GIFFYGLYPH'S
MONSTER MAKER

Create new monsters and encounters with this D&D 5e supplement

5E

GIFFYGLYPH

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MONSTER MAKER

Version 2.1.2

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Giffyglyph's Monster Maker

NO ADVENTURE IS COMPLETE WITHOUT A HORDE OF monsters to cause trouble for civilians and brave heroes alike. But what do you do when your adventure needs a brand new monster type, or your combat scenes need some new tricks, or your players go off-road and you need to prep an encounter *fast*. Don't worry—*Giffyglyph's Monster Maker* is here to help.

This 5e supplement introduces guides, templates, and advice to help you build new, exciting monsters and balanced encounters within minutes—perfect for the DM on the go, and compatible with any D&D 5e game! Catch your players off-guard with minion hordes, dangerous elites, and terrifying solo monsters at any level!

Features

- 7 **monster roles**: create controllers, defenders, lurkers, scouts, strikers, snipers, and supporters.
- Create monstrous **minions**, **standards**, **elites**, and **solos**.
- 30+ pages of complete monster **stat templates**.
- Includes 74 **monster traits** and 56 **role powers**.
- Transform your boss monsters with **solo phases**.
- Improvise actions with **freeform attacks** and **magic**.
- Update your **challenge rating** monsters easily.
- Build encounters in seconds with **monster points**.
- And many more...

About

Version 2.1.2
Created by Giffyglyph, December 2020

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PART 1

Monsters

Making Monsters

ONCE YOU HAVE AN IDEA FOR A MONSTER, IT'S TIME TO start building a profile. Maybe you need a high level goblin king protected by an elite entourage? Or a drunken giant with some tiefling friends looking to cause chaos? Or a pack of fierce dire-wolves hungry for fresh flesh?

Whatever your situation, this chapter will help you to create quickstart monster profiles and get your combat encounters up and running in seconds.

DRAGONBORN WARDEN			Level 5 Defender		
Medium humanoid			Standard (450 XP)		
Armor Class 18			**Damage** 10		
Attack Bonus .... +5			**Speed** .... 20 ft		
Hit Points 60 (30)			**Spell DCs** 13, 10		
STR	DEX	CON	INT	WIS	CHA
+3	+0	+4	+1	+2	+1
Saving Throws .... Con +8, Str/Wis +5, Cha/Int/Dex +2					
Skills .... Initiative +2, Perception +5, Stealth +2					

TRAITS

● **Indomitable**: You are immune to any effects that would alter your mind or will.

● **Reliable Attacker**: When you miss with an attack, you can spend your reaction to reroll your attack. You must use the second result.

● **You Can't Leave**: Creatures always provoke opportunity attacks from you, even if they take the *Disengage* action before leaving your reach. When you hit a creature with an opportunity attack, that creature's speed becomes 0 for the rest of the turn.

THE MONSTER PROFILE

A quickstart monster profile is deliberately more vague than a standard monster profile, allowing you greater flexibility to improvise. A quickstart stat block includes:

- **Level:** Quickstart monsters use *monster levels*, a one-to-one match for player *character levels*.
- **Role:** Every monster has a combat role which describes their particular focus on the battlefield.
- **Armor Class:** This represents how hard the monster is to hit with an attack, whether due to armor, agility, magic, training, or some other significant feature.
- **Hit Points:** This is the amount of damage that the monster can endure before it dies.
- **Speed:** Your monster's movement speed.
- **Attack Bonus:** This represents your monster's ability to make successful attacks—melee, ranged, or magic.
- **Damage:** This is the amount of damage the monster can cause with a successful attack action.
- **Spell DCs:** This shows the primary ("I'm good at this") and secondary ("I'm not so good at this") DCs of any spells or effects the monster might use.
- **Ability Modifiers:** These are your monster's ability modifiers—arrange them however you like. Unlike player characters, monster modifiers can go beyond 5.
- **Saving Throws:** These come in three grades—best, ok, and bad. Use the highest bonus for your monster's best stat, the second bonus for it's 2nd and 3rd best stats, and the worst bonus for the 3 worst stats.
- **Initiative:** Your monster's combat reaction speed.
- **Perception:** Your monster's ability to notice things.
- **Stealth:** Your monster's ability to hide.
- **Traits & Powers:** These are special abilities and passive perks that the monster has gained from their race, class, faction, role, or some other feature.

Build your Monster

Once you're ready to start building your monster, there are five basic steps to consider:

1. **Pick a Level:** Decide how dangerous your monster should be—the higher the level, the bigger the threat it will be to your players.
2. **Assign a Role:** Choose how your monster will function in combat—different roles confer different benefits, such as a higher AC or attack bonus.
3. **Add some Traits:** Give your monster some quick racial or class-based flavor with a few basic traits.
4. **Choose some Powers:** Add some special combat powers to make your monster stand out in their role.
5. **Personalization:** Tweak the default monster stats if necessary to better suit your group of players.

❶ Pick a Level

Your first step is to assign a level to your new monster. Quickstart monsters don't use *challenge ratings*—instead, they use *monster levels* to determine their base strength. Monster levels are a one-to-one match for character levels —one 4th-level monster should be a decent contest for one 4th-level player character.

For a medium challenge, use the same level as your average player character. Add +2 levels to make it a more dangerous encounter, or -2 levels for an easier time.

Once you've decided on a level, check the *Monster Statistics by Level* table (p8) to find your monster's basic attributes—AC, hit points, attack bonuses, damage, etc.

> Valiant, Clanda and Chansi have been unexpectedly waylaid by some bandits and a combat begins. The PCs are level 3, so the GM decides to create three 3rd-level bandits for a medium-challenge encounter.
>
> From the table, the GM can see that each bandit has (as a base) 14 AC, 33 HP, and deals 5 damage on a +3 attack roll (melee or ranged).

❷ Apply a Role

Monsters, like player characters, have roles to play. Some charge in to fight in the front-line, some fire away from the back, some devastate and destroy their enemies with wild abandon, and some lend support to their allies.

There are seven core roles that you can apply to your quickstart monsters, each with its own strengths and weaknesses: controller, defender, lurker, scout, sniper, striker, and support.

- **Controller:** Controllers disorientate their enemies, moving them around the battlefield and applying conditions. Controllers deal little direct damage themselves, preferring to weaken their enemies and allow their allies to attack with advantage.
- **Defender:** Defenders shield their allies and block enemy attacks. They are harder to hit thanks to their thicker armor, but often move slower as a result.
- **Lurker:** Lurkers hide out of sight until they see a weak point, then attack for massive damage. They are glass cannons, capable of dealing a lot of damage yet easily defeated if cornered.
- **Scout:** Scouts like to move around, using their speed and high perception to outmaneuver their enemies. They tend to be lightly armored and carry smaller weapons to keep their weight low and speed high.
- **Sniper:** Snipers stay out of harm's way, firing at enemies from a distance. They are good at ranged attacks, but fall quickly if attacked.
- **Striker:** Strikers forgo defense and focus on hitting the enemy hard. Strikers are easier to hit but deal more damage with their attacks.
- **Supporter:** Supporters provide aid to their allies, keeping them in peak condition. Supporters deal little damage and are relatively frail—they need protection to survive long on the battlefield.

Each role changes the default monster statistics in some fashion—granting more AC, or reducing damage, or inflating health. Try to use a variety of roles to create interesting encounters for your players.

Once you've picked a role, check the *Monster Roles* table (p8) to see how it affects your monsters attributes.

> With 3 bandits, the GM decides to have one striker to deal heavy damage, one defender to shield the striker, and one sniper to support them both.
>
> - **Defender:** 16 AC, 33 HP, +3 attack, 5 damage
> - **Striker:** 10 AC, 42 HP, +5 attack, 7 damage
> - **Sniper:** 14 AC, 25 HP, +3 attack, 7 damage

❸ Add some Traits

To give your monster some flavor, add one or two passive traits based on its race, class, or faction. Traits help your monsters feel more unique, but try to keep them simple— avoid overly complicated mechanics.

See the *Monster Traits* table (p9) for a list of example traits you can apply to your monsters—make your own if the examples don't suit your new creation.

> Because the bandits work together to overpower their victims, the GM gives all three a common trait:
>
> - **Teamwork:** You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.

4 CHOOSE SOME POWERS

Now it's time to add some combat powers to your monster based on their role. Powers are a good way to distinguish monsters from each other and highlight their roles—they allow defenders to defend and strikers to strike.

See the *Monster Powers* tables (p11) for a list of example powers you can apply to your monsters.

In addition to their normal attacks, the GM allocates a power to each bandit according to their combat role:

- **Got your Back:** If you are unrestrained and standing next to a creature that is the target of an attack (which doesn't already include you), you can spend your reaction to redirect the attack onto yourself.
- **Cleave:** Once per turn, when you deal damage to a creature, you can deal half-as-much damage to a target that is (a) within 5 ft of your target and (b) within your reach.
- **Close Quarters:** You don't suffer disadvantage when making ranged attacks within 5 ft of a hostile creature.

5 PERSONALIZATION

Finally, compare the monster template to your player characters and consider tweaking any values that seem a little over or under-powered. Lower the AC or HP if your players have trouble dealing damage, or reduce the attack bonus or damage if their defenses are a little low.

Valiant and Chansi are low on hit points thanks to an earlier encounter, so the GM considers reducing the overall damage of each bandit by 2.

The party is carrying some unused healing potions, however—the GM decides to leave the challenge as-is.

6 START PLAYING

Your quickstart monsters are now ready. Start your encounter and improvise any extra details as you go.

REFINING AS YOU PLAY

During an encounter, you might discover that your monster is too weak or too strong for your party. That's ok—it's hard to predict how powerful some abilities can be.

If you find you need to update a monster during live play, try to do so naturally. Avoid telling players explicitly what you're doing—instead, fold it into the fiction.

During an encounter, the GM notices that the party are having a hard time reliably hitting the defender's AC of 16. On the next successful hit, the GM says:

"You hear a crack as the bandit's shield splits apart from the force of your attack, and he throws it aside."

BANDIT, SHIELD — Level 3 Defender
Medium humanoid — Standard (175 XP)

Armor Class	16	Damage	5
Attack Bonus	+3	Speed	20 ft
Hit Points	33 (17)	Spell DCs	11, 8

STR	DEX	CON	INT	WIS	CHA
+2	+0	+3	−1	+1	+1

Saving Throws Con +6, Str/Wis +4, Cha/Dex/Int +1
Skills Initiative +1, Perception +3, Stealth +1

Teamwork: You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.

Got Your Back: If you are unrestrained and standing next to a creature that is the target of an attack (which doesn't already include you), you can spend your reaction to redirect the attack onto yourself.

BANDIT, GREATSWORD — Level 3 Striker
Medium humanoid — Standard (175 XP)

Armor Class	10	Damage	7
Attack Bonus	+5	Speed	30 ft
Hit Points	42 (21)	Spell DCs	13, 10

STR	DEX	CON	INT	WIS	CHA
+3	+0	+2	−1	+1	+1

Saving Throws Str +3, Con/Cha +1, Wis/Dex/Int −2
Skills Initiative +1, Perception +1, Stealth +1

Teamwork: You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.

Cleave: Once per turn, when you deal damage to a creature, you can deal half-as-much damage to a target that is (a) within 5 ft of your target and (b) within your reach.

BANDIT, CROSSBOW — Level 3 Sniper
Medium humanoid — Standard (175 XP)

Armor Class	14	Damage	7
Attack Bonus	+3	Speed	30 ft
Hit Points	25 (13)	Spell DCs	11, 8

STR	DEX	CON	INT	WIS	CHA
+1	+3	+0	+1	+2	−1

Saving Throws Dex +5, Wis/Int +3, Str/Con/Cha +0
Skills Initiative +1, Perception +1, Stealth +3

Teamwork: You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.

Close Quarters: You don't suffer disadvantage when making ranged attacks within 5 ft of a hostile creature.

MONSTER STATISTICS BY LEVEL

Monster Level	Armor Class	Hit Points	Attack Bonus	Damage per Action	Spell DCs	Percep., Init. & Stealth	Prof. Bonus	Saving Throws	Ability Modifiers	XP
–5	11	1	–1	1	8, 5	+0	+0	1, 0, –1	1, 0, 0, 0, 0, –1	0
–4	12	1	+0	1	9, 6	+1	+0	2, 1, –1	2, 1, 1, 0, 0, –1	0
–3	13	4	+1	1	10, 7	+1	+1	3, 1, 0	2, 1, 1, 0, 0, –1	2
–2	13	8	+1	1	10, 7	+1	+1	3, 1, 0	2, 1, 1, 0, 0, –1	6
–1	13	12	+1	1	10, 7	+1	+1	3, 1, 0	2, 1, 1, 0, 0, –1	12
0	14	16	+2	1	10, 7	+1	+1	4, 2, 0	3, 2, 1, 1, 0, –1	25
1	14	26	+3	2	11, 8	+1	+2	5, 3, 0	3, 2, 1, 1, 0, –1	50
2	14	30	+3	4	11, 8	+1	+2	5, 3, 0	3, 2, 1, 1, 0, –1	112
3	14	33	+3	5	11, 8	+1	+2	5, 3, 0	3, 2, 1, 1, 0, –1	175
4	15	36	+4	8	12, 9	+2	+2	6, 3, 1	4, 3, 2, 1, 1, 0	275
5	16	60	+5	10	13, 10	+2	+3	7, 4, 1	4, 3, 2, 1, 1, 0	450
6	16	64	+5	11	13, 10	+2	+3	7, 4, 1	4, 3, 2, 1, 1, 0	575
7	16	68	+5	13	13, 10	+2	+3	7, 4, 1	4, 3, 2, 1, 1, 0	725
8	17	72	+6	17	14, 11	+3	+3	8, 5, 1	5, 3, 2, 2, 1, 0	975
9	18	102	+7	19	15, 12	+3	+4	9, 5, 2	5, 3, 2, 2, 1, 0	1,250
10	18	107	+7	21	15, 12	+3	+4	9, 5, 2	5, 3, 2, 2, 1, 0	1,475
11	18	111	+7	23	15, 12	+3	+4	9, 5, 2	5, 3, 2, 2, 1, 0	1,800
12	18	115	+8	28	15, 12	+3	+4	10, 6, 2	6, 4, 3, 2, 1, 0	2,100
13	19	152	+9	30	16, 13	+3	+5	11, 7, 2	6, 4, 3, 2, 1, 0	2,500
14	19	157	+9	32	16, 13	+3	+5	11, 7, 2	6, 4, 3, 2, 1, 0	2,875
15	19	162	+9	35	16, 13	+3	+5	11, 7, 2	6, 4, 3, 2, 1, 0	3,250
16	20	167	+10	41	17, 14	+4	+5	12, 7, 3	7, 5, 3, 2, 2, 1	3,750
17	21	210	+11	43	18, 15	+4	+6	13, 8, 3	7, 5, 3, 2, 2, 1	4,500
18	21	216	+11	46	18, 15	+4	+6	13, 8, 3	7, 5, 3, 2, 2, 1	5,000
19	21	221	+11	48	18, 15	+4	+6	13, 8, 3	7, 5, 3, 2, 2, 1	5,500
20	22	226	+12	51	19, 16	+5	+6	14, 9, 3	8, 6, 4, 3, 2, 1	6,250
21	22	276	+13	53	20, 17	+5	+7	15, 9, 4	8, 6, 4, 3, 2, 1	8,250
22	22	282	+13	56	20, 17	+5	+7	15, 9, 4	8, 6, 4, 3, 2, 1	10,250
23	22	288	+13	58	20, 17	+5	+7	15, 9, 4	8, 6, 4, 3, 2, 1	12,500
24	23	294	+14	61	20, 17	+5	+7	16, 10, 4	9, 6, 4, 3, 2, 1	15,500
25	24	350	+15	63	21, 18	+5	+8	17, 11, 4	9, 6, 4, 3, 2, 1	18,750
26	24	357	+15	66	21, 18	+5	+8	17, 11, 4	9, 6, 4, 3, 2, 1	22,500
27	24	363	+15	68	21, 18	+5	+8	17, 11, 4	9, 6, 4, 3, 2, 1	26,250
28	25	369	+16	71	22, 19	+6	+8	18, 11, 5	10, 7, 5, 4, 3, 2	30,000
29	26	432	+17	73	23, 20	+6	+9	19, 12, 5	10, 7, 5, 4, 3, 2	33,750
30	26	439	+17	76	23, 20	+6	+9	19, 12, 5	10, 7, 5, 4, 3, 2	38,750
31	26	446	+17	78	23, 20	+6	+9	19, 12, 5	10, 7, 5, 4, 3, 2	44,500
32	26	453	+18	81	24, 21	+7	+9	20, 13, 5	11, 8, 5, 4, 3, 2	51,000
33	27	522	+19	83	25, 22	+7	+10	21, 13, 6	11, 8, 5, 4, 3, 2	58,750
34	27	530	+19	86	25, 22	+7	+10	21, 13, 6	11, 8, 5, 4, 3, 2	67,750
35	27	537	+19	88	25, 22	+7	+10	21, 13, 6	11, 8, 5, 4, 3, 2	77,750

MONSTER ROLES

Role	Armor Class	Saving Throws	Hit Points	Attack Bonus	Damage per Action	Speed	Perception	Stealth	Initiative
Controller	–2	–1	—	—	—	—	—	—	Trained
Defender	+2	+1	—	—	—	–10	Trained	—	—
Lurker	–4	–2	x 0.5	+2	x 1.5	—	Trained	Trained	—
Scout	–2	–1	—	—	x 0.75	+10	Trained	Trained	Trained
Sniper	—	—	x 0.75	—	x 1.25	—	—	Trained	—
Striker	–4	–2	x 1.25	+2	x 1.25	—	—	—	—
Supporter	–2	–1	x 0.75	—	x 0.75	—	—	—	Trained

Monster Traits (1/2)

d100	Name	Description
1	Adhesive	You can stick to anything you touch. If a creature equal to or smaller than your size touches you, that creature is *Grappled* by you. Ability checks made to escape your grapple have disadvantage.
2	Aggressive	You can spend a bonus action to move up to your speed towards an enemy that you can see.
3	Alarm	When you take damage, all other monsters of the same type within the immediate area are made aware of your pain.
4	Alien Mind	You have advantage on Intelligence saving throws.
5	Amorphous	You can move through a space as narrow as 1 inch wide without squeezing.
6	Arcane Protection	You are resistant to all magical damage.
7	Armor Breaker	When you hit a creature with an attack, you deal a cumulative -1 penalty to their AC. This penalty can be removed after 1 hour of repair work.
8	Aura (Antimagic)	You have a 5/10/15 ft aura. Creatures within your aura have disadvantage when casting spells.
9	Aura (Damaging)	You have a 5/10/15 ft aura. Creatures that a) enter your aura or b) start their turn within your aura take damage equal to your level.
10	Aura (Disruptive)	You have a 5/10/15 ft aura. Creatures within your aura have disadvantage on saving throws.
11	Aura (Distracting)	You have a 5/10/15 ft aura. Creatures within your aura have disadvantage on concentration saving throws.
12	Aura (Entangle)	You have a 5/10/15 ft aura. The ground within your aura is difficult terrain. Creatures that start their turn in your aura must succeed on a Strength saving throw or be *Restrained* until the start of their next turn.
13	Aura (Leech)	You have a 5/10/15 ft aura. Whenever you deal damage to a creature within your aura, you regain half as many hit points.
14	Aura (Stench)	You have a 5/10/15 ft aura. Creatures within your aura have disadvantage on attack rolls.
15	Barbed Hide	At the start of your turn, you may deal piercing damage equal to your level to any creature that is grappling you.
16	Blood Frenzy	You have advantage on melee attack rolls against any creature that doesn't have all its hit points.
17	Charger	If you move more than 20ft in a straight line towards a creature, make your melee attack roll with advantage. On a hit, you knock the creature prone in addition to any other effect.
18	Constrict	At the start of your turn, you may deal bludgeoning damage equal to your level to any creature that you are grappling.
19	Corrosive Body	Any creature that (a) touches you or (b) makes a melee attack against you takes damage equal to your level. Any weapon that hits you takes a permanent and cumulative –1 penalty to damage rolls. A weapon is destroyed if the penalty reaches –5.
20	Critical Defence	Critical hits made against you count as normal hits unless you are already bloodied.
21	Critical Fury	Your weapon attacks score a critical hit on a roll of 19-20.
22	Damage Absorption	Choose a damage type. Whenever you would take damage of that type, you instead regain that many hit points.
23	Damage Transfer	When you take damage from an attack, you can transfer half of the damage to another creature within 5 ft of you.
24	Dangerous Body	Any creature that (a) touches you or (b) hits you with a melee attack while within 5 ft of you takes damage equal to your level.
25	Disintegration	When you die, your body distintegrates into dust. You leave behind your weapons and anything else you are carrying.
26	Dragonbreath	You can breathe dragonfire.
27	Earth Glide	You can burrow through nonmagical, unworked earth and stone. While doing so, you don't disturb the material you move through.
28	Escape	When you would be reduced to 0 hit points outside of your lair, you instead escape and flee to your lair. You remain there, paralysed and resting, until you recover at least 50% of your hit points.
29	Explosive	When you fall to 0 hit points, your body explodes and deals damage to everyone within 5 ft. You can begin detonation on your turn with a bonus action; you explode at the start of your next turn.
30	False Appearance	When you remain motionless, you are indistinguishable from a piece of the local landscape.
31	Fey Mind	You have advantage on saving throws against being charmed, and magic can't put you to sleep.
32	Flight	You can fly up to your speed. While flying, you must move your entire movement speed or land—unless you can also hover. Launching into flight provokes opportunity attacks, even if you *Disengage*.
33	Freedom of Movement	You ignore difficult terrain, and magical effects can't reduce your speed or cause it to be restrained. You can spend 5 ft of movement to escape from nonmagical restraints or being grappled.
34	Grappler	You have advantage on attack rolls against any creature you have grappled. In addition, you can split any damage that you take from an attack 50/50 with one creature that you are grappling.
35	Hover	You can hover in one spot in the air for up to 6 seconds before you need to move.

Monster Traits (2/2)

d100	Name	Description
36	Immortal	You can't be killed unless you are reduced to 0 hit points by a specific type of attack. Any other form of attack will instead reduce you to 1 hit point.
37	Immutable Form	You are immune to any spell or effect that would alter your form.
38	Impenetrable	You are resistant to all forms of non-magical damage.
39	Incorporeal	You can pass through any solid, non-magical matter. In addition, you can't be hit by any non-magical weapon or attack.
40	Independent	You have advantage on Charisma saving throws.
41	Indomitable	You are immune to any effects that would alter your mind or will.
42	Inscrutable	You are immune to any effect that would sense your emotions or read your thoughts, as well as any divination spell that you refuse. Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.
43	Invisible	You can't be seen by normal sight.
44	Iron Will	You have advantage on Wisdom saving throws.
45	Life Eater	When you deal damage that reduces a creature to 0 hit points, that creature can't be revived by any means short of a *Wish* spell.
46	Magic Resistance	You have advantage on saving throws against spells and other magical effects.
47	Magic Weapons	Your weapon attacks are magical.
48	Martial Advantage	Once per turn, when you hit a creature within 5ft of your allies, you may deal extra damage equal to your level.
49	Parry	You can spend your reaction to gain +3 AC against one melee attack that you can see.
50	Powerful Leap	You can jump twice as far and twice as high as would be normal.
51	Precise	You have advantage on Dexterity saving throws.
52	Rampage	When you reduce a creature to 0 hit points with a melee attack on your turn, you can spend a bonus action to move up to half your speed and attack a different target.
53	Reckless	At the start of your turn, you can have advantage on all melee attacks you make for that turn. However, all attacks made against you have advantage until the start of your next turn.
54	Redirect	When you are within 5 ft of an ally, you can redirect any single attack made against you to your ally instead.
55	Regeneration	You regain hit points at the start of your turn equal to your maximum hit points / 10. This regeneration stops for 1 turn if you are hit by a specific damage type (fire/acid/lightning/etc) or you are reduced to 0 hit points.
56	Relentless	The first time you fall to 0 hit points after a long rest, you are instead reduced to 1 hit point.
57	Reliable Attacker	When you miss with an attack, you can spend your reaction to reroll your attack. You must use the second result.
58	Shadow Stealth	While in dim light or darkness, you can take the *Hide* action as a bonus action.
59	Shifty	You can *Disengage* as a bonus action.
60	Siege Monster	You deal double damage to objects and structures.
61	Slippery	You have advantage on ability checks and saving throws made to escape a grapple.
62	Spider Climb	You can climb difficult surfaces—including upside down on ceilings—without needing to make an ability check.
63	Spirit Bond	You share a bond with one or more creatures. Your AC and saving throws are equal to the highest value among all bonded creatures.
64	Split	When you are bloodied, you split into two smaller copies. Each new copy has hit points equal to half of your remaining hit points, and acts independantly.
65	Sure-footed	You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.
66	Swarm	You can occupy another creature's space and vice versa. You gain advantage on attacks against any creature that shares your space.
67	Teamwork	You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.
68	Thick Skin	You have advantage on Constitution saving throws.
69	Throwing Master	Once per turn, when you hit a creature with a ranged attack using a thrown weapon, you can deal extra damage equal to your level.
70	Tough	You have advantage on Strength saving throws.
71	Uncanny Senses	Unless you are incapacitated, you can't be surprised.
72	Undying Fortitude	If damage reduces you to 0 hit points, make a Constitution saving throw with a DC of 5 + the damage taken. On a success, you drop to 1 hit point instead.
73	Wakeful	You are never caught sleeping.
74	War Magic	When you use your action to cast a spell, you can make one weapon attack as a bonus action.

Monster Powers (1/2)

d100	Name	Description
A CONTROLLER		
1	Attraction	Once per turn, when you hit a creature with an attack, you can pull that creature up to 15 ft towards you.
2	Blinding Strike	Once per turn, when you hit a creature with an attack, that creature is *Blinded* until the start of your next turn.
3	Blocker	You can spend a bonus action to create a 15 ft x 15 ft area of difficult terrain within 60 ft of you. The area lasts until the start of your next turn.
4	Crippling Strike	Once per turn, when you hit a creature with an attack, you can reduce that creature's speed to 0 ft until the end of their next turn.
5	Distraction	Once per turn, when you hit a creature with an attack, you can grant advantage to the next attack roll made against that creature.
6	Get Into Position	Once per turn, when you hit a creature with an attack, you can allow an ally to spend their reaction and move up to half their speed (without provoking opportunity attacks from your target).
7	Knockback	Once per turn, when you hit a creature with an attack, you can knock the creature up to 15 ft away from you.
8	Sidestep	Once per turn, when you hit a creature with an attack, you can move yourself and that creature 5 ft in any direction. This movement doesn't provoke opportunity attacks.
B DEFENDER		
9	Counterattack	When a creature misses you with a melee weapon attack misses you, you can spend your reaction to make one attack against that creature.
10	Don't Look Away	When you attack a creature, you can mark them. A marked creature has –2 to any attack roll that doesn't include you. You can have one active mark at a time, and marks don't stack.
11	Durable	When you finish a long rest, you gain temporary hit points equal to half your maximum hit points.
12	Get Behind Me	Allies within 5 ft of you count as being in three-quarters cover.
13	Got Your Back	If you are unrestrained and standing next to a creature that is the target of an attack (which doesn't already include you), you can spend your reaction to redirect the attack onto yourself.
14	Heavy Defence	You may spend a bonus action to gain +2 AC until the start of your next turn.
15	Shield Wall	If you are unrestrained and standing next to a creature, you can spend a bonus action to grant that creature total cover until the start of your next turn. You must remain adjacent to the creature to maintain this cover.
16	You Can't Leave	Creatures always provoke opportunity attacks from you, even if they take the *Disengage* action before leaving your reach. When you hit a creature with an opportunity attack, that creature's speed becomes 0 for the rest of the turn.
C LURKER		
17	Backstab	If you have advantage on your attack, you deal extra damage equal to your level.
18	Bleed Stamina	When you hit a creature with an attack, that creature must make a Constitution saving throw or gain one level of exhaustion. This exhaustion expires naturally after 1 minute of undisturbed rest.
19	Camouflage	When you are hidden, creatures can't spot you with passive perception and they have disadvantage when making active checks to find you.
20	Cunning Action	You can *Dash*, *Disengage*, or *Hide* as a bonus action.
21	Death's Fury	When you are reduced to 0 hit points, you can spend your reaction to make one attack against a creature that you can see.
22	Guerilla	When you make an attack while hidden, you don't reveal yourself and can remain in hiding.
23	Hide in Plain Sight	You can attempt to *Hide* while behind any form of cover—half, three-quarters, or total. You must be out of direct line-of-sight.
24	Vanish	You can spend an action to become *Invisible* until the end of your next turn. You must wait until this effect expires before you can use it again.
D SCOUT		
25	Combat Medic	When a creature would be reduced to 0 hit points, you can spend your reaction to reduce it to 1 hit point instead. You must move up to your speed to a space adjacent to the creature. This movement doesn't provoke opportunity attacks.
26	Dodge	When you are hit by an attack, you can spend your reaction to halve the damage taken.

Monster Powers (2/2)

d100	Name	Description
27	Explorer	You can climb and move across difficult terrain without any movement penalty.
28	Hard to Hit	When you are standing and unrestained, attacks against you have disadvantage unless you are adjacent to two or more enemies.
29	I Saw That Coming	When an ally would be hit by an attack, you can spend your reaction to grant that ally +5 AC against the attack.
30	Light-footed	You can *Disengage* or *Dash* as a bonus action. When an enemy moves adjacent to you, you can spend your reaction to move away up to half your speed.
31	Pincer Movement	When an ally moves adjacent to an enemy, you can spend your reaction to move up to your speed towards that same enemy.
32	You Can't Hide	You have advantage when you attempt to detect hidden creatures. Any creature that you can see is also visible to your allies.

Ⓐ SNIPER

d100	Name	Description
33	Close Quarters	You don't suffer disadvantage when making ranged attacks within 5 ft of a hostile creature.
34	Hold Still	You have advantage on attack rolls you make against any creature that moved less than 10 ft during their last turn.
35	I Can See You	Your ranged attacks ignore half and three-quarters cover.
36	Next Time	If you miss an attack against a creature, you have advantage on the next attack you make against that same creature before the end of your next turn.
37	Pinning Shot	Once per turn, when you hit a creature with an attack, you can reduce that creature's speed to 0 until the start of your next turn.
38	Quarry	You can spend your bonus action to designate a creature as your quarry. When you hit your quarry with an attack, you deal extra damage equal to your level.
39	Ricochet	If you miss an attack against a creature, you can spend your reaction to make another attack against a different creature of your choice within 15 ft of the original target.
40	Scattershot	Once per turn, when you hit a creature with an attack, you can deal damage equal to your level to every other creature within 5 ft of your target.

Ⓑ STRIKER

d100	Name	Description
41	Bloodfury	When you are bloodied, you become gain -2 AC and +2 attack.
42	Cleave	Once per turn, when you deal damage to a creature, you can deal half-as-much damage to a target that is (a) within 5 ft of your target and (b) within your reach.
43	Deathstrike	When you reduce a creature to 0 hit points, that creature immediately gains one failed death saving throw.
44	Execute	When you hit a creature that has 50% or fewer hit points, you deal extra damage equal to your level.
45	Press the Attack	You have advantage when you make an attack roll against a bloodied creature.
46	Savage Assault	Once per turn, when you hit a creature with an attack, you can deal extra damage equal to your level.
47	Stunning Strike	Your attacks score a critical hit on a roll of 19-20. In addition, when you critically hit a creature, that creature must make a Constitution saving throw or be *Stunned* until the start of your next turn.
48	Vengence	When you hit a creature that has attacked you since the end of your last turn, you can deal extra damage equal to your level.

Ⓒ SUPPORTER

d100	Name	Description
49	Armorer	Allies within 10 ft of you reduce the damage they take from attacks by half.
50	Commander	You can spend a bonus action to command an ally to make an attack against a target of your choice.
51	Ferocity	Allies within 10 ft of you gain a bonus to damage equal to your level.
52	Guidance	Allies within 10 ft of you have advantage on their attacks rolls.
53	Healer	You can spend a bonus action to grant temporary hit points equal to your level to a creature within 30 ft.
54	Not On My Watch	When a creature that you can see would be reduced to 0 hit points, you can spend your reaction to reduce it to 1 hit point instead. In addition, the creature gains temporary hit points equal to your level.
55	Protection	Allies within 10 ft of you gain +2 AC.
56	Rallying Cry	Once per turn, when you hit a target with an attack, you can remove an ongoing condition from an ally that you can see.

Minions, Elites, & Solos

ALL MONSTERS ARE EQUAL ON THE BATTLEFIELD—BUT some are more equal than others, proving to be a much bigger threat in combat. Some monsters are standard rank-and-file troops, while others are expendable fodder controlled by great leaders and commanders. Some exceptional monsters are even capable of taking on an entire party single-handed.

This chapter will help you turn your standard quickstart monster into a minion, elite, or solo creature to pit against your players.

Minions

A minion is weaker than other monsters, having very few hit points—they fall quickly in combat, often in one hit, if not protected by a strong defender. These are your lackeys, underlings, and lesser henchmen.

Minions rely on large numbers to overwhelm the enemy —four minions are the equal of one standard quickstart monster—and are a great option if you want to pit your players against mobs, gangs, and hordes.

To build a minion, apply the *Minion* template below to any existing quickstart monster. When creating minion groups, keep things simple for yourself and use the same role, traits, and powers for each group of 4—4 defender minions, 4 striker minions, etc.

Minion Monster
Apply to any quickstart monster template

Armor Class	−2	**Spell DC**	−2
Attack Bonus	−2	**Initiative**	−2
Hit Points	x0.2	**Perception**	−2
Damage	x0.75	**XP**	x0.25
Saving Throws	−2	**Stealth**	−2

Elites

Elites are formidable champions, commanders, and leaders. They are a far greater threat than their underlings, able to withstand more damage while hitting back harder and more reliably—one elite is the equal of two standard monsters, and can act twice a round. Elites are a great option for mid-boss encounters, as direct underlings of the adventure's primary threat.

To build an elite, apply the following template to any existing quickstart monster:

Elite Monster
Apply to any quickstart monster template

Armor Class	+2	**Spell DC**	+2
Attack Bonus	+2	**Initiative**	+2
Hit Points	x2	**Perception**	+2
Damage	x1.1	**XP**	x2
Saving Throws	+2	**Stealth**	+2

Traits

⬤ **Paragon Action**: You may take one Paragon Action per round to either move or take an action.

Viridian, Sarien, Clanda, and Chansi are battling through the dangerous *Dreadvault* and the undead guardians within.

At the Infernal Gallery they find Mortanius, an elite necromancer seeking to resurrect the Skeleton Queen. As battle begins, Mortanius summons 8 skeletal minions to shield him from the attacking adventurers.

Solos

A solo monster is a force to be reckoned with, capable of taking on the entire party single-handed. These are your boss monsters, the big-bad fought at the end of an adventure—a mighty red dragon, a dominating elder brain, a chilling skeleton queen. Solo monsters hit hard, have high defenses, and act multiple times each round.

To build a solo, apply the following template to any existing quickstart monster:

Solo Monster
Apply to any quickstart monster template

Armor Class	+2	Spell DC	+2
Attack Bonus	+2	Initiative	+4
Hit Points	x Players	Perception	+4
Damage	x1.2	XP	x Players
Saving Throws	+2	Stealth	+2

Traits

● **Paragon Actions**: You may take one Paragon Action per player (minus 1) per round to either move or act.

● **Phase Transition**: At 66% and 33% hit points, you may remove all on-going effects on yourself and trigger a new phase transition.

Like elite monsters, solo monsters have the ability to act outside of their normal turn with *Paragon Actions*. Solo monsters gain 1 *Paragon Action* per player minus 1—allowing the monster to act after each player's turn.

"All things end", proclaims the Skeleton Queen, rising to face the four adventurers. "Only death is eternal."

As a 4th-level solo monster fighting four players, the Skeleton Queen has one full turn and three extra *Paragon Actions* per round.

Phased Combat

Fights with a solo monster are a big event—they should be a worthy capstone to your adventure, full of drama and excitement. Solo monsters fight hard, changing as the battle progresses and they start to take damage.

When the solo monster takes enough damage (66% and 33% hit points), it immediately removes any on-going effects and triggers a transition to a new phase of battle:

• The dragon roars angrily and—in its rage—slams down fiercely on the ground, collapsing it and sending everyone falling into the volcanic lair beneath.
• The golem's metal body cracks, and wild arcane lighting lances out around it to strike at anyone wearing or wielding metal.
• The necromancer absorbs the souls of his fallen minions to become a huge, powerful beast.

At 66% hit points, the Skeleton Queen's rage cracks the Dreadvault, causing a huge chunk of the ceiling to collapse and change the battlefield layout .

At 33% hit points, the Skeleton Queen roars in a cold rage and unleashes a burst of frost magic. The battlefield is covered in ice and a dangerous, frozen vortex surrounds the enraged Queen.

Transition Immunity
A phase transition is, in essence, a brief scene wherein your monster does something to change itself or the environment—the more cinematic, the better.

During a transition, player characters are immune to any damage they might otherwise suffer as things change around them—but neither can they take any actions. These are moments of dramatic escalation—so be dramatic.

Healing Surge
During a phase transition, any player character that is conscious and bloodied may recover some hit points by spending one hit dice—a temporary respite while your monster is transforming.

Transformations
Some monsters transform during battle—gaining new powers, changing how they fight, and (sometimes) even changing their form. You can represent transformations with multiple stat blocks—one for each phase transition.

To create a transforming solo monster, first replace your solo's "*Phase Transition*" trait with the following "*Phase Transition (Transformation)*" trait:

Phase Transition (Transformation): When reduced to 0 hit points, remove all on-going effects on yourself as you transform and start a new phase transition.

Next, create a new stat block as per normal for each of your monster's forms. Finally, divide the HP on each form by the total number of transitions.

The GM wants the Skeleton Queen to have three forms during the final boss encounter.

First, the Queen starts as a defender with thick ice armor. Next, the Skeleton Queen creates bone avatars from her own body and becomes a controller. Then finally, once the Queen is nearing defeat, her rage freezes the battlefield and she becomes a wild striker.

The GM creates 3 different stat blocks per the normal process, and then—because there are 3 forms—divides the HP on each stat block by 3.

A monster can have as many transformations as you like, but try to keep it to 2/3 forms unless your monster is *particularly* exceptional—each form should be distinct and exciting for your players to encounter.

Paragon Actions

IN BATTLE, THE ACTION ECONOMY IS KINGMAKER—THE side with the most people is usually the side that wins. But what if you want to run a combat encounter with a small number of monsters—elites and solos—and still put some real pressure on the players? How do you make limited monster turns compete against a full party of player actions?

To help you put some bite into your boss monsters, this chapter introduces *Paragon Actions*—what they are and how you can use them on the battlefield.

Going Paragon

Paragon Actions let your monsters act multiple times per round, helping them to even the odds and be a much bigger threat in combat—essential for elite and solo monsters who often find themselves outnumbered.

> Mortanius, an elite 3rd-level necromancer, takes his turn. He fires a bolt of foul necrotic energy at Chansi, hitting her for 6 points of damage, and then moves back 20ft behind his horde of skeleton minions.
>
> On Chansi's turn, she fires an arrow back at the necromancer—but misses. At the end of her turn, Mortanius opts to use his *paragon action*.
>
> "The grave summons you, ranger," cackles the necromancer as he uses his single action to attack, firing another bolt of energy at Chansi to strike her for 6 additional points of damage.

Elite monsters have one paragon action per round, while solo monsters have one per player (minus one) per round—this helps to balance the action economy and give your boss monsters a major boost of fighting power.

Using Paragon Actions

A paragon action can be used at the end of any other creature's turn to do one of the following:

- **Move:** The monster can move up to its base speed if it is free to do so. This movement may trigger opportunity attacks and reactions as normal from your enemies.
- **Perform an Action:** The monster can perform a single action—such as Attack, Dodge, or Help.

In addition, whenever a monster uses a paragon action it regains its reaction and can make saving throws against any ongoing damage or effect—such as *Hold Person*, *Ray of Enfeeblement*, *Phantasmal Killer*, etc—as if it were the end of its normal turn.

A monster regains any spent paragon actions at the start of its turn, so make the most of your actions each round to keep the players in danger.

Ongoing Effects

Taking a paragon action does not count as a full turn. If your monster would normally suffer an effect at the start or end of its turn—such as ongoing damage, status effects, etc—these effects *don't* trigger during a paragon action.

Action Variety

It can be tempting to use *Paragon Actions* to relentlessly attack the nearest character for a whole round—but this can lead to some very dull and predictable combat.

Avoid repeating the same action too often, and try to keep the combat dynamic. Use your extra actions to move across the battlefield, push characters around, taunt, apply conditions, and put pressure on unsuspecting players.

Ratings & Levels

THIS SUPPLEMENT USES *MONSTER LEVELS* AS A FAST and easy way to gauge a monster's power. However, there is another alternative—*challenge ratings.*

If you want to mix-and-match monster levels (ML) with challenge ratings (CR) in your encounters—or you just want to give your existing CR monsters a little boost with some new tricks and abilities—this chapter will help guide you through the conversion process.

Conversions

To mix CR and ML monsters in your encounters, you first need a way to compare challenge ratings with monster levels—this will help you to balance your creatures and encounters more easily.

For simplicity's sake, we do this by comparing XP values —matching the XP of a CR monster to the level XP values listed in the *Monster Templates* (p50).

Ratings (CR) to Levels (ML)

If you have a CR monster, it's easy to find the equivalent *monster level*—simply take your monster's CR value and look through the *Challenge Rating to Monster Level* table (p17) until you find a matching level and rank.

For example, to find the equivalent ML of a CR 11 remorhaz (5e Monster Manual, p258):

> A remorhaz is a CR 11 monster worth 7,200 XP. It has 17 AC / 195 HP, and can deal around 50 damage per round with a +11 attack bonus.
> From the conversion table, we see that this CR 11 remorhaz may be used in place of a ML 11 Solo, a ML 16 Elite, a ML 20 Standard, or a ML 28 Minion.

As another example, here we try to find the ML of a CR 17 dragon turtle (5e Monster Manual, p119):

> A dragon turtle is a CR 17 monster worth 18,000 XP. It has 20 AC / 341 HP, and can deal around 58 damage per round with a +13 attack bonus.
> From the conversion table, we see that this monster (CR 17) may be used in place of a ML 17 Solo, a ML 22 Elite, or a ML 26 Standard. It is too strong, however, to be used as a minion.

This isn't an exact system—monster threat varies greatly depending on traits, powers, and the abilities of your adventuring party—but it should give you a rough idea as to your monster's rank on the battlefield.

Levels (ML) to Ratings (CR)

To get an idea of your ML monster's *challenge rating,* follow the same conversion steps—take your monster's level and rank and find the equivalent CR in the *Challenge Rating to Monster Level* table. CR reference values can also be found in the *Monster Templates* (p50).

As with other conversions, keep an eye on your ML monster's attack / defense attributes to make sure they're not out of place in their new CR role.

> The GM has created a new monster—an orc berserker —for their adventure. The orc is an ML 12 Standard Striker with 14 AC, 144 HP, and it deals 35 damage with a +10 attack bonus.
> From the table, we can see that this orc (standard ML 12) may be used in place of a CR 5 monster.

Challenge Rating to Monster Level

Challenge Rating	Monster Level (ML)			
	Solo	Elite	Standard	Minion
CR 0	-3	-2	-1	0
CR ⅛	-2	-1	0	1
CR ¼	-1	0	1	2
CR ½	0	1	2	3-6
CR 1	1	2	3-4	7-10
CR 2	2	3	5-6	11-13
CR 3	3	4-5	7	14-16
CR 4	4	6-7	8-10	17-20
CR 5	5	8	11-12	21
CR 6	6	9	13	22
CR 7	7	10-11	14-15	23
CR 8	8	12	16-17	24
CR 9	9	13	18	25
CR 10	10	14-15	19	26-27
CR 11	11	16	20	28
CR 12	12	17	21	29-30
CR 13	13	18	22	—
CR 14	14	19	23	—
CR 15	15	20	24	—
CR 16	16	21	25	—
CR 17	17	22	26	—
CR 18	18	23	27	—
CR 19	19	24	28	—
CR 20	20	25	29	—
CR 21	21	26	30	—
CR 22	22	27	—	—
CR 23	23	28	—	—
CR 24	24	29	—	—
CR 25	25	30	—	—
CR 26	26	—	—	—
CR 27	27	—	—	—
CR 28	28	—	—	—
CR 29	29	—	—	—
CR 30	30	—	—	—

A GM is running a pre-made 5th-level adventure for 4 players which features a standard CR gnoll encounter:

- 4 gnolls (CR 1/2)
- 1 gnoll pack lord (CR 2)
- 4 gnoll fang of Yeenoghu (CR 4)

The GM wants to use *monster levels* and stat blocks in their adventure—they change the encounter to:

- 4 gnolls (minion, ML 5)
- 1 gnoll pack lord (standard, ML 5)
- 4 gnoll fang of Yeenoghu (elite, ML 6)

More Art Than Science

Converting monsters isn't an exact science. Use this process as a rough guide to get started and tweak your conversions to better suit your party's strengths.

Modifications

You may find that your CR monsters don't pack enough punch—especially as an elite or solo—or that your ML monsters are a little too strong as a CR counterpart.

When converting monsters, compare the CR monster's basic stats against the corresponding ML template. You may wish to:

- Adjust AC / HP to give your monster staying power.
- Add *Paragon Actions* to Elite and Solo monsters.
- Add a trait or power for variety.
- Boost damage to keep your players on edge.

A GM wants to use a CR 17 dragon turtle as a ML 17 Solo Defender versus 4 players. They replace the turtle's 20 AC / 341 HP with 25 AC / 1,050 HP, give the turtle 3 *Paragon Actions*, and add the "Heavy Defense" defender trait. They leave the turtle's attacks as RAW—58 damage can still pack a punch, especially when multiplied across the new *Paragon Actions*.

With 27 AC and 1,050 hit points, the dragon turtle is now ready to fight four 17th-level adventurers.

Example: Dragon Turtle

Below is a stat block for a partially-converted CR dragon turtle. The monster use ML armor class, hit points, and traits—but continues to use the original CR attack bonus, damage, spell DCs, saving throws, and skills.

In this way, you can make quick, minor adjustments to your existing CR monsters without first having to do a complete overhaul of the monster profile.

Dragon Turtle — Level 17 Defender
Gargantuan dragon, neutral — Solo vs 4 (18,000 XP)

Armor Class	25	Damage	58
Attack Bonus	+12	Speed	20 ft
Hit Points	1,050 (3 x 350)	Spell DCs	20, 18

STR	DEX	CON	INT	WIS	CHA
+7	+0	+5	+0	+1	+1

Saving Throws	Con +10, Wis +6, Dex +5
Skills	Initiative +0, Perception +1, Stealth +0

Traits

● **Paragon Actions**: You may take 3 Paragon Actions per round to either move or perform an action.

● **Phase Transition**: When reduced to 66% and 33% hit points, you may remove all on-going effects on yourself and trigger your next phase transition.

● **Heavy Defense**: You may spend a bonus action to gain +2 AC until the start of your next turn.

PART 2

Attacks

Making Attacks

ONCE YOU HAVE A MONSTER, IT'S TIME TO UNLEASH IT on your players. All monsters need some form of attack for them to be a true threat—a sword to slash with, huge jaws to bite down with, dark magics to cast dangerous spells with.

This chapter describes how to use your quickstart monsters to attack the party in a variety of interesting ways, introducing freeform attacks and magic.

Freeform Attacks

Quickstart monsters don't start with any specific attacks listed as part of their stat-block—instead, they can use *freeform* attacks for speed, simplicity, and flexibility.

When you are making an attack, describe an action that feels appropriate for the monster and it's weaponry:

- Is the dragon slashing wildly with huge claws? Then it's making a *slashing* melee attack.
- Is it leaning forward to take a lethal bite? Then the melee attack is *piercing*.
- Is the beast swiping its massive tail at you? Then it's a *bludgeoning* melee attack.
- Is the dragon breathing searing flame at you? Then you'll take *fire* damage from the close attack.

Once you have described how the monster is attacking, make an attack roll using the monster's attack bonus and damage as normal.

Keep it Simple

Keep your attacks simple and straightforward, and try to avoid giving a monster more than 3 different methods of attacking—unless they are particularly notable, such as an elite leader or solo boss character. Whenever possible, use iconic and flavorsome attacks.

Ⓐ Multiattacks

Once your monsters start dealing over 10 points of damage per round, consider splitting their single attack into a multiattack—this helps to prevent players being overwhelmed with massive damage from a single hit.

> **Multiattack (X):** The monster makes X attacks against its enemies, dealing [damage / X] damage per attack.

The *Monster Multiattacks* table demonstrates how to create a multiattack based on a monster's damage per action—the higher the damage, the more attacks.

Monster Multiattacks

Total Damage per Action	Attacks per Action	Damage per Attack	Damage (%) per Attack
0-9	1	0-9	100
10-29	2	5-15	50
30-59	3	10-20	33
60-99	4	10-25	25

Minions & Multiattacks

Minions don't make multiattacks—they either hit hard with a single attack, or miss.

Fiction First

Monsters have a lot of flexibility with freeform attacks—but try to keep things fun and fair for your players. Make sure to use attacks that make sense for your monster's type, equipment, and personality.

ⓑ CONDITION ATTACKS

Attacks don't always have to deal direct damage to the enemy—instead, your monster can attempt to inflict a condition on its target, such as blinded, poisoned, or restrained. This is called a *condition attack*.

Before you make a condition attack, describe what your monster is trying to achieve and how:

- The hobgoblin snarls as it throws dust into your face, attempting to *blind* you.
- The giant frog's neck convulses fiercely as it spits a jet of *poisonous* fluid at you.
- The giant reaches down towards your weapon and tries to pull it from your grasp, *disarming* you.

Once you've described the condition attack, make an attack as normal using the attack bonus or spell DC. If successful, the monster deals no damage and inflicts the condition on the target.

RECOVERING FROM A CONDITION

When you use a condition attack, try to consider how a player will recover from it. There are three methods of condition recovery:

- **Take an action:** The player can do something on their turn to end the effect—wipe mud off their face, pick up their sword, get up from the floor. This usually requires a full action to complete, though some effects may be simple enough to need only a bonus action.
- **Make a saving throw:** The player can make a saving throw at the end of their turn to shrug off the effect— strength to resist being pushed back by the wind, constitution to resist the vile poison, intelligence to overcome the terrifying illusions.
- **Wait X rounds:** The effect ends naturally after a set number of rounds (usually within 2-4).

Pick the recovery type that makes the most sense for your particular attack, and be consistent with it.

MULTIATTACKS

If your monster has a multiattack, you can use one of the attacks to make a condition attack instead.

> Whilst travelling through the Elsewood, Valiant is ambushed by a 7th-level orc. The orc has *Multiattack (2)* and, during a round of combat, uses one of the attacks to perform a *condition attack* on Valiant.
>
> **GM:** As its first attack, the orc tries to kick your legs out from under you, Valiant, and knock you *prone*. Make a Strength saving throw to resist being knocked down—DC 15.
> **Valiant:** Ok... (rolls 8) ...damn it, my legs buckle.
> **GM:** You fall painfully onto the ground. The orc roars victoriously as it follows up with a second attack, raising its mighty axe to hack down at you.
> **Valiant:** This can't be good...

AVOID REPETITION

When using condition attacks, try to avoid doing the same thing each turn. As a general rule of thumb, leave a minimum of 1 turn between each use of a condition type.

WORSENING CONDITIONS

Some special condition attacks become increasingly more severe over time, often when a player fails to make a saving throw at the end of their turn—these are *worsening condition attacks*.

To make a worsening condition attack, pick three conditions of increasing severity—when the player fails a saving throw, the condition advances to the next stage.

- **Gorgon's Glare:** The target's body turns to stone. First it's *blinded*, then *restrained*, then *petrified*.
- **Basilisk's Bite:** Toxic venom is injected painfully into the target's body. First it is *poisoned*, then *paralyzed*, then it falls *unconscious*.

If the player makes a successful recovery attempt, whether by a saving throw or other relevant action, the conditions end as per normal.

Use the *Conditions* table below to help create an interesting combination for your worsening attack.

CONDITIONS

Condition	Description
Blinded	You can't see anything.
Charmed	You can't attack your charmer.
Deafened	You can't hear anything.
Frightened	You can't move towards your terror.
Grappled	You can't move.
Incapacitated	You can't take actions or reactions.
Paralyzed	You can't move or speak.
Petrified	You are turned to stone (or other material).
Poisoned	You have disadvantage on attacks/checks.
Prone	You are lying on the ground.
Restrained	You can't move.
Stunned	You can't move, act, or speak properly.
Unconscious	You fall unconscious.

> Deep within the *Sunken Temple*, Viridian is fighting a dangerous 10th-level gorgon. The gorgon has *Multiattack (2)* and the *Gorgon's Glare* ability—a worsening condition that turns victims into stone.
>
> **GM:** The gorgon turns to you, Viridian, with eyes glowing bright. Something about them draws your attention. Make a DC 17 Wisdom saving throw.
> **Viridian:** Ok... (rolls 14) ...augh, no luck.
> **GM:** You can't resist locking eyes with the gorgon, Viridian—you are *blinded* by her gaze.
> **Viridian:** *Son of a...*

C Ongoing Damage

Sometimes a monster's attack lingers, causing harm long after the initial hit—burning acid, a bleeding wound, painful frostbite. This is *ongoing damage*, and a monster can inflict this instead of dealing direct damage.

Before you make an *ongoing damage* attack, describe what your monster is trying to do:

- The mage tries to immolate your robe with a searing, magical enchantment.
- The orc slashes at your leg with its hooked blade.
- The kobold throws a vial of bubbling acid at you.

Then make an attack as normal. If successful, the monster deals no direct damage but instead inflicts *ongoing* damage—the damage is equal to the monster's normal attack damage.

> Clanda is hunting a 3rd-level giant lizard. The lizard has one attack per round, and deals 5 damage on a normal hit. During the battle, the lizard tries to spit acid and cause *ongoing damage*.
>
> **GM:** The giant lizard spits a jet of hissing acid at you, Clanda. It... (rolls 24) ...hits your AC.
> **Clanda:** Augh, these lizards are *the worst*.
> **GM:** The acid splashes over you, and you see it quickly eat into your robes. It's going to start burning through into your skin very soon—take ongoing 5 acid damage.
> **Clanda:** Oh great, *I can't wait*. Who's turn is it now?
> **GM:** Yours. Take 5 points of acid damage.
> **Clanda:** Damn it, I'm going to *skin* this lizard...

Recovering from Ongoing Damage

As with conditions, there are three primary ways in which player can attempt to recover from ongoing damage:

- **Take an action:** The player can do something on their turn to end the effect—pour water on the fire, tear off the bloodsucking tentacle, patch up a wound.
  Depending on the action taken and the nature of the effect, this may require an ability check of some kind.
- **Make a saving throw:** The player can make a saving throw at the end of their turn to try and end the effect—strength to crack through burning ice, dexterity to remove a tiny poisoned barb, charisma to sever the bond with a soul-sucking demon.
- **Wait X rounds:** The effect ends naturally after a set number of rounds (usually within 2-4).

When you create your ongoing damage attack, choose one or more recovery actions—whichever make the most sense for your particular type of damage.

Multiattacks

If your monster has a multiattack action, you can use one of the attacks within that action to make an ongoing damage attack instead.

D Area Attacks

Some monster attacks affect everyone within a wide area— explosive ammunition, frenzied whirlwinds, clouds of poison. These are *area attacks*, and a monster can make these if they have the right tools or abilities.

Before you make an area attack, first describe what your monster is trying to do and how they're doing it:

- The giant swings a huge axe around in a deadly whirlwind of destruction.
- The goblin fires an explosive arrow towards the middle of your adventuring party.
- The dragon tries to burn you to cinders with an arc of scorching dragonbreath.

Once you've described what the attack looks like, decide on it's *point of origin*—this is usually either the monster itself or the point where the attack lands.

Next, choose the size of the area affected by the attack. Pick an area template, and then decide its range. Try to keep the size of your area attacks within 5ft to 20ft—unless your monster is particularly large or dangerous.

Area Templates

Type	Description
Cone	A cone radiating out from the origin.
Cube	A cube with one side on the origin
Cylinder	A cylinder centered on the origin.
Line	A straight line from the origin.
Ring	Everything *outside* of a designated safe range.
Sphere	A sphere centered on the origin.
Zone	An arbitrary area of influence.

Finally, decide on whether the attack will deal damage on a miss to determine the final damage value.

Area Damage

Type	Damage
No Damage on a Miss	Damage per Action x0.75
Half Damage on a Miss	Damage per Action x0.5

> The GM is creating an area attack for a 4th-level artificer with a thunder cannon that deals 8 damage on a hit. The attack fires a blast of lightning energy— you can't dodge the lightning, but a resilient body might fend off some of the pain.
>
> - **Thunderlance:** Attacks everyone in a 20ft line for 4 points of lightning damage. Save vs Constitution, half damage (2) on a miss.

Multiattacks

An area attack requires a measure of dedicated effort and attention—you can't use an area attack as part of a standard multiattack.

E MOVEMENT ATTACKS

Some monsters use attacks to move you around the battlefield—pushing, pulling, or sliding you into disadvantageous positions. These are *movement attacks*, and a monster can make these in place of doing damage.

To perform a movement attack, first describe what your monster is trying to do:

- The sorcerer casts a powerful thunderwave blast to try and push you backwards into the spiked wall.
- The giant frog tries to hit you with its sticky tongue and pull you into its hungry mouth.
- The warrior tries to use a distracting feint to swap places with you.

Once you've described the attack, decide on the type of movement you want to happen to your target—is it a pull, push, slide, or direct movement?

MOVEMENT TYPES

Type	Description
Direct	The target is moved instantly to a spot (such as by a teleport or magical effect).
Pull	The target is pulled towards you in a straight line (or as close as possible).
Push	The target is pushed away from you in a straight line (or as close as possible).
Slide	The target is moved in a general direction.

Finally, decide on the distance your target should be moved if hit. Try to keep this within 10 ft to 30 ft—unless your monster is particularly large or dangerous.

Chansi is fighting a 6th-level giant who—in a drunken rage—is trying to destroy her forest home.

GM: The giant kicks out at you with a swing of its huge leg, Chansi. It... (rolls 17) ...hits your AC.
Chansi: Damn, for how much damage?
GM: No damage, but the blunt force of the impact sends you flying backwards 30 ft.
Chansi: Right into the mud? You *bastard*, these are my new boots!

AVOID CHEAPSHOTS

Although movement attacks can move players into or onto dangerous terrain—boiling lava, sharp spikes, cliff edges, etc—take care when doing so.

Avoid moving your player characters into obviously fatal situations if they don't have any reasonable means of defense, escape, or survival. When in doubt, grant them a saving throw to fall prone or grab hold of an edge.

MULTIATTACKS

If your monster has a multiattack action, you can use one of the attacks within that action to make an movement attack instead.

F RESOURCE ATTACKS

Some attacks don't seek to harm you directly, but instead try to leech precious resources from you—stamina, mana, gold, etc. These are called *resource attacks*, and they can be very dangerous to an unsuspecting party.

To make a resource attack, first decide what type of resource your monster is trying to drain. Pick one from the list below, or choose your own if no option fits.

RESOURCE TYPES

Type	Description
Death Saves	The target gains a failed death save.
Exhaustion	The target gains a level of exhaustion.
Gold	The target is drained of some gold (or other form of wealth).
Hit Dice	The target is drained of one (or more) of their unspent hit die.
Spell Slots	The target is drained of one unspent spell slot (either their lowest or highest slot level).

Once you've picked a resource, decide how much is drained per hit (1 exhaustion, 1 hit die, 50 gp, etc). Then describe how your monster is performing the attack:

- The master thief pickpockets you (drain *gold*).
- The spectral wraith wraps around you and starts to feed on your soul (drain *hit dice*).
- The void sorcerer grabs hold of your arm and steals a portion of your magical energy (drain spell slots).

Finally, roll an attack as normal. If successful, the monster deals no direct damage but instead drains their target of the desired resource.

Viridian is fighting *Eldris Brune*, a 4th-level warlock who has been commanded by her patron—for unknowable reasons—to destroy all gold in the region.

GM: "I'm really sorry about this, but I can't disobey my patron!" says Eldris as she raises a hand towards you, Viridian. Make a DC 12 Dexterity saving throw.
Viridian: Ok... (rolls 7) ...augh, that's *typical*.
GM: A yellow beam strikes you in the chest, but you feel no pain. In fact, you feel lighter. Your hand moves down to your belt purse. Your *now-empty* purse.
Viridian: ... My *what*? I had 50 gp in that purse!
GM: "Oh dear, I'm terribly sorry about that!" winces Eldris. "My patron recommends that you switch to silver pieces in future!"
Viridian: Ok that does it—I'm not taking investment advice from an eldritch horror.

MULTIATTACKS

If your monster has a multiattack action, you can use one of the attacks within that action to make a resource attack instead.

G EXAMPLE ATTACK ACTIONS

To get you started with freeform attacks, here are some basic attack actions you might give your monster. Use these as a starting point to create your own attacks.

SLASH
Melee Attack · Common

You slash at one target within reach.

- **Defense:** AC.
- **Hit:** Deal 100% damage.

TWIN STRIKE
Ranged Attack · Multiattack (2) · Common

You shoot at two targets within range of your weapon.

- **Defense:** AC.
- **Hit:** Deal 50% damage.

EXPLOSIVE JAR
Ranged Attack · Area · Common

You throw a small jar of explosive gas, igniting everyone—friend or foe—within a small area.

- **Defense:** Dexterity.
- **Hit:** Deal 50% damage.
- **Miss:** Deal 25% damage.

SCORPID STING
Melee Attack · Condition (Worsening) · Common

You stab at your target with a poisoned dagger that—if not treated properly—quickly renders your target unconscious.

- **Defense:** AC.
- **Hit:** The target is *Poisoned*, save ends (Constitution vs your spell DC). If the target fails their saving throw, their condition worsens.
  - **First Failed Save:** The target is also *Paralyzed*.
  - **Second Failed Save:** The target falls *Unconscious* and —while unconscious—automatically fails any Constitution saving throw it makes. This effect ends once the poison is treated or otherwise removed.

REND
Melee Attack · Ongoing · Common

You tear open a painful wound on one target.

- **Defense:** AC.
- **Hit:** Deal ongoing damage equal to 100% of your normal damage, save ends (Constitution vs your spell DC).

WHIRLWIND
Melee Attack · Area · Common

You swing your blades in a whirlwind of destruction and attack everyone within reach of your weapons.

- **Defense:** AC.
- **Hit:** Deal 75% damage.

SWORD FEINT
Melee Attack · Common

You distract your target with a sly flourish, then stab out with your weapon at an exposed weak spot.

- **Defense:** Intelligence.
- **Hit:** Deal 100% damage.

CROSS-SLASH
Melee Attack · Multiattack (3) · Common

You slash wildly at three targets within reach.

- **Defense:** AC.
- **Hit:** Deal 33% damage.

DOOM
Ranged Attack · Condition (Worsening) · Common

You create a vision of your targets deepest fears.

- **Defense:** Wisdom.
- **Hit:** The target is *Frightened*, save ends (Wisdom vs your spell DC). if the target fails their saving throw, their condition worsens.
  - **First Failed Save:** The target is also *Stunned*.

ARROW OF SPELL DRAIN
Ranged Attack · Resource · Common

You shoot a spell-draining arrow at a single target.

- **Defense:** AC.
- **Hit:** The target is drained of their lowest-level unspent spell slot.

BEGUILING VOICE
Ranged Attack · Condition · Common

You speak mystic words to beguile the mind of your target and sway them to your cause.

- **Defense:** Charisma.
- **Hit:** The target is *Charmed*, save ends (Charisma vs your spell DC).

Using Magic

Quickstart monsters don't use the same vancian magic system as characters—it requires too much time to set up. Instead of spell-slots and predefined spells, quickstart monsters use a simple freeform magic system.

Pick a narrow one-word theme for your monster—such as fire, water, shadow, decay, etc. Now your monster can make freeform attacks using that theme, just as they could if they were using any mundane weapon.

The GM creates a 3rd-level tiefling sorceress with a "fire" magic theme, leading a host of goblins. In a fierce battle against the party, the sorceress can do any simple magical action on her turn, such as:

- **Ranged Attack:** Shoot a scorching-hot jet of fire at a single target (Attack vs AC).
- **Area Attack:** Launch an explosive fireball at a cluster of people (Spell DC vs Dexterity).
- **Restrain:** Create a cage of fire to imprison an enemy (Spell DC vs Constitution).
- **Create Cover:** Create a wall of fire to block movement or provide cover (Concentration).
- **Force Movement:** Force an enemy to move back 5ft from extreme heat (Spell DC vs Constitution).
- **Burn Stamina:** Burn away an enemy's hit die (Spell DC vs Constitution).
- **Enchant Allies:** Imbue her allies with fire magic so that their attacks deal fire damage (Concentration).

Concentration

Any significant and long-lasting magical effects that a monster might cast require some form of concentration—enchantments, ongoing effects, summons, etc. A monster can only maintain one concentration effect at a time, unless they are especially powerful creatures.

Ending Concentration

Monsters can end their concentration spells at will. Unlike player characters, monsters don't have to roll to maintain their concentration spells when they take damage—the spell automatically persists. Spells end naturally if the monster is killed or knocked unconscious.

When her goblin horde flees the battlefield, the enraged tiefling sorceress summons 8 fire elemental minions. This particular spell is a *Concentration* effect —she must drop her *Flame Wall* spell to do so.

Keep Things Simple

Don't over complicate your freeform magic spells—keep your spells focused on one specific goal. Are you trying to hurt someone, help someone, or hinder someone?

Healing Magic

Monsters rarely have access to healing magic—unless they are *exceptional* creatures with rare powers, items, or equipment. If your monster has access to any healing abilities or restorative powers, restrict their ability to just 3 uses per encounter.

A basic healing spell restores 30% of the target's maximum hit points per casting. This can be divided evenly across multiple targets to create an area healing spell—healing two people for 15%, three for 10%, etc.

Multiattacks

Healing magic requires significant attention and can't be performed as part of a multiattack action unless your monster is specially trained to do so.

Magic Themes

If you want a starting theme for your monster's magic, choose one from the table below. Use this theme to build flavorful attacks for your new creation.

Magic Themes	
Theme	**Description**
Restoration	Heal and mend.
Decay	Erode, poison, and corrupt.
Shadow	Create darkness and manipulate shadows.
Light	Create light and illusions.
Death	Sever souls from bodies, talk to the dead, animate dead.
Life	Restore a soul to a body, tie souls to inanimate objects, modify spiritwebs.
Destruction	Destroy and obliterate.
Protection	Shield and defend.
War	Incite emotions, and cause rage or passion.
Peace	Dampen emotions, cause calm.
Earth	Control over earth and rock.
Air	Control over air and wind.
Fire	Control over fire and heat.
Water	Control over water and ice.
Strength	Control physical power, muscle mass, and endurance.
Knowledge	Divination, detect alignment, learn secrets.
Body	Transmute flesh, change physical appearance, polymorph, and petrify.
Mind	Telepathy, domination, read thoughts, and sense truth.
Metal	Detect, shape, create, and move metal.
Lightning	Create and channel lightning, electricity.
Sound	Create sounds, silence, long range communication, change voice.
Sight	Truesight, perception, alter vision, sight-beyond-sight, scrying.
Plants	Control and communicate with plants.
Beasts	Control and communicate with animals.
Fear	Create fear and nightmares.
Resolve	Reinforce willpower and create geas.
Time	Alter the flow of time.
Space	Teleportation, size, and pocket dimensions.

Counterspell

Your monsters might face a party wielding *Counterspell*. This is easy to accommodate—any non-cantrip magic cast by your monster has a spell level equal to half their monster level, rounded up (to a maximum of 5th-level).

Counterspell
Spell Level: Monster Level / 2 (max. 5th-level)

For a particularly notable or signature magic spell cast by your monster, use a spell level of your choosing.

> Atop the *Hellfire Pinnacle*, Clanda battles against a ferocious tiefling sorceress (a 5th-level monster).
>
> **GM:** Arcane sigils spiral around the sorceress' hands as she unleashes—
> **Clanda:** I cast *Counterspell*.
> **GM:** Of *course* you do. She's casting a 3rd-level spell (5th-level monster / 2)—the sigils shatter with arcane power. "You'll pay for that, witch," she hisses.
> **Clanda:** I'm sure I will. Why don't I start by teaching you how to cast fireball properly...?

Monstrous Counterspell

Your monsters can also wield their own *Counterspell* magics in battle. Sorcerers, eldritch horrors, martial spellbreakers—whatever their form, they may have an option to disrupt spellcasting.

Use this sparingly—a standard monster should only be able to cast *Counterspell* once per encounter, if at all. Elite and Solo monsters may be able to use this power multiple times, depending on their nature.

> **Clanda:** See, first you say the words "I cast fireball, you wretched tiefling", and then—
> **GM:** The tiefling casts *Counterspell*.
> **Clanda:** ...Of *course* she does.

The maximum spell level a monster can *Counterspell*—without needing to make a confirmation ability check—is equal to half their monster level, rounded up (to a maximum of 5th-level).

If your monster has multiple charges of *Counterspell*, you can combine them—you gain +1 maximum spell level for each additional charge of *Counterspell* you spend.

Summoning

Some powerful spellcasters have the ability to summon new monsters into battle—conjured familiars, risen undead, planar elementals, etc. A single summoner can quickly turn the odds against an unsuspecting party.

To start adding summoners to your game, all you need is some *Monster Points (MP)* and a little freeform magic.

Monster Points

Monster Points (MP) reflect the amount of summoning power your monster has—more power means more MP to spend on summoning spells.

Each monster rank (minion, standard, elite, and solo) is worth a set amount of MP—the higher the rank, the higher the cost. Whenever you perform a summoning spell, simply subtract the total MP cost of your summoned monsters from your summoner.

Summoning Costs			
Type	MP	Type	MP
4 x minion	1	1 x elite	2
1 x standard	1	1 x solo	1 per player

Creating a Summoner

To create a summoner, simply give them a budget of MP for the encounter. That's it—your summoner can now summon any combination of monsters so long as they have enough MP. Use this flexibility to surprise your players and keep your combat exciting.

> The GM wants to create a low-level necromancer that can summon undead skeletons to fight the party. With freeform summoning, the necromancer is given a small budget of *Monster Points*—2 MP.
>
> During combat, the necromancer can spend these MP in any combination it wishes. With 2 MP the necromancer can, for example:
>
> - Summon 8 minions.
> - Summon 1 standard and 4 minions.
> - Summon 2 standards.
> - Summon 1 elite.

Initiative

Summoned creatures can act immediately after the end of their summoner's turn.

Monster Level

A summoned creature has (by default) the same monster level as its summoner. A 9th-level monster, for example, will summon 9th-level creatures.

But if you want to change the level of your summoned creatures, read *Building an Encounter* (p36) for guidelines on how this will affect your MP costs.

Duration

Summoned creatures (by default) last for up to 1 hour—at which point the magic fueling them fades and they return to their previous state. In addition, summoned creatures will also fade/evaporate/collapse if their summoner is killed, stunned, or otherwise knocked unconscious.

Multiattacks

Summoning requires significant attention and can't be performed as part of a multiattack action unless your monster is specially trained.

Example Freeform Spells

To get you started with freeform magic and spell actions, here are some basic spells you might give to your monster. Use these as a starting point and create your own monstrous spell attacks.

Firebolt
Ranged Attack   Common

You cast a bolt of fire at a target.

- **Defense:** AC.
- **Hit:** Deal 100% damage.

Acid Touch
Melee Attack   Ongoing   Common

You smear the target with sticky, burning acid that eats through their armor.

- **Defense:** AC.
- **Hit:** Deal ongoing damage equal to 100% of your normal damage, save ends (Constitution vs your spell DC).

Solar Flare
Ranged Attack   Area   Common

You create a burst of dazzling white light, blinding everyone within 10 ft of you.

- **Defense:** Constitution.
- **Hit:** The target is *Blinded*, save ends (Constitution vs your spell DC).

Crystalize Flesh
Melee Attack   Condition (Worsening)   Common

You infect a target with a virulent corruption, transforming their flesh into black crystal.

- **Defense:** Constitution.
- **Hit:** The target is *Poisoned*, save ends (Constitution vs your spell DC). If the target fails their saving throw, their condition worsens.
  - **First Failed Save:** The target is also *Restrained*.
  - **Second Failed Save:** The target is fully *Petrified*.

Strangle
Melee Attack   Resource   Common

You draw air out of the lungs of your target, causing them to suffocate for a few painful seconds.

- **Defense:** AC.
- **Hit:** Gain 1 level of exhaustion.

Frost Nova
Ranged Attack   Area   Common

You create a frozen orb that travels up to 30 ft before it explode and slices everyone within 15 ft of it.

- **Defense:** Dexterity.
- **Hit:** Deal 75% damage.

Lightning Spear
Ranged Attack   Area   Common

You cast a bolt of lightning from your hands that strikes everyone in a 20 ft line.

- **Defense:** Constitution.
- **Hit:** Deal 50% damage.
- **Miss:** Deal 25% damage.

Time Stop
Ranged Attack   Condition (Worsening)   Common

You trap a target in a sliver of frozen time.

- **Defense:** Charisma.
- **Hit:** The target is *Grappled*, save ends (Charisma vs your spell DC). If the target fails their saving throw, their condition worsens.
  - **First Failed Save:** The target is *Stunned*.

Beguile
Ranged Attack   Condition   Common

You fill the mind of one target with strange illusions and turn—in their eyes—foes into friends.

- **Defense:** Intelligence.
- **Hit:** The target is *Charmed*, save ends (Intelligence vs your spell DC).

Summon Greater Fire Elementals
Summon   Common

You summon a number of fire elementals into this plane to do your bidding.

- **Cost:** 2 MP.
- **Duration:** Up to 1 hour.
- **Summon:** Choose one of the summoning options below. Your summoned creatures have the same level as you and can act immediately after your turn ends.
  - **Wildfire Storm:** 8 minions.
  - **Flame Incarnate:** 1 standard and 4 minions.
  - **Searing Sentinels:** 2 standards.
  - **Burning Champion:** 1 elite.

Attack Rarity

NOT ALL ATTACKS HAVE EQUAL POWER AND UTILITY— some attacks are simple and have a minor impact, while other attacks are showstoppers that can completely change the course of battle.

This chapter introduces attack rarities and how you can use them to vary your monster's attack patterns.

Rarities

Freeform attacks, by default, focus on achieving just *one* thing per attack—draining health, applying a condition, moving targets around, etc. But if you want to add some more variety to your monster's attacks, use rarities to adjust your attack damage and effects.

There are three rarities of increasing power and threat —common, uncommon, and rare. When creating an attack, pick one—the rarer the attack, the more devastation it can cause when it hits.

A Common Attacks

Common attacks can be performed without any significant limitation—slashing with a sword, lashing out with a tail, casting a magical cantrip, etc. These are basic actions that focus on achieving *one* thing, such as:

• Deal some damage.
• Apply a status condition.
• Apply ongoing damage.
• Move targets around.

Give your monster one or two common attacks to start with, and add/improvise additional freeform attacks during play whenever they come up.

For a more in-depth exploration of possible attack types and effects you can use, read *Making Attacks* (p19).

The GM wants to build an orc berserker, and—for some variety—creates two common starting attacks: **Slash** (deals damage on a hit vs AC) and **Rend** (deals ongoing damage vs Constitution saving throw).

B Uncommon Attacks

Uncommon attacks are limited in use, often because they depend on a restricted resource—such as stamina, rage, focus, mana, spell slots, or ammunition—or because they need time to recharge power and strength.

Because of their limitations, uncommon attacks are more powerful and can achieve *two* things—for example:

• Deal *double* damage.
• Deal damage *and* a status condition.
• Apply ongoing damage *and* a status condition.
• Move targets around *and* apply ongoing damage.

There are three main forms of uncommon attack: limited charges, recharge, and cooldown. Pick the type that best suits your monster and their style of attack.

Limited Charges

Charge attacks can be used a set number of times before they are exhausted—usually 2, 3, or 5. Charges reset after the monster completes a short rest *or* completes an action that could reasonably restore some charges.

A kobold slinger is given a **Stink Pot** *(limited 3)* ranged attack that deals damage and applies the *Poisoned* condition. It can be used 3 times per short rest (if the kobold has access to new stink pots).

Recharge

Recharge attacks can only be used again after a specific number (or range of numbers) is rolled on a d6. At the start of your monster's turn, roll to see if their attack recharges—if it does, you can use it again as normal.

> A tiefling pyromancer uses her **Scorch** *(recharge 5/6)* attack against a player. At the start of the monster's next turn, the GM rolls a d6—they roll a 4, meaning the attack has not recharged yet and can't be used.

Cooldown

Cooldown attacks can only be used again after a specific number of rounds have passed. Whenever you use a cooldown attack, start a countdown timer. At the end of the monster's following turns, reduce the timer by 1—once it reaches 0, the attack has recharged.

> An aberrant scourge spits a cone of acid with its **Acid Spray** *(cooldown 2)* attack, and the GM sets a new countdown timer to 2 (using a d6 to track the time).
> At the end of the scourge's following turns, the timer is reduced by 1 until—at the end of the second round—the timer reaches 0.

Ⓒ Rare Attacks

Rare attacks are one-use abilities that take a significant time to recover, recharging at the end of a long rest (or longer, depending on your monster). These are some of your monster's most powerful attacks—their limit breaks, overdrive techniques, masterwork magic, etc.

Because they can only be used once, rare attacks can achieve *three* things—for example:

- Deal *triple* damage.
- Deal double damage *and* a status condition.
- Apply ongoing damage *and* two status conditions.
- Move targets around *and* apply double ongoing damage.

Give your rare attack plenty of flavor and description—these are some of your monster's most dangerous and *exciting* abilities, so put on a good show.

> The GM is building a greatsword-wielding soldier NPC. As a damage-dealing *striker*, the soldier is given an **Omnislash** *(rare)* attack which deals triple damage on a successful hit—devastating if it hits.

Keep Freeforming

Attacks listed in a stat block aren't an exhaustive list of *everything* your monster can do—your monster can always try something new. Treat written attacks as suggestions and keep improvising new actions when necessary.

Your Monster Profile

Below is an example monster profile with some premade attacks—a *Herald of Corruption*. This aberrant, barely humanoid figure spreads corruption and sickness across the land in the name of its eldritch master.

Heralds sing a discordant song that deals psychic damage to any nearby creature. Their most dangerous attack secrets a burrowing parasite which can infect and corrupt living flesh, turning victims into new heralds.

Herald of Corruption	Level 7 Striker
Medium aberration, neutral	Elite (1,450 XP)

Armor Class	14	**Damage**	18
Attack Bonus	+9	**Speed**	30 ft
Hit Points	170 (85)	**Spell DCs**	17, 14

STR	DEX	CON	INT	WIS	CHA
+0	+1	+4	+3	+1	+2

Saving Throws	Con +7, Int/Cha +4, Dex/Wis/Str +1
Skills	Initiative +4, Perception +4, Stealth +4

Traits

⬤ **Paragon Action**: You may take one Paragon Action per round to either move or perform an action.

⬤ **Aura (Damaging)**: You have a 5/10/15 ft aura. Creatures that a) enter your aura or b) start their turn within your aura take damage equal to your level (7).

⬤ **Execute**: When you hit a creature that has 50% or fewer hit points, you deal extra damage equal to your level (7).

Actions

🟢 **Touch of Decay** *(common)*
Melee 5 ft: +9 vs AC. *Hit:* 18 necrotic damage.

🟢 **Acid Spit** *(common)*
Ranged 30 ft: DC 14 vs Dexterity. *Hit:* 18 ongoing acid damage, save ends (Constitution vs DC 17).

🟡 **Poison Breath** *(recharge 5/6)*
30 ft Cone: DC 17 vs Constitution. *Hit:* 18 poison damage and the target is *Poisoned*, save ends (Constitution vs DC 17).

🟡 **Lifesteal** *(limited 3)*
Melee 5ft: DC 17 vs Constitution. *Hit:* 18 necrotic damage and the target loses one unspent hit die.

🔴 **Burrowing Parasite** *(rare)*
Melee 5ft: +9 vs AC. *Hit:* the target is *Stunned* and takes 18 ongoing necrotic damage, save ends both (Constitution vs DC 17). The target also gains a level of exhaustion.
If a creature falls to 0 hit points whilst still infected with a burrowing parasite, it becomes a *Lesser Herald of Corruption*.

Overkill Attacks

THE BIGGEST, SCARIEST MONSTERS NEED THE BIGGEST, scariest attacks to match. When the party's on the verge of thwarting your plans—or suddenly put themselves in a vulnerable position—that's when it's time to unleash your full power and go into overkill. Take no prisoners, and leave no adventurer alive.

This chapter introduces *overkill attacks* for your monsters and how to use them in your encounters.

> A red dragon takes in a deep breath, fire burning in its chest, as it prepares to melt flesh, stone, and steel. Storm clouds boil above a mad sorcerer as she charges a cataclysmic lightning bolt. A werewolf howls, its bloody teeth shining in the moonlight, ready to tear open the jugular of its grabbed victim...

Storm of Chaos
Overkill Attack (Extreme) | **5th-level Controller (Solo)**

With foul runes and hellish words, you begin to pull the demonic energies of the Abyss into this world. Glowing red veins tear across your skin as the Abyss pours into you, and black storm clouds—crackling with vicious, red lightning—gather above.

On your next turn, as your action, the abyssal energy erupts from you in a burning wave of chaos.

- **Requirement:** You are bloodied (50% hit points).
- **Target:** 30 ft area around you.
- **Hit:** Any non-demonic creature within range of this attack takes 48 fire damage.
- **Extreme:** If a creature is reduced to 0 hit points by this attack, it is immediately killed and reanimates after one turn as a possessed, demonic vessel.

Going Into Overkill

An *overkill attack* is a huge, devastating, and almost certainly fatal attack that a monster can unleash against the party. These are your biggest, most cinematic monster attacks—an ultimate technique that can destroy PCs, NPCs, and scenery alike.

Overkill attacks take a full round to charge up, but—when unleashed—hit anyone in range *automatically* and deal a massive amount of damage in the process.

There are 6 steps to creating an overkill attack:

1. **Pick a trigger:** Decide what type of event triggers the start of the overkill attack. You take a lot of damage? Players destroy all your minions? You grab a PC?
2. **Choose the area:** Overkill attacks automatically hit anything within a target area. Choose the area and range—as well as any possible safe spots.
3. **Calculate the damage:** Overkill attacks do four times the damage of normal attacks—calculate just how devastating the attack will be to your players.
4. **Telegraph the attack:** Take an action to start the attack. Let your players know what the monster is doing and where it's dangerous—or safe—to be.
5. **Charge up power:** Your monster spends a full round—and it's full attention—charging up the attack.
6. **Attack:** The attack happens during the monster's next turn—anyone still in its range is hit automatically.

Cinematic Spectacle

Overkill attacks are a great way to add some cinematic spectacle to your battles. Use plenty of over-the-top description to make your overkill attacks big, loud, and exciting as you highlight the deadly powers of your monster.

❶ Pick a Trigger

Your first step in creating an *overkill attack* is to decide exactly when your monster can start using it. Does it go into overkill when bloodied? Or when it's grabbed a player? Or once the players disrupt a sacred ritual circle?

Pick a triggering event from the list below—or create one that better suits your monster. When the event happens, your monster's overkill attack is unlocked.

Overkill Triggers

Type	Description
Bloodied	Your monster is reduced to 50% or fewer hit points.
Event	The players do something that disrupts the monster's plans—release a prisoner, disrupt a ritual, destroy a power crystal, etc.
Free	No restriction—the monster can perform this attack whenever they like.
Peril	A player is in a specific position or dangerous condition—grappled, restrained, stunned, etc.

> The GM wants to create an overkill attack for a new 9th-level solo striker—Kaladax, a vainglorious red dragon with a fiery temperament.
>
> To get started, the GM picks the "Bloodied" trigger. When Kaladax is hurt, he's going to get *very* angry...

❷ Choose the Area

Next, decide the range and area of the attack. Overkill attacks originate from your monster, striking out at anyone unfortunate enough to still be in range. Pick a basic template from the list below to get started:

Overkill Area

Type	Description
Character	Hits a specific target—such as a grabbed or stunned player within reach.
Area	Hits everyone within a certain area—such as "everyone within 30 ft of the monster".
Cone	The attack hits everyone in a cone originating from the monster.
Line	The attack hits everyone in a line originating from the the monster.
Zone	The attack fills an entire zone or arbitrary region of the map.

> In his rage, Kaladax's overkill attack will flood the entire chamber with searing dragonbreath.
>
> Instead of a traditional dragonbreath cone, the GM chooses an area template (centered on Kaladax) with a 40 ft radius—the party will have to run for their lives to escape the dragon's hellish flames...

The Danger Zone

Make sure that it's possible for your players (at least, *most* of them) to get out of range of the attack in only one turn—even if it means dashing.

If your players can only move 30 ft with a move action, for example, avoid using a 70 ft area for your overkill attack unless the players have (a) a clear means of escape or (b) safe spots to take cover in.

Safe Spots

When you build an encounter Add some interesting scenery that players can use in creative ways to protect themselves—pillars to hide behind, tables to flip over for cover, pools of water to dive into, dead magic zones that nullify magical overkill, etc.

> The GM adds a couple of stone pillars to the encounter scenery as possible cover—but not enough for every player. They'll have to decide who gets to hide and who gets to run—fast.

❸ Determine the Damage

Now, it's time to see how much damage your attack will do. Overkill attacks do *four times* the damage of a monster's normal attack—damage enough to kill a healthy adventurer in one hit. Overkill shouldn't be taken lightly, so make sure to highlight the grave danger.

> As a 9th-level solo striker, Kaladax can deal around 29 damage per attack action. This means his overkill attack will deal 116 fire damage—almost *certain* to kill any unfortunate creature caught in the blast.

Variant: Extreme Overkill

If you want to make players *really* afraid of your overkill attacks, consider this *Extreme Overkill* variant.

If a player is reduced to 0 hit points by an overkill attack, they are killed outright—any remaining death saves automatically fail.

Watch the World Burn

`Overkill Attack (Extreme)` `9th-level Striker (Solo)`

Your chest starts to swell with raging dragonfire. Your body becomes burning hot to the touch—so hot that stone begins to melt beneath you from the scorching heat as steam hisses loudly from your skin.

On your next turn, as your action, you breathe scorching hot dragonfire all around to melt stone, steel, and flesh.

- **Requirement:** You are bloodied (50% hit points).
- **Target:** 40 ft area around you.
- **Hit:** Any creature within range of this attack takes 116 fire damage.
- **Extreme:** If a creature is reduced to 0 hit points by this attack, it is disintegrated.

④ Telegraph the Attack

Once you've unlocked an overkill attack, it's time to put it to use. Take an action to start your attack and telegraph the impending danger—your players should know what's coming up so they have a chance to avoid it.

Clearly describe *what* is happening, *where* it will happen, and *when* it will happen. Make it clear that anyone in range and not in adequate cover will be hit *automatically* by this fearsome attack—the only defense is to be out of the attack's reach.

> Inside *Redstone Volcano*, Valiant, Krazak, and Clanda battle Kaladax, the wild red dragon. After it has been bloodied, the GM activates an overkill attack.
>
> **GM:** The red dragon Kaladax starts to draw in breath. Valiant, you can see its chest swell with dangerous power—an incredible amount of heat is radiating from the dragon already as it goes into *overkill*.
> "Insolent mortals! Now watch this world burn!" roars the dragon.
> **Valiant:** Can I see where Kaladax is aiming?
> **GM:** Yes—Kaladax isn't being subtle. You think he's going to flood this entire chamber with searing, deadly flame in just six seconds.
> **Valiant:** Uh, everyone? *We should probably run.*

⑤ Charge up Power

Once your monster has started an overkill attack, it begins to gather up whatever energy it needs until the start of its *next* turn—at which point, the attack is fully charged and the monster *must* use its action to unleash it (even if it might want to do something else instead).

While the monster is charging up the attack, it can't take reactions nor use *Paragon Actions*. It also won't try to move—though it can still be moved by player actions.

Disrupting Overkill

While the monster is charging its attack, it's vulnerable. Players—with some clever use of roleplay, powers, and effects—might just have a chance to disrupt the overkill attack and cancel it outright.

If your monster is stunned, incapacitated, or otherwise put in a position where the overkill attack no longer makes sense, the action fizzles to no effect.

> **GM:** The heat from Kaladax is intense as the dragonfire builds. What do you do, Krazak?
> **Krazak:** Dragon can't breathe fire if it's stunned. And my *Stormbreaker* axe has a chance to stun on crit...
> **GM:** You attack the dragon?
> **Krazak:** Damn right I attack the dragon! I charge Kaladax with Stormbreaker drawn. Ancestors, if ever I needed a critical it's now... (rolls 1) ...*son of a*.
> **GM:** The heat throws your swing off badly, Krazak. You skid to a halt in front of a grinning Kaladax...

⑥ Attack

Finally, once fully charged, the monster unleashes the overkill attack using their turn action—anyone in range is automatically hit for the full damage. Make sure to describe this with cinematic spectacle.

Once the attack has occurred, the monster can act as normal—taking reactions, *Paragon Actions*, movement, etc.

> **GM:** "You will all burn!" roars Kaladax as he breathes searing, volcanic dragonfire into the chamber.
> **Clanda:** We're all safe behind this pillar, right?
> **GM:** You and Valiant are—but Krazak isn't. The dwarf, standing his ground, is hit full force by the extreme attack. He takes 116 points of fire damage.
> **Krazak:** ...That's 0 hit points. Damn. I stand defiant, my charred arm holding aloft a melted axe. "That. All. You. Got?" And then I fall.
> **GM:** Krazak's burnt body disintegrates into ash as it hits the ground—the dwarf is no more. Kaladax laughs. "Such is the fate of all who would defy me!"
> **Clanda:** ...*WHAT*.

A Weak Point

When a monster starts to charge an overkill attack, it might expose a *weak point*—a loose scale, a glowing red core, a fragile crystal, etc. Do enough damage to this weak point and you might just stop the overkill attack altogether, stunning the monster in the process.

If you want to bait players into staying within your monster's overkill range, give it an exposed weak point.

Adding a Weak Point

To add a weak point to your monster, first decide what it looks like and how difficult it is to spot. Then, give it a pool of hit points equal to 1/10 of the monster's max HP.

> The GM creates another solo creature—a 12th-level mechanical construct with 575 total HP and a ground-shattering overkill attack. To give players a way to interrupt this attack, the GM adds a *weak point*.
>
> While charging the energy for its *Earthquake Strike*, the construct reveals a fragile power core inside its thick armor. The core glows bright blue, has 57 HP, and can be noticed with a DC 12 perception check.

If a player can see the weak spot, they can attack it—using the same defense values as the monster itself.

If the weak point is reduced to 0 hit points, the monster immediately takes damage equal to the weak point's max HP and is also *Stunned* until the end of its next turn. This effect can't be circumvented by *Legendary Resistances* or with *Paragon Actions*.

A weak point can only be seen or attacked while the monster is charging an overkill attack.

EXAMPLES

To get you started with overkill attacks, here are some basic examples you can give to your monsters.

SNAP NECK

Overkill Attack   3rd-level Lurker (Elite)

You wrap your hands firmly around the head of a grappled creature, despite their struggles.
    On your next turn, as your action, you sharply twist the head of your victim with a sickening crunch.

- **Requirement:** You are next to a grabbed creature.
- **Target:** A grabbed creature.
- **Hit:** The creature takes 36 bludgeoning damage.

DEVOUR

Overkill Attack   4th-level Controller (Solo)

You unhinge your jaw, teeth glistening, and prepare to devour a nearby stunned creature.
    On your next turn, as your action, you bite into your victim with bone-crushing force.

- **Requirement:** You are next to a stunned creature.
- **Target:** A stunned creature.
- **Hit:** The creature takes 40 piercing damage. If the creature is reduced to 0 hit points, you swallow it.

WHISPERS OF AZATOTH

Overkill Attack (Extreme)   5th-level Supporter (Elite)

With eldritch words, you tear open a rift into the Far Realm and draw on its unknowable power.
    On your next turn, as your action, you unleash a blast of psychic energy that tears apart living minds.

- **Requirement:** Your minions have been killed.
- **Target:** A 30 ft cone originating from you.
- **Hit:** Any creature within range of this attack takes 36 psychic damage.
- **Extreme:** If a creature is reduced to 0 hit points by this attack, it is disintegrated.

REPTILE SPRAY

Overkill Attack   6th-level Scout (Solo)

You swallow a vial of reptile acid and mix it with your own digestive juices.
    On your next turn, as your action, you spew a thick spray of corrosive acid to melt stone, steel, and flesh.

- **Requirement:** You consume a vial of reptile acid.
- **Target:** A 30 ft cone originating from you.
- **Hit:** Any creature within range of this attack takes 40 acid damage.

THUNDER LANCE

Overkill Attack (Extreme)   7th-level Sniper (Elite)

You overcharge your thunder cannon to create a massive, deadly surge of raw lighting energy.
    On your next turn, as your action, you fire a blast of lighting that pierces everyone and everything in a line.

- **Requirement:** Your minions have been killed.
- **Target:** A 40 ft by 10 ft line, originating from you.
- **Hit:** Any creature within range of this attack takes 72 lightning damage.
- **Extreme:** If a creature is reduced to 0 hit points by this attack, it is killed outright by the shock.

SPIRIT BOMB

Overkill Attack (Extreme)   8th-level Striker (Solo)

You draw spirit energy from nearby living creatures and channel it into a glowing ball of radiant power.
    On your next turn, as your action, you launch the ball into the ground where it explodes in radiant fire.

- **Requirement:** You are bloodied.
- **Target:** A 50 ft area around you.
- **Hit:** Any creature within range of this attack takes 104 radiant damage.
- **Extreme:** If a creature of evil alignment is reduced to 0 hit points by this attack, it is disintegrated.

YOU'RE ALREADY DEAD

Overkill Attack   9th-level Striker (Elite)

With necrotic power drawn from a nearby *Font of Decay*, you summon soul-hungry wraiths from the Shadowfell to do your bidding.
    On your next turn, as your action, you send the wraiths out in a deadly wave to feed on the living.

- **Requirement:** You consume a Font of Decay.
- **Target:** A 60 ft by 15 ft line, originating from you.
- **Hit:** Any creature within range of this attack takes 108 necrotic damage.

ICE AGE

Overkill Attack (Extreme)   10th-level Defender (Solo)

You pull cold energy from the Elemental Chaos with arcane runes, becoming a Herald of Winter.
    On your next turn, as your action, you unleash a frozen vortex that turns everything to ice and snow.

- **Requirement:** You are bloodied.
- **Target:** A 50 ft area around you.
- **Hit:** Any creature within range of this attack takes 104 cold damage.
- **Extreme:** If a creature is reduced to 0 hit points by this attack, it is petrified and turned into an ice statue.

RANDOMIZING DAMAGE

THE MONSTER TABLES AND STAT BLOCKS LISTED IN this supplement use static damage values by default for simplicity's sake.

But if you want to add some variety to your monster damage, this chapter will help you to convert your static damage values into randomized damage.

STATIC TO RANDOM

Once you have a monster—be it minion, standard, elite, or solo—it's easy to convert your static damage into randomized damage. Simply follow these three steps:

1. **Get the static damage:** Find your monster's base static damage value from their profile.
2. **Choose an attack type:** Decide just how accurate or unpredictable the attack's damage should be—the wilder the attack, the bigger the die you roll.
3. **Randomize the damage:** Replace the static damage with a dice roll from the *Randomized Damage* table.

❶ GET THE STATIC DAMAGE

First, find your monster's normal static damage for their attacks—this is typically listed as part of the monster profile or in the monster template tables.

> The GM is creating *Gannimor Strax*, a ferocious orc pit-fighter who, in battle, dual-wields a battle axe and dagger. As a 5th-level elite striker, the orc deals 14 static damage on a successful hit.
>
> For variety, and to emphasis the different weaponry, the GM wants to use two randomized damage values —one for an axe attack, and one for a dagger attack.

❷ CHOOSE AN ATTACK TYPE

Next, decide how unpredictable you want the damage to be—the more careless the attack, the bigger the damage die and the wider the range of possible damage.

There are 7 categories of damage: accurate (d4), predictable (d6), reliable (d8), irregular (d10), volatile (d12), wild (d20), and chaotic (d100). Choose the type that best suits your particular attack.

> Gannimor is reckless with his axe and precise with his dagger. To reflect this, the GM chooses to use *volatile (d12)* axe damage and *accurate (d4)* dagger damage.

❸ RANDOMIZE THE DAMAGE

Finally, look through the *Randomized Damage* table to find a suitable value based on your chosen damage types.

> The GM finds two randomized damage options that are a good fit. Gannimor's profile is updated to replace the static 14 damage with two attack options:
>
> - **Attack (Axe):** 2d12 + 1 *(14 - 13)*
> - **Attack (Dagger):** 4d4 + 4 *(14 - 10)*

WILD SWINGS

Rolling big dice for your damage (d10s, d12s, etc) can be exciting, but may lead to some very swingy combat. Make sure to use a variety of dice options to keep things interesting and control the tempo of your monsters.

Randomized Damage

Dice	Min/Max	Mean	Deviation	Common Range	Randomized Damage
A ACCURATE					
1d4	1-4	2.5	1.12	1-4	1d4 + [static damage – 2]
2d4	2-8	5	1.58	3-7	2d4 + [static damage – 5]
3d4	3-12	7.5	1.94	5-10	3d4 + [static damage – 7]
4d4	4-16	10	2.24	7-13	4d4 + [static damage – 10]
5d4	5-20	12.5	2.5	10-15	5d4 + [static damage – 12]
6d4	6-24	15	2.74	12-18	6d4 + [static damage – 15]
B PREDICTABLE					
1d6	1-6	3.5	1.71	1-6	1d6 + [static damage – 3]
2d6	2-12	7	2.42	4-10	2d6 + [static damage – 7]
3d6	3-18	10.5	2.96	7-14	3d6 + [static damage – 10]
4d6	4-24	14	3.42	10-18	4d6 + [static damage – 14]
5d6	5-30	17.5	3.82	13-22	5d6 + [static damage – 17]
6d6	6-36	21	4.18	16-26	6d6 + [static damage – 21]
C RELIABLE					
1d8	1-8	4.5	2.29	2-7	1d8 + [static damage – 4]
2d8	2-16	9	3.24	5-13	2d8 + [static damage – 9]
3d8	3-24	13.5	3.97	9-18	3d8 + [static damage – 13]
4d8	4-32	18	4.58	13-23	4d8 + [static damage – 18]
5d8	5-40	22.5	5.12	17-28	5d8 + [static damage – 22]
6d8	6-48	27	5.61	21-33	6d8 + [static damage – 27]
D IRREGULAR					
1d10	1-10	5.5	2.87	2-9	1d10 + [static damage – 5]
2d10	2-20	11	4.06	6-16	2d10 + [static damage – 11]
3d10	3-30	16.5	4.97	11-22	3d10 + [static damage – 16]
4d10	4-40	22	5.74	16-28	4d10 + [static damage – 22]
5d10	5-50	27.5	6.42	21-34	5d10 + [static damage – 27]
6d10	6-60	33	7.04	25-41	6d10 + [static damage – 33]
E VOLATILE					
1d12	1-12	6.5	3.45	3-10	1d12 + [static damage – 6]
2d12	2-24	13	4.88	8-18	2d12 + [static damage – 13]
3d12	3-36	19.5	5.98	13-26	3d12 + [static damage – 19]
4d12	4-48	26	6.9	19-33	4d12 + [static damage – 26]
5d12	5-60	32.5	7.72	24-41	5d12 + [static damage – 32]
6d12	6-72	39	8.46	30-48	6d12 + [static damage – 39]
F WILD					
1d20	1-20	10.5	5.77	4-17	1d20 + [static damage – 10]
2d20	2-40	21	8.15	12-30	2d20 + [static damage – 21]
3d20	3-60	31.5	9.99	21-42	3d20 + [static damage – 31]
4d20	4-80	42	11.53	30-54	4d20 + [static damage – 42]
5d20	5-100	52.5	12.89	39-66	5d20 + [static damage – 52]
6d20	6-120	63	14.12	48-78	6d20 + [static damage – 63]
G CHAOTIC					
1d100	1-100	50.5	28.87	21-80	1d100 + [static damage – 50]
2d100	2-200	101	40.82	60-142	2d100 + [static damage – 101]
3d100	3-300	151.5	50	101-202	3d100 + [static damage – 151]
4d100	4-400	202	57.73	144-260	4d100 + [static damage – 202]
5d100	5-500	252.5	64.55	187-318	5d100 + [static damage – 252]
6d100	6-600	303	70.71	232-374	6d100 + [static damage – 303]
Dice	**Min/Max**	**Mean**	**Deviation**	**Common Range**	**Randomized Damage**

PART 3

Encounters

Building an Encounter

ONCE YOU HAVE SOME MONSTERS, IT'S TIME TO START a fight. Monsters typically don't act alone, preferring instead to work with monstrous allies to surround and overcome their enemies—unless they're independent solos on a wild, destructive rampage.

This chapter provides some basic guidelines on how to build quickstart encounters with varying types of monster for your players to battle.

The Basic Encounter

Building a basic encounter using quickstart monsters is very simple, requiring three steps:

1. **Get some Monster Points:** Decide how dangerous the encounter should be for your players. The more dangerous your encounter, the more *monster points* (MP) you'll have to spend on monsters.
2. **Add monsters:** Spend your MP to add monsters to the encounter until you reach the limit.
3. **Build the monsters:** Create your monster profiles as normal with an eye for interesting synergies.

❶ Get some Monster Points

First, decide the difficulty of the encounter to see how many *monster points* (MP) you get to spend.

Encounter Difficulty	
Difficulty	**Total Monster Points (MP)**
Easy	Number of players x 0.5
Normal	Number of players
Hard	Number of players x 1.5
Extreme	Number of players x 2

The GM wants to create a normal encounter for 4 players. As shown in the *Encounter Difficulty* table, this gives the GM 4 monster points with which to spend on monsters and build their encounter.

❷ Add Monsters

Now it's time to start adding monsters to your encounter. Each monster type costs a certain number of *monster points*—the bigger the threat, the bigger the cost. Keep adding monsters until you've spent all of your MP.

Monster Value			
Type	**MP Cost**	**Type**	**MP Cost**
Minion	0.25	Elite	2
Standard	1	Solo	1 per player

Monster Levels

Values listed in the *Monster Value* table assume you're using monsters within -3/+3 levels of the average player character—but this may not always be the case. If your monster is under or over-leveled, adjust its MP cost.

For every 4 levels higher than the players, double the monster's MP cost. For every 4 levels lower, halve it.

The GM wants to create a horde-style normal encounter for 4 players. They add one elite monster worth 2 points, leaving 2 points for assorted minions.

Normally, 2 points can buy 8 minions. By using minions 4 levels lower than the players, however, the GM is able to add 16 minions instead.

③ Build your Monsters

Once you've decided on your encounter monsters, it's time to start building them. Use the normal quickstart rules to help you generate these stat-blocks.

Look for interesting synergies between your monsters based on their type and role—defenders protecting snipers, supporters buffing strikers, controllers enabling lurkers—but try to limit the number of monster roles to three per encounter to avoid overcomplicating things.

Encounter Outlines

Here are some encounter outlines you might use to help construct your own encounters. Each assumes a 4-player party with a budget of 4 *monster points* to spend—change this to suit your own game as and when needed.

Ⓐ Basic Encounters

Basic encounters focus on using standard and minion monsters, usually in equal numbers to the players for simple one-on-one battles. Use these to give your players a straightforward combat challenge against a relatively few opponents.

Basic Brawl — Normal vs 4
Two defenders protect two damage-dealers. — 4 MP

Qty	Monster	Level	MP
1	Standard Sniper	+0	1
1	Standard Striker	+0	1
2	Standard Defender	+0	2

Sneak Attack — Normal vs 4
A defender and controller cover two lurkers. — 4 MP

Qty	Monster	Level	MP
1	Standard Controller	+0	1
1	Standard Defender	+0	1
2	Standard Lurker	+0	2

Sharpshooter — Hard vs 4
Snipers supported for maximum damage. — 6 MP

Qty	Monster	Level	MP
2	Standard Support	+0	2
3	Standard Sniper	+0	3
4	Minion Defender	+0	1

Wild Mob — Extreme vs 4
A mob of wild attackers out for blood. — 8 MP

Qty	Monster	Level	MP
6	Standard Striker	+0	6
8	Minion Sniper	–4	1
4	Minion Supporter	+0	1

Ⓑ Horde Encounters

Horde encounters swarm your players with huge numbers of weak minions to overwhelm and overrun them. Use these to pit your players against mobs, hordes, and armies.

Vast Minion Horde — Hard vs 4
An overwhelming horde of minions. — 6 MP

Qty	Monster	Level	MP
16	Minion Defender	–8	1
16	Minion Lurker	–8	1
32	Minion Sniper	–8	2
32	Minion Striker	–8	2

Ⓒ Elite Encounters

Elite encounters feature powerful leaders and champions leading—or supporting—a troupe of other monsters. Use these for your mid-boss encounters or scenes involving named monsters.

Elite Force — Hard vs 4
An elite monster commands a band of monsters. — 6 MP

Qty	Monster	Level	MP
1	Elite Controller	+0	2
1	Standard Defender	+0	1
1	Standard Supporter	+0	1
4	Minion Striker	+0	1
4	Minion Sniper	+0	1

Twin Terrors — Normal vs 4
Two strong champions are ready to fight. — 4 MP

Qty	Monster	Level	MP
1	Elite Defender	+0	2
1	Elite Striker	+0	2

Ⓓ Solo Encounters

Solo encounters put the party against a single, overwhelming monster. Use these for your major bosses and villains, and to capstone an adventure with a climatic boss battle.

Single Combat — Normal vs 4
A solo monster with one stat block. — 4 MP

Qty	Monster	Level	MP
1	Solo Striker	+0	4

This Isn't Even My Final Form — Normal vs 4
A solo monster with three distinct phases. — 4 MP

Qty	Monster	Level	MP
1	Solo Defender/Controller/Striker	+0	4

The Court of Bones

DEEP BENEATH THE EARTH LIES AN ANCIENT EVIL, long buried and forgotten—but forgotten no more, for a sinister necromancer now plots to resurrect the *Skeleton Queen* and unleash her dark powers upon the world. Can you save the kingdom from the *Court of Bones*?

100 years ago, Queen Celestine of Reinburg—dying from an incurable sickness—made a desperate pact with a death god to save her life and prevent a war of succession from tearing her kingdom apart.

The pact was accepted and her sickness healed, but at a terrible cost—a hunger for souls. Though she tried to resist, Celestine soon began to feast on her aides. As a grim reward for their 'sacrifice', she raised their bodies as undead puppets—her *Court of Bones*.

When the hunger grew, her unholy appetites turned to the rest of her kingdom. But before she could complete a ritual that would turn the entire kingdom to undeath, four brave heroes fought their way into the palace and defeated her. Celestine's spirit was torn from her body and her corrupt palace—the Dreadvault —sank deep into the earth, never to rise again.

Some say that the Queen's ravenous soul still haunts the Dreadvault, seeking a way back into our world. Nobody knows for sure, and none have been brave—or foolish—enough to find out. Until today...

A Sample Adventure

The Court of Bones is a **5th-level adventure** outline for 4 players, demonstrating how you can use this supplement to build encounters. This adventure is left deliberately open-ended—use it as a starting point and expand the scenario with your own monsters, encounters, and loot.

Your Quest

The necromancer Mortanius wants to **raise the Skeleton Queen** and bind her to his will, using her formidable necromantic powers (and the Court of Bones) for his own purpose—the conquest of the mortal realms.

To achieve this, Mortanius has stolen the *Tome of Awakening* (a powerful book of forbidden necromantic knowledge) and entered the sunken **Dreadvault**. His ritual of resurrection has already begun leeching life from the land above—if you don't stop him, the lifeforce of the entire kingdom will be bled dry.

The party, following Mortanius' trail through the twisting undercaverns, discover the gates of the Dreadvault. Already, the air crackles with magical energy...

Quest: Find Mortanius and stop his resurrection ritual —or kill the Skeleton Queen once and for all.

A Ticking Clock

Time is a factor—the party must stop Mortanius before he can resurrect the Skeleton Queen at full strength. Upon entering the Dreadvault, if the party take a long rest at any point before defeating Mortanius:

- Mortanius' resurrection ritual completes, killing all plant-life in the kingdom above and poisoning the earth with necrotic energy.
- The Skeleton Queen becomes a gargantuan monster and gains +10 levels (ML 13 instead of ML 3). She kills Mortanius and shatters the roof of the Dreadvault, ascending into the world to wage war against the living and reclaim the throne of Reinburg.

THE COURT OF BONES

- ORIGINAL MAP BY DYSONLOGOS.COM, EDITED BY GIFFYGLYPH -

KEY LOCATIONS

A1: THE VESTIBULE
A2: THE HALLS OF DUST
A3: THE INFERNAL GALLERY
A4: THE THRONE ROOM
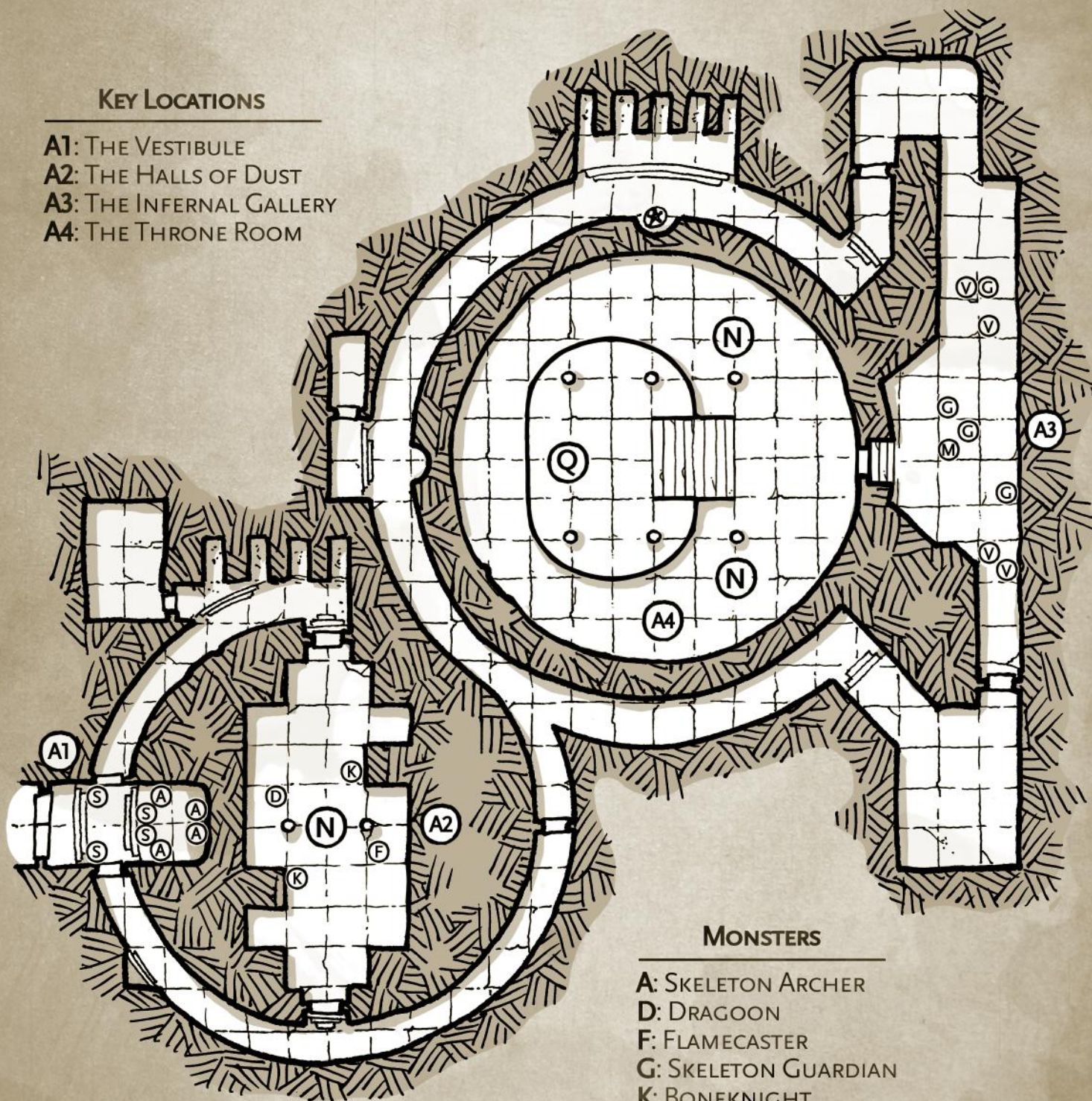
MONSTERS

A: SKELETON ARCHER
D: DRAGOON
F: FLAMECASTER
G: SKELETON GUARDIAN
K: BONEKNIGHT
M: MORTANIUS
N: NECROTIC CONDUIT
Q: SKELETON QUEEN
S: SKELETON SOLDIER
V: VOLTATILE SKELETON

THE HISTORY

100 years ago, the kingdom of Reinburg was ruled by the accomplished Queen Celestine and her husband, Prince Beregor. Their rule was prosperous and Reinburg grew strong under their care. With much celebration, the Queen gave birth to a daughter—Princess Sophia—and all was well —until a day came when everything changed.

A terrible, magical plague swept through the kingdom, killing peasant and noble alike. Prince Beregor and Princess Sophia both died, while Celestine was left terminally ill.

A DESPERATE PACT

As Celestine lay near death, her two younger brothers—the royal twins, Rayner and Remus—each stepped forward to claim the throne for himself. Celestine feared their greed for Reinburg's crown would start a war of succession and tear her beloved kingdom apart.

And so on her deathbed, the Queen turned to the gods for aid. When the gods ignored her pleas, Celestine—in desperation—reached out to darker powers.

One reached back.

"Feed me."

The command was overwhelming. And though every fiber of her being screamed to refuse, Celestine was desperate to safeguard her kingdom. She accepted. At once her sickness quickly burned away as new, otherworldly power flowed through her veins.

Celestine was cured, and Reinburg was safe.

A SINISTER HUNGER

It wasn't until some weeks later that Celestine noticed her appetite for food was gone. With dawning horror, she discovered a hunger for something much darker—living souls. She tried to resist it, but day by day the hunger grew and the command grew louder: *Feed me!*

When Celestine first touched the arm of her chambermaid and accidentally drained the maid's soul, she was inconsolable. When a courtier kissed Celestine's hand and she fed on his soul, she was upset. When she devoured the souls of her knight protectors in one hungry outburst, she was finally resolved.

"This is for the future of Reinburg," justified the Queen. "This realm is nothing without its queen—I do this for the sake of my people. But I won't let their noble sacrifice go unrewarded. Through me, they will know life eternal."

And thus began the reign of Celestine and her undead guardians—the Court of Bones.

PACTBREAKER

As time passed, Celestine's realized that her patron's hunger could not be sated. With growing fear for her kingdom's safety, Celestine sought to escape her pact. Perhaps, if she consumed enough souls, she would gain the power to fight and overthrow her benefactor?

And so, with grim resolve, she prepared a ritual that would drain all Reinburg of its spiritual lifeforce.

"Better that Reinburg should lose its soul to its rightful Queen than lose everything to *Him*."

But when all hope seemed lost, four brave heroes fought their way into the Queen's sanctum and battled her in the throne room. At the last second, before the ritual could be completed, one of the heroes impaled the Queen with a greatsword, pinning her to the black throne.

With a bloody hand on the sword, surreptitiously etching out eldritch runes in blood, Celestine laughed one final time. "I won't let Him have my soul. Not yet..."

With her final breath, her palace—the Dreadvault— began to sink into the earth. Some people claim to have seen tentacles wrapped around the building, pulling it down—whatever the truth, the Dreadvault and Skeleton Queen were thought lost for all time...

THE VILLAINS

There are two primary villains the party will face during this adventure: **Mortanius**—a powerful necromancer with megalomanical aspirations—and **Celestine Reinburg**—a ruthless, soul-eating Skeleton Queen.

MORTANIUS, THE NECROMANCER

Mortanius is a man who wants to rule the world, and he is not in the least bit subtle about this. Arrogant, flamboyant, and utterly convinced that *only he* can bring order to chaos, Mortanius has devoted his life—and his family fortune—to this pursuit of world domination.

But after three failed schemes—thwarted each time by *persistent* adventurers—and having spent the last gold piece of his family fortune, Mortanius has come to one conclusion: a conqueror needs an army.

For this reason, Mortanius has come to Reinburg. With the *Tome of Awakening* in his possession, the necromancer plans to raise the Skeleton Queen and, through her, control the undead *Court of Bones*—an army with which to start conquering the living.

Today, Reinburg. Tomorrow, the world!

CELESTINE, THE SKELETON QUEEN

In life, Celestine was the accomplished—if stern—ruler of Reinburg. But when a magical plague swept through the kingdom and nearly killed her, Celestine made a pact with an unknown power and became a soul reaver.

Celestine wants to protect her beloved Reinburg, and she believes that the best way to do that is by killing her gluttonous patron—even at the cost of every living soul in the kingdom. Better to lose a soul than lose all existence, in her cold opinion.

THE COURT OF BONES

The broken bones of Celestine's undead court can be found throughout the Dreadvault. Should the Skeleton Queen arise and resurrect her Court of Bones, she will have upwards of 300 undead soldiers at her command.

THE DREADVAULT

Formerly the beautiful gothic marble Palace of Reinburg, the Dreadvault is now little more than a ruined charnel house sunk deep beneath the earth—the final resting place of the Skeleton Queen and her Court of Bones.

The Dreadvault is a grim, hostile place.

- **You see:** There is no natural light in the Dreadvault —the dead have no need of it. But if you light a torch, you see thick, black, necrotic veins running throughout the walls, pulsing as if to some almighty heartbeat. Ghostly shadows seem to move on the edge of your vision.
  All around you are the rotted remains of the former palace—decayed furniture, torn paintings, blocked doorways, collapsed ceilings, and broken bones.
- **You hear:** The faint whistle of wind and the far-off echo of bone clattering on stone. Sometimes, it sounds as if someone is whispering unintelligence words right into your ear—words that set a chill throughout your body.
- **You smell:** The air here has been undisturbed for nearly a century. You smell dust, mold, and decay.
- **You feel:** It is cold and sinister. At times, you feel an almost overwhelming pressure to flee—as if the Dreadvault itself is trying to break your spirit.

The living are not welcome in the Dreadvault. Linger here at your peril...

A1 THE VESTIBULE

Once a greeting chamber to the palace, this ruined chamber now serves as a warning to those who would dare enter the Dreadvault. Eight skeletons—recently raised by Mortanius—stand guard here.

The heavy door opens slowly with a screech of rusted hinges. Inside, eight skeletal heads turn towards you, blue light burning in their empty eye sockets.

The skeletons attack any intruder that comes within 60 ft. By Mortanius' command, they attack to kill.

Once the intruders have been dealt with, the skeletons drag any corpses to the Halls of Dust (A2) to be later raised as undead zombies.

THE VESTIBULE		Easy vs 4
Eight skeleton minions guard the entrance.		2 MP

Qty	Monster	Level	MP
4	Soldier (Minion Defender)	5	1
4	Archer (Minion Sniper)	5	1

SKELETON SOLDIER — Level 5 Defender
Medium humanoid, undead — Minion (112 XP)

Armor Class	16	Damage	8
Attack Bonus	+3	Speed	20 ft
Hit Points	12 (6)	Spell DCs	11, 8

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+1	+1	+0

Saving Throws	Str +6, Con/Dex +3, Wis/Int/Cha +0
Skills	Initiative +0, Perception +3, Stealth +0
Vulnerabilities	Bludgeoning
Immunities	Exhaustion, Poison, Poisoned
Senses	Darkvision 60 ft
Languages	Understands Common, can't speak

⬤ **Got Your Back**: If you are unrestrained and standing next to a creature that is the target of an attack (which doesn't already include you), you can spend your reaction to redirect the attack onto yourself.

ACTIONS

◗ **Slash** *(common)*
Melee 5 ft: +3 vs AC. *Hit:* 8 slashing damage.

EQUIPMENT

Rotted leather armor and a rusted sword.

SKELETON ARCHER — Level 5 Sniper
Medium humanoid, undead — Minion (112 XP)

Armor Class	14	Damage	10
Attack Bonus	+3	Speed	30 ft
Hit Points	9 (5)	Spell DCs	11, 8

STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	+1	+1	+0

Saving Throws	Dex +5, Con/Str +2, Wis/Int/Cha –1
Skills	Initiative +0, Perception +0, Stealth +3
Vulnerabilities	Bludgeoning
Immunities	Exhaustion, Poison, Poisoned
Senses	Darkvision 60 ft
Languages	Understands Common, can't speak

⬤ **Hold Still**: You have advantage on attack rolls you make against any creature that moved less than 10 ft during their last turn.

ACTIONS

◗ **Shoot** *(common)*
Ranged 60 ft: +3 vs AC. *Hit:* 10 piercing damage.

EQUIPMENT

An old bow and some arrows.

A2 THE HALLS OF DUST

Once an elaborate dining hall, the only thing the Halls of Dust now serve is death. Four risen skeletons can be found here, guarding a dangerous necromantic device.

> The wooden door turns to ash as you push on it, revealing a ruined dining hall. Time and necrotic magic have destroyed the room's banquet table, leaving only scant fragments of corrupted wood.
>   Above, three chandeliers line the ceiling, bereft of candles. Their metal chains are rusted with age.

In the center of the hall is a **necrotic conduit**, a magical device created by Mortanius to harvest the latent necrotic energies of the Dreadvault and raise the dead.

> In the center of the hall, dark purple light shines from a black crystal shard that floats 5 ft above a large ritual circle. Black mist spreads from the crystal's core.
>   You see a bolt of purple lightning arc out from the crystal and strike a nearby pile of broken bones and armor. With a clatter, the bones quickly knit together with necrotic power and rise—a new boneknight, rusted sword in skeletal hand, now stands ready to defend the sinister conduit.

Mortanius has created this conduit—and many others— to help raise the *Court of Bones*. If left active, the conduit will raise a new skeleton every hour. There are enough remains in the *Halls of Dust* to raise at least 16 more boneknights, flamecasters, and dragoons.
    The necrotic conduit is guarded by **four skeletons** that attack any intruder to come within 60 ft.

> Surrounding the crystal, four risen skeletons stand guard. These undead seem to be in much better condition than those you faced in the Vestibule, the energy of the conduit still fresh in their bones.
>   As you enter the hall, they turn their heads towards you and stare with empty eyes...

A search of the room (Investigate DC 15) will reveal 25 gp of old coinage, an intricately carved figurine of a dragon in red stone, and what appears to be a potion of healing (though it is, in fact, a potion of poison).

THE HALLS OF DUST		Normal vs 4
Four skeletons guard a conduit of dark power.		4 MP

Qty	Monster	Level	MP
2	Boneknight (Standard Defender)	5	2
1	Flamecaster (Standard Sniper)	5	1
1	Dragoon (Standard Striker)	5	1
1	Conduit (Hazard Supporter)	5	0

NECROTIC CONDUIT

A necrotic conduit is an arcane device that harvests negative energy from its surroundings, using this fuel to power a "*Raise Dead*" ritual. These conduits have been created by Mortanius and placed throughout the Dreadvault to feed on its latent power.
    A necrotic conduit can be deactivated with three successful Arcana or Religion (if your character serves an appropriate deity) skill checks. Alternatively, if the conduit suffers either (a) 16 damage or (b) two failed deactivation skill checks, it explodes and releases a damaging blastwave of necrotic energy.

NECROTIC CONDUIT	Level 5 Supporter
Large hazard Magical	

A large, black crystal surrounded by a powerful ritual circle. Purple lightning arcs out periodically, and a black mist spreads from the crystal's core.
    The conduit harvests necrotic energy and emits a dangerous aura that hurts the living and heals the dead. Given enough time, it can even raise the dead.

TRAITS

● **Necrotic Aura**: The conduit emits a 15 ft necrotic aura. Any living creature that enters the aura or starts its turn within it takes 5 necrotic damage. Any undead creature that starts its turn within the aura regains 5 hit points.

● **Raise Dead**: A dead creature left within the aura will be raised as an undead skeleton or zombie. The conduit can raise 1 medium-sized creature per hour (halve the time required for each smaller size category, and double it for each larger size).

● **Regeneration**: At the start of each round, the conduit regains 5 hit points.

ACTIONS

◖ **Dark Lightning** *(common)*
Ranged 20 ft: +5 vs Dexterity. *Hit:* 8 necrotic damage.

COUNTERMEASURES

● **Deactivate**: You can deactivate the conduit with 3 successful Arcana or Religion skill checks—two DC 10, and one DC 15. If you fail twice, however, the conduit overloads and explodes (see *Destroy*).

● **Destroy**: The conduit has 45 hit points and is immune to magical damage. When reduced to 0 hit points, the crystal explodes and releases a blast of necrotic energy—any living creature within 30 ft takes 16 points of necrotic damage.

SALVAGE

If the conduit was safely deactivated, the crystal shatters into 100 gp of arcane dust. You can use this dust in place of any costed spellcasting component.

Skeleton Boneknights

As former guards of Reinburg, boneknights wear rusted plate armor and carry a broken, metal shield bearing the crest of their old kingdom.

Skeleton boneknights try to defend their allies by harrying the enemy. Then, with their *Maneuvering Strike*, they try to move their enemy into a disadvantageous position. Whenever possible, they try to move living creatures into the damaging aura of the necrotic conduit to be corrupted by its necrotic power.

Periodically, a boneknight can suffuse its sword with necrotic energy to leave a painful, decaying wound on living flesh.

Skeleton Boneknight	Level 5 Defender
Medium humanoid, undead	Standard (450 XP)

Armor Class 18		**Damage** 10		
Attack Bonus .... +5		**Speed** .... 20 ft		
Hit Points 60 (30)		**Spell DCs** 13, 10		

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+1	+1	+0

Saving Throws .... Str +8, Con/Dex +5, Wis/Int/Cha +2
Skills .... Initiative +2, Perception +5, Stealth +2
Vulnerabilities .... Bludgeoning
Immunities .... Exhaustion, Poison, Poisoned
Senses .... Darkvision 60 ft
Languages .... Understands Common, can't speak

Traits

● **Relentless**: The first time you fall to 0 hit points after a long rest, you are instead reduced to 1 hit point.

● **Don't Look Away**: When you attack a creature, you can mark them. A marked creature has –2 to any attack roll that doesn't include you. You can have one active mark at a time, and marks don't stack.

Actions

◗ **Slash** (common)
Melee 5 ft: +5 vs AC. *Hit:* 10 slashing damage.

◗ **Maneuvering Strike** (common)
Melee 5 ft: DC 13 vs Dexterity. *Hit:* You force the target to move 5ft in a direction of your choosing, and you can move 5 ft afterwards. This movement does not trigger opportunity attacks.

◆ **Black Blade of Decay** (cooldown 2)
Melee 5 ft: +5 vs AC. *Hit:* 10 slashing damage and 10 ongoing necrotic damage, save ends (Constitution vs DC 10).

Equipment

Rusted plate armor, a chipped longsword, and a broken, metal shield bearing the crest of Reinburg.

Skeleton Flamecaster

Red veins of fire magic run through the charred bones of these flamecasters. Once dragonborn—as evident from the huge skeletal horns—these skeletons can still wield the fire magic of their former life.

A skeleton flamecaster prefers to say out of reach, throwing orbs of explosive fire at the enemy—it's dangerous to stay clustered in groups with a flamecaster around. They use *Flare* to blind living creatures so that their allies can attack with advantage. And, if any enemy ventures too close, the skeleton uses its dragonbreath.

When a flamecaster is reduced to 0 hit points, the necrotic power that animates it become dangerously unstable—the flamecaster's skeleton body explodes in a blast of searing flame.

Skeleton Flamecaster	Level 5 Sniper
Medium humanoid, undead	Standard (450 XP)

Armor Class 16		**Damage** 13		
Attack Bonus .... +5		**Speed** .... 30 ft		
Hit Points 45 (23)		**Spell DCs** 13, 10		

STR	DEX	CON	INT	WIS	CHA
+2	+3	+4	+1	+1	+0

Saving Throws .... Con +7, Dex/Str +4, Wis/Int/Cha +1
Skills .... Initiative +2, Perception +2, Stealth +5
Vulnerabilities .... Bludgeoning, Cold
Immunities .... Exhaustion, Fire, Poison, Poisoned
Senses .... Darkvision 60 ft
Languages ...... Understands Common/Draconic, can't speak

Traits

● **Explosive**: When you fall to 0 hit points, your body explodes and deals damage to everyone within 5 ft. You can begin detonation on your turn with a bonus action; you explode at the start of your next turn.

● **Scattershot**: Once per turn, when you hit a creature with an attack, you can deal damage equal to your level (5) to every other creature within 5 ft of your target.

Actions

◗ **Firebolt** (common)
Ranged 60 ft: +5 vs AC. *Hit:* 13 fire damage.

◗ **Flare** (common)
15x15 ft area within 60 ft (living creatures only): DC 13 vs Constitution. *Hit:* The target is *Blinded* until the end of its next turn.

◆ **Dragonbreath** (recharge 5/6)
20 ft cone: DC 10 vs Dexterity. *Hit:* 9 fire damage and 9 ongoing fire damage, save ends (Constitution vs DC 13).

Equipment

Decayed robes from a far away land, and a gold tooth.

Skeleton Dragoon

The skeletal dragoons—tieflings in their prior life—bear two curved horns and wield a long, sharp spear that remains surprisingly intact despite the ravages of time.

The dragoons were famed fighters of Reinburg, leaping into battle with *Dragoon Leap* and using their metal spears to pierce their prone enemies. Dragoons likes to attack from a distance, using their long reach and sharp spear to great advantage. They are surprisingly fast for an undead skeleton, able to parry attacks and stab out at multiple foes in quick succession.

If an enemy gets too close, dragoons try to push them back with a *Whirlwind Knockback*. They use this to push living creatures into the aura of the necrotic conduit, whenever possible.

Skeleton Dragoon — Level 5 Striker
Medium humanoid, undead — Standard (450 XP)

Armor Class	12	**Damage**	13
Attack Bonus	+7	**Speed**	30 ft
Hit Points	75 (38)	**Spell DCs**	15, 12

STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	+1	+1	+0

Saving Throws Dex +5, Con/Str +2, Wis/Int/Cha −1
Skills Initiative +2, Perception +2, Stealth +2
Vulnerabilities Bludgeoning
Immunities Exhaustion, Poison, Poisoned
Senses Darkvision 60 ft
Languages Understands Common/Infernal, can't speak

Traits

● **Parry**: You can spend your reaction to gain +3 AC against one melee attack that you can see.

● **Press the Attack**: You have advantage when you make an attack roll against a bloodied creature.

Actions

◗ **Pierce** *(common)*
Melee 10 ft: +7 vs AC. *Hit:* 13 piercing damage.

◗ **Rapid Stab** *(common, multiattack 2)*
Melee 10 ft: +7 vs AC. *Hit:* 6 piercing damage.

◗ **Whirlwind Knockback** *(common)*
10 ft area: DC 15 vs Dexterity. *Hit:* The target is pushed back 10 ft.

◢ **Dragoon Leap** *(limited 3)*
15x15 ft area within 30 ft (you leap to the center of the area): DC 12 vs Strength. *Hit:* 9 piercing damage and the target is knocked prone.

Equipment

A rusted dragon helmet and a metal spear.

A3 The Infernal Gallery

The Infernal Gallery was the waiting chamber for those seeking an audience with Queen Celestine. Now,

> The walls of the gallery are lined with portraits and statues of Reinburg's former rulers. Cracked from decay and necrotic corruption, you can't help but feel that the eyes are following you around the room...

Mortanius sits here, humming to himself and reading a book while his ritual to raise Celestine progresses in the Throne Room (A4). When he sees an intruder, he looks up with irritation.

> "More brave heroes?" says Mortanius with a tired sigh. "How very original. So you've come all this way to try and stop me? Very well. We still have time before Celestine is awake. I'll drain your memories, and then your souls. You'll make good puppets for my army..."

Mortanius closes his book, raises eight skeleton minions to his defense, and attacks.

When Mortanius is reduced to 0 hit points, he is not knocked unconscious—instead, he begins to teleport into the Throne Room (A4).

> "Damn your eyes," spits Mortanius. "You're not as weak as you look. No matter—I'll just wake the Queen a little earlier than expected!"

As he teleports, Mortanius drops the key to the Throne Room (A4) and his *Ioun Stone of Intellect*. A further search of the room (Investigate DC 15) will reveal 4 onyx gemstones in one of the gallery statues.

The Infernal Gallery — Normal vs 4
Face Mortanius and his undead protectors. — 4 MP

Qty	Monster	Level	MP
1	Mortanius (Elite Controller)	5	2
4	Guardian (Minion Defender)	5	1
4	Volatile Skeleton (Minion Striker)	5	1

Mortanius, the Necromancer

An egotistical necromancer with megalomaniacal delusions, Mortanius commands the unliving and bends them to his will.

In battle, the necromancer surrounds himself with guardians as volatile skeletons swarm the enemy, exploding in a burst of necrotic energy. Mortanius drains life from his enemies and steals memories from the living. When his minions start to fall, the necromancer can bring them back to unlife with *Raise Dead*. His most powerful attack—*Doom*—curses an enemy with rapid, fatal decay.

Mortanius
Level 5 Controller

Medium humanoid
Elite (900 XP)

Armor Class	16	Damage	11
Attack Bonus	+7	Speed	30 ft
Hit Points	120 (60)	Spell DCs	15, 12

STR	DEX	CON	INT	WIS	CHA
+0	+1	+2	+4	+1	+3

Saving Throws	Int +8, Cha/Con +5, Dex/Wis/Str +2
Skills	Initiative +7, Perception +4, Stealth +4
Immunities	Necrotic
Senses	Darkvision 60 ft
Languages	Common, Draconic, Deep Speech

Traits

⬤ **Paragon Action**: You may take one Paragon Action per round to either move or perform an action.

⬤ **Escape**: When you would be reduced to 0 hit points outside of your lair, you instead escape and flee to your lair. You remain there, paralysed and resting, until you recover at least 50% of your hit points.

⬤ **Knockback**: Once per turn, when you hit a creature with an attack, you can knock the creature up to 15 ft away from you.

Actions

◗ **Shadowbolt** *(common)*
Ranged 60 ft: +7 vs AC. *Hit:* 11 necrotic damage.

◗ **Steal Memories** *(common)*
Melee 5 ft: DC 15 vs Intelligence. *Hit:* 11 psychic damage.

◗ **Fear** *(cooldown 2)*
10x10 ft area within 30 ft: DC 12 vs Wisdom. *Hit:* The target is *Frightened* until the end of its next turn.

◗ **Life Drain** *(limited 3)*
Ranged 60 ft: DC 12 vs Constitution. *Hit:* The target takes 11 necrotic damage and loses one unspent hit die (or gains a level of exhaustion if they have no remaining hit dice).

⬤ **Raise Dead** *(rare)*
Self, 60 ft area: You raise the bodies of up to 4 skeleton guardian minions that have been reduced to 0 hit points. The raised minions act immediately after your turn.

⬤ **Doom** *(rare)*
Melee 5 ft: DC 12 vs Constitution. *Hit:* The target takes 33 ongoing necrotic damage, save ends (Constitution vs DC 12).

Equipment

Exquisite black and purple robes, an encrypted spellbook, and an *Ioun stone of Intellect*.

Skeleton Guardian
Level 5 Defender

Medium humanoid, undead
Minion (112 XP)

Armor Class	16	Damage	8
Attack Bonus	+3	Speed	20 ft
Hit Points	12 (6)	Spell DCs	11, 8

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+1	+1	+0

Saving Throws	Str +6, Con/Dex +3, Wis/Int/Cha +0
Skills	Initiative +0, Perception +3, Stealth +0
Vulnerabilities	Bludgeoning
Immunities	Exhaustion, Necrotic, Poison, Poisoned
Senses	Darkvision 60 ft
Languages	Understands Common, can't speak

⬤ **Got Your Back**: If you are unrestrained and standing next to a creature that is the target of an attack (which doesn't already include you), you can spend your reaction to redirect the attack onto yourself.

Actions

◗ **Slash** *(common)*
Melee 5 ft: +3 vs AC. *Hit:* 8 slashing damage.

◗ **Slam** *(common)*
Melee 5 ft: DC 8 vs Strength. *Hit:* The target falls prone.

Equipment

Rusted plate armor and a hooked blade.

Volatile Skeleton
Level 5 Scout

Medium humanoid, undead
Minion (112 XP)

Armor Class	12	Damage	6
Attack Bonus	+3	Speed	40 ft
Hit Points	12 (6)	Spell DCs	11, 8

STR	DEX	CON	INT	WIS	CHA
+2	+4	+1	+1	+3	+0

Saving Throws	Dex +4, Wis/Str +1, Con/Int/Cha −2
Skills	Initiative +3, Perception +3, Stealth +3
Vulnerabilities	Bludgeoning
Immunities	Exhaustion, Necrotic, Poison, Poisoned
Senses	Darkvision 60 ft
Languages	Understands Common, can't speak

⬤ **Explosive**: When you fall to 0 hit points, your body explodes and deals damage to everyone within 5 ft. You can begin detonation on your turn with a bonus action; you explode at the start of your next turn.

Actions

◗ **Claw Slash** *(common)*
Melee 5 ft: +3 vs AC. *Hit:* 6 slashing damage.

A4 THE THRONE ROOM

The door to the throne room is locked tight, and can be opened using Mortanius' key—alternatively, the lock can be picked (DC 15) or the door forced open (DC 20).

Once opened, a large throne room is revealed, lit by a ring of magical blue fire burning all around the room's edge. Two **necrotic conduits** are active here, filling the room with a black mist.

> The throne room is dark, decayed, and cold. Thick veins of necrotic energy line the walls, and the floor is almost hidden beneath a sea of bones. 10 ft up, a ring of magical blue fire bathes the room in spectral light.
> On either side of a raised dais, two necrotic conduits fill the room with sinister black mist.

Mortanius stands in front of a large, inanimate skeleton —**Celestine, the Skeleton Queen**—hurriedly trying to complete his raising ritual.

> Atop a flight of steps, a large and inanimate skeleton clad in royal garb sits atop a black throne. A huge greatsword sticks through the skeleton's chest, pinning it to the throne.
> Mortanius takes hold of the greatsword with both hands. "Rise, Queen Celestine! It's time to meet your new King." He pulls the sword free from the body.

As the greatsword is removed, it crumbles to black ash. Removing the weapon allows Celestine's soul—trapped within the Dreadvault—to reclaim her body.

Hero's Greatsword: If anyone other than Mortanius should touch the greatsword, they immediately take 40 points of necrotic damage.

> You hear tortured, ghostly screams all around as a sudden vortex of wind fills the room. You feel like your own soul is being pulled towards the large skeleton.
> With a crackle of purple lighting, you see the skeleton start to rise. Blue fire burns in its eye sockets.

With the Skeleton Queen revived, Mortainus laughs maniacally in victory and turns to face the party.

> "At last, the Court of Bones!" laughs Mortanius. "This kingdom, this world, it will all be mine!"
> The Queen looks down at the necromancer. "No," echoes her voice from beyond the grave.
> Mortanius freezes, the blood suddenly running cold in his veins. "I revived you, I control you!" he shouts in growing fear.
> "...You bore me," says Celestine. She reaches down, grabs hold of Mortanius, and sucks out his soul.

Celestine throws the corpse of Mortanius across the room, where it hits the wall with a sickening crunch.

> Celestine is much taller than a normal human, her bones swollen and twisted with necrotic power. Black veins run through her skeleton, pulsing to the same beat as the Dreadvault. Atop her head sits a golden crown with a glistening sapphire. Her robes and cloak have remained uncorrupted by the decay of time.
> Flickering in and out of vision, you can see the glowing blue spectral outline of her spirit.

As she looks down at the party, a spectral scythe forms in Celestine's hand. Ice starts to form on the ground beneath her skeletal feet.

> "The throne of Reinburg is MINE," proclaims Celestine. "I have sacrificed everything for my realm, and only *I* can protect it from what lies below."
> She points at the party with her scythe.
> "Submit to your Queen, brave heroes. Join my Court of Bones. Your souls will become a part of me, and I will carry your memory forward. Your bodies will live on forever as my elite vanguard. Together, we will destroy the Unknown!"

If the party refuse Celestine's offer, she responds with cold fury.

> "It is bad manners to refuse a queen," says Celestine coldly. "I won't tolerate bad manners in my court."

THE THRONE ROOM		Normal vs 4
Defeat Celestine, the Skeleton Queen.		4 MP

Qty	Monster	Level	MP
1	Celestine the Skeleton Queen (Solo Defender, Controller, and Striker)	5	4
2	Conduit (Hazard Supporter)	5	0

CELESTINE, THE SKELETON QUEEN

Celestine is a powerful and intelligent undead skeleton. Recently revived—and not yet at her full power—she seeks to drain her enemies of their health and souls.

Celestine has three notable forms during combat:

- **First Form:** With high defenses to protect her from harm, Celestine pulls her enemies close and attacks them with her scythe.
- **Second Form:** Celestine uses some of her power to summon skeleton minions into the fight whilst terrifying her enemies with *Undying Terror*.
- **Third Form:** Her bones begin to crack and leak necrotic power, creating a dangerous aura. As a final gambit, Celestine tries to devour everyone's soul.

The Skeleton Queen (1/3)

Level 5 Defender

Large humanoid, undead — Solo vs 4 (1,800 XP)

Armor Class	20	Damage	12
Attack Bonus	+7	Speed	20 ft
Hit Points	80	Spell DCs	15, 12

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	+1	+0	+3

Saving Throws .... Str +10, Cha/Con +7, Dex/Int/Wis +4
Skills .... Initiative +6, Perception +9, Stealth +4
Immunities .... Necrotic, Cold
Senses .... Darkvision 60 ft
Languages .... Common, Deep Speech

Traits

⬤ **Paragon Actions**: You may take 3 Paragon Actions per round to either move or perform an action.

⬤ **Phase Transition**: When reduced to 0 hit points, you may remove all on-going effects on yourself and trigger your next phase transition.

⬤ **You Can't Leave**: Creatures always provoke opportunity attacks from you, even if they take the *Disengage* action before leaving your reach. When you hit a creature with an opportunity attack, that creature's speed becomes 0 for the rest of the turn.

Actions

◑ **Scythe** *(common)*
Melee 10 ft: +7 vs AC. *Hit:* 12 slashing damage.

◑ **Grim Harvest** *(common, multiattack 2)*
Melee 10 ft: +7 vs AC. *Hit:* 6 necrotic damage.

◑ **Frozen Soul** *(common)*
Ranged 60 ft: DC 15 vs Constitution. *Hit:* The target is *Restrained* until the end of its next turn.

◑ **Death's Grasp** *(common)*
Ranged 60 ft: DC 12 vs Dexterity. *Hit:* You pull the target to an adjacent space.

◒ **Reap the Living** *(recharge 5/6)*
30x10 ft line: +7 vs AC. *Hit:* The target loses one unspent hit die and takes 9 ongoing necrotic damage, save ends (Constitution vs DC 12).

◒ **Leap** *(cooldown 2)*
20x20 ft area within 30 ft (you leap to the center of the area): DC 15 vs Strength. *Hit:* 9 bludgeoning damage and the target falls prone.

⛔ **Soul Sickness** *(rare)*
20 ft cone: DC 12 vs Charisma. *Hit:* The target is *Poisoned* and takes 18 ongoing necrotic damage, save ends both (DC 12 vs Charisma).

The Skeleton Queen (2/3)

Level 5 Controller

Large humanoid, undead — Solo vs 4 (1,800 XP)

Armor Class	16	Damage	12
Attack Bonus	+7	Speed	30 ft
Hit Points	80	Spell DCs	15, 12

STR	DEX	CON	INT	WIS	CHA
+1	+4	+2	+1	+0	+3

Saving Throws .... Dex +8, Cha/Con +5, Str/Int/Wis +2
Skills .... Initiative +9, Perception +6, Stealth +4
Immunities .... Necrotic, Cold
Senses .... Darkvision 60 ft
Languages .... Common, Deep Speech

Traits

⬤ **Paragon Actions**: You may take 3 Paragon Actions per round to either move or perform an action.

⬤ **Phase Transition**: When reduced to 0 hit points, you may remove all on-going effects on yourself and trigger your next phase transition.

⬤ **Sidestep**: Once per turn, when you hit a creature with an attack, you can move yourself and that creature 5 ft in any direction. This movement doesn't provoke opportunity attacks.

Actions

◑ **Scythe** *(common)*
Melee 10 ft: +7 vs AC. *Hit:* 12 slashing damage.

◑ **Grim Harvest** *(common, multiattack 2)*
Melee 10 ft: +7 vs AC. *Hit:* 6 necrotic damage.

◑ **Frozen Soul** *(common)*
Ranged 60 ft: DC 15 vs Constitution. *Hit:* The target is *Restrained* until the end of its next turn.

◑ **Knockback** *(common)*
Melee 10 ft: DC 12 vs Strength. *Hit:* The target is knocked back up to 15 ft. If it hits another creature, both creatures take 12 bludgeoning damage and fall prone.

◒ **Raise Dead** *(limited 2 MP)*
15x15 ft area: You spend some of your 2 MP to summon a number of skeletons. The skeletons act using one of your Paragon Actions.

◒ **Death's Chill** *(recharge 5/6)*
20x20 ft area within 30 ft: DC 15 vs Dexterity. *Hit:* 9 cold damage and the target is *Restrained*, save ends (Strength vs DC 12).

⛔ **Undying Terror** *(rare)*
20 ft aura: DC 12 vs Wisdom. *Hit:* The target is *Frightened* and takes 12 ongoing psychic damage, save ends both (DC 12 vs Wisdom). *Miss:* The target takes 6 psychic damage.

The Skeleton Queen (3/3)
Level 5 Striker

Large humanoid, undead
Solo vs 4 (1,800 XP)

Armor Class	14	**Damage**			15
Attack Bonus	+9	**Speed**			30 ft
Hit Points	100	**Spell DCs**			17, 14

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	+1	+0	+4

Saving Throws .... Cha +7, Str/Con +4, Dex/Int/Wis +1
Skills .... Initiative +6, Perception +6, Stealth +4
Vulnerabilities .... Radiant
Immunities .... Necrotic, Cold
Senses .... Darkvision 60 ft
Languages .... Common, Deep Speech

Traits

● **Paragon Actions**: You may take 3 Paragon Actions per round to either move or perform an action.

● **Aura (Damaging)**: You have a 5/10/15 ft aura. Creatures that a) enter your aura or b) start their turn within your aura take damage equal to your level (5).

● **Press the Attack**: You have advantage when you make an attack roll against a bloodied creature.

Actions

◑ **Scythe** (common)
Melee 10 ft: +9 vs AC. *Hit:* 15 slashing damage.

◑ **Grim Harvest** (common, multiattack 2)
Melee 10 ft: +9 vs AC. *Hit:* 7 necrotic damage.

◑ **Frozen Soul** (common)
Ranged 60 ft: DC 17 vs Constitution. *Hit:* The target is *Restrained* until the end of its next turn.

◑ **Spear of Death** (common)
15x10 ft line: DC 14 vs Constitution. *Hit:* 15 necrotic damage.

◔ **Wither Flesh** (cooldown 2)
20 ft cone: Hit: The target takes 15 necrotic damage and gains a level of exhaustion.

◔ **Rend Spirit** (limited 3)
10 ft area: DC 17 vs Charisma. *Hit:* The target falls prone, takes 11 psychic damage, and loses one unspent hit die (or gains a level of exhaustion if they have no remaining hit dice).

⛔ **Devour Souls** (rare, overkill)
30 ft area: Hit: 60 psychic damage. If the target is reduced to 0 hit points, you consume its soul and regain hit points equal to the target's max HP. While charging this attack, you expose a weak point (32 HP, DC 14 perception) in your ribcage.

Fall of the Skeleton Queen
When Celestine's final form is reduced to 0 hit points, she falls to one knee as her body starts to crumble into black ash. She drops a *Ring of Necrotic Resistance* and the historic *Crown of Reinburg*.

> "This... Cannot... Be!" hisses Celestine as necrotic power spills from her cracked body. One by one, her bones turn to ash until all that is left standing is her soul. "You fools, you don't understand what you've done here!" shouts the specter in terror.
> Suddenly, black spectral tentacles lash up from the ground and wrap around Celestine's ghost. She struggles in vain as they pull her down.
> "I tried to keep Reinburg safe, but now you've given *Him* the power to break free. The *Unknown* will consume everything, you've doomed us all!" she screams as the tentacles drag her out of mortal sight.
> Celestine's spectral screams are cut short. After a few seconds silence, an inhuman voice resonates throughout the chamber, shaking the very walls.
> *"FEED ME."*
> And then, for a few moments, all is suddenly quiet. That is, until the rumbling begins...

Without Celestine's presence, the Dreadvault begins to collapse in on itself. The party have **10 minutes to escape** the Dreadvault before they are crushed to death by the rapidly collapsing ceiling.

> Behind you, an almighty rumble shakes the cavern as the Dreadvault finally collapses. The Court of Bones is no more, and Reinburg is safe. For now...

What Next?

The *Court of Bones* is an adventure outline that you can customize, edit, and expand to suit your own table and story. There are many unanswered questions and unexplored areas for you to experiment with, such as:

- Who, or what, was Celestine so afraid of?
- How did Mortanius get the *Tome of Awakening*?
- Have the players met Mortanius before in a previous adventure or encounter?
- How did the players discover the Dreadvault?
- What's in the Dreadvault's other rooms?
- Who wants the *Crown of Reinburg*?
- Does Celestine allow the players to walk away instead of forcing a fight?
- Are there any complications/skill checks required to escape the collapsing Dreadvault?
- Who were the four heroes who killed Celestine the first time with a greatsword?

Add plot hooks and story expansions as you see fit to turn this single adventure into a full campaign.

APPENDICIES

The Extras

Monster Templates

To help you get your quickstart monsters up and running fast, this chapter features complete stat templates for every monster role and rank across levels −3 to 30 (CR 0 to 30).

Use these templates to get some baseline stats for your monster before adding traits, powers, and attacks.

Applying a Template

Quickstart templates are flexible, allowing you to create any type of monster for your adventures. Once you've found the right stats for your desired level, check the guidelines below for advice on how to apply them.

❶ Rank

Monsters come in four ranks: minions, standards, elites, and solos. For quick reference, three varieties of solo monster (vs 3, vs 4, and vs 5) are included with hit point values already calculated to suit 3/4/5 players—if you need other varieties, read *Minions, Elites & Solos* (p13).

❷ Hit Points

Hit points have been divided into quick-reference pools to help you determine when your monster is about to be bloodied (50% or fewer HP) or—in the case of solo monsters—trigger a new phase transition.

> A ML 3 Standard Controller has 33 (2 x 17) hit points —it is bloodied while at 17 HP or lower.
>
> A ML 7 Solo (vs 4) Striker has 425 (3 x 142) hit points—it triggers a new phase transition every 142 points of damage.

❸ Damage per Action

This is the amount of damage your monster should be dealing per attacking action. This is per *action*, not necessarily per attack—if your monster is using a multiattack, split this damage across all the individual attacks for that action.

❹ Spell DCs

Spell DCs contain a primary ("I'm good at this") and secondary ("I'm not so good at this") DC variant for your monster's spells/effects.

Use the primary DC for anything related to your monster's best attribute, and the secondary DC for everything else.

> The GM creates a monster with spell DCs of 18 and 15. DEX happens to be this monster's best attribute, so any spell/effect that uses DEX has DC 18— everything else uses DC 15.

❺ Saving Throws

Saving throws come in three grades—best, ok, and bad. Use the highest bonus for your monster's best attribute, the second bonus for it's 2nd and 3rd best attributes, and the worst bonus for the 3 worst attributes.

> The GM is creating a ML 5 Elite Supporter with attributes in CON/WIS/CHA/STR/INT/DEX priority. They set the saving throws as Con +8, Wis/Cha +5, and Str/Int/Dex +2.

Monster Templates: Level -3

Rank	Role	AC	Hit Points Max	Hit Points Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	9	1	2 x 1	−1	1	8, 5	−1	0	−1	0, −2, −3	0	1
	Defender	13	1	2 x 1	−1	1	8, 5	0	−1	−1	2, 0, −1	0	1
	Lurker	7	1	2 x 1	+1	2	10, 7	0	−1	0	−1, −3, −4	0	1
	Scout	9	1	2 x 1	−1	1	8, 5	0	0	0	0, −2, −3	0	1
	Sniper	11	1	2 x 1	−1	1	8, 5	−1	−1	0	1, −1, −2	0	1
	Striker	7	1	2 x 1	+1	1	10, 7	−1	−1	−1	−1, −3, −4	0	1
	Supporter	9	1	2 x 1	−1	1	8, 5	−1	0	−1	0, −2, −3	0	1
Standard	Controller	11	4	2 x 2	+1	1	10, 7	1	2	1	2, 0, −1	0	2
	Defender	15	4	2 x 2	+1	1	10, 7	2	1	1	4, 2, 1	0	2
	Lurker	9	2	2 x 1	+3	2	12, 9	2	1	2	1, −1, −2	0	2
	Scout	11	4	2 x 2	+1	1	10, 7	2	2	2	2, 0, −1	0	2
	Sniper	13	3	2 x 2	+1	2	10, 7	1	1	2	3, 1, 0	0	2
	Striker	9	5	2 x 3	+3	2	12, 9	1	1	1	1, −1, −2	0	2
	Supporter	11	3	2 x 2	+1	1	10, 7	1	2	1	2, 0, −1	0	2
Elite	Controller	13	8	2 x 4	+3	2	12, 9	3	4	3	4, 2, 1	0	5
	Defender	17	8	2 x 4	+3	2	12, 9	4	3	3	6, 4, 3	0	5
	Lurker	11	4	2 x 2	+5	2	14, 11	4	3	4	3, 1, 0	0	5
	Scout	13	8	2 x 4	+3	1	12, 9	4	4	4	4, 2, 1	0	5
	Sniper	15	6	2 x 3	+3	2	12, 9	3	3	4	5, 3, 2	0	5
	Striker	11	10	2 x 5	+5	2	14, 11	3	3	3	3, 1, 0	0	5
	Supporter	13	6	2 x 3	+3	1	12, 9	3	4	3	4, 2, 1	0	5
Solo vs 3	Controller	13	12	3 x 4	+3	2	12, 9	5	6	3	4, 2, 1	0	7
	Defender	17	12	3 x 4	+3	2	12, 9	6	5	3	6, 4, 3	0	7
	Lurker	11	6	3 x 2	+5	2	14, 11	6	5	4	3, 1, 0	0	7
	Scout	13	12	3 x 4	+3	1	12, 9	6	6	4	4, 2, 1	0	7
	Sniper	15	9	3 x 3	+3	2	12, 9	5	5	4	5, 3, 2	0	7
	Striker	11	15	3 x 5	+5	2	14, 11	5	5	3	3, 1, 0	0	7
	Supporter	13	9	3 x 3	+3	1	12, 9	5	6	3	4, 2, 1	0	7
Solo vs 4	Controller	13	16	3 x 6	+3	2	12, 9	5	6	3	4, 2, 1	0	10
	Defender	17	16	3 x 6	+3	2	12, 9	6	5	3	6, 4, 3	0	10
	Lurker	11	8	3 x 3	+5	2	14, 11	6	5	4	3, 1, 0	0	10
	Scout	13	16	3 x 6	+3	1	12, 9	6	6	4	4, 2, 1	0	10
	Sniper	15	12	3 x 4	+3	2	12, 9	5	5	4	5, 3, 2	0	10
	Striker	11	20	3 x 7	+5	2	14, 11	5	5	3	3, 1, 0	0	10
	Supporter	13	12	3 x 4	+3	1	12, 9	5	6	3	4, 2, 1	0	10
Solo vs 5	Controller	13	20	3 x 7	+3	2	12, 9	5	6	3	4, 2, 1	0	12
	Defender	17	20	3 x 7	+3	2	12, 9	6	5	3	6, 4, 3	0	12
	Lurker	11	10	3 x 4	+5	2	14, 11	6	5	4	3, 1, 0	0	12
	Scout	13	20	3 x 7	+3	1	12, 9	6	6	4	4, 2, 1	0	12
	Sniper	15	15	3 x 5	+3	2	12, 9	5	5	4	5, 3, 2	0	12
	Striker	11	25	3 x 9	+5	2	14, 11	5	5	3	3, 1, 0	0	12
	Supporter	13	15	3 x 5	+3	1	12, 9	5	6	3	4, 2, 1	0	12
Solo vs 6	Controller	13	24	3 x 8	+3	2	12, 9	5	6	3	4, 2, 1	0	15
	Defender	17	24	3 x 8	+3	2	12, 9	6	5	3	6, 4, 3	0	15
	Lurker	11	12	3 x 4	+5	2	14, 11	6	5	4	3, 1, 0	0	15
	Scout	13	24	3 x 8	+3	1	12, 9	6	6	4	4, 2, 1	0	15
	Sniper	15	18	3 x 6	+3	2	12, 9	5	5	4	5, 3, 2	0	15
	Striker	11	30	3 x 10	+5	2	14, 11	5	5	3	3, 1, 0	0	15
	Supporter	13	18	3 x 6	+3	1	12, 9	5	6	3	4, 2, 1	0	15
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
				Hit Points									

MONSTER TEMPLATES: LEVEL -2

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										
Minion	Controller	9	2	2 x 1	–1	1	8, 5	–1	0	–1	0, –2, –3	0	1
	Defender	13	2	2 x 1	–1	1	8, 5	0	–1	–1	2, 0, –1	0	1
	Lurker	7	1	2 x 1	+1	2	10, 7	0	–1	0	–1, –3, –4	0	1
	Scout	9	2	2 x 1	–1	1	8, 5	0	0	0	0, –2, –3	0	1
	Sniper	11	2	2 x 1	–1	1	8, 5	–1	–1	0	1, –1, –2	0	1
	Striker	7	2	2 x 1	+1	1	10, 7	–1	–1	–1	–1, –3, –4	0	1
	Supporter	9	2	2 x 1	–1	1	8, 5	–1	0	–1	0, –2, –3	0	1
Standard	Controller	11	8	2 x 4	+1	1	10, 7	1	2	1	2, 0, –1	0	6
	Defender	15	8	2 x 4	+1	1	10, 7	2	1	1	4, 2, 1	0	6
	Lurker	9	4	2 x 2	+3	2	12, 9	2	1	2	1, –1, –2	0	6
	Scout	11	8	2 x 4	+1	1	10, 7	2	2	2	2, 0, –1	0	6
	Sniper	13	6	2 x 3	+1	2	10, 7	1	1	2	3, 1, 0	0	6
	Striker	9	10	2 x 5	+3	2	12, 9	1	1	1	1, –1, –2	0	6
	Supporter	11	6	2 x 3	+1	1	10, 7	1	2	1	2, 0, –1	0	6
Elite	Controller	13	16	2 x 8	+3	2	12, 9	3	4	3	4, 2, 1	0	12
	Defender	17	16	2 x 8	+3	2	12, 9	4	3	3	6, 4, 3	0	12
	Lurker	11	8	2 x 4	+5	2	14, 11	4	3	4	3, 1, 0	0	12
	Scout	13	16	2 x 8	+3	1	12, 9	4	4	4	4, 2, 1	0	12
	Sniper	15	12	2 x 6	+3	2	12, 9	3	3	4	5, 3, 2	0	12
	Striker	11	20	2 x 10	+5	2	14, 11	3	3	3	3, 1, 0	0	12
	Supporter	13	12	2 x 6	+3	1	12, 9	3	4	3	4, 2, 1	0	12
Solo vs 3	Controller	13	24	3 x 8	+3	2	12, 9	5	6	3	4, 2, 1	1/8	18
	Defender	17	24	3 x 8	+3	2	12, 9	6	5	3	6, 4, 3	1/8	18
	Lurker	11	12	3 x 4	+5	2	14, 11	6	5	4	3, 1, 0	1/8	18
	Scout	13	24	3 x 8	+3	1	12, 9	6	6	4	4, 2, 1	1/8	18
	Sniper	15	18	3 x 6	+3	2	12, 9	5	5	4	5, 3, 2	1/8	18
	Striker	11	30	3 x 10	+5	2	14, 11	5	5	3	3, 1, 0	1/8	18
	Supporter	13	18	3 x 6	+3	1	12, 9	5	6	3	4, 2, 1	1/8	18
Solo vs 4	Controller	13	32	3 x 11	+3	2	12, 9	5	6	3	4, 2, 1	1/8	25
	Defender	17	32	3 x 11	+3	2	12, 9	6	5	3	6, 4, 3	1/8	25
	Lurker	11	16	3 x 6	+5	2	14, 11	6	5	4	3, 1, 0	1/8	25
	Scout	13	32	3 x 11	+3	1	12, 9	6	6	4	4, 2, 1	1/8	25
	Sniper	15	24	3 x 8	+3	2	12, 9	5	5	4	5, 3, 2	1/8	25
	Striker	11	40	3 x 14	+5	2	14, 11	5	5	3	3, 1, 0	1/8	25
	Supporter	13	24	3 x 8	+3	1	12, 9	5	6	3	4, 2, 1	1/8	25
Solo vs 5	Controller	13	40	3 x 14	+3	2	12, 9	5	6	3	4, 2, 1	1/8	31
	Defender	17	40	3 x 14	+3	2	12, 9	6	5	3	6, 4, 3	1/8	31
	Lurker	11	20	3 x 7	+5	2	14, 11	6	5	4	3, 1, 0	1/8	31
	Scout	13	40	3 x 14	+3	1	12, 9	6	6	4	4, 2, 1	1/8	31
	Sniper	15	30	3 x 10	+3	2	12, 9	5	5	4	5, 3, 2	1/8	31
	Striker	11	50	3 x 17	+5	2	14, 11	5	5	3	3, 1, 0	1/8	31
	Supporter	13	30	3 x 10	+3	1	12, 9	5	6	3	4, 2, 1	1/8	31
Solo vs 6	Controller	13	48	3 x 16	+3	2	12, 9	5	6	3	4, 2, 1	1/8	37
	Defender	17	48	3 x 16	+3	2	12, 9	6	5	3	6, 4, 3	1/8	37
	Lurker	11	24	3 x 8	+5	2	14, 11	6	5	4	3, 1, 0	1/8	37
	Scout	13	48	3 x 16	+3	1	12, 9	6	6	4	4, 2, 1	1/8	37
	Sniper	15	36	3 x 12	+3	2	12, 9	5	5	4	5, 3, 2	1/8	37
	Striker	11	60	3 x 20	+5	2	14, 11	5	5	3	3, 1, 0	1/8	37
	Supporter	13	36	3 x 12	+3	1	12, 9	5	6	3	4, 2, 1	1/8	37
Rank	**Role**	**AC**	**Max**	**Phases**	**Atk Bonus**	**Dmg / Action**	**Spell DCs**	**Perc.**	**Init.**	**Stl.**	**Saving Throws**	**CR**	**XP**
			Hit Points										

Monster Templates: Level -1

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										
Minion	Controller	9	3	2 x 2	–1	1	8, 5	–1	0	–1	0, –2, –3	0	3
	Defender	13	3	2 x 2	–1	1	8, 5	0	–1	–1	2, 0, –1	0	3
	Lurker	7	2	2 x 1	+1	2	10, 7	0	–1	0	–1, –3, –4	0	3
	Scout	9	3	2 x 2	–1	1	8, 5	0	0	0	0, –2, –3	0	3
	Sniper	11	2	2 x 1	–1	1	8, 5	–1	–1	0	1, –1, –2	0	3
	Striker	7	3	2 x 2	+1	1	10, 7	–1	–1	–1	–1, –3, –4	0	3
	Supporter	9	2	2 x 1	–1	1	8, 5	–1	0	–1	0, –2, –3	0	3
Standard	Controller	11	12	2 x 6	+1	1	10, 7	1	2	1	2, 0, –1	0	12
	Defender	15	12	2 x 6	+1	1	10, 7	2	1	1	4, 2, 1	0	12
	Lurker	9	6	2 x 3	+3	2	12, 9	2	1	2	1, –1, –2	0	12
	Scout	11	12	2 x 6	+1	1	10, 7	2	2	2	2, 0, –1	0	12
	Sniper	13	9	2 x 5	+1	2	10, 7	1	1	2	3, 1, 0	0	12
	Striker	9	15	2 x 8	+3	2	12, 9	1	1	1	1, –1, –2	0	12
	Supporter	11	9	2 x 5	+1	1	10, 7	1	2	1	2, 0, –1	0	12
Elite	Controller	13	24	2 x 12	+3	2	12, 9	3	4	3	4, 2, 1	1/8	25
	Defender	17	24	2 x 12	+3	2	12, 9	4	3	3	6, 4, 3	1/8	25
	Lurker	11	12	2 x 6	+5	2	14, 11	4	3	4	3, 1, 0	1/8	25
	Scout	13	24	2 x 12	+3	1	12, 9	4	4	4	4, 2, 1	1/8	25
	Sniper	15	18	2 x 9	+3	2	12, 9	3	3	4	5, 3, 2	1/8	25
	Striker	11	30	2 x 15	+5	2	14, 11	3	3	3	3, 1, 0	1/8	25
	Supporter	13	18	2 x 9	+3	1	12, 9	3	4	3	4, 2, 1	1/8	25
Solo vs 3	Controller	13	36	3 x 12	+3	2	12, 9	5	6	3	4, 2, 1	1/4	37
	Defender	17	36	3 x 12	+3	2	12, 9	6	5	3	6, 4, 3	1/4	37
	Lurker	11	18	3 x 6	+5	2	14, 11	6	5	4	3, 1, 0	1/4	37
	Scout	13	36	3 x 12	+3	1	12, 9	6	6	4	4, 2, 1	1/4	37
	Sniper	15	27	3 x 9	+3	2	12, 9	5	5	4	5, 3, 2	1/4	37
	Striker	11	45	3 x 15	+5	2	14, 11	5	5	3	3, 1, 0	1/4	37
	Supporter	13	27	3 x 9	+3	1	12, 9	5	6	3	4, 2, 1	1/4	37
Solo vs 4	Controller	13	48	3 x 16	+3	2	12, 9	5	6	3	4, 2, 1	1/4	50
	Defender	17	48	3 x 16	+3	2	12, 9	6	5	3	6, 4, 3	1/4	50
	Lurker	11	24	3 x 8	+5	2	14, 11	6	5	4	3, 1, 0	1/4	50
	Scout	13	48	3 x 16	+3	1	12, 9	6	6	4	4, 2, 1	1/4	50
	Sniper	15	36	3 x 12	+3	2	12, 9	5	5	4	5, 3, 2	1/4	50
	Striker	11	60	3 x 20	+5	2	14, 11	5	5	3	3, 1, 0	1/4	50
	Supporter	13	36	3 x 12	+3	1	12, 9	5	6	3	4, 2, 1	1/4	50
Solo vs 5	Controller	13	60	3 x 20	+3	2	12, 9	5	6	3	4, 2, 1	1/4	62
	Defender	17	60	3 x 20	+3	2	12, 9	6	5	3	6, 4, 3	1/4	62
	Lurker	11	30	3 x 10	+5	2	14, 11	6	5	4	3, 1, 0	1/4	62
	Scout	13	60	3 x 20	+3	1	12, 9	6	6	4	4, 2, 1	1/4	62
	Sniper	15	45	3 x 15	+3	2	12, 9	5	5	4	5, 3, 2	1/4	62
	Striker	11	75	3 x 25	+5	2	14, 11	5	5	3	3, 1, 0	1/4	62
	Supporter	13	45	3 x 15	+3	1	12, 9	5	6	3	4, 2, 1	1/4	62
Solo vs 6	Controller	13	72	3 x 24	+3	2	12, 9	5	6	3	4, 2, 1	1/4	75
	Defender	17	72	3 x 24	+3	2	12, 9	6	5	3	6, 4, 3	1/4	75
	Lurker	11	36	3 x 12	+5	2	14, 11	6	5	4	3, 1, 0	1/4	75
	Scout	13	72	3 x 24	+3	1	12, 9	6	6	4	4, 2, 1	1/4	75
	Sniper	15	54	3 x 18	+3	2	12, 9	5	5	4	5, 3, 2	1/4	75
	Striker	11	90	3 x 30	+5	2	14, 11	5	5	3	3, 1, 0	1/4	75
	Supporter	13	54	3 x 18	+3	1	12, 9	5	6	3	4, 2, 1	1/4	75
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

Monster Templates: Level 0

Rank	Role	AC	Hit Points		Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Max	Phases									
Minion	Controller	10	4	2 x 2	+0	1	8, 5	–1	0	–1	1, –1, –3	0	6
	Defender	14	4	2 x 2	+0	1	8, 5	0	–1	–1	3, 1, –1	0	6
	Lurker	8	2	2 x 1	+2	2	10, 7	0	–1	0	0, –2, –4	0	6
	Scout	10	4	2 x 2	+0	1	8, 5	0	0	0	1, –1, –3	0	6
	Sniper	12	3	2 x 2	+0	1	8, 5	–1	–1	0	2, 0, –2	0	6
	Striker	8	4	2 x 2	+2	1	10, 7	–1	–1	–1	0, –2, –4	0	6
	Supporter	10	3	2 x 2	+0	1	8, 5	–1	0	–1	1, –1, –3	0	6
Standard	Controller	12	16	2 x 8	+2	1	10, 7	1	2	1	3, 1, –1	1/8	25
	Defender	16	16	2 x 8	+2	1	10, 7	2	1	1	5, 3, 1	1/8	25
	Lurker	10	8	2 x 4	+4	2	12, 9	2	1	2	2, 0, –2	1/8	25
	Scout	12	16	2 x 8	+2	1	10, 7	2	2	2	3, 1, –1	1/8	25
	Sniper	14	12	2 x 6	+2	2	10, 7	1	1	2	4, 2, 0	1/8	25
	Striker	10	20	2 x 10	+4	2	12, 9	1	1	1	2, 0, –2	1/8	25
	Supporter	12	12	2 x 6	+2	1	10, 7	1	2	1	3, 1, –1	1/8	25
Elite	Controller	14	32	2 x 16	+4	2	12, 9	3	4	3	5, 3, 1	1/4	50
	Defender	18	32	2 x 16	+4	2	12, 9	4	3	3	7, 5, 3	1/4	50
	Lurker	12	16	2 x 8	+6	2	14, 11	4	3	4	4, 2, 0	1/4	50
	Scout	14	32	2 x 16	+4	1	12, 9	4	4	4	5, 3, 1	1/4	50
	Sniper	16	24	2 x 12	+4	2	12, 9	3	3	4	6, 4, 2	1/4	50
	Striker	12	40	2 x 20	+6	2	14, 11	3	3	3	4, 2, 0	1/4	50
	Supporter	14	24	2 x 12	+4	1	12, 9	3	4	3	5, 3, 1	1/4	50
Solo vs 3	Controller	14	48	3 x 16	+4	2	12, 9	5	6	3	5, 3, 1	1/2	75
	Defender	18	48	3 x 16	+4	2	12, 9	6	5	3	7, 5, 3	1/2	75
	Lurker	12	24	3 x 8	+6	2	14, 11	6	5	4	4, 2, 0	1/2	75
	Scout	14	48	3 x 16	+4	1	12, 9	6	6	4	5, 3, 1	1/2	75
	Sniper	16	36	3 x 12	+4	2	12, 9	5	5	4	6, 4, 2	1/2	75
	Striker	12	60	3 x 20	+6	2	14, 11	5	5	3	4, 2, 0	1/2	75
	Supporter	14	36	3 x 12	+4	1	12, 9	5	6	3	5, 3, 1	1/2	75
Solo vs 4	Controller	14	64	3 x 22	+4	2	12, 9	5	6	3	5, 3, 1	1/2	100
	Defender	18	64	3 x 22	+4	2	12, 9	6	5	3	7, 5, 3	1/2	100
	Lurker	12	32	3 x 11	+6	2	14, 11	6	5	4	4, 2, 0	1/2	100
	Scout	14	64	3 x 22	+4	1	12, 9	6	6	4	5, 3, 1	1/2	100
	Sniper	16	48	3 x 16	+4	2	12, 9	5	5	4	6, 4, 2	1/2	100
	Striker	12	80	3 x 27	+6	2	14, 11	5	5	3	4, 2, 0	1/2	100
	Supporter	14	48	3 x 16	+4	1	12, 9	5	6	3	5, 3, 1	1/2	100
Solo vs 5	Controller	14	80	3 x 27	+4	2	12, 9	5	6	3	5, 3, 1	1/2	125
	Defender	18	80	3 x 27	+4	2	12, 9	6	5	3	7, 5, 3	1/2	125
	Lurker	12	40	3 x 14	+6	2	14, 11	6	5	4	4, 2, 0	1/2	125
	Scout	14	80	3 x 27	+4	1	12, 9	6	6	4	5, 3, 1	1/2	125
	Sniper	16	60	3 x 20	+4	2	12, 9	5	5	4	6, 4, 2	1/2	125
	Striker	12	100	3 x 34	+6	2	14, 11	5	5	3	4, 2, 0	1/2	125
	Supporter	14	60	3 x 20	+4	1	12, 9	5	6	3	5, 3, 1	1/2	125
Solo vs 6	Controller	14	96	3 x 32	+4	2	12, 9	5	6	3	5, 3, 1	1/2	150
	Defender	18	96	3 x 32	+4	2	12, 9	6	5	3	7, 5, 3	1/2	150
	Lurker	12	48	3 x 16	+6	2	14, 11	6	5	4	4, 2, 0	1/2	150
	Scout	14	96	3 x 32	+4	1	12, 9	6	6	4	5, 3, 1	1/2	150
	Sniper	16	72	3 x 24	+4	2	12, 9	5	5	4	6, 4, 2	1/2	150
	Striker	12	120	3 x 40	+6	2	14, 11	5	5	3	4, 2, 0	1/2	150
	Supporter	14	72	3 x 24	+4	1	12, 9	5	6	3	5, 3, 1	1/2	150
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

Monster Templates: Level 1

Rank	Role	AC	Hit Points Max	Hit Points Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	10	6	2 x 3	+1	2	9, 6	–1	1	–1	2, 0, –3	1/8	12
	Defender	14	6	2 x 3	+1	2	9, 6	1	–1	–1	4, 2, –1	1/8	12
	Lurker	8	3	2 x 2	+3	3	11, 8	1	–1	1	1, –1, –4	1/8	12
	Scout	10	6	2 x 3	+1	2	9, 6	1	1	1	2, 0, –3	1/8	12
	Sniper	12	4	2 x 2	+1	2	9, 6	–1	–1	1	3, 1, –2	1/8	12
	Striker	8	7	2 x 4	+3	2	11, 8	–1	–1	–1	1, –1, –4	1/8	12
	Supporter	10	4	2 x 2	+1	2	9, 6	–1	1	–1	2, 0, –3	1/8	12
Standard	Controller	12	26	2 x 13	+3	2	11, 8	1	3	1	4, 2, –1	1/4	50
	Defender	16	26	2 x 13	+3	2	11, 8	3	1	1	6, 4, 1	1/4	50
	Lurker	10	13	2 x 7	+5	3	13, 10	3	1	3	3, 1, –2	1/4	50
	Scout	12	26	2 x 13	+3	2	11, 8	3	3	3	4, 2, –1	1/4	50
	Sniper	14	20	2 x 10	+3	3	11, 8	1	1	3	5, 3, 0	1/4	50
	Striker	10	33	2 x 17	+5	3	13, 10	1	1	1	3, 1, –2	1/4	50
	Supporter	12	20	2 x 10	+3	2	11, 8	1	3	1	4, 2, –1	1/4	50
Elite	Controller	14	52	2 x 26	+5	3	13, 10	3	5	3	6, 4, 1	1/2	100
	Defender	18	52	2 x 26	+5	3	13, 10	5	3	3	8, 6, 3	1/2	100
	Lurker	12	26	2 x 13	+7	4	15, 12	5	3	5	5, 3, 0	1/2	100
	Scout	14	52	2 x 26	+5	2	13, 10	5	5	5	6, 4, 1	1/2	100
	Sniper	16	39	2 x 20	+5	3	13, 10	3	3	5	7, 5, 2	1/2	100
	Striker	12	65	2 x 33	+7	3	15, 12	3	3	3	5, 3, 0	1/2	100
	Supporter	14	39	2 x 20	+5	2	13, 10	3	5	3	6, 4, 1	1/2	100
Solo vs 3	Controller	14	78	3 x 26	+5	3	13, 10	5	7	3	6, 4, 1	1	150
	Defender	18	78	3 x 26	+5	3	13, 10	7	5	3	8, 6, 3	1	150
	Lurker	12	39	3 x 13	+7	4	15, 12	7	5	5	5, 3, 0	1	150
	Scout	14	78	3 x 26	+5	2	13, 10	7	7	5	6, 4, 1	1	150
	Sniper	16	59	3 x 20	+5	3	13, 10	5	5	5	7, 5, 2	1	150
	Striker	12	98	3 x 33	+7	3	15, 12	5	5	3	5, 3, 0	1	150
	Supporter	14	59	3 x 20	+5	2	13, 10	5	7	3	6, 4, 1	1	150
Solo vs 4	Controller	14	104	3 x 35	+5	3	13, 10	5	7	3	6, 4, 1	1	200
	Defender	18	104	3 x 35	+5	3	13, 10	7	5	3	8, 6, 3	1	200
	Lurker	12	52	3 x 18	+7	4	15, 12	7	5	5	5, 3, 0	1	200
	Scout	14	104	3 x 35	+5	2	13, 10	7	7	5	6, 4, 1	1	200
	Sniper	16	78	3 x 26	+5	3	13, 10	5	5	5	7, 5, 2	1	200
	Striker	12	130	3 x 44	+7	3	15, 12	5	5	3	5, 3, 0	1	200
	Supporter	14	78	3 x 26	+5	2	13, 10	5	7	3	6, 4, 1	1	200
Solo vs 5	Controller	14	130	3 x 44	+5	3	13, 10	5	7	3	6, 4, 1	1	250
	Defender	18	130	3 x 44	+5	3	13, 10	7	5	3	8, 6, 3	1	250
	Lurker	12	65	3 x 22	+7	4	15, 12	7	5	5	5, 3, 0	1	250
	Scout	14	130	3 x 44	+5	2	13, 10	7	7	5	6, 4, 1	1	250
	Sniper	16	98	3 x 33	+5	3	13, 10	5	5	5	7, 5, 2	1	250
	Striker	12	163	3 x 55	+7	3	15, 12	5	5	3	5, 3, 0	1	250
	Supporter	14	98	3 x 33	+5	2	13, 10	5	7	3	6, 4, 1	1	250
Solo vs 6	Controller	14	156	3 x 52	+5	3	13, 10	5	7	3	6, 4, 1	1	300
	Defender	18	156	3 x 52	+5	3	13, 10	7	5	3	8, 6, 3	1	300
	Lurker	12	78	3 x 26	+7	4	15, 12	7	5	5	5, 3, 0	1	300
	Scout	14	156	3 x 52	+5	2	13, 10	7	7	5	6, 4, 1	1	300
	Sniper	16	117	3 x 39	+5	3	13, 10	5	5	5	7, 5, 2	1	300
	Striker	12	195	3 x 65	+7	3	15, 12	5	5	3	5, 3, 0	1	300
	Supporter	14	117	3 x 39	+5	2	13, 10	5	7	3	6, 4, 1	1	300
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP

Monster Templates: Level 2

Rank	Role	AC	Hit Points		Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Max	Phases									
Minion	Controller	10	6	2 x 3	+1	3	9, 6	−1	1	−1	2, 0, −3	1/4	28
	Defender	14	6	2 x 3	+1	3	9, 6	1	−1	−1	4, 2, −1	1/4	28
	Lurker	8	3	2 x 2	+3	5	11, 8	1	−1	1	1, −1, −4	1/4	28
	Scout	10	6	2 x 3	+1	3	9, 6	1	1	1	2, 0, −3	1/4	28
	Sniper	12	5	2 x 3	+1	4	9, 6	−1	−1	1	3, 1, −2	1/4	28
	Striker	8	8	2 x 4	+3	4	11, 8	−1	−1	−1	1, −1, −4	1/4	28
	Supporter	10	5	2 x 3	+1	3	9, 6	−1	1	−1	2, 0, −3	1/4	28
Standard	Controller	12	30	2 x 15	+3	4	11, 8	1	3	1	4, 2, −1	1/2	112
	Defender	16	30	2 x 15	+3	4	11, 8	3	1	1	6, 4, 1	1/2	112
	Lurker	10	15	2 x 8	+5	6	13, 10	3	1	3	3, 1, −2	1/2	112
	Scout	12	30	2 x 15	+3	3	11, 8	3	3	3	4, 2, −1	1/2	112
	Sniper	14	23	2 x 12	+3	5	11, 8	1	1	3	5, 3, 0	1/2	112
	Striker	10	38	2 x 19	+5	5	13, 10	1	1	1	3, 1, −2	1/2	112
	Supporter	12	23	2 x 12	+3	3	11, 8	1	3	1	4, 2, −1	1/2	112
Elite	Controller	14	60	2 x 30	+5	5	13, 10	3	5	3	6, 4, 1	1	225
	Defender	18	60	2 x 30	+5	5	13, 10	5	3	3	8, 6, 3	1	225
	Lurker	12	30	2 x 15	+7	7	15, 12	5	3	5	5, 3, 0	1	225
	Scout	14	60	2 x 30	+5	4	13, 10	5	5	5	6, 4, 1	1	225
	Sniper	16	45	2 x 23	+5	6	13, 10	3	3	5	7, 5, 2	1	225
	Striker	12	75	2 x 38	+7	6	15, 12	3	3	3	5, 3, 0	1	225
	Supporter	14	45	2 x 23	+5	4	13, 10	3	5	3	6, 4, 1	1	225
Solo vs 3	Controller	14	90	3 x 30	+5	5	13, 10	5	7	3	6, 4, 1	2	337
	Defender	18	90	3 x 30	+5	5	13, 10	7	5	3	8, 6, 3	2	337
	Lurker	12	45	3 x 15	+7	8	15, 12	7	5	5	5, 3, 0	2	337
	Scout	14	90	3 x 30	+5	4	13, 10	7	7	5	6, 4, 1	2	337
	Sniper	16	68	3 x 23	+5	6	13, 10	5	5	5	7, 5, 2	2	337
	Striker	12	113	3 x 38	+7	6	15, 12	5	5	3	5, 3, 0	2	337
	Supporter	14	68	3 x 23	+5	4	13, 10	5	7	3	6, 4, 1	2	337
Solo vs 4	Controller	14	120	3 x 40	+5	5	13, 10	5	7	3	6, 4, 1	2	450
	Defender	18	120	3 x 40	+5	5	13, 10	7	5	3	8, 6, 3	2	450
	Lurker	12	60	3 x 20	+7	8	15, 12	7	5	5	5, 3, 0	2	450
	Scout	14	120	3 x 40	+5	4	13, 10	7	7	5	6, 4, 1	2	450
	Sniper	16	90	3 x 30	+5	6	13, 10	5	5	5	7, 5, 2	2	450
	Striker	12	150	3 x 50	+7	6	15, 12	5	5	3	5, 3, 0	2	450
	Supporter	14	90	3 x 30	+5	4	13, 10	5	7	3	6, 4, 1	2	450
Solo vs 5	Controller	14	150	3 x 50	+5	5	13, 10	5	7	3	6, 4, 1	2	562
	Defender	18	150	3 x 50	+5	5	13, 10	7	5	3	8, 6, 3	2	562
	Lurker	12	75	3 x 25	+7	8	15, 12	7	5	5	5, 3, 0	2	562
	Scout	14	150	3 x 50	+5	4	13, 10	7	7	5	6, 4, 1	2	562
	Sniper	16	113	3 x 38	+5	6	13, 10	5	5	5	7, 5, 2	2	562
	Striker	12	188	3 x 63	+7	6	15, 12	5	5	3	5, 3, 0	2	562
	Supporter	14	113	3 x 38	+5	4	13, 10	5	7	3	6, 4, 1	2	562
Solo vs 6	Controller	14	180	3 x 60	+5	5	13, 10	5	7	3	6, 4, 1	2	675
	Defender	18	180	3 x 60	+5	5	13, 10	7	5	3	8, 6, 3	2	675
	Lurker	12	90	3 x 30	+7	8	15, 12	7	5	5	5, 3, 0	2	675
	Scout	14	180	3 x 60	+5	4	13, 10	7	7	5	6, 4, 1	2	675
	Sniper	16	135	3 x 45	+5	6	13, 10	5	5	5	7, 5, 2	2	675
	Striker	12	225	3 x 75	+7	6	15, 12	5	5	3	5, 3, 0	2	675
	Supporter	14	135	3 x 45	+5	4	13, 10	5	7	3	6, 4, 1	2	675
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

Monster Templates: Level 3

Rank	Role	AC	Hit Points		Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Max	Phases									
Minion	Controller	10	7	2 x 4	+1	4	9, 6	–1	1	–1	2, 0, –3	1/2	43
	Defender	14	7	2 x 4	+1	4	9, 6	1	–1	–1	4, 2, –1	1/2	43
	Lurker	8	4	2 x 2	+3	6	11, 8	1	–1	1	1, –1, –4	1/2	43
	Scout	10	7	2 x 4	+1	3	9, 6	1	1	1	2, 0, –3	1/2	43
	Sniper	12	5	2 x 3	+1	5	9, 6	–1	–1	1	3, 1, –2	1/2	43
	Striker	8	9	2 x 5	+3	5	11, 8	–1	–1	–1	1, –1, –4	1/2	43
	Supporter	10	5	2 x 3	+1	3	9, 6	–1	1	–1	2, 0, –3	1/2	43
Standard	Controller	12	33	2 x 17	+3	5	11, 8	1	3	1	4, 2, –1	1	175
	Defender	16	33	2 x 17	+3	5	11, 8	3	1	1	6, 4, 1	1	175
	Lurker	10	17	2 x 9	+5	8	13, 10	3	1	3	3, 1, –2	1	175
	Scout	12	33	2 x 17	+3	4	11, 8	3	3	3	4, 2, –1	1	175
	Sniper	14	25	2 x 13	+3	7	11, 8	1	1	1	5, 3, 0	1	175
	Striker	10	42	2 x 21	+5	7	13, 10	1	1	1	3, 1, –2	1	175
	Supporter	12	25	2 x 13	+3	4	11, 8	1	3	1	4, 2, –1	1	175
Elite	Controller	14	66	2 x 33	+5	6	13, 10	3	5	3	6, 4, 1	2	350
	Defender	18	66	2 x 33	+5	6	13, 10	5	3	3	8, 6, 3	2	350
	Lurker	12	33	2 x 17	+7	9	15, 12	5	3	5	5, 3, 0	2	350
	Scout	14	66	2 x 33	+5	5	13, 10	5	5	5	6, 4, 1	2	350
	Sniper	16	50	2 x 25	+5	7	13, 10	3	3	5	7, 5, 2	2	350
	Striker	12	83	2 x 42	+7	7	15, 12	3	3	3	5, 3, 0	2	350
	Supporter	14	50	2 x 25	+5	5	13, 10	3	5	3	6, 4, 1	2	350
Solo vs 3	Controller	14	99	3 x 33	+5	6	13, 10	5	7	3	6, 4, 1	3	525
	Defender	18	99	3 x 33	+5	6	13, 10	7	5	3	8, 6, 3	3	525
	Lurker	12	50	3 x 17	+7	9	15, 12	7	5	5	5, 3, 0	3	525
	Scout	14	99	3 x 33	+5	5	13, 10	7	7	5	6, 4, 1	3	525
	Sniper	16	75	3 x 25	+5	8	13, 10	5	5	5	7, 5, 2	3	525
	Striker	12	124	3 x 42	+7	8	15, 12	5	5	3	5, 3, 0	3	525
	Supporter	14	75	3 x 25	+5	5	13, 10	5	7	3	6, 4, 1	3	525
Solo vs 4	Controller	14	132	3 x 44	+5	6	13, 10	5	7	3	6, 4, 1	3	700
	Defender	18	132	3 x 44	+5	6	13, 10	7	5	3	8, 6, 3	3	700
	Lurker	12	66	3 x 22	+7	9	15, 12	7	5	5	5, 3, 0	3	700
	Scout	14	132	3 x 44	+5	5	13, 10	7	7	5	6, 4, 1	3	700
	Sniper	16	99	3 x 33	+5	8	13, 10	5	5	5	7, 5, 2	3	700
	Striker	12	165	3 x 55	+7	8	15, 12	5	5	3	5, 3, 0	3	700
	Supporter	14	99	3 x 33	+5	5	13, 10	5	7	3	6, 4, 1	3	700
Solo vs 5	Controller	14	165	3 x 55	+5	6	13, 10	5	7	3	6, 4, 1	3	875
	Defender	18	165	3 x 55	+5	6	13, 10	7	5	3	8, 6, 3	3	875
	Lurker	12	83	3 x 28	+7	9	15, 12	7	5	5	5, 3, 0	3	875
	Scout	14	165	3 x 55	+5	5	13, 10	7	7	5	6, 4, 1	3	875
	Sniper	16	124	3 x 42	+5	8	13, 10	5	5	5	7, 5, 2	3	875
	Striker	12	207	3 x 69	+7	8	15, 12	5	5	3	5, 3, 0	3	875
	Supporter	14	124	3 x 42	+5	5	13, 10	5	7	3	6, 4, 1	3	875
Solo vs 6	Controller	14	198	3 x 66	+5	6	13, 10	5	7	3	6, 4, 1	3	1,050
	Defender	18	198	3 x 66	+5	6	13, 10	7	5	3	8, 6, 3	3	1,050
	Lurker	12	99	3 x 33	+7	9	15, 12	7	5	5	5, 3, 0	3	1,050
	Scout	14	198	3 x 66	+5	5	13, 10	7	7	5	6, 4, 1	3	1,050
	Sniper	16	149	3 x 50	+5	8	13, 10	5	5	5	7, 5, 2	3	1,050
	Striker	12	248	3 x 83	+7	8	15, 12	5	5	3	5, 3, 0	3	1,050
	Supporter	14	149	3 x 50	+5	5	13, 10	5	7	3	6, 4, 1	3	1,050
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
				Hit Points									

Monster Templates: Level 4

Rank	Role	AC	Hit Points Max	Hit Points Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	11	8	2 x 4	+2	6	10, 7	0	2	0	3, 0, –2	1/2	68
	Defender	15	8	2 x 4	+2	6	10, 7	2	0	0	5, 2, 0	1/2	68
	Lurker	9	4	2 x 2	+4	9	12, 9	2	0	2	2, –1, –3	1/2	68
	Scout	11	8	2 x 4	+2	5	10, 7	2	2	2	3, 0, –2	1/2	68
	Sniper	13	6	2 x 3	+2	8	10, 7	0	0	2	4, 1, –1	1/2	68
	Striker	9	9	2 x 5	+4	8	12, 9	0	0	0	2, –1, –3	1/2	68
	Supporter	11	6	2 x 3	+2	5	10, 7	0	2	0	3, 0, –2	1/2	68
Standard	Controller	13	36	2 x 18	+4	8	12, 9	2	4	2	5, 2, 0	1	275
	Defender	17	36	2 x 18	+4	8	12, 9	4	2	2	7, 4, 2	1	275
	Lurker	11	18	2 x 9	+6	12	14, 11	4	2	4	4, 1, –1	1	275
	Scout	13	36	2 x 18	+4	6	12, 9	4	4	4	5, 2, 0	1	275
	Sniper	15	27	2 x 14	+4	10	12, 9	2	2	4	6, 3, 1	1	275
	Striker	11	45	2 x 23	+6	10	14, 11	2	2	2	4, 1, –1	1	275
	Supporter	13	27	2 x 14	+4	6	12, 9	2	4	2	5, 2, 0	1	275
Elite	Controller	15	72	2 x 36	+6	9	14, 11	4	6	4	7, 4, 2	3	550
	Defender	19	72	2 x 36	+6	9	14, 11	6	4	4	9, 6, 4	3	550
	Lurker	13	36	2 x 18	+8	14	16, 13	6	4	6	6, 3, 1	3	550
	Scout	15	72	2 x 36	+6	7	14, 11	6	6	6	7, 4, 2	3	550
	Sniper	17	54	2 x 27	+6	11	14, 11	4	4	6	8, 5, 3	3	550
	Striker	13	90	2 x 45	+8	11	16, 13	4	4	4	6, 3, 1	3	550
	Supporter	15	54	2 x 27	+6	7	14, 11	4	6	4	7, 4, 2	3	550
Solo vs 3	Controller	15	108	3 x 36	+6	10	14, 11	6	8	4	7, 4, 2	4	825
	Defender	19	108	3 x 36	+6	10	14, 11	8	6	4	9, 6, 4	4	825
	Lurker	13	54	3 x 18	+8	15	16, 13	8	6	6	6, 3, 1	4	825
	Scout	15	108	3 x 36	+6	8	14, 11	8	8	6	7, 4, 2	4	825
	Sniper	17	81	3 x 27	+6	12	14, 11	6	6	6	8, 5, 3	4	825
	Striker	13	135	3 x 45	+8	12	16, 13	6	6	4	6, 3, 1	4	825
	Supporter	15	81	3 x 27	+6	8	14, 11	6	8	4	7, 4, 2	4	825
Solo vs 4	Controller	15	144	3 x 48	+6	10	14, 11	6	8	4	7, 4, 2	4	1,100
	Defender	19	144	3 x 48	+6	10	14, 11	8	6	4	9, 6, 4	4	1,100
	Lurker	13	72	3 x 24	+8	15	16, 13	8	6	6	6, 3, 1	4	1,100
	Scout	15	144	3 x 48	+6	8	14, 11	8	8	6	7, 4, 2	4	1,100
	Sniper	17	108	3 x 36	+6	12	14, 11	6	6	6	8, 5, 3	4	1,100
	Striker	13	180	3 x 60	+8	12	16, 13	6	6	4	6, 3, 1	4	1,100
	Supporter	15	108	3 x 36	+6	8	14, 11	6	8	4	7, 4, 2	4	1,100
Solo vs 5	Controller	15	180	3 x 60	+6	10	14, 11	6	8	4	7, 4, 2	4	1,375
	Defender	19	180	3 x 60	+6	10	14, 11	8	6	4	9, 6, 4	4	1,375
	Lurker	13	90	3 x 30	+8	15	16, 13	8	6	6	6, 3, 1	4	1,375
	Scout	15	180	3 x 60	+6	8	14, 11	8	8	6	7, 4, 2	4	1,375
	Sniper	17	135	3 x 45	+6	12	14, 11	6	6	6	8, 5, 3	4	1,375
	Striker	13	225	3 x 75	+8	12	16, 13	6	6	4	6, 3, 1	4	1,375
	Supporter	15	135	3 x 45	+6	8	14, 11	6	8	4	7, 4, 2	4	1,375
Solo vs 6	Controller	15	216	3 x 72	+6	10	14, 11	6	8	4	7, 4, 2	4	1,650
	Defender	19	216	3 x 72	+6	10	14, 11	8	6	4	9, 6, 4	4	1,650
	Lurker	13	108	3 x 36	+8	15	16, 13	8	6	6	6, 3, 1	4	1,650
	Scout	15	216	3 x 72	+6	8	14, 11	8	8	6	7, 4, 2	4	1,650
	Sniper	17	162	3 x 54	+6	12	14, 11	6	6	6	8, 5, 3	4	1,650
	Striker	13	270	3 x 90	+8	12	16, 13	6	6	4	6, 3, 1	4	1,650
	Supporter	15	162	3 x 54	+6	8	14, 11	6	8	4	7, 4, 2	4	1,650
Rank	Role	AC	Max	Phases Hit Points	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP

Monster Templates: Level 5

Rank	Role	AC	Hit Points Max	Hit Points Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	12	12	2 x 6	+3	8	11, 8	0	3	0	4, 1, −2	1/2	112
	Defender	16	12	2 x 6	+3	8	11, 8	3	0	0	6, 3, 0	1/2	112
	Lurker	10	6	2 x 3	+5	12	13, 10	3	0	3	3, 0, −3	1/2	112
	Scout	12	12	2 x 6	+3	6	11, 8	3	3	3	4, 1, −2	1/2	112
	Sniper	14	9	2 x 5	+3	10	11, 8	0	0	3	5, 2, −1	1/2	112
	Striker	10	15	2 x 8	+5	10	13, 10	0	0	0	3, 0, −3	1/2	112
	Supporter	12	9	2 x 5	+3	6	11, 8	0	3	0	4, 1, −2	1/2	112
Standard	Controller	14	60	2 x 30	+5	10	13, 10	2	5	2	6, 3, 0	2	450
	Defender	18	60	2 x 30	+5	10	13, 10	5	2	2	8, 5, 2	2	450
	Lurker	12	30	2 x 15	+7	15	15, 12	5	2	5	5, 2, −1	2	450
	Scout	14	60	2 x 30	+5	8	13, 10	5	5	5	6, 3, 0	2	450
	Sniper	16	45	2 x 23	+5	13	13, 10	2	2	5	7, 4, 1	2	450
	Striker	12	75	2 x 38	+7	13	15, 12	2	2	2	5, 2, −1	2	450
	Supporter	14	45	2 x 23	+5	8	13, 10	2	5	2	6, 3, 0	2	450
Elite	Controller	16	120	2 x 60	+7	11	15, 12	4	7	4	8, 5, 2	3	900
	Defender	20	120	2 x 60	+7	11	15, 12	7	4	4	10, 7, 4	3	900
	Lurker	14	60	2 x 30	+9	17	17, 14	7	4	7	7, 4, 1	3	900
	Scout	16	120	2 x 60	+7	9	15, 12	7	7	7	8, 5, 2	3	900
	Sniper	18	90	2 x 45	+7	14	15, 12	4	4	7	9, 6, 3	3	900
	Striker	14	150	2 x 75	+9	14	17, 14	4	4	4	7, 4, 1	3	900
	Supporter	16	90	2 x 45	+7	9	15, 12	4	7	4	8, 5, 2	3	900
Solo vs 3	Controller	16	180	3 x 60	+7	12	15, 12	6	9	4	8, 5, 2	5	1,350
	Defender	20	180	3 x 60	+7	12	15, 12	9	6	4	10, 7, 4	5	1,350
	Lurker	14	90	3 x 30	+9	18	17, 14	9	6	7	7, 4, 1	5	1,350
	Scout	16	180	3 x 60	+7	9	15, 12	9	9	7	8, 5, 2	5	1,350
	Sniper	18	135	3 x 45	+7	15	15, 12	6	6	7	9, 6, 3	5	1,350
	Striker	14	225	3 x 75	+9	15	17, 14	6	6	4	7, 4, 1	5	1,350
	Supporter	16	135	3 x 45	+7	9	15, 12	6	9	4	8, 5, 2	5	1,350
Solo vs 4	Controller	16	240	3 x 80	+7	12	15, 12	6	9	4	8, 5, 2	5	1,800
	Defender	20	240	3 x 80	+7	12	15, 12	9	6	4	10, 7, 4	5	1,800
	Lurker	14	120	3 x 40	+9	18	17, 14	9	6	7	7, 4, 1	5	1,800
	Scout	16	240	3 x 80	+7	9	15, 12	9	9	7	8, 5, 2	5	1,800
	Sniper	18	180	3 x 60	+7	15	15, 12	6	6	7	9, 6, 3	5	1,800
	Striker	14	300	3 x 100	+9	15	17, 14	6	6	4	7, 4, 1	5	1,800
	Supporter	16	180	3 x 60	+7	9	15, 12	6	9	4	8, 5, 2	5	1,800
Solo vs 5	Controller	16	300	3 x 100	+7	12	15, 12	6	9	4	8, 5, 2	5	2,250
	Defender	20	300	3 x 100	+7	12	15, 12	9	6	4	10, 7, 4	5	2,250
	Lurker	14	150	3 x 50	+9	18	17, 14	9	6	7	7, 4, 1	5	2,250
	Scout	16	300	3 x 100	+7	9	15, 12	9	9	7	8, 5, 2	5	2,250
	Sniper	18	225	3 x 75	+7	15	15, 12	6	6	7	9, 6, 3	5	2,250
	Striker	14	375	3 x 125	+9	15	17, 14	6	6	4	7, 4, 1	5	2,250
	Supporter	16	225	3 x 75	+7	9	15, 12	6	9	4	8, 5, 2	5	2,250
Solo vs 6	Controller	16	360	3 x 120	+7	12	15, 12	6	9	4	8, 5, 2	5	2,700
	Defender	20	360	3 x 120	+7	12	15, 12	9	6	4	10, 7, 4	5	2,700
	Lurker	14	180	3 x 60	+9	18	17, 14	9	6	7	7, 4, 1	5	2,700
	Scout	16	360	3 x 120	+7	9	15, 12	9	9	7	8, 5, 2	5	2,700
	Sniper	18	270	3 x 90	+7	15	15, 12	6	6	7	9, 6, 3	5	2,700
	Striker	14	450	3 x 150	+9	15	17, 14	6	6	4	7, 4, 1	5	2,700
	Supporter	16	270	3 x 90	+7	9	15, 12	6	9	4	8, 5, 2	5	2,700
Rank	Role	AC	Max	Phases Hit Points	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP

Monster Templates: Level 6

| Rank | Role | AC | Hit Points | | Atk Bonus | Dmg / Action | Spell DCs | Perc. | Init. | Stl. | Saving Throws | CR | XP |
			Max	Phases									
Minion	Controller	12	13	2 x 7	+3	9	11, 8	0	3	0	4, 1, −2	1/2	143
	Defender	16	13	2 x 7	+3	9	11, 8	3	0	0	6, 3, 0	1/2	143
	Lurker	10	7	2 x 4	+5	13	13, 10	3	0	3	3, 0, −3	1/2	143
	Scout	12	13	2 x 7	+3	7	11, 8	3	3	3	4, 1, −2	1/2	143
	Sniper	14	10	2 x 5	+3	11	11, 8	0	0	3	5, 2, −1	1/2	143
	Striker	10	16	2 x 8	+5	11	13, 10	0	0	0	3, 0, −3	1/2	143
	Supporter	12	10	2 x 5	+3	7	11, 8	0	3	0	4, 1, −2	1/2	143
Standard	Controller	14	64	2 x 32	+5	11	13, 10	2	5	2	6, 3, 0	2	575
	Defender	18	64	2 x 32	+5	11	13, 10	5	2	2	8, 5, 2	2	575
	Lurker	12	32	2 x 16	+7	17	15, 12	5	2	5	5, 2, −1	2	575
	Scout	14	64	2 x 32	+5	9	13, 10	5	5	5	6, 3, 0	2	575
	Sniper	16	48	2 x 24	+5	14	13, 10	2	2	5	7, 4, 1	2	575
	Striker	12	80	2 x 40	+7	14	15, 12	2	2	2	5, 2, −1	2	575
	Supporter	14	48	2 x 24	+5	9	13, 10	2	5	2	6, 3, 0	2	575
Elite	Controller	16	128	2 x 64	+7	13	15, 12	4	7	4	8, 5, 2	4	1,150
	Defender	20	128	2 x 64	+7	13	15, 12	7	4	4	10, 7, 4	4	1,150
	Lurker	14	64	2 x 32	+9	19	17, 14	7	4	7	7, 4, 1	4	1,150
	Scout	16	128	2 x 64	+7	10	15, 12	7	7	7	8, 5, 2	4	1,150
	Sniper	18	96	2 x 48	+7	16	15, 12	4	4	7	9, 6, 3	4	1,150
	Striker	14	160	2 x 80	+9	16	17, 14	4	4	4	7, 4, 1	4	1,150
	Supporter	16	96	2 x 48	+7	10	15, 12	4	7	4	8, 5, 2	4	1,150
Solo vs 3	Controller	16	192	3 x 64	+7	14	15, 12	6	9	4	8, 5, 2	6	1,725
	Defender	20	192	3 x 64	+7	14	15, 12	9	6	4	10, 7, 4	6	1,725
	Lurker	14	96	3 x 32	+9	20	17, 14	9	6	7	7, 4, 1	6	1,725
	Scout	16	192	3 x 64	+7	10	15, 12	9	9	7	8, 5, 2	6	1,725
	Sniper	18	144	3 x 48	+7	17	15, 12	6	6	7	9, 6, 3	6	1,725
	Striker	14	240	3 x 80	+9	17	17, 14	6	6	4	7, 4, 1	6	1,725
	Supporter	16	144	3 x 48	+7	10	15, 12	6	9	4	8, 5, 2	6	1,725
Solo vs 4	Controller	16	256	3 x 86	+7	14	15, 12	6	9	4	8, 5, 2	6	2,300
	Defender	20	256	3 x 86	+7	14	15, 12	9	6	4	10, 7, 4	6	2,300
	Lurker	14	128	3 x 43	+9	20	17, 14	9	6	7	7, 4, 1	6	2,300
	Scout	16	256	3 x 86	+7	10	15, 12	9	9	7	8, 5, 2	6	2,300
	Sniper	18	192	3 x 64	+7	17	15, 12	6	6	7	9, 6, 3	6	2,300
	Striker	14	320	3 x 107	+9	17	17, 14	6	6	4	7, 4, 1	6	2,300
	Supporter	16	192	3 x 64	+7	10	15, 12	6	9	4	8, 5, 2	6	2,300
Solo vs 5	Controller	16	320	3 x 107	+7	14	15, 12	6	9	4	8, 5, 2	6	2,875
	Defender	20	320	3 x 107	+7	14	15, 12	9	6	4	10, 7, 4	6	2,875
	Lurker	14	160	3 x 54	+9	20	17, 14	9	6	7	7, 4, 1	6	2,875
	Scout	16	320	3 x 107	+7	10	15, 12	9	9	7	8, 5, 2	6	2,875
	Sniper	18	240	3 x 80	+7	17	15, 12	6	6	7	9, 6, 3	6	2,875
	Striker	14	400	3 x 134	+9	17	17, 14	6	6	4	7, 4, 1	6	2,875
	Supporter	16	240	3 x 80	+7	10	15, 12	6	9	4	8, 5, 2	6	2,875
Solo vs 6	Controller	16	384	3 x 128	+7	14	15, 12	6	9	4	8, 5, 2	6	3,450
	Defender	20	384	3 x 128	+7	14	15, 12	9	6	4	10, 7, 4	6	3,450
	Lurker	14	192	3 x 64	+9	20	17, 14	9	6	7	7, 4, 1	6	3,450
	Scout	16	384	3 x 128	+7	10	15, 12	9	9	7	8, 5, 2	6	3,450
	Sniper	18	288	3 x 96	+7	17	15, 12	6	6	7	9, 6, 3	6	3,450
	Striker	14	480	3 x 160	+9	17	17, 14	6	6	4	7, 4, 1	6	3,450
	Supporter	16	288	3 x 96	+7	10	15, 12	6	9	4	8, 5, 2	6	3,450
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

Monster Templates: Level 7

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										
Minion	Controller	12	14	2 x 7	+3	10	11, 8	0	3	0	4, 1, −2	1	181
	Defender	16	14	2 x 7	+3	10	11, 8	3	0	0	6, 3, 0	1	181
	Lurker	10	7	2 x 4	+5	15	13, 10	3	0	3	3, 0, −3	1	181
	Scout	12	14	2 x 7	+3	8	11, 8	3	3	3	4, 1, −2	1	181
	Sniper	14	11	2 x 6	+3	13	11, 8	0	0	3	5, 2, −1	1	181
	Striker	10	17	2 x 9	+5	13	13, 10	0	0	0	3, 0, −3	1	181
	Supporter	12	11	2 x 6	+3	8	11, 8	0	3	0	4, 1, −2	1	181
Standard	Controller	14	68	2 x 34	+5	13	13, 10	2	5	2	6, 3, 0	3	725
	Defender	18	68	2 x 34	+5	13	13, 10	5	2	2	8, 5, 2	3	725
	Lurker	12	34	2 x 17	+7	20	15, 12	5	2	5	5, 2, −1	3	725
	Scout	14	68	2 x 34	+5	10	13, 10	5	5	5	6, 3, 0	3	725
	Sniper	16	51	2 x 26	+5	17	13, 10	2	2	5	7, 4, 1	3	725
	Striker	12	85	2 x 43	+7	17	15, 12	2	2	2	5, 2, −1	3	725
	Supporter	14	51	2 x 26	+5	10	13, 10	2	5	2	6, 3, 0	3	725
Elite	Controller	16	136	2 x 68	+7	15	15, 12	4	7	4	8, 5, 2	4	1,450
	Defender	20	136	2 x 68	+7	15	15, 12	7	4	4	10, 7, 4	4	1,450
	Lurker	14	68	2 x 34	+9	22	17, 14	7	4	7	7, 4, 1	4	1,450
	Scout	16	136	2 x 68	+7	11	15, 12	7	7	7	8, 5, 2	4	1,450
	Sniper	18	102	2 x 51	+7	18	15, 12	4	4	7	9, 6, 3	4	1,450
	Striker	14	170	2 x 85	+9	18	17, 14	4	4	4	7, 4, 1	4	1,450
	Supporter	16	102	2 x 51	+7	11	15, 12	4	7	4	8, 5, 2	4	1,450
Solo vs 3	Controller	16	204	3 x 68	+7	16	15, 12	6	9	4	8, 5, 2	7	2,175
	Defender	20	204	3 x 68	+7	16	15, 12	9	6	4	10, 7, 4	7	2,175
	Lurker	14	102	3 x 34	+9	24	17, 14	9	6	7	7, 4, 1	7	2,175
	Scout	16	204	3 x 68	+7	12	15, 12	9	9	7	8, 5, 2	7	2,175
	Sniper	18	153	3 x 51	+7	20	15, 12	6	6	7	9, 6, 3	7	2,175
	Striker	14	255	3 x 85	+9	20	17, 14	6	6	4	7, 4, 1	7	2,175
	Supporter	16	153	3 x 51	+7	12	15, 12	6	9	4	8, 5, 2	7	2,175
Solo vs 4	Controller	16	272	3 x 91	+7	16	15, 12	6	9	4	8, 5, 2	7	2,900
	Defender	20	272	3 x 91	+7	16	15, 12	9	6	4	10, 7, 4	7	2,900
	Lurker	14	136	3 x 46	+9	24	17, 14	9	6	7	7, 4, 1	7	2,900
	Scout	16	272	3 x 91	+7	12	15, 12	9	9	7	8, 5, 2	7	2,900
	Sniper	18	204	3 x 68	+7	20	15, 12	6	6	7	9, 6, 3	7	2,900
	Striker	14	340	3 x 114	+9	20	17, 14	6	6	4	7, 4, 1	7	2,900
	Supporter	16	204	3 x 68	+7	12	15, 12	6	9	4	8, 5, 2	7	2,900
Solo vs 5	Controller	16	340	3 x 114	+7	16	15, 12	6	9	4	8, 5, 2	7	3,625
	Defender	20	340	3 x 114	+7	16	15, 12	9	6	4	10, 7, 4	7	3,625
	Lurker	14	170	3 x 57	+9	24	17, 14	9	6	7	7, 4, 1	7	3,625
	Scout	16	340	3 x 114	+7	12	15, 12	9	9	7	8, 5, 2	7	3,625
	Sniper	18	255	3 x 85	+7	20	15, 12	6	6	7	9, 6, 3	7	3,625
	Striker	14	425	3 x 142	+9	20	17, 14	6	6	4	7, 4, 1	7	3,625
	Supporter	16	255	3 x 85	+7	12	15, 12	6	9	4	8, 5, 2	7	3,625
Solo vs 6	Controller	16	408	3 x 136	+7	16	15, 12	6	9	4	8, 5, 2	7	4,350
	Defender	20	408	3 x 136	+7	16	15, 12	9	6	4	10, 7, 4	7	4,350
	Lurker	14	204	3 x 68	+9	24	17, 14	9	6	7	7, 4, 1	7	4,350
	Scout	16	408	3 x 136	+7	12	15, 12	9	9	7	8, 5, 2	7	4,350
	Sniper	18	306	3 x 102	+7	20	15, 12	6	6	7	9, 6, 3	7	4,350
	Striker	14	510	3 x 170	+9	20	17, 14	6	6	4	7, 4, 1	7	4,350
	Supporter	16	306	3 x 102	+7	12	15, 12	6	9	4	8, 5, 2	7	4,350
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

Monster Templates: Level 8

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										
Minion	Controller	13	15	2 x 8	+4	13	12, 9	1	4	1	5, 2, −2	1	243
	Defender	17	15	2 x 8	+4	13	12, 9	4	1	1	7, 4, 0	1	243
	Lurker	11	8	2 x 4	+6	20	14, 11	4	1	4	4, 1, −3	1	243
	Scout	13	15	2 x 8	+4	10	12, 9	4	4	4	5, 2, −2	1	243
	Sniper	15	11	2 x 6	+4	16	12, 9	1	1	4	6, 3, −1	1	243
	Striker	11	18	2 x 9	+6	16	14, 11	1	1	1	4, 1, −3	1	243
	Supporter	13	11	2 x 6	+4	10	12, 9	1	4	1	5, 2, −2	1	243
Standard	Controller	15	72	2 x 36	+6	17	14, 11	3	6	3	7, 4, 0	4	975
	Defender	19	72	2 x 36	+6	17	14, 11	6	3	3	9, 6, 2	4	975
	Lurker	13	36	2 x 18	+8	26	16, 13	6	3	6	6, 3, −1	4	975
	Scout	15	72	2 x 36	+6	13	14, 11	6	6	6	7, 4, 0	4	975
	Sniper	17	54	2 x 27	+6	22	14, 11	3	3	6	8, 5, 1	4	975
	Striker	13	90	2 x 45	+8	22	16, 13	3	3	3	6, 3, −1	4	975
	Supporter	15	54	2 x 27	+6	13	14, 11	3	6	3	7, 4, 0	4	975
Elite	Controller	17	144	2 x 72	+8	19	16, 13	5	8	5	9, 6, 2	5	1,950
	Defender	21	144	2 x 72	+8	19	16, 13	8	5	5	11, 8, 4	5	1,950
	Lurker	15	72	2 x 36	+10	29	18, 15	8	5	8	8, 5, 1	5	1,950
	Scout	17	144	2 x 72	+8	15	16, 13	8	8	8	9, 6, 2	5	1,950
	Sniper	19	108	2 x 54	+8	24	16, 13	5	5	8	10, 7, 3	5	1,950
	Striker	15	180	2 x 90	+10	24	18, 15	5	5	5	8, 5, 1	5	1,950
	Supporter	17	108	2 x 54	+8	15	16, 13	5	8	5	9, 6, 2	5	1,950
Solo vs 3	Controller	17	216	3 x 72	+8	21	16, 13	7	10	5	9, 6, 2	8	2,925
	Defender	21	216	3 x 72	+8	21	16, 13	10	7	5	11, 8, 4	8	2,925
	Lurker	15	108	3 x 36	+10	31	18, 15	10	7	8	8, 5, 1	8	2,925
	Scout	17	216	3 x 72	+8	16	16, 13	10	10	8	9, 6, 2	8	2,925
	Sniper	19	162	3 x 54	+8	26	16, 13	7	7	8	10, 7, 3	8	2,925
	Striker	15	270	3 x 90	+10	26	18, 15	7	7	5	8, 5, 1	8	2,925
	Supporter	17	162	3 x 54	+8	16	16, 13	7	10	5	9, 6, 2	8	2,925
Solo vs 4	Controller	17	288	3 x 96	+8	21	16, 13	7	10	5	9, 6, 2	8	3,900
	Defender	21	288	3 x 96	+8	21	16, 13	10	7	5	11, 8, 4	8	3,900
	Lurker	15	144	3 x 48	+10	31	18, 15	10	7	8	8, 5, 1	8	3,900
	Scout	17	288	3 x 96	+8	16	16, 13	10	10	8	9, 6, 2	8	3,900
	Sniper	19	216	3 x 72	+8	26	16, 13	7	7	8	10, 7, 3	8	3,900
	Striker	15	360	3 x 120	+10	26	18, 15	7	7	5	8, 5, 1	8	3,900
	Supporter	17	216	3 x 72	+8	16	16, 13	7	10	5	9, 6, 2	8	3,900
Solo vs 5	Controller	17	360	3 x 120	+8	21	16, 13	7	10	5	9, 6, 2	8	4,875
	Defender	21	360	3 x 120	+8	21	16, 13	10	7	5	11, 8, 4	8	4,875
	Lurker	15	180	3 x 60	+10	31	18, 15	10	7	8	8, 5, 1	8	4,875
	Scout	17	360	3 x 120	+8	16	16, 13	10	10	8	9, 6, 2	8	4,875
	Sniper	19	270	3 x 90	+8	26	16, 13	7	7	8	10, 7, 3	8	4,875
	Striker	15	450	3 x 150	+10	26	18, 15	7	7	5	8, 5, 1	8	4,875
	Supporter	17	270	3 x 90	+8	16	16, 13	7	10	5	9, 6, 2	8	4,875
Solo vs 6	Controller	17	432	3 x 144	+8	21	16, 13	7	10	5	9, 6, 2	8	5,850
	Defender	21	432	3 x 144	+8	21	16, 13	10	7	5	11, 8, 4	8	5,850
	Lurker	15	216	3 x 72	+10	31	18, 15	10	7	8	8, 5, 1	8	5,850
	Scout	17	432	3 x 144	+8	16	16, 13	10	10	8	9, 6, 2	8	5,850
	Sniper	19	324	3 x 108	+8	26	16, 13	7	7	8	10, 7, 3	8	5,850
	Striker	15	540	3 x 180	+10	26	18, 15	7	7	5	8, 5, 1	8	5,850
	Supporter	17	324	3 x 108	+8	16	16, 13	7	10	5	9, 6, 2	8	5,850
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
				Hit Points									

Monster Templates: Level 9

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	14	21	2 x 11	+5	15	13, 10	1	5	1	6, 2, −1	1	312
	Defender	18	21	2 x 11	+5	15	13, 10	5	1	1	8, 4, 1	1	312
	Lurker	12	11	2 x 6	+7	22	15, 12	5	1	5	5, 1, −2	1	312
	Scout	14	21	2 x 11	+5	11	13, 10	5	5	5	6, 2, −1	1	312
	Sniper	16	16	2 x 8	+5	18	13, 10	1	1	5	7, 3, 0	1	312
	Striker	12	26	2 x 13	+7	18	15, 12	1	1	1	5, 1, −2	1	312
	Supporter	14	16	2 x 8	+5	11	13, 10	1	5	1	6, 2, −1	1	312
Standard	Controller	16	102	2 x 51	+7	19	15, 12	3	7	3	8, 4, 1	4	1,250
	Defender	20	102	2 x 51	+7	19	15, 12	7	3	3	10, 6, 3	4	1,250
	Lurker	14	51	2 x 26	+9	29	17, 14	7	3	7	7, 3, 0	4	1,250
	Scout	16	102	2 x 51	+7	15	15, 12	7	7	7	8, 4, 1	4	1,250
	Sniper	18	77	2 x 39	+7	24	15, 12	3	3	7	9, 5, 2	4	1,250
	Striker	14	128	2 x 64	+9	24	17, 14	3	3	3	7, 3, 0	4	1,250
	Supporter	16	77	2 x 39	+7	15	15, 12	3	7	3	8, 4, 1	4	1,250
Elite	Controller	18	204	2 x 102	+9	21	17, 14	5	9	5	10, 6, 3	6	2,500
	Defender	22	204	2 x 102	+9	21	17, 14	9	5	5	12, 8, 5	6	2,500
	Lurker	16	102	2 x 51	+11	32	19, 16	9	5	9	9, 5, 2	6	2,500
	Scout	18	204	2 x 102	+9	16	17, 14	9	9	9	10, 6, 3	6	2,500
	Sniper	20	153	2 x 77	+9	27	17, 14	5	5	9	11, 7, 4	6	2,500
	Striker	16	255	2 x 128	+11	27	19, 16	5	5	5	9, 5, 2	6	2,500
	Supporter	18	153	2 x 77	+9	16	17, 14	5	9	5	10, 6, 3	6	2,500
Solo vs 3	Controller	18	306	3 x 102	+9	23	17, 14	7	11	5	10, 6, 3	9	3,750
	Defender	22	306	3 x 102	+9	23	17, 14	11	7	5	12, 8, 5	9	3,750
	Lurker	16	153	3 x 51	+11	35	19, 16	11	7	9	9, 5, 2	9	3,750
	Scout	18	306	3 x 102	+9	18	17, 14	11	11	9	10, 6, 3	9	3,750
	Sniper	20	230	3 x 77	+9	29	17, 14	7	7	9	11, 7, 4	9	3,750
	Striker	16	383	3 x 128	+11	29	19, 16	7	7	5	9, 5, 2	9	3,750
	Supporter	18	230	3 x 77	+9	18	17, 14	7	11	5	10, 6, 3	9	3,750
Solo vs 4	Controller	18	408	3 x 136	+9	23	17, 14	7	11	5	10, 6, 3	9	5,000
	Defender	22	408	3 x 136	+9	23	17, 14	11	7	5	12, 8, 5	9	5,000
	Lurker	16	204	3 x 68	+11	35	19, 16	11	7	9	9, 5, 2	9	5,000
	Scout	18	408	3 x 136	+9	18	17, 14	11	11	9	10, 6, 3	9	5,000
	Sniper	20	306	3 x 102	+9	29	17, 14	7	7	9	11, 7, 4	9	5,000
	Striker	16	510	3 x 170	+11	29	19, 16	7	7	5	9, 5, 2	9	5,000
	Supporter	18	306	3 x 102	+9	18	17, 14	7	11	5	10, 6, 3	9	5,000
Solo vs 5	Controller	18	510	3 x 170	+9	23	17, 14	7	11	5	10, 6, 3	9	6,250
	Defender	22	510	3 x 170	+9	23	17, 14	11	7	5	12, 8, 5	9	6,250
	Lurker	16	255	3 x 85	+11	35	19, 16	11	7	9	9, 5, 2	9	6,250
	Scout	18	510	3 x 170	+9	18	17, 14	11	11	9	10, 6, 3	9	6,250
	Sniper	20	383	3 x 128	+9	29	17, 14	7	7	9	11, 7, 4	9	6,250
	Striker	16	638	3 x 213	+11	29	19, 16	7	7	5	9, 5, 2	9	6,250
	Supporter	18	383	3 x 128	+9	18	17, 14	7	11	5	10, 6, 3	9	6,250
Solo vs 6	Controller	18	612	3 x 204	+9	23	17, 14	7	11	5	10, 6, 3	9	7,500
	Defender	22	612	3 x 204	+9	23	17, 14	11	7	5	12, 8, 5	9	7,500
	Lurker	16	306	3 x 102	+11	35	19, 16	11	7	9	9, 5, 2	9	7,500
	Scout	18	612	3 x 204	+9	18	17, 14	11	11	9	10, 6, 3	9	7,500
	Sniper	20	459	3 x 153	+9	29	17, 14	7	7	9	11, 7, 4	9	7,500
	Striker	16	765	3 x 255	+11	29	19, 16	7	7	5	9, 5, 2	9	7,500
	Supporter	18	459	3 x 153	+9	18	17, 14	7	11	5	10, 6, 3	9	7,500
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP

Monster Templates: Level 10

| Rank | Role | AC | Hit Points | | Atk Bonus | Dmg / Action | Spell DCs | Perc. | Init. | Stl. | Saving Throws | CR | XP |
			Max	Phases									
Minion	Controller	14	22	2 x 11	+5	16	13, 10	1	5	1	6, 2, −1	1	368
	Defender	18	22	2 x 11	+5	16	13, 10	5	1	1	8, 4, 1	1	368
	Lurker	12	11	2 x 6	+7	24	15, 12	5	1	5	5, 1, −2	1	368
	Scout	14	22	2 x 11	+5	12	13, 10	5	5	5	6, 2, −1	1	368
	Sniper	16	17	2 x 9	+5	20	13, 10	1	1	5	7, 3, 0	1	368
	Striker	12	27	2 x 14	+7	20	15, 12	1	1	1	5, 1, −2	1	368
	Supporter	14	17	2 x 9	+5	12	13, 10	1	5	1	6, 2, −1	1	368
Standard	Controller	16	107	2 x 54	+7	21	15, 12	3	7	3	8, 4, 1	4	1,475
	Defender	20	107	2 x 54	+7	21	15, 12	7	3	3	10, 6, 3	4	1,475
	Lurker	14	54	2 x 27	+9	32	17, 14	7	3	7	7, 3, 0	4	1,475
	Scout	16	107	2 x 54	+7	16	15, 12	7	7	7	8, 4, 1	4	1,475
	Sniper	18	81	2 x 41	+7	27	15, 12	3	3	7	9, 5, 2	4	1,475
	Striker	14	134	2 x 67	+9	27	17, 14	3	3	3	7, 3, 0	4	1,475
	Supporter	16	81	2 x 41	+7	16	15, 12	3	7	3	8, 4, 1	4	1,475
Elite	Controller	18	214	2 x 107	+9	24	17, 14	5	9	5	10, 6, 3	7	2,950
	Defender	22	214	2 x 107	+9	24	17, 14	9	5	5	12, 8, 5	7	2,950
	Lurker	16	107	2 x 54	+11	35	19, 16	9	5	9	9, 5, 2	7	2,950
	Scout	18	214	2 x 107	+9	18	17, 14	9	9	9	10, 6, 3	7	2,950
	Sniper	20	161	2 x 81	+9	29	17, 14	5	5	9	11, 7, 4	7	2,950
	Striker	16	268	2 x 134	+11	29	19, 16	5	5	5	9, 5, 2	7	2,950
	Supporter	18	161	2 x 81	+9	18	17, 14	5	9	5	10, 6, 3	7	2,950
Solo vs 3	Controller	18	321	3 x 107	+9	26	17, 14	7	11	5	10, 6, 3	10	4,425
	Defender	22	321	3 x 107	+9	26	17, 14	11	7	5	12, 8, 5	10	4,425
	Lurker	16	161	3 x 54	+11	38	19, 16	11	7	9	9, 5, 2	10	4,425
	Scout	18	321	3 x 107	+9	19	17, 14	11	11	9	10, 6, 3	10	4,425
	Sniper	20	241	3 x 81	+9	32	17, 14	7	7	9	11, 7, 4	10	4,425
	Striker	16	402	3 x 134	+11	32	19, 16	7	7	5	9, 5, 2	10	4,425
	Supporter	18	241	3 x 81	+9	19	17, 14	7	11	5	10, 6, 3	10	4,425
Solo vs 4	Controller	18	428	3 x 143	+9	26	17, 14	7	11	5	10, 6, 3	10	5,900
	Defender	22	428	3 x 143	+9	26	17, 14	11	7	5	12, 8, 5	10	5,900
	Lurker	16	214	3 x 72	+11	38	19, 16	11	7	9	9, 5, 2	10	5,900
	Scout	18	428	3 x 143	+9	19	17, 14	11	11	9	10, 6, 3	10	5,900
	Sniper	20	321	3 x 107	+9	32	17, 14	7	7	9	11, 7, 4	10	5,900
	Striker	16	535	3 x 179	+11	32	19, 16	7	7	5	9, 5, 2	10	5,900
	Supporter	18	321	3 x 107	+9	19	17, 14	7	11	5	10, 6, 3	10	5,900
Solo vs 5	Controller	18	535	3 x 179	+9	26	17, 14	7	11	5	10, 6, 3	10	7,375
	Defender	22	535	3 x 179	+9	26	17, 14	11	7	5	12, 8, 5	10	7,375
	Lurker	16	268	3 x 90	+11	38	19, 16	11	7	9	9, 5, 2	10	7,375
	Scout	18	535	3 x 179	+9	19	17, 14	11	11	9	10, 6, 3	10	7,375
	Sniper	20	402	3 x 134	+9	32	17, 14	7	7	9	11, 7, 4	10	7,375
	Striker	16	669	3 x 223	+11	32	19, 16	7	7	5	9, 5, 2	10	7,375
	Supporter	18	402	3 x 134	+9	19	17, 14	7	11	5	10, 6, 3	10	7,375
Solo vs 6	Controller	18	642	3 x 214	+9	26	17, 14	7	11	5	10, 6, 3	10	8,850
	Defender	22	642	3 x 214	+9	26	17, 14	11	7	5	12, 8, 5	10	8,850
	Lurker	16	321	3 x 107	+11	38	19, 16	11	7	9	9, 5, 2	10	8,850
	Scout	18	642	3 x 214	+9	19	17, 14	11	11	9	10, 6, 3	10	8,850
	Sniper	20	482	3 x 161	+9	32	17, 14	7	7	9	11, 7, 4	10	8,850
	Striker	16	803	3 x 268	+11	32	19, 16	7	7	5	9, 5, 2	10	8,850
	Supporter	18	482	3 x 161	+9	19	17, 14	7	11	5	10, 6, 3	10	8,850
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

Monster Templates: Level 11

Rank	Role	AC	Hit Points Max	Hit Points Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	14	23	2 x 12	+5	18	13, 10	1	5	1	6, 2, −1	2	450
	Defender	18	23	2 x 12	+5	18	13, 10	5	1	1	8, 4, 1	2	450
	Lurker	12	12	2 x 6	+7	26	15, 12	5	1	5	5, 1, −2	2	450
	Scout	14	23	2 x 12	+5	13	13, 10	5	5	5	6, 2, −1	2	450
	Sniper	16	17	2 x 9	+5	22	13, 10	1	1	5	7, 3, 0	2	450
	Striker	12	28	2 x 14	+7	22	15, 12	1	1	1	5, 1, −2	2	450
	Supporter	14	17	2 x 9	+5	13	13, 10	1	5	1	6, 2, −1	2	450
Standard	Controller	16	111	2 x 56	+7	23	15, 12	3	7	3	8, 4, 1	5	1,800
	Defender	20	111	2 x 56	+7	23	15, 12	7	3	3	10, 6, 3	5	1,800
	Lurker	14	56	2 x 28	+9	35	17, 14	7	3	7	7, 3, 0	5	1,800
	Scout	16	111	2 x 56	+7	18	15, 12	7	7	7	8, 4, 1	5	1,800
	Sniper	18	84	2 x 42	+7	29	15, 12	3	3	7	9, 5, 2	5	1,800
	Striker	14	139	2 x 70	+9	29	17, 14	3	3	3	7, 3, 0	5	1,800
	Supporter	16	84	2 x 42	+7	18	15, 12	3	7	3	8, 4, 1	5	1,800
Elite	Controller	18	222	2 x 111	+9	26	17, 14	5	9	5	10, 6, 3	7	3,600
	Defender	22	222	2 x 111	+9	26	17, 14	9	5	5	12, 8, 5	7	3,600
	Lurker	16	111	2 x 56	+11	38	19, 16	9	5	9	9, 5, 2	7	3,600
	Scout	18	222	2 x 111	+9	19	17, 14	9	9	9	10, 6, 3	7	3,600
	Sniper	20	167	2 x 84	+9	32	17, 14	5	5	9	11, 7, 4	7	3,600
	Striker	16	278	2 x 139	+11	32	19, 16	5	5	5	9, 5, 2	7	3,600
	Supporter	18	167	2 x 84	+9	19	17, 14	5	9	5	10, 6, 3	7	3,600
Solo vs 3	Controller	18	333	3 x 111	+9	28	17, 14	7	11	5	10, 6, 3	11	5,400
	Defender	22	333	3 x 111	+9	28	17, 14	11	7	5	12, 8, 5	11	5,400
	Lurker	16	167	3 x 56	+11	42	19, 16	11	7	9	9, 5, 2	11	5,400
	Scout	18	333	3 x 111	+9	21	17, 14	11	11	9	10, 6, 3	11	5,400
	Sniper	20	250	3 x 84	+9	35	17, 14	7	7	9	11, 7, 4	11	5,400
	Striker	16	417	3 x 139	+11	35	19, 16	7	7	5	9, 5, 2	11	5,400
	Supporter	18	250	3 x 84	+9	21	17, 14	7	11	5	10, 6, 3	11	5,400
Solo vs 4	Controller	18	444	3 x 148	+9	28	17, 14	7	11	5	10, 6, 3	11	7,200
	Defender	22	444	3 x 148	+9	28	17, 14	11	7	5	12, 8, 5	11	7,200
	Lurker	16	222	3 x 74	+11	42	19, 16	11	7	9	9, 5, 2	11	7,200
	Scout	18	444	3 x 148	+9	21	17, 14	11	11	9	10, 6, 3	11	7,200
	Sniper	20	333	3 x 111	+9	35	17, 14	7	7	9	11, 7, 4	11	7,200
	Striker	16	555	3 x 185	+11	35	19, 16	7	7	5	9, 5, 2	11	7,200
	Supporter	18	333	3 x 111	+9	21	17, 14	7	11	5	10, 6, 3	11	7,200
Solo vs 5	Controller	18	555	3 x 185	+9	28	17, 14	7	11	5	10, 6, 3	11	9,000
	Defender	22	555	3 x 185	+9	28	17, 14	11	7	5	12, 8, 5	11	9,000
	Lurker	16	278	3 x 93	+11	42	19, 16	11	7	9	9, 5, 2	11	9,000
	Scout	18	555	3 x 185	+9	21	17, 14	11	11	9	10, 6, 3	11	9,000
	Sniper	20	417	3 x 139	+9	35	17, 14	7	7	9	11, 7, 4	11	9,000
	Striker	16	694	3 x 232	+11	35	19, 16	7	7	5	9, 5, 2	11	9,000
	Supporter	18	417	3 x 139	+9	21	17, 14	7	11	5	10, 6, 3	11	9,000
Solo vs 6	Controller	18	666	3 x 222	+9	28	17, 14	7	11	5	10, 6, 3	11	10,800
	Defender	22	666	3 x 222	+9	28	17, 14	11	7	5	12, 8, 5	11	10,800
	Lurker	16	333	3 x 111	+11	42	19, 16	11	7	9	9, 5, 2	11	10,800
	Scout	18	666	3 x 222	+9	21	17, 14	11	11	9	10, 6, 3	11	10,800
	Sniper	20	500	3 x 167	+9	35	17, 14	7	7	9	11, 7, 4	11	10,800
	Striker	16	833	3 x 278	+11	35	19, 16	7	7	5	9, 5, 2	11	10,800
	Supporter	18	500	3 x 167	+9	21	17, 14	7	11	5	10, 6, 3	11	10,800
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

Monster Templates: Level 12

Rank	Role	AC	Hit Points		Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Max	Phases									
Minion	Controller	14	23	2 x 12	+6	21	13, 10	1	5	1	7, 3, –1	2	525
	Defender	18	23	2 x 12	+6	21	13, 10	5	1	1	9, 5, 1	2	525
	Lurker	12	12	2 x 6	+8	32	15, 12	5	1	5	6, 2, –2	2	525
	Scout	14	23	2 x 12	+6	16	13, 10	5	5	5	7, 3, –1	2	525
	Sniper	16	18	2 x 9	+6	27	13, 10	1	1	5	8, 4, 0	2	525
	Striker	12	29	2 x 15	+8	27	15, 12	1	1	1	6, 2, –2	2	525
	Supporter	14	18	2 x 9	+6	16	13, 10	1	5	1	7, 3, –1	2	525
Standard	Controller	16	115	2 x 58	+8	28	15, 12	3	7	3	9, 5, 1	5	2,100
	Defender	20	115	2 x 58	+8	28	15, 12	7	3	3	11, 7, 3	5	2,100
	Lurker	14	58	2 x 29	+10	42	17, 14	7	3	7	8, 4, 0	5	2,100
	Scout	16	115	2 x 58	+8	21	15, 12	7	7	7	9, 5, 1	5	2,100
	Sniper	18	87	2 x 44	+8	35	15, 12	3	3	7	10, 6, 2	5	2,100
	Striker	14	144	2 x 72	+10	35	17, 14	3	3	3	8, 4, 0	5	2,100
	Supporter	16	87	2 x 44	+8	21	15, 12	3	7	3	9, 5, 1	5	2,100
Elite	Controller	18	230	2 x 115	+10	31	17, 14	5	9	5	11, 7, 3	8	4,200
	Defender	22	230	2 x 115	+10	31	17, 14	9	5	5	13, 9, 5	8	4,200
	Lurker	16	115	2 x 58	+12	47	19, 16	9	5	9	10, 6, 2	8	4,200
	Scout	18	230	2 x 115	+10	24	17, 14	9	9	9	11, 7, 3	8	4,200
	Sniper	20	173	2 x 87	+10	39	17, 14	5	5	9	12, 8, 4	8	4,200
	Striker	16	288	2 x 144	+12	39	19, 16	5	5	5	10, 6, 2	8	4,200
	Supporter	18	173	2 x 87	+10	24	17, 14	5	9	5	11, 7, 3	8	4,200
Solo vs 3	Controller	18	345	3 x 115	+10	34	17, 14	7	11	5	11, 7, 3	12	6,300
	Defender	22	345	3 x 115	+10	34	17, 14	11	7	5	13, 9, 5	12	6,300
	Lurker	16	173	3 x 58	+12	51	19, 16	11	7	9	10, 6, 2	12	6,300
	Scout	18	345	3 x 115	+10	26	17, 14	11	11	9	11, 7, 3	12	6,300
	Sniper	20	259	3 x 87	+10	42	17, 14	7	7	9	12, 8, 4	12	6,300
	Striker	16	432	3 x 144	+12	42	19, 16	7	7	5	10, 6, 2	12	6,300
	Supporter	18	259	3 x 87	+10	26	17, 14	7	11	5	11, 7, 3	12	6,300
Solo vs 4	Controller	18	460	3 x 154	+10	34	17, 14	7	11	5	11, 7, 3	12	8,400
	Defender	22	460	3 x 154	+10	34	17, 14	11	7	5	13, 9, 5	12	8,400
	Lurker	16	230	3 x 77	+12	51	19, 16	11	7	9	10, 6, 2	12	8,400
	Scout	18	460	3 x 154	+10	26	17, 14	11	11	9	11, 7, 3	12	8,400
	Sniper	20	345	3 x 115	+10	42	17, 14	7	7	9	12, 8, 4	12	8,400
	Striker	16	575	3 x 192	+12	42	19, 16	7	7	5	10, 6, 2	12	8,400
	Supporter	18	345	3 x 115	+10	26	17, 14	7	11	5	11, 7, 3	12	8,400
Solo vs 5	Controller	18	575	3 x 192	+10	34	17, 14	7	11	5	11, 7, 3	12	10,500
	Defender	22	575	3 x 192	+10	34	17, 14	11	7	5	13, 9, 5	12	10,500
	Lurker	16	288	3 x 96	+12	51	19, 16	11	7	9	10, 6, 2	12	10,500
	Scout	18	575	3 x 192	+10	26	17, 14	11	11	9	11, 7, 3	12	10,500
	Sniper	20	432	3 x 144	+10	42	17, 14	7	7	9	12, 8, 4	12	10,500
	Striker	16	719	3 x 240	+12	42	19, 16	7	7	5	10, 6, 2	12	10,500
	Supporter	18	432	3 x 144	+10	26	17, 14	7	11	5	11, 7, 3	12	10,500
Solo vs 6	Controller	18	690	3 x 230	+10	34	17, 14	7	11	5	11, 7, 3	12	12,600
	Defender	22	690	3 x 230	+10	34	17, 14	11	7	5	13, 9, 5	12	12,600
	Lurker	16	345	3 x 115	+12	51	19, 16	11	7	9	10, 6, 2	12	12,600
	Scout	18	690	3 x 230	+10	26	17, 14	11	11	9	11, 7, 3	12	12,600
	Sniper	20	518	3 x 173	+10	42	17, 14	7	7	9	12, 8, 4	12	12,600
	Striker	16	863	3 x 288	+12	42	19, 16	7	7	5	10, 6, 2	12	12,600
	Supporter	18	518	3 x 173	+10	26	17, 14	7	11	5	11, 7, 3	12	12,600
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

Monster Templates: Level 13

Rank	Role	AC	Hit Points Max	Hit Points Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	15	31	2 x 16	+7	23	14, 11	1	6	1	8, 4, −1	2	625
	Defender	19	31	2 x 16	+7	23	14, 11	6	1	1	10, 6, 1	2	625
	Lurker	13	16	2 x 8	+9	34	16, 13	6	1	6	7, 3, −2	2	625
	Scout	15	31	2 x 16	+7	17	14, 11	6	6	6	8, 4, −1	2	625
	Sniper	17	23	2 x 12	+7	29	14, 11	1	1	6	9, 5, 0	2	625
	Striker	13	38	2 x 19	+9	29	16, 13	1	1	1	7, 3, −2	2	625
	Supporter	15	23	2 x 12	+7	17	14, 11	1	6	1	8, 4, −1	2	625
Standard	Controller	17	152	2 x 76	+9	30	16, 13	3	8	3	10, 6, 1	6	2,500
	Defender	21	152	2 x 76	+9	30	16, 13	8	3	3	12, 8, 3	6	2,500
	Lurker	15	76	2 x 38	+11	45	18, 15	8	3	8	9, 5, 0	6	2,500
	Scout	17	152	2 x 76	+9	23	16, 13	8	8	8	10, 6, 1	6	2,500
	Sniper	19	114	2 x 57	+9	38	16, 13	3	3	8	11, 7, 2	6	2,500
	Striker	15	190	2 x 95	+11	38	18, 15	3	3	3	9, 5, 0	6	2,500
	Supporter	17	114	2 x 57	+9	23	16, 13	3	8	3	10, 6, 1	6	2,500
Elite	Controller	19	304	2 x 152	+11	33	18, 15	5	10	5	12, 8, 3	9	5,000
	Defender	23	304	2 x 152	+11	33	18, 15	10	5	5	14, 10, 5	9	5,000
	Lurker	17	152	2 x 76	+13	50	20, 17	10	5	10	11, 7, 2	9	5,000
	Scout	19	304	2 x 152	+11	25	18, 15	10	10	10	12, 8, 3	9	5,000
	Sniper	21	228	2 x 114	+11	42	18, 15	5	5	10	13, 9, 4	9	5,000
	Striker	17	380	2 x 190	+13	42	20, 17	5	5	5	11, 7, 2	9	5,000
	Supporter	19	228	2 x 114	+11	25	18, 15	5	10	5	12, 8, 3	9	5,000
Solo vs 3	Controller	19	456	3 x 152	+11	36	18, 15	7	12	5	12, 8, 3	13	7,500
	Defender	23	456	3 x 152	+11	36	18, 15	12	7	5	14, 10, 5	13	7,500
	Lurker	17	228	3 x 76	+13	54	20, 17	12	7	10	11, 7, 2	13	7,500
	Scout	19	456	3 x 152	+11	27	18, 15	12	12	10	12, 8, 3	13	7,500
	Sniper	21	342	3 x 114	+11	45	18, 15	7	7	10	13, 9, 4	13	7,500
	Striker	17	570	3 x 190	+13	45	20, 17	7	7	5	11, 7, 2	13	7,500
	Supporter	19	342	3 x 114	+11	27	18, 15	7	12	5	12, 8, 3	13	7,500
Solo vs 4	Controller	19	608	3 x 203	+11	36	18, 15	7	12	5	12, 8, 3	13	10,000
	Defender	23	608	3 x 203	+11	36	18, 15	12	7	5	14, 10, 5	13	10,000
	Lurker	17	304	3 x 102	+13	54	20, 17	12	7	10	11, 7, 2	13	10,000
	Scout	19	608	3 x 203	+11	27	18, 15	12	12	10	12, 8, 3	13	10,000
	Sniper	21	456	3 x 152	+11	45	18, 15	7	7	10	13, 9, 4	13	10,000
	Striker	17	760	3 x 254	+13	45	20, 17	7	7	5	11, 7, 2	13	10,000
	Supporter	19	456	3 x 152	+11	27	18, 15	7	12	5	12, 8, 3	13	10,000
Solo vs 5	Controller	19	760	3 x 254	+11	36	18, 15	7	12	5	12, 8, 3	13	12,500
	Defender	23	760	3 x 254	+11	36	18, 15	12	7	5	14, 10, 5	13	12,500
	Lurker	17	380	3 x 127	+13	54	20, 17	12	7	10	11, 7, 2	13	12,500
	Scout	19	760	3 x 254	+11	27	18, 15	12	12	10	12, 8, 3	13	12,500
	Sniper	21	570	3 x 190	+11	45	18, 15	7	7	10	13, 9, 4	13	12,500
	Striker	17	950	3 x 317	+13	45	20, 17	7	7	5	11, 7, 2	13	12,500
	Supporter	19	570	3 x 190	+11	27	18, 15	7	12	5	12, 8, 3	13	12,500
Solo vs 6	Controller	19	912	3 x 304	+11	36	18, 15	7	12	5	12, 8, 3	13	15,000
	Defender	23	912	3 x 304	+11	36	18, 15	12	7	5	14, 10, 5	13	15,000
	Lurker	17	456	3 x 152	+13	54	20, 17	12	7	10	11, 7, 2	13	15,000
	Scout	19	912	3 x 304	+11	27	18, 15	12	12	10	12, 8, 3	13	15,000
	Sniper	21	684	3 x 228	+11	45	18, 15	7	7	10	13, 9, 4	13	15,000
	Striker	17	1,140	3 x 380	+13	45	20, 17	7	7	5	11, 7, 2	13	15,000
	Supporter	19	684	3 x 228	+11	27	18, 15	7	12	5	12, 8, 3	13	15,000
Rank	Role	AC	Max	Phases Hit Points	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP

Monster Templates: Level 14

Rank	Role	AC	Hit Points Max	Hit Points Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	15	32	2 x 16	+7	24	14, 11	1	6	1	8, 4, –1	3	718
	Defender	19	32	2 x 16	+7	24	14, 11	6	1	1	10, 6, 1	3	718
	Lurker	13	16	2 x 8	+9	36	16, 13	6	1	6	7, 3, –2	3	718
	Scout	15	32	2 x 16	+7	18	14, 11	6	6	6	8, 4, –1	3	718
	Sniper	17	24	2 x 12	+7	30	14, 11	1	1	6	9, 5, 0	3	718
	Striker	13	40	2 x 20	+9	30	16, 13	1	1	1	7, 3, –2	3	718
	Supporter	15	24	2 x 12	+7	18	14, 11	1	6	1	8, 4, –1	3	718
Standard	Controller	17	157	2 x 79	+9	32	16, 13	3	8	3	10, 6, 1	7	2,875
	Defender	21	157	2 x 79	+9	32	16, 13	8	3	3	12, 8, 3	7	2,875
	Lurker	15	79	2 x 40	+11	48	18, 15	8	3	8	9, 5, 0	7	2,875
	Scout	17	157	2 x 79	+9	24	16, 13	8	8	8	10, 6, 1	7	2,875
	Sniper	19	118	2 x 59	+9	40	16, 13	3	3	8	11, 7, 2	7	2,875
	Striker	15	197	2 x 99	+11	40	18, 15	3	3	3	9, 5, 0	7	2,875
	Supporter	17	118	2 x 59	+9	24	16, 13	3	8	3	10, 6, 1	7	2,875
Elite	Controller	19	314	2 x 157	+11	36	18, 15	5	10	5	12, 8, 3	10	5,750
	Defender	23	314	2 x 157	+11	36	18, 15	10	5	5	14, 10, 5	10	5,750
	Lurker	17	157	2 x 79	+13	53	20, 17	10	5	10	11, 7, 2	10	5,750
	Scout	19	314	2 x 157	+11	27	18, 15	10	10	10	12, 8, 3	10	5,750
	Sniper	21	236	2 x 118	+11	44	18, 15	5	5	10	13, 9, 4	10	5,750
	Striker	17	393	2 x 197	+13	44	20, 17	5	5	5	11, 7, 2	10	5,750
	Supporter	19	236	2 x 118	+11	27	18, 15	5	10	5	12, 8, 3	10	5,750
Solo vs 3	Controller	19	471	3 x 157	+11	39	18, 15	7	12	5	12, 8, 3	14	8,625
	Defender	23	471	3 x 157	+11	39	18, 15	12	7	5	14, 10, 5	14	8,625
	Lurker	17	236	3 x 79	+13	58	20, 17	12	7	10	11, 7, 2	14	8,625
	Scout	19	471	3 x 157	+11	29	18, 15	12	12	10	12, 8, 3	14	8,625
	Sniper	21	354	3 x 118	+11	48	18, 15	7	7	10	13, 9, 4	14	8,625
	Striker	17	589	3 x 197	+13	48	20, 17	7	7	5	11, 7, 2	14	8,625
	Supporter	19	354	3 x 118	+11	29	18, 15	7	12	5	12, 8, 3	14	8,625
Solo vs 4	Controller	19	628	3 x 210	+11	39	18, 15	7	12	5	12, 8, 3	14	11,500
	Defender	23	628	3 x 210	+11	39	18, 15	12	7	5	14, 10, 5	14	11,500
	Lurker	17	314	3 x 105	+13	58	20, 17	12	7	10	11, 7, 2	14	11,500
	Scout	19	628	3 x 210	+11	29	18, 15	12	12	10	12, 8, 3	14	11,500
	Sniper	21	471	3 x 157	+11	48	18, 15	7	7	10	13, 9, 4	14	11,500
	Striker	17	785	3 x 262	+13	48	20, 17	7	7	5	11, 7, 2	14	11,500
	Supporter	19	471	3 x 157	+11	29	18, 15	7	12	5	12, 8, 3	14	11,500
Solo vs 5	Controller	19	785	3 x 262	+11	39	18, 15	7	12	5	12, 8, 3	14	14,375
	Defender	23	785	3 x 262	+11	39	18, 15	12	7	5	14, 10, 5	14	14,375
	Lurker	17	393	3 x 131	+13	58	20, 17	12	7	10	11, 7, 2	14	14,375
	Scout	19	785	3 x 262	+11	29	18, 15	12	12	10	12, 8, 3	14	14,375
	Sniper	21	589	3 x 197	+11	48	18, 15	7	7	10	13, 9, 4	14	14,375
	Striker	17	982	3 x 328	+13	48	20, 17	7	7	5	11, 7, 2	14	14,375
	Supporter	19	589	3 x 197	+11	29	18, 15	7	12	5	12, 8, 3	14	14,375
Solo vs 6	Controller	19	942	3 x 314	+11	39	18, 15	7	12	5	12, 8, 3	14	17,250
	Defender	23	942	3 x 314	+11	39	18, 15	12	7	5	14, 10, 5	14	17,250
	Lurker	17	471	3 x 157	+13	58	20, 17	12	7	10	11, 7, 2	14	17,250
	Scout	19	942	3 x 314	+11	29	18, 15	12	12	10	12, 8, 3	14	17,250
	Sniper	21	707	3 x 236	+11	48	18, 15	7	7	10	13, 9, 4	14	17,250
	Striker	17	1,178	3 x 393	+13	48	20, 17	7	7	5	11, 7, 2	14	17,250
	Supporter	19	707	3 x 236	+11	29	18, 15	7	12	5	12, 8, 3	14	17,250
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
				Hit Points									

Monster Templates: Level 15

Rank	Role	AC	Hit Points		Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Max	Phases									
Minion	Controller	15	33	2 x 17	+7	27	14, 11	1	6	1	8, 4, −1	3	812
	Defender	19	33	2 x 17	+7	27	14, 11	6	1	1	10, 6, 1	3	812
	Lurker	13	17	2 x 9	+9	40	16, 13	6	1	6	7, 3, −2	3	812
	Scout	15	33	2 x 17	+7	20	14, 11	6	6	6	8, 4, −1	3	812
	Sniper	17	25	2 x 13	+7	33	14, 11	1	1	6	9, 5, 0	3	812
	Striker	13	41	2 x 21	+9	33	16, 13	1	1	1	7, 3, −2	3	812
	Supporter	15	25	2 x 13	+7	20	14, 11	1	6	1	8, 4, −1	3	812
Standard	Controller	17	162	2 x 81	+9	35	16, 13	3	8	3	10, 6, 1	7	3,250
	Defender	21	162	2 x 81	+9	35	16, 13	8	3	3	12, 8, 3	7	3,250
	Lurker	15	81	2 x 41	+11	53	18, 15	8	3	8	9, 5, 0	7	3,250
	Scout	17	162	2 x 81	+9	27	16, 13	8	8	8	10, 6, 1	7	3,250
	Sniper	19	122	2 x 61	+9	44	16, 13	3	3	8	11, 7, 2	7	3,250
	Striker	15	203	2 x 102	+11	44	18, 15	3	3	3	9, 5, 0	7	3,250
	Supporter	17	122	2 x 61	+9	27	16, 13	3	8	3	10, 6, 1	7	3,250
Elite	Controller	19	324	2 x 162	+11	39	18, 15	5	10	5	12, 8, 3	10	6,500
	Defender	23	324	2 x 162	+11	39	18, 15	10	5	5	14, 10, 5	10	6,500
	Lurker	17	162	2 x 81	+13	58	20, 17	10	5	10	11, 7, 2	10	6,500
	Scout	19	324	2 x 162	+11	29	18, 15	10	10	10	12, 8, 3	10	6,500
	Sniper	21	243	2 x 122	+11	49	18, 15	5	5	10	13, 9, 4	10	6,500
	Striker	17	405	2 x 203	+13	49	20, 17	5	5	5	11, 7, 2	10	6,500
	Supporter	19	243	2 x 122	+11	29	18, 15	5	10	5	12, 8, 3	10	6,500
Solo vs 3	Controller	19	486	3 x 162	+11	42	18, 15	7	12	5	12, 8, 3	15	9,750
	Defender	23	486	3 x 162	+11	42	18, 15	12	7	5	14, 10, 5	15	9,750
	Lurker	17	243	3 x 81	+13	63	20, 17	12	7	10	11, 7, 2	15	9,750
	Scout	19	486	3 x 162	+11	32	18, 15	12	12	10	12, 8, 3	15	9,750
	Sniper	21	365	3 x 122	+11	53	18, 15	7	7	10	13, 9, 4	15	9,750
	Striker	17	608	3 x 203	+13	53	20, 17	7	7	5	11, 7, 2	15	9,750
	Supporter	19	365	3 x 122	+11	32	18, 15	7	12	5	12, 8, 3	15	9,750
Solo vs 4	Controller	19	648	3 x 216	+11	42	18, 15	7	12	5	12, 8, 3	15	13,000
	Defender	23	648	3 x 216	+11	42	18, 15	12	7	5	14, 10, 5	15	13,000
	Lurker	17	324	3 x 108	+13	63	20, 17	12	7	10	11, 7, 2	15	13,000
	Scout	19	648	3 x 216	+11	32	18, 15	12	12	10	12, 8, 3	15	13,000
	Sniper	21	486	3 x 162	+11	53	18, 15	7	7	10	13, 9, 4	15	13,000
	Striker	17	810	3 x 270	+13	53	20, 17	7	7	5	11, 7, 2	15	13,000
	Supporter	19	486	3 x 162	+11	32	18, 15	7	12	5	12, 8, 3	15	13,000
Solo vs 5	Controller	19	810	3 x 270	+11	42	18, 15	7	12	5	12, 8, 3	15	16,250
	Defender	23	810	3 x 270	+11	42	18, 15	12	7	5	14, 10, 5	15	16,250
	Lurker	17	405	3 x 135	+13	63	20, 17	12	7	10	11, 7, 2	15	16,250
	Scout	19	810	3 x 270	+11	32	18, 15	12	12	10	12, 8, 3	15	16,250
	Sniper	21	608	3 x 203	+11	53	18, 15	7	7	10	13, 9, 4	15	16,250
	Striker	17	1,013	3 x 338	+13	53	20, 17	7	7	5	11, 7, 2	15	16,250
	Supporter	19	608	3 x 203	+11	32	18, 15	7	12	5	12, 8, 3	15	16,250
Solo vs 6	Controller	19	972	3 x 324	+11	42	18, 15	7	12	5	12, 8, 3	15	19,500
	Defender	23	972	3 x 324	+11	42	18, 15	12	7	5	14, 10, 5	15	19,500
	Lurker	17	486	3 x 162	+13	63	20, 17	12	7	10	11, 7, 2	15	19,500
	Scout	19	972	3 x 324	+11	32	18, 15	12	12	10	12, 8, 3	15	19,500
	Sniper	21	729	3 x 243	+11	53	18, 15	7	7	10	13, 9, 4	15	19,500
	Striker	17	1,215	3 x 405	+13	53	20, 17	7	7	5	11, 7, 2	15	19,500
	Supporter	19	729	3 x 243	+11	32	18, 15	7	12	5	12, 8, 3	15	19,500
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

Monster Templates: Level 16

| Rank | Role | AC | Hit Points | | Atk Bonus | Dmg / Action | Spell DCs | Perc. | Init. | Stl. | Saving Throws | CR | XP |
			Max	Phases									
Minion	Controller	16	34	2 x 17	+8	31	15, 12	2	7	2	9, 4, 0	3	937
	Defender	20	34	2 x 17	+8	31	15, 12	7	2	2	11, 6, 2	3	937
	Lurker	14	17	2 x 9	+10	47	17, 14	7	2	7	8, 3, −1	3	937
	Scout	16	34	2 x 17	+8	24	15, 12	7	7	7	9, 4, 0	3	937
	Sniper	18	26	2 x 13	+8	39	15, 12	2	2	7	10, 5, 1	3	937
	Striker	14	42	2 x 21	+10	39	17, 14	2	2	2	8, 3, −1	3	937
	Supporter	16	26	2 x 13	+8	24	15, 12	2	7	2	9, 4, 0	3	937
Standard	Controller	18	167	2 x 84	+10	41	17, 14	4	9	4	11, 6, 2	8	3,750
	Defender	22	167	2 x 84	+10	41	17, 14	9	4	4	13, 8, 4	8	3,750
	Lurker	16	84	2 x 42	+12	62	19, 16	9	4	9	10, 5, 1	8	3,750
	Scout	18	167	2 x 84	+10	31	17, 14	9	9	9	11, 6, 2	8	3,750
	Sniper	20	126	2 x 63	+10	52	17, 14	4	4	9	12, 7, 3	8	3,750
	Striker	16	209	2 x 105	+12	52	19, 16	4	4	4	10, 5, 1	8	3,750
	Supporter	18	126	2 x 63	+10	31	17, 14	4	9	4	11, 6, 2	8	3,750
Elite	Controller	20	334	2 x 167	+12	46	19, 16	6	11	6	13, 8, 4	11	7,500
	Defender	24	334	2 x 167	+12	46	19, 16	11	6	6	15, 10, 6	11	7,500
	Lurker	18	167	2 x 84	+14	68	21, 18	11	6	11	12, 7, 3	11	7,500
	Scout	20	334	2 x 167	+12	34	19, 16	11	11	11	13, 8, 4	11	7,500
	Sniper	22	251	2 x 126	+12	57	19, 16	6	6	11	14, 9, 5	11	7,500
	Striker	18	418	2 x 209	+14	57	21, 18	6	6	6	12, 7, 3	11	7,500
	Supporter	20	251	2 x 126	+12	34	19, 16	6	11	6	13, 8, 4	11	7,500
Solo vs 3	Controller	20	501	3 x 167	+12	50	19, 16	8	13	6	13, 8, 4	16	11,250
	Defender	24	501	3 x 167	+12	50	19, 16	13	8	6	15, 10, 6	16	11,250
	Lurker	18	251	3 x 84	+14	74	21, 18	13	8	11	12, 7, 3	16	11,250
	Scout	20	501	3 x 167	+12	37	19, 16	13	13	11	13, 8, 4	16	11,250
	Sniper	22	376	3 x 126	+12	62	19, 16	8	8	11	14, 9, 5	16	11,250
	Striker	18	627	3 x 209	+14	62	21, 18	8	8	6	12, 7, 3	16	11,250
	Supporter	20	376	3 x 126	+12	37	19, 16	8	13	6	13, 8, 4	16	11,250
Solo vs 4	Controller	20	668	3 x 223	+12	50	19, 16	8	13	6	13, 8, 4	16	15,000
	Defender	24	668	3 x 223	+12	50	19, 16	13	8	6	15, 10, 6	16	15,000
	Lurker	18	334	3 x 112	+14	74	21, 18	13	8	11	12, 7, 3	16	15,000
	Scout	20	668	3 x 223	+12	37	19, 16	13	13	11	13, 8, 4	16	15,000
	Sniper	22	501	3 x 167	+12	62	19, 16	8	8	11	14, 9, 5	16	15,000
	Striker	18	835	3 x 279	+14	62	21, 18	8	8	6	12, 7, 3	16	15,000
	Supporter	20	501	3 x 167	+12	37	19, 16	8	13	6	13, 8, 4	16	15,000
Solo vs 5	Controller	20	835	3 x 279	+12	50	19, 16	8	13	6	13, 8, 4	16	18,750
	Defender	24	835	3 x 279	+12	50	19, 16	13	8	6	15, 10, 6	16	18,750
	Lurker	18	418	3 x 140	+14	74	21, 18	13	8	11	12, 7, 3	16	18,750
	Scout	20	835	3 x 279	+12	37	19, 16	13	13	11	13, 8, 4	16	18,750
	Sniper	22	627	3 x 209	+12	62	19, 16	8	8	11	14, 9, 5	16	18,750
	Striker	18	1,044	3 x 348	+14	62	21, 18	8	8	6	12, 7, 3	16	18,750
	Supporter	20	627	3 x 209	+12	37	19, 16	8	13	6	13, 8, 4	16	18,750
Solo vs 6	Controller	20	1,002	3 x 334	+12	50	19, 16	8	13	6	13, 8, 4	16	22,500
	Defender	24	1,002	3 x 334	+12	50	19, 16	13	8	6	15, 10, 6	16	22,500
	Lurker	18	501	3 x 167	+14	74	21, 18	13	8	11	12, 7, 3	16	22,500
	Scout	20	1,002	3 x 334	+12	37	19, 16	13	13	11	13, 8, 4	16	22,500
	Sniper	22	752	3 x 251	+12	62	19, 16	8	8	11	14, 9, 5	16	22,500
	Striker	18	1,253	3 x 418	+14	62	21, 18	8	8	6	12, 7, 3	16	22,500
	Supporter	20	752	3 x 251	+12	37	19, 16	8	13	6	13, 8, 4	16	22,500
Rank	**Role**	**AC**	**Max**	**Phases**	**Atk Bonus**	**Dmg / Action**	**Spell DCs**	**Perc.**	**Init.**	**Stl.**	**Saving Throws**	**CR**	**XP**
				Hit Points									

Monster Templates: Level 17

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	17	42	2 x 21	+9	33	16, 13	2	8	2	10, 5, 0	4	1,125
	Defender	21	42	2 x 21	+9	33	16, 13	8	2	2	12, 7, 2	4	1,125
	Lurker	15	21	2 x 11	+11	49	18, 15	8	2	8	9, 4, −1	4	1,125
	Scout	17	42	2 x 21	+9	25	16, 13	8	8	8	10, 5, 0	4	1,125
	Sniper	19	32	2 x 16	+9	41	16, 13	2	2	8	11, 6, 1	4	1,125
	Striker	15	53	2 x 27	+11	41	18, 15	2	2	2	9, 4, −1	4	1,125
	Supporter	17	32	2 x 16	+9	25	16, 13	2	8	2	10, 5, 0	4	1,125
Standard	Controller	19	210	2 x 105	+11	43	18, 15	4	10	4	12, 7, 2	8	4,500
	Defender	23	210	2 x 105	+11	43	18, 15	10	4	4	14, 9, 4	8	4,500
	Lurker	17	105	2 x 53	+13	65	20, 17	10	4	10	11, 6, 1	8	4,500
	Scout	19	210	2 x 105	+11	33	18, 15	10	10	10	12, 7, 2	8	4,500
	Sniper	21	158	2 x 79	+11	54	18, 15	4	4	10	13, 8, 3	8	4,500
	Striker	17	263	2 x 132	+13	54	20, 17	4	4	4	11, 6, 1	8	4,500
	Supporter	19	158	2 x 79	+11	33	18, 15	4	10	4	12, 7, 2	8	4,500
Elite	Controller	21	420	2 x 210	+13	48	20, 17	6	12	6	14, 9, 4	12	9,000
	Defender	25	420	2 x 210	+13	48	20, 17	12	6	6	16, 11, 6	12	9,000
	Lurker	19	210	2 x 105	+15	71	22, 19	12	6	12	13, 8, 3	12	9,000
	Scout	21	420	2 x 210	+13	36	20, 17	12	12	12	14, 9, 4	12	9,000
	Sniper	23	315	2 x 158	+13	60	20, 17	6	6	12	15, 10, 5	12	9,000
	Striker	19	525	2 x 263	+15	60	22, 19	6	6	6	13, 8, 3	12	9,000
	Supporter	21	315	2 x 158	+13	36	20, 17	6	12	6	14, 9, 4	12	9,000
Solo vs 3	Controller	21	630	3 x 210	+13	52	20, 17	8	14	6	14, 9, 4	17	13,500
	Defender	25	630	3 x 210	+13	52	20, 17	14	8	6	16, 11, 6	17	13,500
	Lurker	19	315	3 x 105	+15	78	22, 19	14	8	12	13, 8, 3	17	13,500
	Scout	21	630	3 x 210	+13	39	20, 17	14	14	12	14, 9, 4	17	13,500
	Sniper	23	473	3 x 158	+13	65	20, 17	8	8	12	15, 10, 5	17	13,500
	Striker	19	788	3 x 263	+15	65	22, 19	8	8	6	13, 8, 3	17	13,500
	Supporter	21	473	3 x 158	+13	39	20, 17	8	14	6	14, 9, 4	17	13,500
Solo vs 4	Controller	21	840	3 x 280	+13	52	20, 17	8	14	6	14, 9, 4	17	18,000
	Defender	25	840	3 x 280	+13	52	20, 17	14	8	6	16, 11, 6	17	18,000
	Lurker	19	420	3 x 140	+15	78	22, 19	14	8	12	13, 8, 3	17	18,000
	Scout	21	840	3 x 280	+13	39	20, 17	14	14	12	14, 9, 4	17	18,000
	Sniper	23	630	3 x 210	+13	65	20, 17	8	8	12	15, 10, 5	17	18,000
	Striker	19	1,050	3 x 350	+15	65	22, 19	8	8	6	13, 8, 3	17	18,000
	Supporter	21	630	3 x 210	+13	39	20, 17	8	14	6	14, 9, 4	17	18,000
Solo vs 5	Controller	21	1,050	3 x 350	+13	52	20, 17	8	14	6	14, 9, 4	17	22,500
	Defender	25	1,050	3 x 350	+13	52	20, 17	14	8	6	16, 11, 6	17	22,500
	Lurker	19	525	3 x 175	+15	78	22, 19	14	8	12	13, 8, 3	17	22,500
	Scout	21	1,050	3 x 350	+13	39	20, 17	14	14	12	14, 9, 4	17	22,500
	Sniper	23	788	3 x 263	+13	65	20, 17	8	8	12	15, 10, 5	17	22,500
	Striker	19	1,313	3 x 438	+15	65	22, 19	8	8	6	13, 8, 3	17	22,500
	Supporter	21	788	3 x 263	+13	39	20, 17	8	14	6	14, 9, 4	17	22,500
Solo vs 6	Controller	21	1,260	3 x 420	+13	52	20, 17	8	14	6	14, 9, 4	17	27,000
	Defender	25	1,260	3 x 420	+13	52	20, 17	14	8	6	16, 11, 6	17	27,000
	Lurker	19	630	3 x 210	+15	78	22, 19	14	8	12	13, 8, 3	17	27,000
	Scout	21	1,260	3 x 420	+13	39	20, 17	14	14	12	14, 9, 4	17	27,000
	Sniper	23	945	3 x 315	+13	65	20, 17	8	8	12	15, 10, 5	17	27,000
	Striker	19	1,575	3 x 525	+15	65	22, 19	8	8	6	13, 8, 3	17	27,000
	Supporter	21	945	3 x 315	+13	39	20, 17	8	14	6	14, 9, 4	17	27,000
Rank	**Role**	**AC**	**Max**	**Phases**	**Atk Bonus**	**Dmg / Action**	**Spell DCs**	**Perc.**	**Init.**	**Stl.**	**Saving Throws**	**CR**	**XP**

Monster Templates: Level 18

Rank	Role	AC	Hit Points		Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Max	Phases									
Minion	Controller	17	44	2 x 22	+9	35	16, 13	2	8	2	10, 5, 0	4	1,250
	Defender	21	44	2 x 22	+9	35	16, 13	8	2	2	12, 7, 2	4	1,250
	Lurker	15	22	2 x 11	+11	52	18, 15	8	2	8	9, 4, −1	4	1,250
	Scout	17	44	2 x 22	+9	26	16, 13	8	8	8	10, 5, 0	4	1,250
	Sniper	19	33	2 x 17	+9	44	16, 13	2	2	8	11, 6, 1	4	1,250
	Striker	15	54	2 x 27	+11	44	18, 15	2	2	2	9, 4, −1	4	1,250
	Supporter	17	33	2 x 17	+9	26	16, 13	2	8	2	10, 5, 0	4	1,250
Standard	Controller	19	216	2 x 108	+11	46	18, 15	4	10	4	12, 7, 2	9	5,000
	Defender	23	216	2 x 108	+11	46	18, 15	10	4	4	14, 9, 4	9	5,000
	Lurker	17	108	2 x 54	+13	69	20, 17	10	4	10	11, 6, 1	9	5,000
	Scout	19	216	2 x 108	+11	35	18, 15	10	10	10	12, 7, 2	9	5,000
	Sniper	21	162	2 x 81	+11	58	18, 15	4	4	10	13, 8, 3	9	5,000
	Striker	17	270	2 x 135	+13	58	20, 17	4	4	4	11, 6, 1	9	5,000
	Supporter	19	162	2 x 81	+11	35	18, 15	4	10	4	12, 7, 2	9	5,000
Elite	Controller	21	432	2 x 216	+13	51	20, 17	6	12	6	14, 9, 4	13	10,000
	Defender	25	432	2 x 216	+13	51	20, 17	12	6	6	16, 11, 6	13	10,000
	Lurker	19	216	2 x 108	+15	76	22, 19	12	6	12	13, 8, 3	13	10,000
	Scout	21	432	2 x 216	+13	38	20, 17	12	12	12	14, 9, 4	13	10,000
	Sniper	23	324	2 x 162	+13	64	20, 17	6	6	12	15, 10, 5	13	10,000
	Striker	19	540	2 x 270	+15	64	22, 19	6	6	6	13, 8, 3	13	10,000
	Supporter	21	324	2 x 162	+13	38	20, 17	6	12	6	14, 9, 4	13	10,000
Solo vs 3	Controller	21	648	3 x 216	+13	56	20, 17	8	14	6	14, 9, 4	18	15,000
	Defender	25	648	3 x 216	+13	56	20, 17	14	8	6	16, 11, 6	18	15,000
	Lurker	19	324	3 x 108	+15	83	22, 19	14	8	12	13, 8, 3	18	15,000
	Scout	21	648	3 x 216	+13	42	20, 17	14	14	12	14, 9, 4	18	15,000
	Sniper	23	486	3 x 162	+13	69	20, 17	8	8	12	15, 10, 5	18	15,000
	Striker	19	810	3 x 270	+15	69	22, 19	8	8	6	13, 8, 3	18	15,000
	Supporter	21	486	3 x 162	+13	42	20, 17	8	14	6	14, 9, 4	18	15,000
Solo vs 4	Controller	21	864	3 x 288	+13	56	20, 17	8	14	6	14, 9, 4	18	20,000
	Defender	25	864	3 x 288	+13	56	20, 17	14	8	6	16, 11, 6	18	20,000
	Lurker	19	432	3 x 144	+15	83	22, 19	14	8	12	13, 8, 3	18	20,000
	Scout	21	864	3 x 288	+13	42	20, 17	14	14	12	14, 9, 4	18	20,000
	Sniper	23	648	3 x 216	+13	69	20, 17	8	8	12	15, 10, 5	18	20,000
	Striker	19	1,080	3 x 360	+15	69	22, 19	8	8	6	13, 8, 3	18	20,000
	Supporter	21	648	3 x 216	+13	42	20, 17	8	14	6	14, 9, 4	18	20,000
Solo vs 5	Controller	21	1,080	3 x 360	+13	56	20, 17	8	14	6	14, 9, 4	18	25,000
	Defender	25	1,080	3 x 360	+13	56	20, 17	14	8	6	16, 11, 6	18	25,000
	Lurker	19	540	3 x 180	+15	83	22, 19	14	8	12	13, 8, 3	18	25,000
	Scout	21	1,080	3 x 360	+13	42	20, 17	14	14	12	14, 9, 4	18	25,000
	Sniper	23	810	3 x 270	+13	69	20, 17	8	8	12	15, 10, 5	18	25,000
	Striker	19	1,350	3 x 450	+15	69	22, 19	8	8	6	13, 8, 3	18	25,000
	Supporter	21	810	3 x 270	+13	42	20, 17	8	14	6	14, 9, 4	18	25,000
Solo vs 6	Controller	21	1,296	3 x 432	+13	56	20, 17	8	14	6	14, 9, 4	18	30,000
	Defender	25	1,296	3 x 432	+13	56	20, 17	14	8	6	16, 11, 6	18	30,000
	Lurker	19	648	3 x 216	+15	83	22, 19	14	8	12	13, 8, 3	18	30,000
	Scout	21	1,296	3 x 432	+13	42	20, 17	14	14	12	14, 9, 4	18	30,000
	Sniper	23	972	3 x 324	+13	69	20, 17	8	8	12	15, 10, 5	18	30,000
	Striker	19	1,620	3 x 540	+15	69	22, 19	8	8	6	13, 8, 3	18	30,000
	Supporter	21	972	3 x 324	+13	42	20, 17	8	14	6	14, 9, 4	18	30,000
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

Monster Templates: Level 19

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	17	45	2 x 23	+9	36	16, 13	2	8	2	10, 5, 0	4	1,375
	Defender	21	45	2 x 23	+9	36	16, 13	8	2	2	12, 7, 2	4	1,375
	Lurker	15	23	2 x 12	+11	54	18, 15	8	2	8	9, 4, −1	4	1,375
	Scout	17	45	2 x 23	+9	27	16, 13	8	8	8	10, 5, 0	4	1,375
	Sniper	19	34	2 x 17	+9	45	16, 13	2	2	8	11, 6, 1	4	1,375
	Striker	15	56	2 x 28	+11	45	18, 15	2	2	2	9, 4, −1	4	1,375
	Supporter	17	34	2 x 17	+9	27	16, 13	2	8	2	10, 5, 0	4	1,375
Standard	Controller	19	221	2 x 111	+11	48	18, 15	4	10	4	12, 7, 2	10	5,500
	Defender	23	221	2 x 111	+11	48	18, 15	10	4	4	14, 9, 4	10	5,500
	Lurker	17	111	2 x 56	+13	72	20, 17	10	4	10	11, 6, 1	10	5,500
	Scout	19	221	2 x 111	+11	36	18, 15	10	10	10	12, 7, 2	10	5,500
	Sniper	21	166	2 x 83	+11	60	18, 15	4	4	10	13, 8, 3	10	5,500
	Striker	17	277	2 x 139	+13	60	20, 17	4	4	4	11, 6, 1	10	5,500
	Supporter	19	166	2 x 83	+11	36	18, 15	4	10	4	12, 7, 2	10	5,500
Elite	Controller	21	442	2 x 221	+13	53	20, 17	6	12	6	14, 9, 4	14	11,000
	Defender	25	442	2 x 221	+13	53	20, 17	12	6	6	16, 11, 6	14	11,000
	Lurker	19	221	2 x 111	+15	80	22, 19	12	6	12	13, 8, 3	14	11,000
	Scout	21	442	2 x 221	+13	40	20, 17	12	12	12	14, 9, 4	14	11,000
	Sniper	23	332	2 x 166	+13	66	20, 17	6	6	12	15, 10, 5	14	11,000
	Striker	19	553	2 x 277	+15	66	22, 19	6	6	6	13, 8, 3	14	11,000
	Supporter	21	332	2 x 166	+13	40	20, 17	6	12	6	14, 9, 4	14	11,000
Solo vs 3	Controller	21	663	3 x 221	+13	58	20, 17	8	14	6	14, 9, 4	19	16,500
	Defender	25	663	3 x 221	+13	58	20, 17	14	8	6	16, 11, 6	19	16,500
	Lurker	19	332	3 x 111	+15	87	22, 19	14	8	12	13, 8, 3	19	16,500
	Scout	21	663	3 x 221	+13	44	20, 17	14	14	12	14, 9, 4	19	16,500
	Sniper	23	498	3 x 166	+13	72	20, 17	8	8	12	15, 10, 5	19	16,500
	Striker	19	829	3 x 277	+15	72	22, 19	8	8	6	13, 8, 3	19	16,500
	Supporter	21	498	3 x 166	+13	44	20, 17	8	14	6	14, 9, 4	19	16,500
Solo vs 4	Controller	21	884	3 x 295	+13	58	20, 17	8	14	6	14, 9, 4	19	22,000
	Defender	25	884	3 x 295	+13	58	20, 17	14	8	6	16, 11, 6	19	22,000
	Lurker	19	442	3 x 148	+15	87	22, 19	14	8	12	13, 8, 3	19	22,000
	Scout	21	884	3 x 295	+13	44	20, 17	14	14	12	14, 9, 4	19	22,000
	Sniper	23	663	3 x 221	+13	72	20, 17	8	8	12	15, 10, 5	19	22,000
	Striker	19	1,105	3 x 369	+15	72	22, 19	8	8	6	13, 8, 3	19	22,000
	Supporter	21	663	3 x 221	+13	44	20, 17	8	14	6	14, 9, 4	19	22,000
Solo vs 5	Controller	21	1,105	3 x 369	+13	58	20, 17	8	14	6	14, 9, 4	19	27,500
	Defender	25	1,105	3 x 369	+13	58	20, 17	14	8	6	16, 11, 6	19	27,500
	Lurker	19	553	3 x 185	+15	87	22, 19	14	8	12	13, 8, 3	19	27,500
	Scout	21	1,105	3 x 369	+13	44	20, 17	14	14	12	14, 9, 4	19	27,500
	Sniper	23	829	3 x 277	+13	72	20, 17	8	8	12	15, 10, 5	19	27,500
	Striker	19	1,382	3 x 461	+15	72	22, 19	8	8	6	13, 8, 3	19	27,500
	Supporter	21	829	3 x 277	+13	44	20, 17	8	14	6	14, 9, 4	19	27,500
Solo vs 6	Controller	21	1,326	3 x 442	+13	58	20, 17	8	14	6	14, 9, 4	19	33,000
	Defender	25	1,326	3 x 442	+13	58	20, 17	14	8	6	16, 11, 6	19	33,000
	Lurker	19	663	3 x 221	+15	87	22, 19	14	8	12	13, 8, 3	19	33,000
	Scout	21	1,326	3 x 442	+13	44	20, 17	14	14	12	14, 9, 4	19	33,000
	Sniper	23	995	3 x 332	+13	72	20, 17	8	8	12	15, 10, 5	19	33,000
	Striker	19	1,658	3 x 553	+15	72	22, 19	8	8	6	13, 8, 3	19	33,000
	Supporter	21	995	3 x 332	+13	44	20, 17	8	14	6	14, 9, 4	19	33,000
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP

Monster Templates: Level 20

| Rank | Role | AC | Hit Points | | Atk Bonus | Dmg / Action | Spell DCs | Perc. | Init. | Stl. | Saving Throws | CR | XP |
			Max	Phases									
Minion	Controller	18	46	2 x 23	+10	39	17, 14	3	9	3	11, 6, 0	4	1,562
	Defender	22	46	2 x 23	+10	39	17, 14	9	3	3	13, 8, 2	4	1,562
	Lurker	16	23	2 x 12	+12	58	19, 16	9	3	9	10, 5, −1	4	1,562
	Scout	18	46	2 x 23	+10	29	17, 14	9	9	9	11, 6, 0	4	1,562
	Sniper	20	34	2 x 17	+10	48	17, 14	3	3	9	12, 7, 1	4	1,562
	Striker	16	57	2 x 29	+12	48	19, 16	3	3	3	10, 5, −1	4	1,562
	Supporter	18	34	2 x 17	+10	29	17, 14	3	9	3	11, 6, 0	4	1,562
Standard	Controller	20	226	2 x 113	+12	51	19, 16	5	11	5	13, 8, 2	11	6,250
	Defender	24	226	2 x 113	+12	51	19, 16	11	5	5	15, 10, 4	11	6,250
	Lurker	18	113	2 x 57	+14	77	21, 18	11	5	11	12, 7, 1	11	6,250
	Scout	20	226	2 x 113	+12	39	19, 16	11	11	11	13, 8, 2	11	6,250
	Sniper	22	170	2 x 85	+12	64	19, 16	5	5	11	14, 9, 3	11	6,250
	Striker	18	283	2 x 142	+14	64	21, 18	5	5	5	12, 7, 1	11	6,250
	Supporter	20	170	2 x 85	+12	39	19, 16	5	11	5	13, 8, 2	11	6,250
Elite	Controller	22	452	2 x 226	+14	57	21, 18	7	13	7	15, 10, 4	15	12,500
	Defender	26	452	2 x 226	+14	57	21, 18	13	7	7	17, 12, 6	15	12,500
	Lurker	20	226	2 x 113	+16	85	23, 20	13	7	13	14, 9, 3	15	12,500
	Scout	22	452	2 x 226	+14	43	21, 18	13	13	13	15, 10, 4	15	12,500
	Sniper	24	339	2 x 170	+14	71	21, 18	7	7	13	16, 11, 5	15	12,500
	Striker	20	565	2 x 283	+16	71	23, 20	7	7	7	14, 9, 3	15	12,500
	Supporter	22	339	2 x 170	+14	43	21, 18	7	13	7	15, 10, 4	15	12,500
Solo vs 3	Controller	22	678	3 x 226	+14	62	21, 18	9	15	7	15, 10, 4	20	18,750
	Defender	26	678	3 x 226	+14	62	21, 18	15	9	7	17, 12, 6	20	18,750
	Lurker	20	339	3 x 113	+16	92	23, 20	15	9	13	14, 9, 3	20	18,750
	Scout	22	678	3 x 226	+14	46	21, 18	15	15	13	15, 10, 4	20	18,750
	Sniper	24	509	3 x 170	+14	77	21, 18	9	9	13	16, 11, 5	20	18,750
	Striker	20	848	3 x 283	+16	77	23, 20	9	9	7	14, 9, 3	20	18,750
	Supporter	22	509	3 x 170	+14	46	21, 18	9	15	7	15, 10, 4	20	18,750
Solo vs 4	Controller	22	904	3 x 302	+14	62	21, 18	9	15	7	15, 10, 4	20	25,000
	Defender	26	904	3 x 302	+14	62	21, 18	15	9	7	17, 12, 6	20	25,000
	Lurker	20	452	3 x 151	+16	92	23, 20	15	9	13	14, 9, 3	20	25,000
	Scout	22	904	3 x 302	+14	46	21, 18	15	15	13	15, 10, 4	20	25,000
	Sniper	24	678	3 x 226	+14	77	21, 18	9	9	13	16, 11, 5	20	25,000
	Striker	20	1,130	3 x 377	+16	77	23, 20	9	9	7	14, 9, 3	20	25,000
	Supporter	22	678	3 x 226	+14	46	21, 18	9	15	7	15, 10, 4	20	25,000
Solo vs 5	Controller	22	1,130	3 x 377	+14	62	21, 18	9	15	7	15, 10, 4	20	31,250
	Defender	26	1,130	3 x 377	+14	62	21, 18	15	9	7	17, 12, 6	20	31,250
	Lurker	20	565	3 x 189	+16	92	23, 20	15	9	13	14, 9, 3	20	31,250
	Scout	22	1,130	3 x 377	+14	46	21, 18	15	15	13	15, 10, 4	20	31,250
	Sniper	24	848	3 x 283	+14	77	21, 18	9	9	13	16, 11, 5	20	31,250
	Striker	20	1,413	3 x 471	+16	77	23, 20	9	9	7	14, 9, 3	20	31,250
	Supporter	22	848	3 x 283	+14	46	21, 18	9	15	7	15, 10, 4	20	31,250
Solo vs 6	Controller	22	1,356	3 x 452	+14	62	21, 18	9	15	7	15, 10, 4	20	37,500
	Defender	26	1,356	3 x 452	+14	62	21, 18	15	9	7	17, 12, 6	20	37,500
	Lurker	20	678	3 x 226	+16	92	23, 20	15	9	13	14, 9, 3	20	37,500
	Scout	22	1,356	3 x 452	+14	46	21, 18	15	15	13	15, 10, 4	20	37,500
	Sniper	24	1,017	3 x 339	+14	77	21, 18	9	9	13	16, 11, 5	20	37,500
	Striker	20	1,695	3 x 565	+16	77	23, 20	9	9	7	14, 9, 3	20	37,500
	Supporter	22	1,017	3 x 339	+14	46	21, 18	9	15	7	15, 10, 4	20	37,500
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
				Hit Points									

Monster Templates: Level 21

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	18	56	2 x 28	+11	40	18, 15	3	10	3	12, 6, 1	5	2,062
	Defender	22	56	2 x 28	+11	40	18, 15	10	3	3	14, 8, 3	5	2,062
	Lurker	16	28	2 x 14	+13	60	20, 17	10	3	10	11, 5, 0	5	2,062
	Scout	18	56	2 x 28	+11	30	18, 15	10	10	10	12, 6, 1	5	2,062
	Sniper	20	42	2 x 21	+11	50	18, 15	3	3	10	13, 7, 2	5	2,062
	Striker	16	69	2 x 35	+13	50	20, 17	3	3	3	11, 5, 0	5	2,062
	Supporter	18	42	2 x 21	+11	30	18, 15	3	10	3	12, 6, 1	5	2,062
Standard	Controller	20	276	2 x 138	+13	53	20, 17	5	12	5	14, 8, 3	12	8,250
	Defender	24	276	2 x 138	+13	53	20, 17	12	5	5	16, 10, 5	12	8,250
	Lurker	18	138	2 x 69	+15	80	22, 19	12	5	12	13, 7, 2	12	8,250
	Scout	20	276	2 x 138	+13	40	20, 17	12	12	12	14, 8, 3	12	8,250
	Sniper	22	207	2 x 104	+13	67	20, 17	5	5	12	15, 9, 4	12	8,250
	Striker	18	345	2 x 173	+15	67	22, 19	5	5	5	13, 7, 2	12	8,250
	Supporter	20	207	2 x 104	+13	40	20, 17	5	12	5	14, 8, 3	12	8,250
Elite	Controller	22	552	2 x 276	+15	59	22, 19	7	14	7	16, 10, 5	16	16,500
	Defender	26	552	2 x 276	+15	59	22, 19	14	7	7	18, 12, 7	16	16,500
	Lurker	20	276	2 x 138	+17	88	24, 21	14	7	14	15, 9, 4	16	16,500
	Scout	22	552	2 x 276	+15	44	22, 19	14	14	14	16, 10, 5	16	16,500
	Sniper	24	414	2 x 207	+15	73	22, 19	7	7	14	17, 11, 6	16	16,500
	Striker	20	690	2 x 345	+17	73	24, 21	7	7	7	15, 9, 4	16	16,500
	Supporter	22	414	2 x 207	+15	44	22, 19	7	14	7	16, 10, 5	16	16,500
Solo vs 3	Controller	22	828	3 x 276	+15	64	22, 19	9	16	7	16, 10, 5	21	24,750
	Defender	26	828	3 x 276	+15	64	22, 19	16	9	7	18, 12, 7	21	24,750
	Lurker	20	414	3 x 138	+17	96	24, 21	16	9	14	15, 9, 4	21	24,750
	Scout	22	828	3 x 276	+15	48	22, 19	16	16	14	16, 10, 5	21	24,750
	Sniper	24	621	3 x 207	+15	80	22, 19	9	9	14	17, 11, 6	21	24,750
	Striker	20	1,035	3 x 345	+17	80	24, 21	9	9	7	15, 9, 4	21	24,750
	Supporter	22	621	3 x 207	+15	48	22, 19	9	16	7	16, 10, 5	21	24,750
Solo vs 4	Controller	22	1,104	3 x 368	+15	64	22, 19	9	16	7	16, 10, 5	21	33,000
	Defender	26	1,104	3 x 368	+15	64	22, 19	16	9	7	18, 12, 7	21	33,000
	Lurker	20	552	3 x 184	+17	96	24, 21	16	9	14	15, 9, 4	21	33,000
	Scout	22	1,104	3 x 368	+15	48	22, 19	16	16	14	16, 10, 5	21	33,000
	Sniper	24	828	3 x 276	+15	80	22, 19	9	9	14	17, 11, 6	21	33,000
	Striker	20	1,380	3 x 460	+17	80	24, 21	9	9	7	15, 9, 4	21	33,000
	Supporter	22	828	3 x 276	+15	48	22, 19	9	16	7	16, 10, 5	21	33,000
Solo vs 5	Controller	22	1,380	3 x 460	+15	64	22, 19	9	16	7	16, 10, 5	21	41,250
	Defender	26	1,380	3 x 460	+15	64	22, 19	16	9	7	18, 12, 7	21	41,250
	Lurker	20	690	3 x 230	+17	96	24, 21	16	9	14	15, 9, 4	21	41,250
	Scout	22	1,380	3 x 460	+15	48	22, 19	16	16	14	16, 10, 5	21	41,250
	Sniper	24	1,035	3 x 345	+15	80	22, 19	9	9	14	17, 11, 6	21	41,250
	Striker	20	1,725	3 x 575	+17	80	24, 21	9	9	7	15, 9, 4	21	41,250
	Supporter	22	1,035	3 x 345	+15	48	22, 19	9	16	7	16, 10, 5	21	41,250
Solo vs 6	Controller	22	1,656	3 x 552	+15	64	22, 19	9	16	7	16, 10, 5	21	49,500
	Defender	26	1,656	3 x 552	+15	64	22, 19	16	9	7	18, 12, 7	21	49,500
	Lurker	20	828	3 x 276	+17	96	24, 21	16	9	14	15, 9, 4	21	49,500
	Scout	22	1,656	3 x 552	+15	48	22, 19	16	16	14	16, 10, 5	21	49,500
	Sniper	24	1,242	3 x 414	+15	80	22, 19	9	9	14	17, 11, 6	21	49,500
	Striker	20	2,070	3 x 690	+17	80	24, 21	9	9	7	15, 9, 4	21	49,500
	Supporter	22	1,242	3 x 414	+15	48	22, 19	9	16	7	16, 10, 5	21	49,500
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP

MONSTER TEMPLATES: LEVEL 22

Rank	Role	AC	Hit Points Max	Hit Points Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	18	57	2 x 29	+11	42	18, 15	3	10	3	12, 6, 1	6	2,562
	Defender	22	57	2 x 29	+11	42	18, 15	10	3	3	14, 8, 3	6	2,562
	Lurker	16	29	2 x 15	+13	63	20, 17	10	3	10	11, 5, 0	6	2,562
	Scout	18	57	2 x 29	+11	32	18, 15	10	10	10	12, 6, 1	6	2,562
	Sniper	20	43	2 x 22	+11	53	18, 15	3	3	10	13, 7, 2	6	2,562
	Striker	16	71	2 x 36	+13	53	20, 17	3	3	3	11, 5, 0	6	2,562
	Supporter	18	43	2 x 22	+11	32	18, 15	3	10	3	12, 6, 1	6	2,562
Standard	Controller	20	282	2 x 141	+13	56	20, 17	5	12	5	14, 8, 3	13	10,250
	Defender	24	282	2 x 141	+13	56	20, 17	12	5	5	16, 10, 5	13	10,250
	Lurker	18	141	2 x 71	+15	84	22, 19	12	5	12	13, 7, 2	13	10,250
	Scout	20	282	2 x 141	+13	42	20, 17	12	12	12	14, 8, 3	13	10,250
	Sniper	22	212	2 x 106	+13	70	20, 17	5	5	12	15, 9, 4	13	10,250
	Striker	18	353	2 x 177	+15	70	22, 19	5	5	5	13, 7, 2	13	10,250
	Supporter	20	212	2 x 106	+13	42	20, 17	5	12	5	14, 8, 3	13	10,250
Elite	Controller	22	564	2 x 282	+15	62	22, 19	7	14	7	16, 10, 5	17	20,500
	Defender	26	564	2 x 282	+15	62	22, 19	14	7	7	18, 12, 7	17	20,500
	Lurker	20	282	2 x 141	+17	93	24, 21	14	7	14	15, 9, 4	17	20,500
	Scout	22	564	2 x 282	+15	47	22, 19	14	14	14	16, 10, 5	17	20,500
	Sniper	24	423	2 x 212	+15	77	22, 19	7	7	14	17, 11, 6	17	20,500
	Striker	20	705	2 x 353	+17	77	24, 21	7	7	7	15, 9, 4	17	20,500
	Supporter	22	423	2 x 212	+15	47	22, 19	7	14	7	16, 10, 5	17	20,500
Solo vs 3	Controller	22	846	3 x 282	+15	68	22, 19	9	16	7	16, 10, 5	22	30,750
	Defender	26	846	3 x 282	+15	68	22, 19	16	9	7	18, 12, 7	22	30,750
	Lurker	20	423	3 x 141	+17	101	24, 21	16	9	14	15, 9, 4	22	30,750
	Scout	22	846	3 x 282	+15	51	22, 19	16	16	14	16, 10, 5	22	30,750
	Sniper	24	635	3 x 212	+15	84	22, 19	9	9	14	17, 11, 6	22	30,750
	Striker	20	1,058	3 x 353	+17	84	24, 21	9	9	7	15, 9, 4	22	30,750
	Supporter	22	635	3 x 212	+15	51	22, 19	9	16	7	16, 10, 5	22	30,750
Solo vs 4	Controller	22	1,128	3 x 376	+15	68	22, 19	9	16	7	16, 10, 5	22	41,000
	Defender	26	1,128	3 x 376	+15	68	22, 19	16	9	7	18, 12, 7	22	41,000
	Lurker	20	564	3 x 188	+17	101	24, 21	16	9	14	15, 9, 4	22	41,000
	Scout	22	1,128	3 x 376	+15	51	22, 19	16	16	14	16, 10, 5	22	41,000
	Sniper	24	846	3 x 282	+15	84	22, 19	9	9	14	17, 11, 6	22	41,000
	Striker	20	1,410	3 x 470	+17	84	24, 21	9	9	7	15, 9, 4	22	41,000
	Supporter	22	846	3 x 282	+15	51	22, 19	9	16	7	16, 10, 5	22	41,000
Solo vs 5	Controller	22	1,410	3 x 470	+15	68	22, 19	9	16	7	16, 10, 5	22	51,250
	Defender	26	1,410	3 x 470	+15	68	22, 19	16	9	7	18, 12, 7	22	51,250
	Lurker	20	705	3 x 235	+17	101	24, 21	16	9	14	15, 9, 4	22	51,250
	Scout	22	1,410	3 x 470	+15	51	22, 19	16	16	14	16, 10, 5	22	51,250
	Sniper	24	1,058	3 x 353	+15	84	22, 19	9	9	14	17, 11, 6	22	51,250
	Striker	20	1,763	3 x 588	+17	84	24, 21	9	9	7	15, 9, 4	22	51,250
	Supporter	22	1,058	3 x 353	+15	51	22, 19	9	16	7	16, 10, 5	22	51,250
Solo vs 6	Controller	22	1,692	3 x 564	+15	68	22, 19	9	16	7	16, 10, 5	22	61,500
	Defender	26	1,692	3 x 564	+15	68	22, 19	16	9	7	18, 12, 7	22	61,500
	Lurker	20	846	3 x 282	+17	101	24, 21	16	9	14	15, 9, 4	22	61,500
	Scout	22	1,692	3 x 564	+15	51	22, 19	16	16	14	16, 10, 5	22	61,500
	Sniper	24	1,269	3 x 423	+15	84	22, 19	9	9	14	17, 11, 6	22	61,500
	Striker	20	2,115	3 x 705	+17	84	24, 21	9	9	7	15, 9, 4	22	61,500
	Supporter	22	1,269	3 x 423	+15	51	22, 19	9	16	7	16, 10, 5	22	61,500
Rank	Role	AC	Max	Phases Hit Points	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP

Monster Templates: Level 23

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	18	58	2 x 29	+11	44	18, 15	3	10	3	12, 6, 1	7	3,125
	Defender	22	58	2 x 29	+11	44	18, 15	10	3	3	14, 8, 3	7	3,125
	Lurker	16	29	2 x 15	+13	66	20, 17	10	3	10	11, 5, 0	7	3,125
	Scout	18	58	2 x 29	+11	33	18, 15	10	10	10	12, 6, 1	7	3,125
	Sniper	20	44	2 x 22	+11	55	18, 15	3	3	10	13, 7, 2	7	3,125
	Striker	16	72	2 x 36	+13	55	20, 17	3	3	3	11, 5, 0	7	3,125
	Supporter	18	44	2 x 22	+11	33	18, 15	3	10	3	12, 6, 1	7	3,125
Standard	Controller	20	288	2 x 144	+13	58	20, 17	5	12	5	14, 8, 3	14	12,500
	Defender	24	288	2 x 144	+13	58	20, 17	12	5	5	16, 10, 5	14	12,500
	Lurker	18	144	2 x 72	+15	87	22, 19	12	5	12	13, 7, 2	14	12,500
	Scout	20	288	2 x 144	+13	44	20, 17	12	12	12	14, 8, 3	14	12,500
	Sniper	22	216	2 x 108	+13	73	20, 17	5	5	12	15, 9, 4	14	12,500
	Striker	18	360	2 x 180	+15	73	22, 19	5	5	5	13, 7, 2	14	12,500
	Supporter	20	216	2 x 108	+13	44	20, 17	5	12	5	14, 8, 3	14	12,500
Elite	Controller	22	576	2 x 288	+15	64	22, 19	7	14	7	16, 10, 5	18	25,000
	Defender	26	576	2 x 288	+15	64	22, 19	14	7	7	18, 12, 7	18	25,000
	Lurker	20	288	2 x 144	+17	96	24, 21	14	7	14	15, 9, 4	18	25,000
	Scout	22	576	2 x 288	+15	48	22, 19	14	14	14	16, 10, 5	18	25,000
	Sniper	24	432	2 x 216	+15	80	22, 19	7	7	14	17, 11, 6	18	25,000
	Striker	20	720	2 x 360	+17	80	24, 21	7	7	7	15, 9, 4	18	25,000
	Supporter	22	432	2 x 216	+15	48	22, 19	7	14	7	16, 10, 5	18	25,000
Solo vs 3	Controller	22	864	3 x 288	+15	70	22, 19	9	16	7	16, 10, 5	23	37,500
	Defender	26	864	3 x 288	+15	70	22, 19	16	9	7	18, 12, 7	23	37,500
	Lurker	20	432	3 x 144	+17	105	24, 21	16	9	14	15, 9, 4	23	37,500
	Scout	22	864	3 x 288	+15	53	22, 19	16	16	14	16, 10, 5	23	37,500
	Sniper	24	648	3 x 216	+15	87	22, 19	9	9	14	17, 11, 6	23	37,500
	Striker	20	1,080	3 x 360	+17	87	24, 21	9	9	7	15, 9, 4	23	37,500
	Supporter	22	648	3 x 216	+15	53	22, 19	9	16	7	16, 10, 5	23	37,500
Solo vs 4	Controller	22	1,152	3 x 384	+15	70	22, 19	9	16	7	16, 10, 5	23	50,000
	Defender	26	1,152	3 x 384	+15	70	22, 19	16	9	7	18, 12, 7	23	50,000
	Lurker	20	576	3 x 192	+17	105	24, 21	16	9	14	15, 9, 4	23	50,000
	Scout	22	1,152	3 x 384	+15	53	22, 19	16	16	14	16, 10, 5	23	50,000
	Sniper	24	864	3 x 288	+15	87	22, 19	9	9	14	17, 11, 6	23	50,000
	Striker	20	1,440	3 x 480	+17	87	24, 21	9	9	7	15, 9, 4	23	50,000
	Supporter	22	864	3 x 288	+15	53	22, 19	9	16	7	16, 10, 5	23	50,000
Solo vs 5	Controller	22	1,440	3 x 480	+15	70	22, 19	9	16	7	16, 10, 5	23	62,500
	Defender	26	1,440	3 x 480	+15	70	22, 19	16	9	7	18, 12, 7	23	62,500
	Lurker	20	720	3 x 240	+17	105	24, 21	16	9	14	15, 9, 4	23	62,500
	Scout	22	1,440	3 x 480	+15	53	22, 19	16	16	14	16, 10, 5	23	62,500
	Sniper	24	1,080	3 x 360	+15	87	22, 19	9	9	14	17, 11, 6	23	62,500
	Striker	20	1,800	3 x 600	+17	87	24, 21	9	9	7	15, 9, 4	23	62,500
	Supporter	22	1,080	3 x 360	+15	53	22, 19	9	16	7	16, 10, 5	23	62,500
Solo vs 6	Controller	22	1,728	3 x 576	+15	70	22, 19	9	16	7	16, 10, 5	23	75,000
	Defender	26	1,728	3 x 576	+15	70	22, 19	16	9	7	18, 12, 7	23	75,000
	Lurker	20	864	3 x 288	+17	105	24, 21	16	9	14	15, 9, 4	23	75,000
	Scout	22	1,728	3 x 576	+15	53	22, 19	16	16	14	16, 10, 5	23	75,000
	Sniper	24	1,296	3 x 432	+15	87	22, 19	9	9	14	17, 11, 6	23	75,000
	Striker	20	2,160	3 x 720	+17	87	24, 21	9	9	7	15, 9, 4	23	75,000
	Supporter	22	1,296	3 x 432	+15	53	22, 19	9	16	7	16, 10, 5	23	75,000
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP

Monster Templates: Level 24

Rank	Role	AC	Hit Points		Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Max	Phases									
Minion	Controller	19	59	2 x 30	+12	46	18, 15	3	10	3	13, 7, 1	8	3,875
	Defender	23	59	2 x 30	+12	46	18, 15	10	3	3	15, 9, 3	8	3,875
	Lurker	17	30	2 x 15	+14	69	20, 17	10	3	10	12, 6, 0	8	3,875
	Scout	19	59	2 x 30	+12	35	18, 15	10	10	10	13, 7, 1	8	3,875
	Sniper	21	45	2 x 23	+12	58	18, 15	3	3	10	14, 8, 2	8	3,875
	Striker	17	74	2 x 37	+14	58	20, 17	3	3	3	12, 6, 0	8	3,875
	Supporter	19	45	2 x 23	+12	35	18, 15	3	10	3	13, 7, 1	8	3,875
Standard	Controller	21	294	2 x 147	+14	61	20, 17	5	12	5	15, 9, 3	15	15,500
	Defender	25	294	2 x 147	+14	61	20, 17	12	5	5	17, 11, 5	15	15,500
	Lurker	19	147	2 x 74	+16	92	22, 19	12	5	12	14, 8, 2	15	15,500
	Scout	21	294	2 x 147	+14	46	20, 17	12	12	12	15, 9, 3	15	15,500
	Sniper	23	221	2 x 111	+14	77	20, 17	5	5	12	16, 10, 4	15	15,500
	Striker	19	368	2 x 184	+16	77	22, 19	5	5	5	14, 8, 2	15	15,500
	Supporter	21	221	2 x 111	+14	46	20, 17	5	12	5	15, 9, 3	15	15,500
Elite	Controller	23	588	2 x 294	+16	68	22, 19	7	14	7	17, 11, 5	19	31,000
	Defender	27	588	2 x 294	+16	68	22, 19	14	7	7	19, 13, 7	19	31,000
	Lurker	21	294	2 x 147	+18	101	24, 21	14	7	14	16, 10, 4	19	31,000
	Scout	23	588	2 x 294	+16	51	22, 19	14	14	14	17, 11, 5	19	31,000
	Sniper	25	441	2 x 221	+16	84	22, 19	7	7	14	18, 12, 6	19	31,000
	Striker	21	735	2 x 368	+18	84	24, 21	7	7	7	16, 10, 4	19	31,000
	Supporter	23	441	2 x 221	+16	51	22, 19	7	14	7	17, 11, 5	19	31,000
Solo vs 3	Controller	23	882	3 x 294	+16	74	22, 19	9	16	7	17, 11, 5	24	46,500
	Defender	27	882	3 x 294	+16	74	22, 19	16	9	7	19, 13, 7	24	46,500
	Lurker	21	441	3 x 147	+18	110	24, 21	16	9	14	16, 10, 4	24	46,500
	Scout	23	882	3 x 294	+16	55	22, 19	16	16	14	17, 11, 5	24	46,500
	Sniper	25	662	3 x 221	+16	92	22, 19	9	9	14	18, 12, 6	24	46,500
	Striker	21	1,103	3 x 368	+18	92	24, 21	9	9	7	16, 10, 4	24	46,500
	Supporter	23	662	3 x 221	+16	55	22, 19	9	16	7	17, 11, 5	24	46,500
Solo vs 4	Controller	23	1,176	3 x 392	+16	74	22, 19	9	16	7	17, 11, 5	24	62,000
	Defender	27	1,176	3 x 392	+16	74	22, 19	16	9	7	19, 13, 7	24	62,000
	Lurker	21	588	3 x 196	+18	110	24, 21	16	9	14	16, 10, 4	24	62,000
	Scout	23	1,176	3 x 392	+16	55	22, 19	16	16	14	17, 11, 5	24	62,000
	Sniper	25	882	3 x 294	+16	92	22, 19	9	9	14	18, 12, 6	24	62,000
	Striker	21	1,470	3 x 490	+18	92	24, 21	9	9	7	16, 10, 4	24	62,000
	Supporter	23	882	3 x 294	+16	55	22, 19	9	16	7	17, 11, 5	24	62,000
Solo vs 5	Controller	23	1,470	3 x 490	+16	74	22, 19	9	16	7	17, 11, 5	24	77,500
	Defender	27	1,470	3 x 490	+16	74	22, 19	16	9	7	19, 13, 7	24	77,500
	Lurker	21	735	3 x 245	+18	110	24, 21	16	9	14	16, 10, 4	24	77,500
	Scout	23	1,470	3 x 490	+16	55	22, 19	16	16	14	17, 11, 5	24	77,500
	Sniper	25	1,103	3 x 368	+16	92	22, 19	9	9	14	18, 12, 6	24	77,500
	Striker	21	1,838	3 x 613	+18	92	24, 21	9	9	7	16, 10, 4	24	77,500
	Supporter	23	1,103	3 x 368	+16	55	22, 19	9	16	7	17, 11, 5	24	77,500
Solo vs 6	Controller	23	1,764	3 x 588	+16	74	22, 19	9	16	7	17, 11, 5	24	93,000
	Defender	27	1,764	3 x 588	+16	74	22, 19	16	9	7	19, 13, 7	24	93,000
	Lurker	21	882	3 x 294	+18	110	24, 21	16	9	14	16, 10, 4	24	93,000
	Scout	23	1,764	3 x 588	+16	55	22, 19	16	16	14	17, 11, 5	24	93,000
	Sniper	25	1,323	3 x 441	+16	92	22, 19	9	9	14	18, 12, 6	24	93,000
	Striker	21	2,205	3 x 735	+18	92	24, 21	9	9	7	16, 10, 4	24	93,000
	Supporter	23	1,323	3 x 441	+16	55	22, 19	9	16	7	17, 11, 5	24	93,000
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

Monster Templates: Level 25

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	20	70	2 x 35	+13	48	19, 16	3	11	3	14, 8, 1	9	4,687
	Defender	24	70	2 x 35	+13	48	19, 16	11	3	3	16, 10, 3	9	4,687
	Lurker	18	35	2 x 18	+15	71	21, 18	11	3	11	13, 7, 0	9	4,687
	Scout	20	70	2 x 35	+13	36	19, 16	11	11	11	14, 8, 1	9	4,687
	Sniper	22	53	2 x 27	+13	60	19, 16	3	3	11	15, 9, 2	9	4,687
	Striker	18	88	2 x 44	+15	60	21, 18	3	3	3	13, 7, 0	9	4,687
	Supporter	20	53	2 x 27	+13	36	19, 16	3	11	3	14, 8, 1	9	4,687
Standard	Controller	22	350	2 x 175	+15	63	21, 18	5	13	5	16, 10, 3	16	18,750
	Defender	26	350	2 x 175	+15	63	21, 18	13	5	5	18, 12, 5	16	18,750
	Lurker	20	175	2 x 88	+17	95	23, 20	13	5	13	15, 9, 2	16	18,750
	Scout	22	350	2 x 175	+15	48	21, 18	13	13	13	16, 10, 3	16	18,750
	Sniper	24	263	2 x 132	+15	79	21, 18	5	5	13	17, 11, 4	16	18,750
	Striker	20	438	2 x 219	+17	79	23, 20	5	5	5	15, 9, 2	16	18,750
	Supporter	22	263	2 x 132	+15	48	21, 18	5	13	5	16, 10, 3	16	18,750
Elite	Controller	24	700	2 x 350	+17	70	23, 20	7	15	7	18, 12, 5	20	37,500
	Defender	28	700	2 x 350	+17	70	23, 20	15	7	7	20, 14, 7	20	37,500
	Lurker	22	350	2 x 175	+19	104	25, 22	15	7	15	17, 11, 4	20	37,500
	Scout	24	700	2 x 350	+17	52	23, 20	15	15	15	18, 12, 5	20	37,500
	Sniper	26	525	2 x 263	+17	87	23, 20	7	7	15	19, 13, 6	20	37,500
	Striker	22	875	2 x 438	+19	87	25, 22	7	7	7	17, 11, 4	20	37,500
	Supporter	24	525	2 x 263	+17	52	23, 20	7	15	7	18, 12, 5	20	37,500
Solo vs 3	Controller	24	1,050	3 x 350	+17	76	23, 20	9	17	7	18, 12, 5	25	56,250
	Defender	28	1,050	3 x 350	+17	76	23, 20	17	9	7	20, 14, 7	25	56,250
	Lurker	22	525	3 x 175	+19	114	25, 22	17	9	15	17, 11, 4	25	56,250
	Scout	24	1,050	3 x 350	+17	57	23, 20	17	17	15	18, 12, 5	25	56,250
	Sniper	26	788	3 x 263	+17	95	23, 20	9	9	15	19, 13, 6	25	56,250
	Striker	22	1,313	3 x 438	+19	95	25, 22	9	9	7	17, 11, 4	25	56,250
	Supporter	24	788	3 x 263	+17	57	23, 20	9	17	7	18, 12, 5	25	56,250
Solo vs 4	Controller	24	1,400	3 x 467	+17	76	23, 20	9	17	7	18, 12, 5	25	75,000
	Defender	28	1,400	3 x 467	+17	76	23, 20	17	9	7	20, 14, 7	25	75,000
	Lurker	22	700	3 x 234	+19	114	25, 22	17	9	15	17, 11, 4	25	75,000
	Scout	24	1,400	3 x 467	+17	57	23, 20	17	17	15	18, 12, 5	25	75,000
	Sniper	26	1,050	3 x 350	+17	95	23, 20	9	9	15	19, 13, 6	25	75,000
	Striker	22	1,750	3 x 584	+19	95	25, 22	9	9	7	17, 11, 4	25	75,000
	Supporter	24	1,050	3 x 350	+17	57	23, 20	9	17	7	18, 12, 5	25	75,000
Solo vs 5	Controller	24	1,750	3 x 584	+17	76	23, 20	9	17	7	18, 12, 5	25	93,750
	Defender	28	1,750	3 x 584	+17	76	23, 20	17	9	7	20, 14, 7	25	93,750
	Lurker	22	875	3 x 292	+19	114	25, 22	17	9	15	17, 11, 4	25	93,750
	Scout	24	1,750	3 x 584	+17	57	23, 20	17	17	15	18, 12, 5	25	93,750
	Sniper	26	1,313	3 x 438	+17	95	23, 20	9	9	15	19, 13, 6	25	93,750
	Striker	22	2,188	3 x 730	+19	95	25, 22	9	9	7	17, 11, 4	25	93,750
	Supporter	24	1,313	3 x 438	+17	57	23, 20	9	17	7	18, 12, 5	25	93,750
Solo vs 6	Controller	24	2,100	3 x 700	+17	76	23, 20	9	17	7	18, 12, 5	25	112,500
	Defender	28	2,100	3 x 700	+17	76	23, 20	17	9	7	20, 14, 7	25	112,500
	Lurker	22	1,050	3 x 350	+19	114	25, 22	17	9	15	17, 11, 4	25	112,500
	Scout	24	2,100	3 x 700	+17	57	23, 20	17	17	15	18, 12, 5	25	112,500
	Sniper	26	1,575	3 x 525	+17	95	23, 20	9	9	15	19, 13, 6	25	112,500
	Striker	22	2,625	3 x 875	+19	95	25, 22	9	9	7	17, 11, 4	25	112,500
	Supporter	24	1,575	3 x 525	+17	57	23, 20	9	17	7	18, 12, 5	25	112,500
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP

Monster Templates: Level 26

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	20	72	2 x 36	+13	50	19, 16	3	11	3	14, 8, 1	10	5,625
	Defender	24	72	2 x 36	+13	50	19, 16	11	3	3	16, 10, 3	10	5,625
	Lurker	18	36	2 x 18	+15	75	21, 18	11	3	11	13, 7, 0	10	5,625
	Scout	20	72	2 x 36	+13	38	19, 16	11	11	11	14, 8, 1	10	5,625
	Sniper	22	54	2 x 27	+13	62	19, 16	3	3	11	15, 9, 2	10	5,625
	Striker	18	90	2 x 45	+15	62	21, 18	3	3	3	13, 7, 0	10	5,625
	Supporter	20	54	2 x 27	+13	38	19, 16	3	11	3	14, 8, 1	10	5,625
Standard	Controller	22	357	2 x 179	+15	66	21, 18	5	13	5	16, 10, 3	17	22,500
	Defender	26	357	2 x 179	+15	66	21, 18	13	5	5	18, 12, 5	17	22,500
	Lurker	20	179	2 x 90	+17	99	23, 20	13	5	13	15, 9, 2	17	22,500
	Scout	22	357	2 x 179	+15	50	21, 18	13	13	13	16, 10, 3	17	22,500
	Sniper	24	268	2 x 134	+15	83	21, 18	5	5	13	17, 11, 4	17	22,500
	Striker	20	447	2 x 224	+17	83	23, 20	5	5	5	15, 9, 2	17	22,500
	Supporter	22	268	2 x 134	+15	50	21, 18	5	13	5	16, 10, 3	17	22,500
Elite	Controller	24	714	2 x 357	+17	73	23, 20	7	15	7	18, 12, 5	21	45,000
	Defender	28	714	2 x 357	+17	73	23, 20	15	7	7	20, 14, 7	21	45,000
	Lurker	22	357	2 x 179	+19	109	25, 22	15	7	15	17, 11, 4	21	45,000
	Scout	24	714	2 x 357	+17	55	23, 20	15	15	15	18, 12, 5	21	45,000
	Sniper	26	536	2 x 268	+17	91	23, 20	7	7	15	19, 13, 6	21	45,000
	Striker	22	893	2 x 447	+19	91	25, 22	7	7	7	17, 11, 4	21	45,000
	Supporter	24	536	2 x 268	+17	55	23, 20	7	15	7	18, 12, 5	21	45,000
Solo vs 3	Controller	24	1,071	3 x 357	+17	80	23, 20	9	17	7	18, 12, 5	26	67,500
	Defender	28	1,071	3 x 357	+17	80	23, 20	17	9	7	20, 14, 7	26	67,500
	Lurker	22	536	3 x 179	+19	119	25, 22	17	9	15	17, 11, 4	26	67,500
	Scout	24	1,071	3 x 357	+17	60	23, 20	17	17	15	18, 12, 5	26	67,500
	Sniper	26	804	3 x 268	+17	99	23, 20	9	9	15	19, 13, 6	26	67,500
	Striker	22	1,339	3 x 447	+19	99	25, 22	9	9	7	17, 11, 4	26	67,500
	Supporter	24	804	3 x 268	+17	60	23, 20	9	17	7	18, 12, 5	26	67,500
Solo vs 4	Controller	24	1,428	3 x 476	+17	80	23, 20	9	17	7	18, 12, 5	26	90,000
	Defender	28	1,428	3 x 476	+17	80	23, 20	17	9	7	20, 14, 7	26	90,000
	Lurker	22	714	3 x 238	+19	119	25, 22	17	9	15	17, 11, 4	26	90,000
	Scout	24	1,428	3 x 476	+17	60	23, 20	17	17	15	18, 12, 5	26	90,000
	Sniper	26	1,071	3 x 357	+17	99	23, 20	9	9	15	19, 13, 6	26	90,000
	Striker	22	1,785	3 x 595	+19	99	25, 22	9	9	7	17, 11, 4	26	90,000
	Supporter	24	1,071	3 x 357	+17	60	23, 20	9	17	7	18, 12, 5	26	90,000
Solo vs 5	Controller	24	1,785	3 x 595	+17	80	23, 20	9	17	7	18, 12, 5	26	112,500
	Defender	28	1,785	3 x 595	+17	80	23, 20	17	9	7	20, 14, 7	26	112,500
	Lurker	22	893	3 x 298	+19	119	25, 22	17	9	15	17, 11, 4	26	112,500
	Scout	24	1,785	3 x 595	+17	60	23, 20	17	17	15	18, 12, 5	26	112,500
	Sniper	26	1,339	3 x 447	+17	99	23, 20	9	9	15	19, 13, 6	26	112,500
	Striker	22	2,232	3 x 744	+19	99	25, 22	9	9	7	17, 11, 4	26	112,500
	Supporter	24	1,339	3 x 447	+17	60	23, 20	9	17	7	18, 12, 5	26	112,500
Solo vs 6	Controller	24	2,142	3 x 714	+17	80	23, 20	9	17	7	18, 12, 5	26	135,000
	Defender	28	2,142	3 x 714	+17	80	23, 20	17	9	7	20, 14, 7	26	135,000
	Lurker	22	1,071	3 x 357	+19	119	25, 22	17	9	15	17, 11, 4	26	135,000
	Scout	24	2,142	3 x 714	+17	60	23, 20	17	17	15	18, 12, 5	26	135,000
	Sniper	26	1,607	3 x 536	+17	99	23, 20	9	9	15	19, 13, 6	26	135,000
	Striker	22	2,678	3 x 893	+19	99	25, 22	9	9	7	17, 11, 4	26	135,000
	Supporter	24	1,607	3 x 536	+17	60	23, 20	9	17	7	18, 12, 5	26	135,000
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP

Monster Templates: Level 27

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	20	73	2 x 37	+13	51	19, 16	3	11	3	14, 8, 1	11	6,562
	Defender	24	73	2 x 37	+13	51	19, 16	11	3	3	16, 10, 3	11	6,562
	Lurker	18	37	2 x 19	+15	77	21, 18	11	3	11	13, 7, 0	11	6,562
	Scout	20	73	2 x 37	+13	39	19, 16	11	11	11	14, 8, 1	11	6,562
	Sniper	22	55	2 x 28	+13	64	19, 16	3	3	11	15, 9, 2	11	6,562
	Striker	18	91	2 x 46	+15	64	21, 18	3	3	3	13, 7, 0	11	6,562
	Supporter	20	55	2 x 28	+13	39	19, 16	3	11	3	14, 8, 1	11	6,562
Standard	Controller	22	363	2 x 182	+15	68	21, 18	5	13	5	16, 10, 3	18	26,250
	Defender	26	363	2 x 182	+15	68	21, 18	13	5	5	18, 12, 5	18	26,250
	Lurker	20	182	2 x 91	+17	102	23, 20	13	5	13	15, 9, 2	18	26,250
	Scout	22	363	2 x 182	+15	51	21, 18	13	13	13	16, 10, 3	18	26,250
	Sniper	24	273	2 x 137	+15	85	21, 18	5	5	13	17, 11, 4	18	26,250
	Striker	20	454	2 x 227	+17	85	23, 20	5	5	5	15, 9, 2	18	26,250
	Supporter	22	273	2 x 137	+15	51	21, 18	5	13	5	16, 10, 3	18	26,250
Elite	Controller	24	726	2 x 363	+17	75	23, 20	7	15	7	18, 12, 5	22	52,500
	Defender	28	726	2 x 363	+17	75	23, 20	15	7	7	20, 14, 7	22	52,500
	Lurker	22	363	2 x 182	+19	113	25, 22	15	7	15	17, 11, 4	22	52,500
	Scout	24	726	2 x 363	+17	57	23, 20	15	15	15	18, 12, 5	22	52,500
	Sniper	26	545	2 x 273	+17	94	23, 20	7	7	15	19, 13, 6	22	52,500
	Striker	22	908	2 x 454	+19	94	25, 22	7	7	7	17, 11, 4	22	52,500
	Supporter	24	545	2 x 273	+17	57	23, 20	7	15	7	18, 12, 5	22	52,500
Solo vs 3	Controller	24	1,089	3 x 363	+17	82	23, 20	9	17	7	18, 12, 5	27	78,750
	Defender	28	1,089	3 x 363	+17	82	23, 20	17	9	7	20, 14, 7	27	78,750
	Lurker	22	545	3 x 182	+19	123	25, 22	17	9	15	17, 11, 4	27	78,750
	Scout	24	1,089	3 x 363	+17	62	23, 20	17	17	15	18, 12, 5	27	78,750
	Sniper	26	817	3 x 273	+17	102	23, 20	9	9	15	19, 13, 6	27	78,750
	Striker	22	1,362	3 x 454	+19	102	25, 22	9	9	7	17, 11, 4	27	78,750
	Supporter	24	817	3 x 273	+17	62	23, 20	9	17	7	18, 12, 5	27	78,750
Solo vs 4	Controller	24	1,452	3 x 484	+17	82	23, 20	9	17	7	18, 12, 5	27	105,000
	Defender	28	1,452	3 x 484	+17	82	23, 20	17	9	7	20, 14, 7	27	105,000
	Lurker	22	726	3 x 242	+19	123	25, 22	17	9	15	17, 11, 4	27	105,000
	Scout	24	1,452	3 x 484	+17	62	23, 20	17	17	15	18, 12, 5	27	105,000
	Sniper	26	1,089	3 x 363	+17	102	23, 20	9	9	15	19, 13, 6	27	105,000
	Striker	22	1,815	3 x 605	+19	102	25, 22	9	9	7	17, 11, 4	27	105,000
	Supporter	24	1,089	3 x 363	+17	62	23, 20	9	17	7	18, 12, 5	27	105,000
Solo vs 5	Controller	24	1,815	3 x 605	+17	82	23, 20	9	17	7	18, 12, 5	27	131,250
	Defender	28	1,815	3 x 605	+17	82	23, 20	17	9	7	20, 14, 7	27	131,250
	Lurker	22	908	3 x 303	+19	123	25, 22	17	9	15	17, 11, 4	27	131,250
	Scout	24	1,815	3 x 605	+17	62	23, 20	17	17	15	18, 12, 5	27	131,250
	Sniper	26	1,362	3 x 454	+17	102	23, 20	9	9	15	19, 13, 6	27	131,250
	Striker	22	2,269	3 x 757	+19	102	25, 22	9	9	7	17, 11, 4	27	131,250
	Supporter	24	1,362	3 x 454	+17	62	23, 20	9	17	7	18, 12, 5	27	131,250
Solo vs 6	Controller	24	2,178	3 x 726	+17	82	23, 20	9	17	7	18, 12, 5	27	157,500
	Defender	28	2,178	3 x 726	+17	82	23, 20	17	9	7	20, 14, 7	27	157,500
	Lurker	22	1,089	3 x 363	+19	123	25, 22	17	9	15	17, 11, 4	27	157,500
	Scout	24	2,178	3 x 726	+17	62	23, 20	17	17	15	18, 12, 5	27	157,500
	Sniper	26	1,634	3 x 545	+17	102	23, 20	9	9	15	19, 13, 6	27	157,500
	Striker	22	2,723	3 x 908	+19	102	25, 22	9	9	7	17, 11, 4	27	157,500
	Supporter	24	1,634	3 x 545	+17	62	23, 20	9	17	7	18, 12, 5	27	157,500
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP

Monster Templates: Level 28

Rank	Role	AC	Hit Points		Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Max	Phases									
Minion	Controller	21	74	2 x 37	+14	54	20, 17	4	12	4	15, 8, 2	11	7,500
	Defender	25	74	2 x 37	+14	54	20, 17	12	4	4	17, 10, 4	11	7,500
	Lurker	19	37	2 x 19	+16	80	22, 19	12	4	12	14, 7, 1	11	7,500
	Scout	21	74	2 x 37	+14	40	20, 17	12	12	12	15, 8, 2	11	7,500
	Sniper	23	56	2 x 28	+14	67	20, 17	4	4	12	16, 9, 3	11	7,500
	Striker	19	93	2 x 47	+16	67	22, 19	4	4	4	14, 7, 1	11	7,500
	Supporter	21	56	2 x 28	+14	40	20, 17	4	12	4	15, 8, 2	11	7,500
Standard	Controller	23	369	2 x 185	+16	71	22, 19	6	14	6	17, 10, 4	19	30,000
	Defender	27	369	2 x 185	+16	71	22, 19	14	6	6	19, 12, 6	19	30,000
	Lurker	21	185	2 x 93	+18	107	24, 21	14	6	14	16, 9, 3	19	30,000
	Scout	23	369	2 x 185	+16	54	22, 19	14	14	14	17, 10, 4	19	30,000
	Sniper	25	277	2 x 139	+16	89	22, 19	6	6	14	18, 11, 5	19	30,000
	Striker	21	462	2 x 231	+18	89	24, 21	6	6	6	16, 9, 3	19	30,000
	Supporter	23	277	2 x 139	+16	54	22, 19	6	14	6	17, 10, 4	19	30,000
Elite	Controller	25	738	2 x 369	+18	79	24, 21	8	16	8	19, 12, 6	23	60,000
	Defender	29	738	2 x 369	+18	79	24, 21	16	8	8	21, 14, 8	23	60,000
	Lurker	23	369	2 x 185	+20	118	26, 23	16	8	16	18, 11, 5	23	60,000
	Scout	25	738	2 x 369	+18	59	24, 21	16	16	16	19, 12, 6	23	60,000
	Sniper	27	554	2 x 277	+18	98	24, 21	8	8	16	20, 13, 7	23	60,000
	Striker	23	923	2 x 462	+20	98	26, 23	8	8	8	18, 11, 5	23	60,000
	Supporter	25	554	2 x 277	+18	59	24, 21	8	16	8	19, 12, 6	23	60,000
Solo vs 3	Controller	25	1,107	3 x 369	+18	86	24, 21	10	18	8	19, 12, 6	28	90,000
	Defender	29	1,107	3 x 369	+18	86	24, 21	18	10	8	21, 14, 8	28	90,000
	Lurker	23	554	3 x 185	+20	128	26, 23	18	10	16	18, 11, 5	28	90,000
	Scout	25	1,107	3 x 369	+18	64	24, 21	18	18	16	19, 12, 6	28	90,000
	Sniper	27	831	3 x 277	+18	107	24, 21	10	10	16	20, 13, 7	28	90,000
	Striker	23	1,384	3 x 462	+20	107	26, 23	10	10	8	18, 11, 5	28	90,000
	Supporter	25	831	3 x 277	+18	64	24, 21	10	18	8	19, 12, 6	28	90,000
Solo vs 4	Controller	25	1,476	3 x 492	+18	86	24, 21	10	18	8	19, 12, 6	28	120,000
	Defender	29	1,476	3 x 492	+18	86	24, 21	18	10	8	21, 14, 8	28	120,000
	Lurker	23	738	3 x 246	+20	128	26, 23	18	10	16	18, 11, 5	28	120,000
	Scout	25	1,476	3 x 492	+18	64	24, 21	18	18	16	19, 12, 6	28	120,000
	Sniper	27	1,107	3 x 369	+18	107	24, 21	10	10	16	20, 13, 7	28	120,000
	Striker	23	1,845	3 x 615	+20	107	26, 23	10	10	8	18, 11, 5	28	120,000
	Supporter	25	1,107	3 x 369	+18	64	24, 21	10	18	8	19, 12, 6	28	120,000
Solo vs 5	Controller	25	1,845	3 x 615	+18	86	24, 21	10	18	8	19, 12, 6	28	150,000
	Defender	29	1,845	3 x 615	+18	86	24, 21	18	10	8	21, 14, 8	28	150,000
	Lurker	23	923	3 x 308	+20	128	26, 23	18	10	16	18, 11, 5	28	150,000
	Scout	25	1,845	3 x 615	+18	64	24, 21	18	18	16	19, 12, 6	28	150,000
	Sniper	27	1,384	3 x 462	+18	107	24, 21	10	10	16	20, 13, 7	28	150,000
	Striker	23	2,307	3 x 769	+20	107	26, 23	10	10	8	18, 11, 5	28	150,000
	Supporter	25	1,384	3 x 462	+18	64	24, 21	10	18	8	19, 12, 6	28	150,000
Solo vs 6	Controller	25	2,214	3 x 738	+18	86	24, 21	10	18	8	19, 12, 6	28	180,000
	Defender	29	2,214	3 x 738	+18	86	24, 21	18	10	8	21, 14, 8	28	180,000
	Lurker	23	1,107	3 x 369	+20	128	26, 23	18	10	16	18, 11, 5	28	180,000
	Scout	25	2,214	3 x 738	+18	64	24, 21	18	18	16	19, 12, 6	28	180,000
	Sniper	27	1,661	3 x 554	+18	107	24, 21	10	10	16	20, 13, 7	28	180,000
	Striker	23	2,768	3 x 923	+20	107	26, 23	10	10	8	18, 11, 5	28	180,000
	Supporter	25	1,661	3 x 554	+18	64	24, 21	10	18	8	19, 12, 6	28	180,000
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

Monster Templates: Level 29

Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
Minion	Controller	22	87	2 x 44	+15	55	21, 18	4	13	4	16, 9, 2	12	8,437
	Defender	26	87	2 x 44	+15	55	21, 18	13	4	4	18, 11, 4	12	8,437
	Lurker	20	44	2 x 22	+17	83	23, 20	13	4	13	15, 8, 1	12	8,437
	Scout	22	87	2 x 44	+15	42	21, 18	13	13	13	16, 9, 2	12	8,437
	Sniper	24	65	2 x 33	+15	69	21, 18	4	4	13	17, 10, 3	12	8,437
	Striker	20	108	2 x 54	+17	69	23, 20	4	4	4	15, 8, 1	12	8,437
	Supporter	22	65	2 x 33	+15	42	21, 18	4	13	4	16, 9, 2	12	8,437
Standard	Controller	24	432	2 x 216	+17	73	23, 20	6	15	6	18, 11, 4	20	33,750
	Defender	28	432	2 x 216	+17	73	23, 20	15	6	6	20, 13, 6	20	33,750
	Lurker	22	216	2 x 108	+19	110	25, 22	15	6	15	17, 10, 3	20	33,750
	Scout	24	432	2 x 216	+17	55	23, 20	15	15	15	18, 11, 4	20	33,750
	Sniper	26	324	2 x 162	+17	92	23, 20	6	6	15	19, 12, 5	20	33,750
	Striker	22	540	2 x 270	+19	92	25, 22	6	6	6	17, 10, 3	20	33,750
	Supporter	24	324	2 x 162	+17	55	23, 20	6	15	6	18, 11, 4	20	33,750
Elite	Controller	26	864	2 x 432	+19	81	25, 22	8	17	8	20, 13, 6	24	67,500
	Defender	30	864	2 x 432	+19	81	25, 22	17	8	8	22, 15, 8	24	67,500
	Lurker	24	432	2 x 216	+21	121	27, 24	17	8	17	19, 12, 5	24	67,500
	Scout	26	864	2 x 432	+19	61	25, 22	17	17	17	20, 13, 6	24	67,500
	Sniper	28	648	2 x 324	+19	101	25, 22	8	8	17	21, 14, 7	24	67,500
	Striker	24	1,080	2 x 540	+21	101	27, 24	8	8	8	19, 12, 5	24	67,500
	Supporter	26	648	2 x 324	+19	61	25, 22	8	17	8	20, 13, 6	24	67,500
Solo vs 3	Controller	26	1,296	3 x 432	+19	88	25, 22	10	19	8	20, 13, 6	29	101,250
	Defender	30	1,296	3 x 432	+19	88	25, 22	19	10	8	22, 15, 8	29	101,250
	Lurker	24	648	3 x 216	+21	132	27, 24	19	10	17	19, 12, 5	29	101,250
	Scout	26	1,296	3 x 432	+19	66	25, 22	19	19	17	20, 13, 6	29	101,250
	Sniper	28	972	3 x 324	+19	110	25, 22	10	10	17	21, 14, 7	29	101,250
	Striker	24	1,620	3 x 540	+21	110	27, 24	10	10	8	19, 12, 5	29	101,250
	Supporter	26	972	3 x 324	+19	66	25, 22	10	19	8	20, 13, 6	29	101,250
Solo vs 4	Controller	26	1,728	3 x 576	+19	88	25, 22	10	19	8	20, 13, 6	29	135,000
	Defender	30	1,728	3 x 576	+19	88	25, 22	19	10	8	22, 15, 8	29	135,000
	Lurker	24	864	3 x 288	+21	132	27, 24	19	10	17	19, 12, 5	29	135,000
	Scout	26	1,728	3 x 576	+19	66	25, 22	19	19	17	20, 13, 6	29	135,000
	Sniper	28	1,296	3 x 432	+19	110	25, 22	10	10	17	21, 14, 7	29	135,000
	Striker	24	2,160	3 x 720	+21	110	27, 24	10	10	8	19, 12, 5	29	135,000
	Supporter	26	1,296	3 x 432	+19	66	25, 22	10	19	8	20, 13, 6	29	135,000
Solo vs 5	Controller	26	2,160	3 x 720	+19	88	25, 22	10	19	8	20, 13, 6	29	168,750
	Defender	30	2,160	3 x 720	+19	88	25, 22	19	10	8	22, 15, 8	29	168,750
	Lurker	24	1,080	3 x 360	+21	132	27, 24	19	10	17	19, 12, 5	29	168,750
	Scout	26	2,160	3 x 720	+19	66	25, 22	19	19	17	20, 13, 6	29	168,750
	Sniper	28	1,620	3 x 540	+19	110	25, 22	10	10	17	21, 14, 7	29	168,750
	Striker	24	2,700	3 x 900	+21	110	27, 24	10	10	8	19, 12, 5	29	168,750
	Supporter	26	1,620	3 x 540	+19	66	25, 22	10	19	8	20, 13, 6	29	168,750
Solo vs 6	Controller	26	2,592	3 x 864	+19	88	25, 22	10	19	8	20, 13, 6	29	202,500
	Defender	30	2,592	3 x 864	+19	88	25, 22	19	10	8	22, 15, 8	29	202,500
	Lurker	24	1,296	3 x 432	+21	132	27, 24	19	10	17	19, 12, 5	29	202,500
	Scout	26	2,592	3 x 864	+19	66	25, 22	19	19	17	20, 13, 6	29	202,500
	Sniper	28	1,944	3 x 648	+19	110	25, 22	10	10	17	21, 14, 7	29	202,500
	Striker	24	3,240	3 x 1080	+21	110	27, 24	10	10	8	19, 12, 5	29	202,500
	Supporter	26	1,944	3 x 648	+19	66	25, 22	10	19	8	20, 13, 6	29	202,500
Rank	**Role**	**AC**	**Max**	**Phases**	**Atk Bonus**	**Dmg / Action**	**Spell DCs**	**Perc.**	**Init.**	**Stl.**	**Saving Throws**	**CR**	**XP**

Monster Templates: Level 30

Rank	Role	AC	Hit Points		Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Max	Phases									
Minion	Controller	22	88	2 x 44	+15	57	21, 18	4	13	4	16, 9, 2	12	9,687
	Defender	26	88	2 x 44	+15	57	21, 18	13	4	4	18, 11, 4	12	9,687
	Lurker	20	44	2 x 22	+17	86	23, 20	13	4	13	15, 8, 1	12	9,687
	Scout	22	88	2 x 44	+15	43	21, 18	13	13	13	16, 9, 2	12	9,687
	Sniper	24	66	2 x 33	+15	72	21, 18	4	4	13	17, 10, 3	12	9,687
	Striker	20	110	2 x 55	+17	72	23, 20	4	4	4	15, 8, 1	12	9,687
	Supporter	22	66	2 x 33	+15	43	21, 18	4	13	4	16, 9, 2	12	9,687
Standard	Controller	24	439	2 x 220	+17	76	23, 20	6	15	6	18, 11, 4	21	38,750
	Defender	28	439	2 x 220	+17	76	23, 20	15	6	6	20, 13, 6	21	38,750
	Lurker	22	220	2 x 110	+19	114	25, 22	15	6	15	17, 10, 3	21	38,750
	Scout	24	439	2 x 220	+17	57	23, 20	15	15	15	18, 11, 4	21	38,750
	Sniper	26	330	2 x 165	+17	95	23, 20	6	6	15	19, 12, 5	21	38,750
	Striker	22	549	2 x 275	+19	95	25, 22	6	6	6	17, 10, 3	21	38,750
	Supporter	24	330	2 x 165	+17	57	23, 20	6	15	6	18, 11, 4	21	38,750
Elite	Controller	26	878	2 x 439	+19	84	25, 22	8	17	8	20, 13, 6	25	77,500
	Defender	30	878	2 x 439	+19	84	25, 22	17	8	8	22, 15, 8	25	77,500
	Lurker	24	439	2 x 220	+21	126	27, 24	17	8	17	19, 12, 5	25	77,500
	Scout	26	878	2 x 439	+19	63	25, 22	17	17	17	20, 13, 6	25	77,500
	Sniper	28	659	2 x 330	+19	105	25, 22	8	8	17	21, 14, 7	25	77,500
	Striker	24	1,098	2 x 549	+21	105	27, 24	8	8	8	19, 12, 5	25	77,500
	Supporter	26	659	2 x 330	+19	63	25, 22	8	17	8	20, 13, 6	25	77,500
Solo vs 3	Controller	26	1,317	3 x 439	+19	92	25, 22	10	19	8	20, 13, 6	30	116,250
	Defender	30	1,317	3 x 439	+19	92	25, 22	19	10	8	22, 15, 8	30	116,250
	Lurker	24	659	3 x 220	+21	137	27, 24	19	10	17	19, 12, 5	30	116,250
	Scout	26	1,317	3 x 439	+19	69	25, 22	19	19	17	20, 13, 6	30	116,250
	Sniper	28	988	3 x 330	+19	114	25, 22	10	10	17	21, 14, 7	30	116,250
	Striker	24	1,647	3 x 549	+21	114	27, 24	10	10	8	19, 12, 5	30	116,250
	Supporter	26	988	3 x 330	+19	69	25, 22	10	19	8	20, 13, 6	30	116,250
Solo vs 4	Controller	26	1,756	3 x 586	+19	92	25, 22	10	19	8	20, 13, 6	30	155,000
	Defender	30	1,756	3 x 586	+19	92	25, 22	19	10	8	22, 15, 8	30	155,000
	Lurker	24	878	3 x 293	+21	137	27, 24	19	10	17	19, 12, 5	30	155,000
	Scout	26	1,756	3 x 586	+19	69	25, 22	19	19	17	20, 13, 6	30	155,000
	Sniper	28	1,317	3 x 439	+19	114	25, 22	10	10	17	21, 14, 7	30	155,000
	Striker	24	2,195	3 x 732	+21	114	27, 24	10	10	8	19, 12, 5	30	155,000
	Supporter	26	1,317	3 x 439	+19	69	25, 22	10	19	8	20, 13, 6	30	155,000
Solo vs 5	Controller	26	2,195	3 x 732	+19	92	25, 22	10	19	8	20, 13, 6	30	193,750
	Defender	30	2,195	3 x 732	+19	92	25, 22	19	10	8	22, 15, 8	30	193,750
	Lurker	24	1,098	3 x 366	+21	137	27, 24	19	10	17	19, 12, 5	30	193,750
	Scout	26	2,195	3 x 732	+19	69	25, 22	19	19	17	20, 13, 6	30	193,750
	Sniper	28	1,647	3 x 549	+19	114	25, 22	10	10	17	21, 14, 7	30	193,750
	Striker	24	2,744	3 x 915	+21	114	27, 24	10	10	8	19, 12, 5	30	193,750
	Supporter	26	1,647	3 x 549	+19	69	25, 22	10	19	8	20, 13, 6	30	193,750
Solo vs 6	Controller	26	2,634	3 x 878	+19	92	25, 22	10	19	8	20, 13, 6	30	232,500
	Defender	30	2,634	3 x 878	+19	92	25, 22	19	10	8	22, 15, 8	30	232,500
	Lurker	24	1,317	3 x 439	+21	137	27, 24	19	10	17	19, 12, 5	30	232,500
	Scout	26	2,634	3 x 878	+19	69	25, 22	19	19	17	20, 13, 6	30	232,500
	Sniper	28	1,976	3 x 659	+19	114	25, 22	10	10	17	21, 14, 7	30	232,500
	Striker	24	3,293	3 x 1098	+21	114	27, 24	10	10	8	19, 12, 5	30	232,500
	Supporter	26	1,976	3 x 659	+19	69	25, 22	10	19	8	20, 13, 6	30	232,500
Rank	Role	AC	Max	Phases	Atk Bonus	Dmg / Action	Spell DCs	Perc.	Init.	Stl.	Saving Throws	CR	XP
			Hit Points										

FAQ

THIS SECTION LISTS AT SOME OF THE FREQUENTLY asked questions regarding *Monster Maker*. If your question isn't answered here, do contact me.

Ⓐ Is this official material?

No. This an unofficial compilation of house-rules for D&D 5e—rules that can be used to supplement material found in the PHB and DMG.

Ⓑ Why make this?

As a DM, I tend to improvise a lot—this generally means I need a quick, reliable way of generating combat-ready monsters for my players to fight. But even after running 5e for some years now, I still find the *challenge rating* system needlessly complicated and confusing.

I'm a big fan of D&D 4e's encounter-building system and standardized monster math—and monster roles were an *exceptionally* clever means of adding some very quick variety to a combat. I've been using these mechanics as the basis for my 5e combats for a while now, and it's made encounters much easier for me to improvise as a result.

Ⓒ Are the numbers accurate?

The stats listed in the *Monster Stats by Level* table (p8) are rough guidelines to follow, but every adventuring party is different. Use these stats as a starting guide and tweak them if needed to best suit your players.

Ⓓ And the Monster Manual?

Quickstart monsters are designed to supplement any other material you choose. Quickstart profiles are not as fleshed out as officially-listed monsters, so mix-and-match both types as you see fit.

Ⓔ Can I copy bits of this?

Feel free to reference parts of this supplement in your own free homebrew, with appropriate credit. However, please don't replicate it wholesale nor include my work in *any* for-sale variant.

Ⓕ Can I buy a printed version?

Not at the moment, no. I'm currently looking into this as a few people have requested a print copy. In the meantime, this project (and most of my other work) is released on *Pay-What-You-Want* terms.

If this supplement has helped out your game and you'd like to support my work:

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CONTACT ME

Thanks for reading this! If you have any questions or feedback, you can DM me at /u/giffyglyph or @giffyglyph, email me at giffyglyph@gmail.com, or follow my other assorted works at www.giffyglyph.com.

THANKS FOR READING
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