

GIFFYGLYPH'S
MONSTER MAKER

5E

Create new monsters and exciting encounters in
just a few seconds with this D&D 5e supplement





GIFFYGLYPH'S MONSTER MAKER



MONSTERS LIE AT THE HEART OF every adventure, causing trouble for civilians and brave heroes alike. They come in all shapes and sizes, from tiny kobolds to towering kraken, and each has their own special quirks and abilities.

Sometimes you need some monster profiles in a hurry—often when players do the unexpected and catch you by surprise. Other times you might want a completely new monster for your encounters, or to customise an existing creature profile. But how do you know which stats to use to create interesting, balanced monsters? Don't worry—*Giffyglyph's Monster Maker* has got you covered.

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!

~ Giffyglyph, November 2018

CREDITS & INFLUENCES

Created By: [Giffyglyph](#)
Page Icons: [Game-icons.net](#)
Page Art & Layout: [Giffyglyph](#)
Monster Roles: [D&D 4e](#)
Monster Stats: [Song of the Blade](#)
Advice & Testing: [Ben_Scerri](#), [dark_james](#), [Gargle_Fritz](#),
[hajjiman](#), [QuickTakeMyHand](#),
[Osmodius](#), [mulac_snotcloak](#), [nigel037](#),
[Spilled Ale Studios](#), [Thunder_2414](#),
[Xheotris](#), [zeemeerman2](#)
Patrons (Sigil tier): [Ady](#), [Brady](#)



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Features:

- 7 **monster roles**: create controllers, defenders, lurkers, scouts, strikers, snipers, and supporters.
- 4 **monster types**: create minions, standards, elites, and solos.
- 30+ pages of monster **stat templates**.
- 32 **traits** and 35 **powers**.
- Transforming bosses with **solo phases**.
- 4 pages of advice on **freeform attacks**, **ongoing damage** and **freeform magic**.
- Conversion tables for **challenge ratings**.
- Build encounters with **monster points**.



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If you have any questions, contact me at:

- **Email**: giffyglyph@gmail.com
- **Twitter**: [@giffyglyph](#)

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CHAPTER 1: MAKING MONSTERS



NCE YOU HAVE AN IDEA FOR A monster—or your players have suddenly triggered an unexpected encounter—it's time to start making some monsters.

Maybe you need a high level goblin king and his elite entourage, or a drunken giant and her tiefling friends, or a pack of fierce dire-wolves hungry for fresh flesh?

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

Dragonborn Warden

Medium humanoid

Level 5 Defender

Standard (450 XP)

Armor Class	18	Attack Bonus	+5
Hit Points	60 (30)	Damage	10
Saving Throws	+8, +5, +2	Spell DCs	13, 10
Initiative	+2	Perception	+5
Speed	20ft	Stealth	+2
Ability Modifiers	+4, +3, +2, +1, +1, +0		

- **Dragonbreath:** You can breathe dragonfire as an attack, or use it to light small fires.
- **Indomitable:** You are immune to any effects that would alter your mind or will.
- **You Can't Leave:** Targets always provoke opportunity attacks, even if they take the Disengage action before leaving your reach. In addition, when you hit with an opportunity attack, the target's speed becomes 0 for the rest of the turn.

THE MONSTER PROFILE

A quickstart monster profile is more vague than a standard monster profile, allowing you greater flexibility to improvise. These are the basic features of a profile:

- **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, 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.
- **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.
- **Speed:** Your monster's movement speed.
- **Ability Modifiers:** This is your monster's ability modifier array—arrange it however you like. Unlike player characters, monster modifiers can go beyond 5.
- **Attack Bonus:** This represents your monster's ability to make successful attacks—melee, ranged, or magic.
- **Damage:** This is the amount of damage caused by a successful attack. For multi-attacks, split the total damage across each of the targets.
- **Spell DCs:** This shows the primary and secondary DCs of any impromptu effects the monster might use.
- **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.

QUICKSTART MONSTERS

Quickstart monsters are designed to be bare-bones templates useful for a combat or improvised scenario. For that reason—to keep the process quick and simple—they don't obey the same rules as player characters when it comes to calculating AC, HP, attack bonuses, damage, etc.

BUILDING 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 flavour with a few basic traits.
4. **Choose some Powers:** Add some special combat powers to make your monster stand out in their role.
5. **Personalisation:** Tweak the default monster stats if necessary to better suit your group of players.

STEP 1. 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 character.

For a medium challenge, simply use the same level as your PCs. Add +2 levels to make 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 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 DM decides to create three 3rd-level bandits for a medium-challenge encounter.

From the table, the DM 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).

STEP 2. APPLY A ROLE

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

There are seven core roles, 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 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 outmanoeuvre their enemies. They tend to be lightly armored and carry smaller weapons to keep their weight low.
- **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 defence and focus on hitting the enemy hard. Strikers are easier to hit, but deal much 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 to see how it affects your monster's attributes.

With 3 bandits, the DM decides to have one striker dealing 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

STEP 3. ADD SOME TRAITS

To give your monster some flavour, 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 complicated mechanics or using more than two traits per monster.

See the *Monster Traits* table for a list of example traits you can apply to your monsters—make your own if the examples don't fit your particular monster.

Because the bandits often work together to overpower their victims, the DM decides to give all three a common trait:

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

STEP 4. CHOOSE SOME POWERS

Now it's time to add some combat powers to your monster—special features they gain by virtue of their particular 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* table for a list of example powers you can apply to your monsters.

In addition to their normal melee and ranged attacks, the DM allocates a power to each bandit according to their combat role:

- **Defender, Got your Back:** When standing next to an ally or an attacking target, you can use a reaction to redirect the attack onto yourself.
- **Striker, Cleave:** You can attack two targets that are within reach and adjacent to each other.
- **Sniper, Hold Still:** You gain advantage on attack rolls against any target that didn't move more than 10ft during their last turn.

STEP 5. PERSONALISATION

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 defences are a little low.

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

But as the party is fortunate enough to be carrying a couple of healing potions, the DM decides to leave the challenge unchanged.

STEP 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 your monster is too strong or too weak for your party. That's ok—it's hard to predict just 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 DM notices that the party are having a hard time reliably hitting the defender's AC of 16. On the next successful hit, the DM 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

Medium humanoid

Level 3 Defender

Standard (175 XP)

Armor Class	16	Attack Bonus	+3
Hit Points	33 (17)	Damage	5
Saving Throws	+6, +4, +1	Spell DCs	11, 8
Initiative	+1	Perception	+3
Speed	20ft	Stealth	+1
Ability Modifiers	+3, +2, +1, +1, +0, -1		

- **Teamwork:** You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.
- **Got Your Back:** When standing next to an ally or attacking target, you can spend your reaction to redirect the attack onto yourself.

Bandit, Greatsword

Medium humanoid

Level 3 Striker

Standard (175 XP)

Armor Class	10	Attack Bonus	+5
Hit Points	42 (21)	Damage	7
Saving Throws	+3, +1, -2	Spell DCs	13, 10
Initiative	+1	Perception	+1
Speed	30ft	Stealth	+1
Ability Modifiers	+3, +2, +1, +1, +0, -1		

- **Teamwork:** You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.
- **Cleave:** You can attack two adjacent targets that are within reach, dealing full damage to each.

Bandit, Crossbow

Medium humanoid

Level 3 Sniper

Standard (175 XP)

Armor Class	14	Attack Bonus	+3
Hit Points	25 (13)	Damage	7
Saving Throws	+5, +3, +0	Spell DCs	11, 8
Initiative	+1	Perception	+1
Speed	30ft	Stealth	+3
Ability Modifiers	+3, +2, +1, +1, +0, -1		

- **Teamwork:** You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.
- **Hold Still:** You have advantage on attack rolls when your target moved less than 10ft during their last turn.

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
-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

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	50%	+2	150%	—	Trained	Trained	—
Scout	-2	-1	—	—	75%	+10	Trained	Trained	Trained
Sniper	—	—	75%	—	125%	—	—	Trained	—
Striker	-4	-2	125%	+2	125%	—	—	—	—
Supporter	-2	-1	75%	—	75%	—	—	—	Trained

MONSTER TRAITS

Name	Description
Aggressive	As a bonus action, you can move up to your speed towards an enemy you can see.
Antimagic Zone	Any creature within 10ft of you has disadvantage when casting magical spells.
Arcane Protection	You are resistant to all magical damage.
Aura: Damaging	The space around you is dangerous. Creatures take damage equal to your level when they enter your aura or begin their turn within it.
Aura: Stench	The air is putrid around you. Creatures within 5ft have disadvantage on attack rolls—unless they also have the <i>Stench</i> trait.
Blood Frenzy	You have advantage on melee attack rolls against any bloodied target.
Charger	If you moved more than 20ft in a straight line towards your target, make your melee attack roll with advantage. On a hit, you knock your target prone in addition to any other effect.
Corrosive Body	Any creature that touches you or makes a melee attack against you takes acid damage equal to your level. Any weapon that hits you takes a permanent and cumulative –1 penalty to damage rolls—the weapon is destroyed if the penalty reaches –5.
Dragonbreath	You can breathe dragonfire as an attack, or use it to light small fires.
Escape: Bats	When you would be reduced to 0 hit points outside of your lair, you instead turn into bats and flee to your lair. You remain there, paralysed and resting, until you recover at least 50% of your hit points.
Escape: Mist	When you would be reduced to 0 hit points outside of your lair, you instead turn into mist and flee to your lair. You remain there, paralysed and resting, until you recover at least 50% of your hit points.
Escape: Teleport	When you would be reduced to 0 hit points outside of your lair, you instead teleport directly to your lair. You remain there, paralysed and resting, until you recover at least 50% of your hit points.
Explosive	When you fall to 0 hit points, your body explodes and deals damage to everyone within 5ft. You can begin detonation on your turn with a bonus action; you explode at the start of your next turn.
Flight	You can fly 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 <i>Disengage</i> .
Grappler	You have advantage on attack rolls against any target you have grappled. In addition, when grappling a target, any damage you take from an attack is split 50/50 with your victim.
Hover	You can hover in one spot in the air for 6 second before you need to move.
Immortal	You cannot be killed unless hit by a specific type of attack. Any other form of attack will reduce you to 1 hit point, but cannot kill you.
Impenetrable	You are resistant to all non-magical damage.
Incorporeal	You can pass through any solid non-magical matter and cannot be hit by any non-magical weapon or attack.
Indomitable	You are immune to any effects that would alter your mind or will.
Invisible	You cannot be seen.
Magic Resistance	You have advantage on saving throws against spells and other magical effects.
Martial Advantage	Once per turn you may deal extra damage equal to your level when you hit a target within 5ft of your allies.
Parry	You can spend your reaction to gain +3 AC against one melee attack that you can see.
Rampage	When you reduce a target 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.
Reckless	At the start of your turn, you can gain advantage on all melee attacks you make for that turn. However, all attacks against you gain advantage until the start of your next turn.
Redirect	When you are within 5ft of an ally, you can redirect any single attack made against you to your ally instead.
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.
Relentless	The first time you would fall to 0 hit points after a long rest, you are instead reduced to 1 hit point.
Shifty	You can <i>Disengage</i> as a bonus action.
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.
Teamwork	You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.

MONSTER POWERS

Role	Name	Description
Controller	Crippling Strike	Halve your attack damage to reduce your target's speed to 0ft until the start of your next turn.
	Distraction	Halve your attack damage to grant advantage to the next attack roll made against the target.
	Get Into Position	Halve your attack damage to allow an ally to spend their reaction and move up to half their speed (without provoking opportunity attacks from the target).
	Knockback	Halve your attack damage to knock the target back up to 15ft.
	Sidestep	Halve your attack damage to move yourself and your target 5ft in any direction.
Defender	Don't Look Away	When you attack a target, you can mark them. A marked target 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.
	Get Behind Me	Allies within 5ft of you count as being in three-quarters cover.
	Got Your Back	When standing next to an ally or attacking target, you can spend your reaction to redirect the attack onto yourself.
	Heavy Defence	Your defence is impenetrable. Gain +2 AC.
Lurker	You Can't Leave	Targets always provoke opportunity attacks, even if they take the Disengage action before leaving your reach. In addition, when you hit with an opportunity attack, the target's speed becomes 0 for the rest of the turn.
	Backstab	If you have advantage on your attack, add your level in extra damage.
	Camouflage	When you are hidden, enemies cannot spot you with passive perception and they have disadvantage when making active checks to find you.
	Cunning Action	You can Dash, Disengage, or Hide as a bonus action.
	Guerilla	When you make an attack while hidden, you don't reveal yourself and can remain in hiding.
Scout	Hide in Plain Sight	You can attempt to hide when behind even light cover.
	Explorer	You can climb and move across difficult terrain without any movement penalty.
	Hard to Hit	When you are standing and unrestrained, attacks against you have disadvantage unless you are adjacent to two or more enemies.
	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.
	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.
Sniper	You Can't Hide	You have advantage when trying to detect hidden enemies. Any enemy that you can see is also visible to your allies.
	Hold Still	You have advantage on attack rolls when your target moved less than 10ft during their last turn.
	I Can See You	Your ranged attacks ignore half and three-quarters cover.
	Next Time	If you miss a target, you have advantage on your next attack against that same target.
	Ricochet	If your attack misses, you can spend your reaction to make another attack against a different target of your choice within 15ft of the original target.
Striker	Scattershot	When you make a successful attack, you can deal damage equal to your level to everyone within 5ft of your target (once per round).
	Bloodfury	When you are bloodied, you become enraged; -2 AC and +2 attack.
	Cleave	You can attack two adjacent targets that are within reach, dealing full damage to each.
	Press the Attack	You have advantage on attack rolls against bloodied targets (under 50% hit points).
	Revenge	Deal bonus damage equal to your level against anyone that hurt you in the previous round.
Supporter	Savage Assault	Once per turn, add your level in extra damage to an attack.
	Commander	Instead of making an attack roll, you can command an ally to make an attack against a target of your choice (once per round).
	Ferocity	Allies within 10ft of you gain a bonus to damage equal to your level.
	Guidance	Allies within 10ft of you have advantage on their attacks rolls.
	Protection	Allies within 10ft of you gain +2 AC.
Supporter	Rallying Cry	Halve your attack damage to remove a condition from an ally.



CHAPTER 2: MINIONS, ELITES, & SOLOS

ALL MONSTERS ARE EQUAL ON THE battlefield—but some are more equal than others. Some monsters are standard rank-and-file troops, some are expendable fodder, and some are great leaders and commanders. Some are even capable of taking on a whole group single-handed.

This chapter explains how to turn your basic 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 if not protected by a strong defender. Minions often rely on their numbers to overwhelm their enemies—four minions are the equal of one standard quickstart monster.

To build a minion, apply the *Minion* template 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	Attack Bonus	–2
Hit Points	x0.2	Damage	x0.75
Saving Throws	–2	Spell DC	–2
Initiative	–2	Perception	–2
XP	x0.25	Stealth	–2

ELITES

Elites are formidable champions, commanders, and leaders. They are a bigger 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. Elites are a good option when building mid-boss encounters, as 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	Attack Bonus	+2
Hit Points	x2	Damage	x1.1
Saving Throws	+2	Spell DC	+2
Initiative	+2	Perception	+2
XP	x2	Stealth	+2

► **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 Shadowvault. At the Infernal Gallery they face against Mortanius, an elite necromancer leading 8 cackling skeletal minions.

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 king. Solo monsters hit hard, have high defences, 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	Attack Bonus	+2
Hit Points	x (Players + 1)	Damage	x1.2
Saving Throws	+2	Spell DC	+2
Initiative	+4	Perception	+4
XP	x 4	Stealth	+2

► **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 Amalgam King, rising to face the four adventurers. "Only death is eternal."

As a 3rd-level solo monster fighting four players, the Amalgam King has one full turn and three extra *Paragon Actions* per round.

SOLO PHASES

Fights with a solo monster are a big event—they should be a worthy capstone to your adventure. These monsters fight hard, changing as the battle progresses.

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.
- The necromancer absorbs the souls of his fallen minions to become a huge, powerful beast.

A phase transition is—in essence—a short cutscene wherein your monster does something to change itself or the environment. During a transition, players don't take any damage while you change things around them—but neither can they act during the transition.

At 66% hit points, the Amalgam King tears three bone avatars from its body and casts them into the battlefield. The King may use its Paragon Actions to command these avatars, using them to attack and harass the weakest member of the party.

At 33% hit points, the Amalgam King roars in a cold rage and unleashes a burst of frost magic, shattering its bone avatars. The battlefield is covered in ice and a dangerous, frozen vortex surrounds the enraged King.

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.

MULTIPLE STAT BLOCKS

You may wish to use a different stat block for your monster during each phase of battle, to represent a change in your monster's behaviour. This can be an effective means of revitalising combat after a few rounds.

Build two or three profiles, each using a different monster role to differentiate, and share the monster's hit points across each profile.

When building the Amalgam King solo, the DM decides to use three different stat blocks.

First, the King starts as a defender. Then, after creating bone avatars from its own body, the King becomes a controller. Then finally, once the King's rage freezes the battlefield, it becomes a wild striker.

ENVIRONMENTAL HAZARDS

Add some interesting environmental hazards to your solo encounter to add another layer to your scene—rising water, rotating floors, falling debris, collapsing pillars.

The environment is an important part of your solo battle, providing variety and—hopefully—another threat for the players to worry about. Use the environment to draw their attention and to prevent your players from swarming the solo for the entire combat.

SOLO ENCOUNTER LENGTH

A single encounter with a solo monster should last for around 8-10 rounds of combat, with each individual phase spanning 3-5 rounds—though this will vary depending on your party's overall combat ability.

PARAGON ACTIONS

In addition to their normal turn, elite and solo monsters gain *Paragon Actions* each round. These actions can be spent at the end of any other creature's turn to do one of the following:

- **Move:** The monster can move up to its speed if it is free to do so. This movement may trigger opportunity actions and reactions as per normal.
- **Perform an Action:** The monster performs a single action, such as attack, dodge, or help an ally.

A *Paragon Action* can only be used after another creature has acted. Monsters regain their spent *Paragon Actions* at the start of their turn.

Mortanius, an elite 3rd-level necromancer, takes his turn. He fires a bolt of foul necrotic energy at Chansi, hitting her for 2 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," hisses the necromancer as he uses his single action to attack, firing another bolt of energy at Chansi to strike her for another 2 points of damage.

PARAGON RECOVERY

Whenever a monster uses a *Paragon Action*, they regain their reaction and may also make saving throws against any ongoing effects as if it were the end of their turn.

DASHING & DISENGAGING

A monster cannot dash using their *Paragon Action*, nor can they disengage and move using one *Paragon Action*—these require taking both an action and movement option, which is not allowed.

ONGOING EFFECTS

A *Paragon Action* does not count as a full turn. If a monster would normally suffer an effect at the start or end of its normal turn (such as ongoing damage, status effects, etc), these effects do not trigger during an *Paragon Action*.

PARAGON VARIETY

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

Avoid repeating the same action too often in quick succession, and try to keep the combat dynamic. Use your extra actions to move around the battlefield, push characters around, and put pressure on unexpected players.

THE COURT OF BONE

To get you started, here are some elite, minion, and solo monsters built for a 4-player 3rd-level adventure—the *Court of Bone*.

THE NECROMANCER MORTANIUS

A foul necromancer in service to dark gods, Mortanius commands the unliving and bends them to his will.

In battle, the necromancer surrounds himself with skeletal guardians for protection while sending skeletal warriors to swarm the enemy.

Mortanius

Medium humanoid

Level 3 Controller

Elite (350 XP)

Armor Class	14	Attack Bonus	+5
Hit Points	66 (33)	Damage	6
Saving Throws	+6, +4, +1	Spell DCs	13, 10
Initiative	+5	Perception	+3
Speed	30ft	Stealth	+3
Ability Modifiers	+3, +2, +1, +1, +0, -1		

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

► **Aura: Damaging:** The space around you is dangerous. Creatures take damage equal to your level when they enter your aura or begin their turn within it.

► **Knockback:** Halve your attack damage to knock the target back up to 15ft.

Skeletal Guardian

Medium humanoid, undead

Level 3 Defender

Minion (43 XP)

Armor Class	14	Attack Bonus	+1
Hit Points	7 (4)	Damage	4
Saving Throws	+4, +2, -1	Spell DCs	9, 6
Initiative	-1	Perception	+1
Speed	20ft	Stealth	-1
Ability Modifiers	+3, +2, +1, +1, +0, -1		

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

► **You Can't Leave:** Targets always provoke opportunity attacks, even if they take the Disengage action before leaving your reach. In addition, when you hit with an opportunity attack, the target's speed becomes 0 for the rest of the turn.

Skeletal Warrior

Medium humanoid, undead

Level 3 Striker

Minion (43 XP)

Armor Class	8	Attack Bonus	+3
Hit Points	9 (5)	Damage	5
Saving Throws	+1, -1, -4	Spell DCs	11, 8
Initiative	-1	Perception	-1
Speed	30ft	Stealth	-1
Ability Modifiers	+3, +2, +1, +1, +0, -1		

- **Explosive:** When you fall to 0 hit points, your body explodes and deals damage to everyone within 5ft. You can begin detonation on your turn with a bonus action; you explode at the start of your next turn.
- **Savage Assault:** Once per turn, add your level in extra damage to an attack.

THE AMALGAM KING

A composite monster formed from the bones of several skeletons, the Amalgam King is a very dangerous opponent. With high damage and multiple actions, Amalgam can quickly overcome the unprepared party.

At 66% and 33% hit points, Amalgam changes form and switches to a new stat block with different abilities.

The Amalgam King (1/3)

Large humanoid, undead

Level 3 Defender

Solo vs 4 (700 XP)

Armor Class	18	Attack Bonus	+5
Hit Points	165 (3x 55)	Damage	6
Saving Throws	+8, +6, +3	Spell DCs	13, 10
Initiative	+5	Perception	+7
Speed	20ft	Stealth	+3
Ability Modifiers	+3, +2, +1, +1, +0, -1		

- **Paragon Actions:** You may take 3 Paragon Actions per round to either move or perform an action.
- **Phase Transition:** At 66% and 33% hit points, you may remove all on-going effects on yourself and trigger a new phase transition.
- **Dragonbreath:** You can breathe dragonfire as an attack, or use it to light small fires.
- **You Can't Leave:** Targets always provoke opportunity attacks, even if they take the Disengage action before leaving your reach. In addition, when you hit with an opportunity attack, the target's speed becomes 0 for the rest of the turn.

The Amalgam King (2/3)

Large humanoid, undead

Level 3 Controller

Solo vs 4 (700 XP)

Armor Class	14	Attack Bonus	+5
Hit Points	165 (3x 55)	Damage	6
Saving Throws	+6, +4, +1	Spell DCs	13, 10
Initiative	+7	Perception	+5
Speed	30ft	Stealth	+3
Ability Modifiers	+3, +2, +1, +1, +0, -1		

- **Paragon Actions:** You may take 3 Paragon Actions per round to either move or perform an action.
- **Phase Transition:** At 66% and 33% hit points, you may remove all on-going effects on yourself and trigger a new phase transition.
- **Teamwork:** You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.
- **Get Into Position:** Halve your attack damage to allow an ally to spend their reaction and move up to half their speed (without provoking opportunity attacks from the target).

The Amalgam King (3/3)

Large humanoid, undead

Level 3 Striker

Solo vs 4 (700 XP)

Armor Class	12	Attack Bonus	+7
Hit Points	207 (3x 69)	Damage	8
Saving Throws	+5, +3, +0	Spell DCs	15, 12
Initiative	+5	Perception	+5
Speed	30ft	Stealth	+3
Ability Modifiers	+3, +2, +1, +1, +0, -1		

- **Paragon Actions:** You may take 3 Paragon Actions per round to either move or perform an action.
- **Phase Transition:** At 66% and 33% hit points, you may remove all on-going effects on yourself and trigger a new phase transition.
- **Relentless:** The first time you would fall to 0 hit points after a long rest, you are instead reduced to 1 hit point.
- **Antimagic Zone:** Any creature within 10ft of you has disadvantage when casting magical spells.
- **Aura: Damaging:** The space around you is dangerous. Creatures take damage equal to your level when they enter your aura or begin their turn within it.
- **Press the Attack:** You have advantage on attack rolls against bloodied targets (under 50% hit points).



CHAPTER 3: 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, or huge jaws to biting down with, or dark magics to cast dangerous spells with.

This chapter describes how to use your quickstart monsters to attack the party, introducing freeform attacks and magic.

FREEFORM ATTACKS

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

When you are making an attack, describe an action that feels appropriate for the monster and its 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 around 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 avoid giving a monster any more than 3 different methods of attacking—unless they are particularly notable, such as an elite leader or solo boss character.

MULTIATTACKS

Once your monsters start dealing over 10 points of damage per round, break up 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 below shows how to create a basic multiattack based on a monster's overall damage per action—the higher the damage per action, the more attacks per action the monster can make.

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

With freeform attacks, your monsters have a lot of flexibility—great if you want to surprise your players with a few new tricks. Be sensible and fair to your players with this—give your monster attacks that make sense within the fiction.

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 journeying through the Elsewood, Valiant is ambushed by a level 7 orc. The orc has *Multiattack (2)* and, during a round of combat, uses one of the attacks to perform a *condition attack* on Valiant.

DM: 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.

DM: You fall painfully on the ground. The orc roars victoriously as it follows up with an 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—a general rule of thumb is to 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 quickly turns to stone. First it is *blinded*, then *restrained*, then *petrified*.

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 similar material).
Poisoned	You have disadvantage on attacks and 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 level 10 gorgon. The gorgon has *Multiattack (2)* and the *Gorgon's Glare* ability—a worsening condition that turns victims into stone.

DM: The gorgon turns to you, Viridian, with eyes glowing bright. Make a DC 17 Wisdom saving throw.

Viridian: Ok... (rolls 14) augh, no luck.

DM: You can't resist locking eyes with the gorgon, Viridian. Suddenly, your vision goes black—you are *blinded* by the gorgon's glare...

Viridian: Son of a...

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.
- 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 level 3 giant lizard, trying to recover a poison gland for a spell component. 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*.

DM: The giant lizard spits a bolt of hissing acid at you, Clanda. It... (rolls 24) hits your AC.

Clanda: Augh, these lizards are *the worst*.

DM: The acid splashes over you, and you see the drops 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?

DM: Yours. Take 5 points of acid damage.

Clanda: These. Lizards. Are. The. *Worst*.

RECOVERING FROM ONGOING DAMAGE

As with conditions, there are three ways a 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.
- **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 damage ends naturally after a set number of rounds (usually within 2-4).

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

MULTIATTACKS

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

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 its *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
Line	A straight line from the origin.
Sphere	A sphere centered on the origin.
Cone	A cone radiating out from the origin.
Cylinder	A cylinder centered on the origin.
Cube	A cube with one side on the origin

Finally, decide on whether or not the attack will deal damage on a miss—this will then determine the final damage of your area attack.

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 DM is creating an area attack for a level 4 artificer with a thunder cannon that deals 8 damage on a hit. The attack fires a blast of dangerous lightning energy that hurts everyone in its path. No one's fast enough to dodge a bolt of lightning, but a resilient body might help 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 some dedicated effort from your monster—you can't use an area attack as part of a standard multiattack.

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 DM creates a quickstart 3rd-level tiefling sorceress with a "fire" magic theme, leading a host of goblins. In a fierce battle against the party, the sorceress could 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 5 ft from extreme heat (Spell DC vs Constitution).
- **Enchant Allies:** Imbue her allies with fire magic so 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 host flees the battlefield, the enraged tiefling sorceress summons 8 fire elemental minions to attack the party. As a *Concentration* effect, however, 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. If your monster has access to any healing 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 cannot usually be performed as part of a multiattack action.

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).

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).

DM: Arcane sigils spiral around the sorceress' hands as she unleashes—

Clanda: I cast *Counterspell*.

DM: Of course you do. It's only a 3rd-level spell (5th-level monster / 2)—the sigils shatter with a spark of 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. 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 stupid tiefling", and then—

DM: The tiefling casts *Counterspell*.

Clanda: ...Of course she does.

OVERKILL ATTACKS

An *overkill attack* is a huge, devastating, and likely fatal attack that a monster can unleash against the party. Overkill attacks take a full round to charge up, but when unleashed they hit anyone in range automatically and deal a massive amount of damage.

There are 3 steps to using an overkill attack:

1. **Telegraph the attack:** Let your players know what the monster is about to do and where is safe.
2. **Charge up power:** The monster spends a full round charging up power for the attack.
3. **Attack:** The attack happens, and anyone caught in it is hit automatically for 3/4/5 times the normal damage.

STEP 1. TELEGRAPH THE ATTACK

Your first step is to take an action and telegraph the impending attack—your players must know what is coming up so they have a chance to avoid it.

Clearly describe what is happening, where the attack is going to happen, and when it will happen. Make it clear that anyone in range will be hit automatically—the only defence is to be out of the attack's reach.

Inside *Redstone Volcano*, Valiant, Krazak, and Clanda battle Kaladax, a wild red dragon (a 9th-level solo).

DM: 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*.

Valiant: Can I see where it's aiming?

DM: You think it's going to flood this entire chamber with searing flame in six seconds.

Valiant: Uh, everyone? *We should run.*

STEP 2. CHARGE UP POWER

The monster can't use the attack until its next turn—it spends the full round gathering whatever energy it needs. It doesn't take reactions, nor any *Paragon Actions*, until the overkill attack is unleashed.

While the monster is charging up the attack, it won't try to move—but it can still be moved by player actions.

STEP 3. ATTACK

Finally, the monster unleashes the overkill attack. Anyone in range is automatically hit for 3 times the damage of a normal attack—increasing to 5 times for elite monsters, and 6 times for a solo monster.

DM: "You will all burn!" roars Kaladax as he unleashes his volcanic attack. Searing flames flood the chamber.

Valiant: We're all safe behind this pillar, right?

DM: You are, but Krazak isn't. The dwarf, standing his ground in front of Kaladax, is hit full force by the attack and takes 138 points of fire damage.

Krazak: ...I stand defiant, my charred arm holding aloft a melted axe. "That. All. You. Got?" And then I fall, my burnt body exploding into ash as it hits the ground.

DM: Kaladax slams his tail down, scattering Krazak's ashes. "Such is the fate of all who would defy me!"

CINEMATIC SPECTACLE

Overkill attacks are big setpieces—an overcharged blast from a thunder cannon, a super-hot jet of fire from an ancient dragon, a crushing slam from a raging giant. Use them to keep your battles exciting and full of drama.



CHAPTER 4: BUILDING AN ENCOUNTER

IT'S TIME TO START A FIGHT. MONSTERS generally don't act alone, preferring to work with their other monstrous allies to surround and overcome their enemies—unless they're independent solos on a wild rampage.

This chapter provides some basic guidelines on how to build quickstart encounters with various 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. **Set the difficulty:** Decide how dangerous the encounter should be for your players to calculate how many *monster points* (MP) you'll get to spend.
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.

STEP 1. SET THE DIFFICULTY

First, decide how dangerous the encounter should be for how many players—this tells you how many *monster points* you get. More points means more monsters.

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 DM is creating a normal encounter for 4 players. Using the *Encounter Difficulty* table, this generates 4 monster points with which to build the encounter.

STEP 2. ADD MONSTERS

Now you know how many monster points you have, it's time to start adding monsters to your encounter. Each monster type has its own points value—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	1/4	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.

For every 4 levels higher than the players, double the points value of the monster. For every 4 levels lower, halve the value instead.

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

Normally, 2 points can buy 8 minions. But by using minions 4 levels lower than the players, the DM is able to add 16 minions.

STEP 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 generate these stat-blocks.

Look for interesting synergies between your monsters, 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.

BASIC ENCOUNTERS

Basic encounters focus on using standard monsters in equal numbers to the players. Use these to give your players a one-vs-one combat challenge.

Basic Brawl

Normal vs 4 **MP 4**

Two defenders protect two damage-dealers.

Number	Type	Role	Level	Points
1	Standard	Sniper	+0	1
1	Standard	Striker	+0	1
2	Standard	Defender	+0	2

Sneak Attack

Normal vs 4 **MP 4**

A defender and controller cover two dangerous lurkers.

Number	Type	Role	Level	Points
1	Standard	Controller	+0	1
1	Standard	Defender	+0	1
2	Standard	Lurker	+0	2

Sharpshooter

Hard vs 4 **MP 6**

A range of snipers supported for maximum damage.

Number	Type	Role	Level	Points
2	Standard	Support	+0	2
4	Standard	Sniper	+0	4

Wild Mob

Extreme vs 4 **MP 8**

A mob of wild attackers out for blood.

Number	Type	Role	Level	Points
8	Standard	Striker	+0	8

ELITE ENCOUNTERS

Elite encounters feature powerful elite monsters leading a troupe of other monsters. Use these for your mid-boss encounters, or scenes involving named monsters.

Elite Force

Normal vs 4 **MP 4**

An elite monster commands a small force of minions.

Number	Type	Role	Level	Points
1	Elite	Controller	+0	2
4	Minion	Striker	+0	1
4	Minion	Sniper	+0	1

Twin Terrors

Normal vs 4 **MP 4**

Two strong elites are ready to fight.

Number	Type	Role	Level	Points
1	Elite	Defender	+0	2
1	Elite	Striker	+0	2

SOLO ENCOUNTERS

Solo encounters put the party up against a single monster. Use these to highlight a major boss or villain.

Single Combat

Normal vs 4 **MP 4**

A solo monster with three distinct phases.

Number	Type	Role	Level	Points
1	Solo	Defender	+0	4
—	—	Controller	—	—
—	—	Striker	—	—

HORDE ENCOUNTERS

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

Vast Minion Horde

Hard vs 4 **MP 6**

An overwhelming horde of minions.

Number	Type	Role	Level	Points
16	Minion	Defender	-8	1
16	Minion	Lurker	-8	1
32	Minion	Sniper	-8	2
32	Minion	Striker	-8	2

CHALLENGE RATINGS

When building your encounters, it's easy to mix-and-match monsters using both *Challenge Ratings* (CR) and *Monster Levels* (ML). Take the CR monster's XP value as a reference point and scan through the *Monster Templates* (Appendix A) until you find a suitable match.

For example, to use a remorhaz in an encounter:

A remorhaz is 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.

Using XP as a reference point, we can see that this CR 11 monster can be used as a ML 11 Solo, a ML 16 Elite, a ML 20 Standard, or a ML 28 Minion.

To use a dragon turtle instead:

A dragon turtle is 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.

Using XP again as the reference, we can see that this CR 17 monster can be used as a ML 17 Solo, a ML 21 Elite, or a ML 25 Standard.

The *Challenge Rating to Monster Level* table below lists a complete breakdown for each type of ML monster.

MODIFYING MONSTERS

You may find that your Challenge Rating monsters don't pack quite the same punch as your quickstart monsters, especially when used as a dedicated elite or solo.

When building your encounter, compare the CR monster's basic stats against the corresponding quickstart template—this should provide a guideline as to attack and defence strength. 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 DM 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.

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

MORE ART THAN SCIENCE

Converting CR monsters to ML is not an exact science—CR monsters vary wildly, even within the same CR bracket. Use this process as a rough guide and modify your converted monsters to suit your particular party's combat strengths.

CHALLENGE RATING TO MONSTER LEVEL

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



APPENDIX A: MONSTER TEMPLATES

TO HELP YOU GET YOUR QUICKSTART MONSTERS UP and running fast, this section includes templates for each monster type and role across levels –3 to 30.

Once you've got the basic stats for your monster, add in some traits and powers to give your creation some quick and easy flavour in combat.

CRAVEN, THE KOBOLD KING

Craven is the first king of a new kobold city and, contrary to his namesake, is a firm and decisive leader.

Craven hates dragons, denouncing them as kobold oppressors, and seeks to free all kobolds from their servitude. He has engineered many kobold rebellions against dragonkind throughout the land.

Craven's Honor Guard

Small humanoid, kobold

Level 8 Defender
Standard (975 XP)

Armor Class	19	Attack Bonus	+6
Hit Points	72 (36)	Damage	17
Saving Throws	+9, +6, +2	Spell DCs	14, 11
Initiative	+3	Perception	+6
Speed	20ft	Stealth	+3
Ability Modifiers	+5, +3, +2, +2, +1, +0		

- **Teamwork:** You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.
- **Got Your Back:** When standing next to an ally or attacking target, you can spend your reaction to redirect the attack onto yourself.

Craven is an accomplished sorcerer with an affinity for earth magics—at the first sign of trouble, he wraps himself in a protective layer of hard sand to help deflect any attacks.

Craven likes to use his earth magic to trap and immobilise his enemies for later questioning. Those judged to be a long-term threat may find themselves petrified and placed in the city's Slavemaker Gallery.

Craven, the Kobold King

Small humanoid, kobold

Level 8 Striker
Elite (1,950 XP)

Armor Class	15	Attack Bonus	+10
Hit Points	180 (90)	Damage	24
Saving Throws	+8, +5, +1	Spell DCs	18, 15
Initiative	+5	Perception	+5
Speed	30ft	Stealth	+5
Ability Modifiers	+5, +3, +2, +2, +1, +0		

- **Paragon Action:** You may take one Paragon Action per round to either move or perform an action.
- **Indomitable:** You are immune to any effects that would alter your mind or will.
- **Relentless:** The first time you would fall to 0 hit points after a long rest, you are instead reduced to 1 hit point.
- **Teamwork:** You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.
- **Revenge:** Deal bonus damage equal to your level against anyone that hurt you in the previous round.

MONSTER TEMPLATES: LEVEL -3

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

MONSTER TEMPLATES: LEVEL -2

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

MONSTER TEMPLATES: LEVEL -1

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

MONSTER TEMPLATES: LEVEL 0

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

MONSTER TEMPLATES: LEVEL 1

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

MONSTER TEMPLATES: LEVEL 2

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

MONSTER TEMPLATES: LEVEL 3

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

MONSTER TEMPLATES: LEVEL 4

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

MONSTER TEMPLATES: LEVEL 5

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

MONSTER TEMPLATES: LEVEL 6

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

MONSTER TEMPLATES: LEVEL 7

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

MONSTER TEMPLATES: LEVEL 8

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

MONSTER TEMPLATES: LEVEL 9

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

MONSTER TEMPLATES: LEVEL 10

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

MONSTER TEMPLATES: LEVEL 11

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

MONSTER TEMPLATES: LEVEL 12

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

MONSTER TEMPLATES: LEVEL 13

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

MONSTER TEMPLATES: LEVEL 14

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

MONSTER TEMPLATES: LEVEL 15

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

MONSTER TEMPLATES: LEVEL 16

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

MONSTER TEMPLATES: LEVEL 17

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

MONSTER TEMPLATES: LEVEL 18

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

MONSTER TEMPLATES: LEVEL 19

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

MONSTER TEMPLATES: LEVEL 20

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

MONSTER TEMPLATES: LEVEL 21

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

MONSTER TEMPLATES: LEVEL 22

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

MONSTER TEMPLATES: LEVEL 23

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

MONSTER TEMPLATES: LEVEL 24

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

MONSTER TEMPLATES: LEVEL 25

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

MONSTER TEMPLATES: LEVEL 26

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

MONSTER TEMPLATES: LEVEL 27

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

MONSTER TEMPLATES: LEVEL 28

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

MONSTER TEMPLATES: LEVEL 29

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

MONSTER TEMPLATES: LEVEL 30

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



FAQ

THIS SECTION LISTS AT SOME OF THE FREQUENTLY asked questions regarding the *Monster Maker*. If your question isn't answered here, feel free to 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 standardised 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 are rough guidelines to follow, but every adventuring party is different. Use the numbers here as a starting guide when building your quickstart monsters and tweak them to better suit your players.

WHAT ABOUT 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 REFERENCE THIS?

Feel free to reference parts of this book in your own free homebrew—with an appropriate credit back to me. But please don't replicate my work wholesale, nor use it in any for-sale variant or product.

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:

- **Ko-fi:** My [Ko-fi page](https://ko-fi.com/giffyglyph) (ko-fi.com/giffyglyph) is always open to kind donations.
- **Patreon:** [Become a Patron](https://patreon.com/giffyglyph) (patreon.com/giffyglyph) to support this and my other projects.
- **Spread the Word:** If you've enjoyed my work, a tweet/like/review/etc would be much appreciated.

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If you have any questions, you can DM me at [/u/giffyglyph](https://t.me/giffyglyph) or [@giffyglyph](https://twitter.com/giffyglyph), email me at giffyglyph@gmail.com, or follow my other works at www.giffyglyph.com. Thanks for reading!

~ Giffyglyph 2018



WHAT NEXT?

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Want to create monsters in seconds using your phone or computer? Then try **Giffyglyph's Monster Maker webapp**, featuring:

- Create your own **monster vault** in just a few clicks.
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Find it at: www.giffyglyph.com/monstermaker!



DARKER DUNGEONS

Want to make your D&D 5e campaign more deadly for your players? Then try **Giffyglyph's Darker Dungeons**, 60+ pages of rules, tweaks, and advice:

- Manage equipment with a revised **inventory system**.
- Track **survival conditions**—hunger, thirst, and fatigue.
- Add lingering **wounds and injuries** to combat.
- Push characters to their breaking point with **Stress**.
- Track long-distance travel with the **journey phase**.
- Add risk to your magic system with **magical burnout**.
- *And many more.*

Find it at: www.giffyglyph.com/darkerdungeons!



GIFFYGLYPH'S MONSTER MAKER: QUICK REFERENCE

BUILDING A MONSTER

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.
3. **Add some Traits:** Add some quick racial or class-based flavour with a few basic traits.
4. **Choose some Powers:** Add some combat powers to make your monster stand out.
5. **Personalisation:** Tweak the stats if necessary to better suit your group of players.

MONSTER ROLES

- **Controller:** Disorients their enemies, moving them around and applying conditions.
- **Defender:** Shields their allies and blocks enemy attacks with high defence.
- **Lurker:** Hides out of sight until they see a weak point, then attack for massive damage.
- **Scout:** Moves around to outmanoeuvre foes.
- **Sniper:** Fire at enemies from a distance.
- **Striker:** Forgo defence and hit the enemy hard.
- **Supporter:** Aid and support their allies.

MINIONS

A minion is worth 1/4 of a standard monster, and should (usually) be defeated after one good hit.

ELITES

An elite monster is worth 2 standard monsters and has 1 paragon action per round.

SOLOS

A solo monster is worth a party of adventurers. It has 1 paragon action per player per round.

- **Phases:** When the solo 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.
- **Hit Dice:** During a phase transition, any player character that is conscious and bloodied may spend one hit dice to heal.

PARAGON ACTIONS

You can spend a Paragon Action to:

- **Move:** Move up to your speed (if free to do so). This movement may trigger opportunity actions and reactions as per normal.
- **Perform an Action:** Perform a single action, such as attack, dodge, or help an ally.

FREEFORM ATTACKS

To do an improvised attack using your new monster, pick an attack type from the list below:

- **Standard Attack:** Make a regular attack.
- **Multiattack:** Split your attack across multiple enemies—e.g. *cleave*.
- **Condition Attack:** Inflict a condition.
- **Ongoing Damage:** Put some ongoing damage onto an enemy.
- **Area Attack:** Attack everyone within an area.
- **Magic:** Tweak the stats if necessary to better suit your group of players.
- **Overkill Attack:** A monstrous, charged 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/reactions.
Paralyzed	You can't move or speak.
Petrified	You are turned to stone.
Poisoned	You have disadvantage on attacks and checks.
Prone	You are lying on the ground.
Restrained	You can't move.
Stunned	You can't move/act/speak.
Unconscious	You fall unconscious.

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.
Destruction	Destroy and obliterate.
Protection	Shield and defend.
War	Enflame emotions.
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, learn secrets.
Body	Transmute flesh, change physical appearance, polymorph, petrify.
Mind	Telepathy, domination, read thoughts, and sense truth.
Metal	Detect/shape/create/move metal.
Lightning	Create/channel lightning, electricity.
Sound	Create sounds, silence, long range communication, change voice.
Sight	Truesight, perception, alter vision, sight-beyond-sight, scrying.
Plants	Control/communicate with plants.
Beasts	Control/communicate animals.
Fear	Create fear and nightmares.
Resolve	Reinforce willpower / create geas.
Time	Alter the flow of time.
Space	Teleportation, size, dimensions.

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

MONSTER VALUE

Type	MP Cost	Type	MP Cost
Minion	1/4	Elite	2
Standard	1	Solo	1 per player

MONSTER STATISTICS BY LEVEL

Lvl	AC	HP	Atk	DMG	Spell	Save
-3	13	4	+1	1	10	+1
-2	13	8	+1	1	10	+1
-1	13	12	+1	1	10	+1
0	14	16	+2	1	10	+2
1	14	26	+3	2	11	+3
2	14	30	+3	4	11	+3
3	14	33	+3	5	11	+3
4	15	36	+4	8	12	+3
5	16	60	+5	10	13	+4
6	16	64	+5	11	13	+4
7	16	68	+5	13	13	+4
8	17	72	+6	17	14	+5
9	18	102	+7	19	15	+5
10	18	107	+7	21	15	+5
11	18	111	+7	23	15	+5
12	18	115	+8	28	15	+6
13	19	152	+9	30	16	+7
14	19	157	+9	32	16	+7
15	19	162	+9	35	16	+7
16	20	167	+10	41	17	+7
17	21	210	+11	43	18	+8
18	21	216	+11	46	18	+8
19	21	221	+11	48	18	+8
20	22	226	+12	51	19	+9
21	22	276	+13	53	20	+9
22	22	282	+13	56	20	+9
23	22	288	+13	58	20	+9
24	23	294	+14	61	20	+10
25	24	350	+15	63	21	+11
26	24	357	+15	66	21	+11
27	24	363	+15	68	21	+11
28	25	369	+16	71	22	+11

MONSTER ROLES

Role	AC	Save	HP	Atk	DMG
Controller	-2	-1	—	—	—
Defender	+2	+1	—	—	—
Lurker	-4	-2	x0.5	+2	x1.5
Scout	-2	-1	—	—	x0.75
Sniper	—	—	x0.75	—	x1.25
Striker	-4	-2	x1.25	+2	x1.25
Supporter	-2	-1	x0.75	—	x0.75

MONSTER TYPES

Type	AC	Save	HP	Atk	DMG
Minion	-2	-2	x0.2	-2	-2
Standard	—	—	—	—	—
Elite	+2	+2	x2	+2	x1.1
Solo	+2	+2	xPlyr	+2	x1.2

CR TO MONSTER LEVEL

CR	S	E	St	M	CR	S	E	St	M
0	-3	-2	-1	0	12	12	17	21	29
1/8	-2	-1	0	1	13	13	18	22	—
1/4	-1	0	1	2	14	14	19	23	—
1/2	0	1	2	3	15	15	20	24	—
1	1	2	3	7	16	16	21	25	—
2	2	3	5	11	17	17	22	26	—
3	3	4	7	14	18	18	23	27	—
4	4	6	8	17	19	19	24	28	—
5	5	8	11	21	20	20	25	29	—
6	6	9	13	22	21	21	26	30	—
7	7	10	14	23	22	22	27	—	—
8	8	12	16	24	23	23	28	—	—
9	9	13	18	25	24	24	29	—	—
10	10	14	19	26	25	25	30	—	—
11	11	16	20	28	26	26	—	—	—

GREAT HEROES NEED GREATER VILLAINS

No adventure is complete without a monster to battle—a wild dragon raging through the town, blood-thirsty gnolls howling in the cold night, a necromancer commanding armies of savage undead.

This supplement offers new rules options and mechanics to help any Dungeon Master quickly create deadly monsters and interesting encounters.

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