dog, Riding	2.51	2	2	1.25	Gargantuan	9.555	9	8	5
Donkey	1.54	1.5	1.25	2/3	Colossal	16.65	16	14	9
Eagle	1.86	1.25	1.25	2/3	Monstrous Scorpion:				
Elephant	13.2	12	10	6	Tiny	-1.545	1/8	1/8	1/12
Hawk	0.61	2/3	2/3	1/2	Small	0.755	2/3	2/3	1/2
Horse:					Medium	2.11	1.75	1.5	1
Heavy	3.25	3	2.5	1.5	Large	5.19	4	4	2.5
Light	2.65	2.5	2	1.25	Huge	9.315	9	7	4
Heavy War	4.85	4	3.5	2	Gargantuan	16.445	16	13	8
Light War	3.4	3	2.5	1.5	Colossal	27.135	27	22	14
Hyena	2.43	2	1.75	1	Monstrous Spider:				
Leopard	4.79	4	3	2	Tiny	-1.615	1/8	1/8	1/12
Lion	6.75	6	5	3	Small	0.615	2/3	2/3	1/2
Lizard	-2.305	1/12	1/12	1/18	Medium	1.945	1.75	1.5	1
Monitor	3.15	3	2.5	1.5	Large	3.92	3.5	3	2
Manta Ray	1.61	1.5	1.25	2/3	Huge	7.275	7	6	4
Monkey	-1.53	1/8	1/8	1/12	Gargantuan	12.5	12	10	6
Mule	3.09	3	2.5	1.5	Colossal	21.58	21	17	11
Octopus	2.19	2	1.75	1	EPIC MONSTERS				
Giant	9.84	9	7	4	Abomination:				
Owl	0.45	1/2	1/2	1/3	Anaxim	51.19	42	35	23
Pony	1.1	1	2/3	1/2	Atropal	90.375	74	61	40
War	1.5	1.5	1.25	2/3	Chichimec	45.63	41	34	22
Porpoise	2.3	2	1.75	1	Dream Larvae	78.898	67	55	36
Rat	-1.6625	1/8	1/8	1/12	Hecatoncheire	124.975	98	81	54
Raven	-2.0125	1/12	1/12	1/18	Infernal	80.999	68	56	37
Rhinoceros	8.1	8	6	4	Phaethon	103.631	95	79	52
Shark:					Phane	60.54	55	45	30
Medium	2.36	2	2	1.25	Xixecal	113.24	107	89	59
Large	5.16	5	4	2.5	Behemoth Eagle	32.86	31	26	16
Huge	7.46	7	6	4	Gorilla	33.25	31	25	16
Snake:					Brachyurus	51.95	50	41	27
Constrictor	3.255	3	2.5	1.5	Colossi:				
Giant	9.725	9	8	5	Stone	64.68	54	45	30
Tiny Viper	-0.3125	1/3	1/3	1/5	Flesh	61.225	61	50	33
Small Viper	0.575	2/3	2/3	1/2	Iron	84.93	76	63	42
Medium Viper	1.75	1.75	1.25	2/3	Demilich Template +44.316 (includes Lich Template bonus)				
Large Viper	2.5	2.5	2	1.25	21st-Sorcerer	67.206	43	35	23
Huge Viper	5.05	5	4	2.5	Devastation Vermin:				
Squid	2.76	2.5	2	1.25	Centipede	84.36	84	70	46
Squid, Giant	13.635	13	11	7	Spider	84.84	84	70	46
Tiger	8.27	7	6	4	Scorpion	91.56	91	75	50
Toad	N/A				Beetle	102	102	85	56
Weasel	-1.525	1/8	1/8	1/12	Dragon, Force:				
Whale:					Wyrmling	34.15	32	26	17
Baleen	12.47	12	10	6	Very Young	43.32	40	33	22
Cachalot	14.27	13	11	7	Young	54.71	49	40	26
Orca	9.97	9	8	5	Juvenile	64.424	58	48	32
Wolf	2.43	2	1.75	1	Young Adult	74.08	67	55	36
Wolverine	4.86	4	3	2					

# CHAPTER ONE: APOTHEOSIS RESONANCE

Monster	Tally	Golden Rule	ECL	CR
Adult	83.756	75	62	41
Mature Adult	96.307	85	70	46
Old	106.462	94	78	52
Very Old	116.226	103	85	56
Ancient	126.46	111	92	61
Wyrmling	141.096	123	102	68
Great Wyrmling	151.046	132	110	73
Dragon, Prismatic:				
Wyrmling	38.41	36	30	20
Very Young	46.598	44	36	24
Young	56.606	53	44	29
Juvenile	65.762	61	50	33
Young Adult	74.436	69	57	38
Adult	86.13	79	65	43
Mature Adult	94.867	87	72	48
Old	103.978	95	79	52
Very Old	112.961	103	85	56
Ancient	127.106	114	95	63
Wyrmling	136.11	122	101	67
Great Wyrmling	145.794	131	109	72
Elemental, Primal:				
Air	77.2	77	64	42
Earth	76.1	76	63	42
Fire	76.75	76	63	42
Water	79.8	79	65	43
Genius Loci	82.05	79	65	43
Gibbering Orb	95.325	62	51	34
<b>Gloom</b>	<b>42.985</b>	<b>36</b>	<b>30</b>	<b>20</b>
Golem:				
Mithral	35.125	30	25	16
Adamantine	46.4	42	35	23
Ha-Naga	42.56	32	26	17
Hagunemnon	61.315	54	45	30
<b>Hoary Hunter</b>	<b>52.897</b>	<b>49</b>	<b>40</b>	<b>26</b>
Hoary Steed	21	18	15	10
Hunefer	60.423	52	43	28
Lavawight	56.98	42	35	23
Legendary Bear	18.95	18	15	10
Tiger	22.63	22	19	12
<b>Leshay</b>	<b>66.185</b>	<b>57</b>	<b>47</b>	<b>31</b>
Living Vault	77.915	77	64	42
Mercane	11.597	10	9	6
Mu-Spore	45.15	41	34	22
Neh-Thalgg	52.27	43	35	23
Paragon Template	+28.69			
Prismasaurus	66.7	66	55	36
Pseudonatural Template:				
<b>Base</b>	<b>+21.275</b>			
<b>Every +4 HD</b>	<b>+1.275</b>			
<b>Troll</b>	<b>30.025</b>	<b>18</b>	<b>15</b>	<b>10</b>
Ruin Swarm	37.11	36	30	20
Shadow of the Void	43.298	37	30	20
Shape of Fire	41.902	36	30	20
Sirrush	58.3	54	45	30
Three-Headed	70.6	64	53	35
Brood, White	62.783	48	40	26
Brood, Black	102.131	71	59	39
Tayallah	47.365	45	37	24
Thorciasid	38.45	35	29	19
Titan, Elder	104.442	101	84	56
Treant, Elder	66.51	60	50	33
Umbral Blot	48.85	44	36	24
Uvuudaum	72.716	62	51	34
Vermiurge	53.94	49	40	26
Winterwight	52.78	40	33	22
Worm That Walks Template: +15.72				
23rd-level	36.996	36	30	20

## 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
Total	-0.834 (-1 rounded)

### 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)
Total	+16

### 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
Total	44.421
After Golden Rule	36.2105 (36 rounded)
After Silver Rule	30
Challenge Rating	20

## 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).

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

A Great Red Wyrmling 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).

e.g. A Balor (CR 33) would become CR 21

A Great Red Wyrmling 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**

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**

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.

### 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 -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**

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.

**TABLE 2-5: EXPERIENCE POINTS AWARDS**

	Party Size							
EL difference	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
<b>+/-0</b>	<b>1200</b>	<b>600</b>	<b>400</b>	<b>300</b>	<b>200</b>	<b>150</b>	<b>100</b>	<b>75</b>
+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

- 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

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+1 x CR x 90) + 30

eg. Balor (CR 33) could yield 101,010 GP (34 x 33 x 90, +30)

TABLE 2-6: WEALTH

1	100	25	210
2	800	200	570
3	2700	675	1110
4	6400	1600	1830
5	12,500	3125	2730
6	21,600	5400	3810
7	34,300	8575	5070
8	51,200	12,800	6510
9	72,900	18,225	8130
10	100,000	25,000	9930
11	133,100	33,275	11,910
12	172,800	43,200	14,070
13	219,700	54,925	16,410
14	274,400	68,600	18,930
15	337,500	84,375	21,630
16	409,600	102,400	24,510
17	491,300	122,825	27,540
18	583,200	145,800	30,810
19	685,900	171,475	34,230
20	800,000	200,000	37,830
21	926,100	231,525	41,610
22	1,064,800	266,200	45,570
23	1,216,700	304,170	49,710
24	1,382,400	345,600	54,030
25	1,562,500	390,620	58,530
26	1,757,600	439,400	63,210
27	1,968,300	492,075	68,070
28	2,195,200	548,800	73,110
29	2,438,900	609,725	78,330
30	2,700,000	675,000	83,730
40	6,400,000	1,600,000	147,630
50	12,500,000	3,125,000	229,530
60	21,600,000	5,400,000	329,430
70	34,300,000	8,575,000	447,330
80	51,200,000	12,800,000	583,230
90	72,900,000	18,225,000	737,100
100	100,000,000	25,000,000	909,030

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

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

CHAPTER TWO: DIVINITY  
DIVINE TRAITS

# DESIGN PARAMETERS

## CLASS CREATION

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.

<b>1. Ability Score Increases:</b>	+5 (+1/4 Levels)	CR +0.05
<b>2. Attacks (Iterative):</b>	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)		
<b>3. Base Attack Bonus:</b>	As Fighter	CR +0.2
	As Cleric	CR +0.15
	As Wizard	CR +0.1

<b>4. Class Features:</b>	
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

<b>5. Equipment:</b>	PC Level	CR +0.2
	NPC Level	CR +0.125
<b>6. Feats Progression:</b>	1+1/3 Levels	CR +0.0766
<b>7. Hit Dice:</b>	d4	CR +0.083
	d6	CR +0.1165
	d8	CR +0.15
	d10	CR +0.183
	d12	CR +0.2165
<b>8. Proficiencies:</b>		
	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.

<b>9. Saving Throws:</b>	Each Good save	CR +0.06
	Each Poor save	CR +0.03

<b>10. Skill Points (base):</b>	Int + 8	CR +0.092
	Int + 6	CR +0.069
	Int + 4	CR +0.046
	Int + 2	CR +0.023

<b>11. Class Skills (each)</b>	CR +0.001
--------------------------------	-----------

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

### EXAMPLES

eg. <b>Fighter</b> 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. <b>Dragon</b> 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
<b>Average</b>	<b>1.1672</b>	<b>1.0111</b>

### 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 x 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.



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## 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 physionomy 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.

## CHAPTER TWO: DIVINITY DIVINITY TEMPLATE DESCRIPTIONS

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  $9.12(\text{ft.}) \div 2 = 6$  (Hit Dice)  $\times 1.5$  (stocky) = 9 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 Planetary 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  $\leq 20$ HD

\*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  $\leq 2 \times$  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 creature's 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)  $\leq 2 \times$  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.





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