Marvelous Monsters

A DM Guide to

Monster Creation

Contents

Level, Abilities & Skills

Level is the single most important monster stat. Level, along with role, guides all the monster stats that we'll get to later. That said, assign your monster's level as you see fit.

Ability scores, on the other hand, are hardly important to monsters at all. Again, assign your monster's ability scores as you see fit. The scores 8, 10, 12, 14, 16, and 18, modified by the table below, make a convenient monster array. But don't feel restricted to it; so long as the scores don't vastly outstrip PCs of the same level, it's all good. On the table below is a sub-tier bonus, which you'll later add to various stats.

Likewise, assign your monster's skills as you see fit. You might even want to give your monster a racial bonus to certain skills; just don't overdo it.

Level	Abilities	Sub-Tier Bonus
1-5	+2	+1
6-10	+4	+2
11-15	+6	+3
16-20	+8	+4
21-25	+10	+5
26-30	+12	+6
31-35	+14	+7

The sub-tier bonus is applied to certain combat stats, such as initiative.

Role

Role gives your monster a place in a fight, and helps guide all its combat stats.

Attack Powers

Monsters have two types of attacks: at-will and recharge. Each role entry makes note of damage values for each type. (See page 10 for the damage chart.) These damage values assume an attack merely does damage, or inflicts only minor effects. (Deafened, prone, slowed)

If an attack inflicts significant effects, downgrade its damage by one step. (Blinded, dazed, immobilized, restrained, weakened) If an attack inflicts a major effect, downgrade its damage by two steps. (Dominated, petrified, stunned) If this would reduce its damage to less than Low, the attack deals no damage.

Artillery Role

    Artilleries, along with brutes, are the simplest kind of monster to design and play. You can easily write a monster name, a level, and the following stats on a paper and end up with a deadly ranged attacker.

Initiative	1/2 Level + sub-tier bonus
Hit Points	15 + (6 x Level)
AC	12 + Level
NAD	12 + Level
Attack vs. AC	7 + Level (area/ranged) or 5 + Level (close/melee)
Attack vs. NAD	5 + Level (area/ranged) or 3 + Level (close/melee)
At-Will Damage	High (ranged), Medium (area) or Low (close/melee)
Recharge Damage	Very High (ranged), High (area) or Medium (close/melee)

Brute Role

Brutes, along with artilleries, are the simplest kind of monster to design and play. You can easily write a monster name, a level, and the following stats on a paper and end up with a deadly melee attacker.

Initiative	1/2 Level + sub-tier bonus
Hit Points	25 + (10 x Level)
AC	12 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
At-Will Damage	High
Recharge Damage	Very High

Controller Role

Controllers are one of the harder monster types to design. Controller powers often force movement or inflict hindering effects. One way to make your monster controller-y without worrying too much about powers is a generic controller feature:

Distract: Once per turn, when this monster attacks, it distracts one of its targets. Whether the attack hits or not, the distracted target takes a -2 penalty to attack rolls until the end of the monster's next turn.

Initiative	1/2 Level + sub-tier bonus
Hit Points	20 + (8 x Level)
AC	14 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
At-Will Damage	Medium
Recharge Damage	High

Leader Role

Lead: Twice per encounter as a minor action, but not more than once per turn,

Initiative	1/2 Level + sub-tier bonus
Hit Points	20 + (8 x Level)
AC	14 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
At-Will Damage	Medium
Recharge Damage	High

Lurker Role

Lurkers are one of the harder monster types to design. Lurker powers make their users nigh-undetectable or nigh-untouchable for a round, so that the lurker can then deliver a devastating blow to a vulnerable target on the following round. (Lurkers are the only monsters that shouldn't be designed to attack every round.)

Initiative	1/2 Level + 4 + sub-tier bonus
Hit Points	15 + (6 x Level)
AC	14 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
At-Will Damage	High
Recharge Damage	Very High

Skirmisher Role

Skirmishers aren't too hard to design. Skirmisher powers allow their users to bypass PC defenders to attack frailer targets. One way to make your monster skirmisher-y without worrying too much about powers is a generic skirmisher feature:

Long Shift: This monster can shift half its speed.

Initiative	1/2 Level + 2 + sub-tier bonus
Hit Points	20 + (8 x Level)
AC	14 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
At-Will Damage	Medium
Recharge Damage	High

Soldier Role

Soldiers aren't too hard to design. Soldier powers allow their users to tie up striker PCs so they can't get to frailer monsters. One way to make your monster soldier-y without worrying too much about powers is a generic soldier feature:

Mark: Once per turn, when this monster attacks, it marks one of its targets. Whether the attack hits or not, the target is marked. Further, the monster can make an at-will melee attack against the target if it shifts away from the monster or makes an attack that doesn't include the monster.

Initiative	1/2 Level + 2 + sub-tier bonus
Hit Points	20 + (8 x Level)
AC	16 + Level
NAD	12 + Level
Attack vs. AC	5 + Level
Attack vs. NAD	3 + Level
At-Will Damage	Medium
Recharge Damage	High

Castes

A typical monster is a good challenge for a single PC. This means that a typical fight with typical monsters includes one monster per PC. These monsters are part of the standard caste.

But you might want your monster to be part of a horde, or you might want it to be tougher and scarier than a typical monster. The best way to accomplish this is to change your monster's caste; a lower caste for a horde monster or an upper caste for a tough monster.

Lower Castes

The lower caste monsters are minions and goons. These are monsters that were challenging to the PCs five or ten levels ago, but are now only challenging in large groups. Use lower caste monsters to show your players how powerful their characters have become, and to make them sweat a little too!

Hit Points: Minions and goons have two hit points and a damage threshold that varies with level and caste. Damage under this threshold causes a minion or goon to lose 1 hit point. Damage equal to or greater than this threshold causes a minion or goon to lose 2 hit points.

Minion Caste

Four minions are a good challenge for one PC.
Damage Threshold: 5 + 1/3 level.

Goon Caste

Two goons are a good challenge for one PC.
Damage Threshold: 10 + 1/2 level + sub-tier bonus.

Upper Castes

The upper caste monsters are elites and solos. These are monsters that will be challenging to the PCs in five or ten levels, but can only be taken on singly or in pairs now. Use upper caste monsters to show your players that there are always bigger fish in the sea, and to show them what may be in store for their futures!

Extra Saves: Instead of save bonuses, elites and solos can roll extra saves at the beginning of their turn. An elite or solo can't roll more than one of these saves against a given effect in one turn.

Elite

An elite is a good challenge for two PCs.
Hit Points: Double the monster's hit points.
Elite Saves: At the beginning of each turn, the monster can roll a save against two effects. These can be effects that could be ended by a regular save, or effects that normally last until the end of some one's turn.

Solo

A solo is a good challenge for four PCs.
Hit Points: Quadruple the monster's hit points.
Solo Saves: At the beginning of each turn, the monster can roll a save against four effects. These can be effects that could be ended by a regular save, or effects that normally last until the end of some one's turn.

Minion Damage

Level	Low	Medium	High
1	3	4	5
2	3	5	6
3	3	5	6
4	4	6	7
5	4	6	7
6	5	7	8
7	5	7	9
8	6	8	10
9	6	8	10
10	6	9	11
11	6	9	11
12	7	10	12
13	7	10	12
14	8	11	13
15	8	11	14
16	9	12	15
17	9	12	15
18	9	13	16
19	9	13	16
20	10	14	17
21	10	14	17
22	11	15	18
23	11	15	19
24	12	16	20
25	12	16	20
26	12	17	21
27	12	17	21
28	13	18	22
29	13	18	22
30	14	19	23
31	14	19	24
32	15	20	25
33	15	20	25
34	15	21	26
35	15	21	26

Goon Damage

Level	Low	Medium	High
1	4	6	8
2	5	7	9
3	6	8	10
4	6	9	10
5	7	9	11
6	7	10	12
7	8	11	13
8	9	12	15
9	9	12	16
10	10	13	16
11	10	14	17
12	11	15	18
13	11	15	19
14	12	16	20
15	12	17	21
16	13	18	22
17	13	18	23
18	14	19	24
19	15	20	25
20	15	21	26
21	16	21	27
22	16	22	28
23	17	23	29
24	18	24	30
25	18	24	30
26	19	25	31
27	19	26	32
28	20	27	33
29	20	27	34
30	21	28	35
31	21	29	36
32	22	30	37
33	22	30	38
34	23	31	39
35	24	32	40

Standard Damage

Level	Low	Medium	High	Very High
1	1d6 + 3	1d8 + 4	1d10 + 5	1d12 + 7
2	1d6 + 4	1d8 + 5	1d10 + 6	1d12 + 9
3	1d6 + 5	1d8 + 6	1d10 + 8	1d12 + 10
4	1d8 + 5	2d6 + 5	2d8 + 6	2d10 + 7
5	1d8 + 6	2d6 + 6	2d8 + 7	2d10 + 8
6	1d8 + 6	2d6 + 7	2d8 + 9	2d10 + 10
7	2d6 + 4	2d8 + 6	2d10 + 8	2d12 + 9
8	2d6 + 5	2d8 + 7	2d10 + 9	2d12 + 11
9	2d6 + 6	2d8 + 8	2d10 + 10	2d12 + 12
10	2d6 + 6	2d8 + 9	2d10 +12	2d12 + 14
11	2d6 + 7	3d6 + 9	3d8 + 11	3d10 + 12
12	2d8 + 6	3d6 + 10	3d8 + 12	3d10 + 14
13	2d8 + 7	3d6 + 11	3d8 + 13	3d10 + 16
14	2d8 + 7	3d6 + 12	3d8 + 14	3d10 + 17
15	2d8 + 8	3d6 + 13	3d8 + 15	3d10 + 19
16	3d6 + 8	3d8 + 11	3d10 + 14	3d12 + 17
17	3d6 + 9	3d8 + 12	3d10 + 15	3d12 + 19
18	3d6 + 9	3d8 + 13	3d10 +16	3d12 + 20
19	3d6 + 10	3d8 + 14	3d10 + 17	3d12 + 22
20	3d6 + 11	3d8 + 15	3d10 + 19	3d12 + 23
21	3d8 + 9	4d6 + 15	4d8 + 18	4d10 + 21
22	3d8 + 9	4d6 + 16	4d8 + 20	4d10 + 23
23	3d8 + 10	4d6 + 17	4d8 + 21	4d10 + 24
24	3d8 + 11	4d6 + 18	4d8 + 22	4d10 + 26
25	3d8 + 12	4d6 + 19	4d8 + 23	4d10 + 27
26	4d6 + 11	4d8 + 16	4d10 + 21	4d12 + 25
27	4d6 + 12	4d8 + 17	4d10 + 22	4d12 + 27
28	4d6 + 13	4d8 + 18	4d10 + 23	4d12 + 28
29	4d6 + 14	4d8 + 19	4d10 + 24	4d12 + 30
30	4d6 + 15	4d8 + 20	4d10 + 25	4d12 + 31
31	5d6 + 12	5d8 + 17	5d10 + 21	5d12 + 26
32	5d6 + 13	5d8 + 18	5d10 + 23	5d12 + 28
33	5d6 + 14	5d8 + 19	5d10 + 24	5d12 + 29
34	5d6 + 15	5d8 + 20	5d10 + 25	5d12 + 31
35	5d6 + 16	5d8 + 21	5d10 + 26	5d12 + 32

Elite Damage

Level	Low	Medium	High	Very High
1	1d10 + 5	2d6 + 6	2d8 + 7	2d10 + 8
2	1d10 + 6	2d6 + 8	2d8 + 10	2d10 + 11
3	1d12 + 6	2d6 + 9	3d6 + 10	2d10 + 13
4	1d12 + 7	2d8 + 9	2d10 + 11	2d12 + 14
5	2d8 + 6	2d8 + 10	2d10 + 13	3d8 + 15
6	2d8 + 7	2d10 + 10	2d12 + 13	3d10 + 15
7	2d8 + 8	2d10 + 11	2d12 + 14	3d10 + 17
8	2d8 + 9	2d10 + 13	4d6 + 16	4d8 + 18
9	3d6 + 8	2d12 + 12	3d10 + 15	4d8 + 19
10	3d6 + 9	2d12 + 14	3d10 + 18	3d12 + 21
11	2d10 + 10	4d6 + 14	4d8 + 17	4d10 + 20
12	2d10 + 11	4d6 + 16	4d8 + 19	4d10 + 23
13	2d12 + 11	3d10 + 15	3d12 + 20	5d8 + 24
14	2d12 + 12	3d10 + 17	3d12 + 22	5d8 + 27
15	2d12 + 13	3d10 + 18	4d10 + 20	4d12 + 25
16	2d12 + 14	4d8 + 16	4d10 + 23	5d10 + 27
17	4d6 + 14	4d8 + 17	4d10 + 24	5d10 + 28
18	4d6 + 15	3d12 + 20	4d12 + 23	5d10 + 31
19	4d6 + 16	3d12 + 21	4d12 + 24	7d8 + 29
20	4d6 + 17	4d10 + 20	4d12 + 26	7d8 + 32
21	3d10 + 17	4d10 + 21	4d12 + 28	5d12 + 32
22	3d10 + 18	4d10 + 23	5d10 + 29	6d10 + 34
23	4d8 + 17	4d10 + 24	5d10 + 30	6d10 + 36
24	4d8 + 18	4d12 + 22	7d8 + 29	8d8 + 36
25	3d12 + 18	4d12 + 23	7d8 + 30	8d8 + 37
26	3d12 + 19	4d12 + 25	5d12 + 32	7d10 + 38
27	3d12 + 20	4d12 + 26	5d12 + 33	6d12 + 39
28	3d12 + 21	4d12 + 28	6d10 + 34	6d12 + 42
29	4d10 + 20	5d10 + 28	6d10 + 36	9d8 + 42
30	4d10 + 21	5d10 + 30	8d8 + 35	9d8 + 45
31	5d8 + 22	5d10 + 31	8d8 + 36	8d10 + 43
32	5d8 + 23	5d12 + 28	7d10 + 37	7d12 + 45
33	5d8 + 24	5d12 + 29	6d12 + 37	7d12 + 46
34	5d8 + 25	5d12 + 31	6d12 + 40	7d12 + 49
35	5d8 + 26	5d12 + 32	6d12 + 41	9d10 + 47

Solo Damage

Level	Low	Medium	High	Very High
1	2d6 + 6	2d8 + 9	2d10 + 11	2d12 + 14
2	2d6 + 8	3d6 + 10	2d12 + 12	3d10 + 14
3	2d8 + 7	2d10 + 11	2d12 + 14	3d10 + 17
4	2d8 + 9	2d10 + 13	3d10 + 14	4d8 + 18
5	2d8 + 10	2d12 + 13	3d10 + 16	3d12 + 20
6	2d10 + 10	4d6 + 14	3d12 + 16	4d10 + 20
7	2d10 + 11	3d10 + 14	3d12 + 18	4d10 + 23
8	2d10 + 13	3d10 + 16	3d12 + 21	4d12 + 22
9	2d12 + 12	5d6 + 17	4d10 + 20	4d12 + 25
10	2d12 + 14	4d8 + 18	4d10 + 23	5d10 + 27
11	4d6 + 14	3d12 + 19	4d10 + 25	5d10 + 30
12	4d6 + 16	3d12 + 21	4d12 + 24	7d8 + 29
13	3d10 + 15	4d10 + 20	4d12 + 26	5d12 + 31
14	3d10 + 17	4d10 + 22	5d10 + 28	6d10 + 33
15	3d10 + 18	4d10 + 24	5d10 + 30	6d10 + 36
16	4d8 + 18	4d12 + 22	5d12 + 28	8d8 + 36
17	4d8 + 19	4d12 + 24	5d12 + 30	7d10 + 37
18	3d12 + 20	4d12 + 26	5d12 + 33	6d12 + 39
19	3d12 + 21	4d12 + 28	6d10 + 34	6d12 + 42
20	4d10 + 20	5d10 + 29	6d10 + 37	8d10 + 40
21	4d10 + 21	5d10 + 31	8d8 + 36	8d10 + 43
22	4d10 + 23	7d8 + 29	7d10 + 35	7d12 + 45
23	5d8 + 24	7d8 + 31	7d10 + 39	7d12 + 48
24	5d8 + 26	5d12 + 32	6d12 + 41	9d10 + 47
25	4d12 + 23	6d10 + 33	6d12 + 43	9d10 + 50
26	4d12 + 25	6d10 + 35	8d10 + 41	8d12 + 50
27	4d12 + 26	6d10 + 37	8d10 + 43	8d12 + 53
28	5d10 + 27	8d8 + 36	7d12 + 45	10d10 + 53
29	5d10 + 28	7d10 + 36	7d12 + 47	10d10 + 56
30	5d10 + 30	7d10 + 38	7d12 + 49	9d12 + 56
31	5d10 + 31	6d12 + 39	9d10 + 48	9d12 + 59
32	7d8 + 29	6d12 + 41	9d10 + 51	11d10 + 60
33	7d8 + 30	6d12 + 43	8d12 + 50	11d10 + 63
34	7d8 + 32	8d10 + 40	8d12 + 53	10d12 + 61
35	5d12 + 32	8d10 + 42	8d12 + 55	10d12 + 64