

Alternate Monster Experience Matrix

by Julian Grimm

The purpose of this document is to provide an alternative system for calculating monster experience for the **Castles & Crusades** game. This system is based on the tables given in the first edition **AD&D Dungeon Masters Guide**. It gives higher experience point totals for monsters, and is especially useful for those Castle Keepers who are running converted AD&D modules in their Castles and Crusades games. It may also be useful for smaller groups who play infrequently and want a bit faster advancement.

In the original AD&D rules, experience is given for treasure acquired, at a rate of 1 XP per 1 GP value recovered. The Castle Keeper should decide whether or not to apply this rule.

The matrix below is similar to the one in the 1e DMG:

Encounter Level or Hit Dice	Base XP	Per HP Bonus	Special Ability Bonus	Exceptional Ability Bonus
1	10	1	4	35
2	20	2	8	45
3	35	3	15	55
4	60	4	25	65
5	90	5	40	75
6	150	6	75	125
7	225	8	125	175
8	375	10	175	275
9	600	12	300	400
10	900	14	450	600
11-12	1300	16	700	850
13-14	1800	18	950	1200
15-16	2400	20	1250	1600
17-18	3000	25	1550	2000
19-20	4000	30	2100	2500
21+	5000	35	2600	3000

Special Abilities include: 4 or more attacks per round, AC of 20 or higher, special attacks such as blood drain or crushing, special defenses such as regeneration or hit only by certain weapons, high Intelligence or use of minor spells.

Exceptional Abilities include: energy drain, paralysis, poison, major breath weapons, magical weapons or resistances, major spell use, swallowing whole or maximum damage of 24 or more points per attack.