GRIM TALES

CONCEIVED, WRITTEN, AND DEVELOPED BY BENJAMIN DURBIN

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The Core Mechanic Explanatory Notice

This product uses the CORE MECHANIC task resolution method:

. Roll a d20.
. Add any relevant modifiers.
. Compare the result to a target number to determine success or failure.

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This product requires the use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc.

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CREATURE CREATION

Using the system below, you can tweak monsters from outside sources, or create new monsters from scratch.

There are basically two paths of creature creation. The first is a creature designed to challenge a party of a certain power (for which the GM will already have a target CR in mind). The second is where the GM has an idea for a creature, including all of its abilities, and the CR is not known until after the creation process.

In the second case, a creature can be created in a freeform manner, while in the first case the GM will have to do some forward planning. Essentially, if you have a target CR in mind for a creature you wish to design, a good idea is to take half the proposed CR and convert that to Hit Dice for the appropriate creature type.

List of Challenge Rating Design Factors
Character Levels
Templates
1. Size
2. Traits (Type/Subtype/Race)
3. Hit Dice
4. Speed
5. Armor Class
6. Full Attack
7. Special Abilities/Qualities

    7.01 Ability Score Loss
    7.02 Breath Weapons
    7.03 Create Spawn
    7.04 Damage Reduction
    7.05 Disease
    7.06 Energy Drain
    7.07 Energy Resistance
    7.08 Fast Healing
    7.09 Gaze Weapons
    7.10 Generic Abilities
    7.11 Immunities
    7.12 Insight/Luck/Profane/Sacred Bonus
    7.13 Poison
    7.14 Ray Attacks
    7.15 Regeneration
    7.16 Spell-like Abilities
    7.17 Spell Resistance
    7.18 Spellcasting
    7.19 Summoning
    7.20 Turn Resistance
    7.21 Vulnerabilities

8. Ability Scores
9. Skills
10. Feats
11. Equipment

Challenge Ratings
Challenge Ratings (CRs) are a measurement of raw power. Two groups with equal CR are evenly matched; against such an opponent, the heroes stand roughly a 50% chance of succeeding, and then only by pulling out all the stops and spending every ounce of resources at their fingertips.

Generally speaking, player characters have a CR equal to their character level. This assumes that the characters have wealth and equipment appropriate to their level, and do not have ability scores or additional resources above and beyond the norm. Even if such is the case, the system below allows the GM to easily track the CR of his players as well as his monsters, ensuring that each encounter is appropriately challenging.

Monster Challenge Ratings.
To determine a monster's Challenge Rating:

- Total all factors.
- Apply the *Golden Rule*.
- For monsters, multiply this figure by 2/3 and round the result as indicated below.
- Round down all fractions if the total is 4 or more; if the total is less than 4 apply the result to the fractional CR table below.

Fractional CRs	
Original CR Total	**Rounded CR**
4.01 to 5.00	5
3.51 to 4.00	4
3.01 to 3.50	3.5
2.51 to 3.00	3
2.01 to 2.50	2.5
1.76 to 2.00	2
1.51 to 1.75	1.75
1.26 to 1.50	1.5
1.01 to 1.25	1.25
0.51 to 1.00	1
0.01 to 0.50	2/3
-0.49 to 0	1/2
-0.99 to -0.50	1/3
-1.24 to -1.00	1/4
-1.49 to -1.25	1/5
-1.74 to -1.50	1/6
-1.99 to -1.75	1/7
-2.124 to -2.00	1/8
-2.24 to -2.125	1/9
Up to -2.25	1/10

Design Parameters

Within each of the sections below, you will find ways to increase the CR of a creature by adding certain abilities. However, certain design parameters must be kept in mind. You could, for example, create a very low HD creature with epic, world-destroying powers— but its CR would not accurately predict the creature's capabilities. Each factor has certain design parameters; as long as your design falls within those parameters, you can be confident of the creature's CR to predict its performance in your campaign.

Golden Rule

Class Levels or Hit Dice should always comprise at least 50% of the creatures total CR. Halve all CR beyond double the creature's CR modifier for Class Levels and Hit Dice.

For example, a creature with a +9.8 CR modifier for HD may add up to another 9.8 CR at full value, but all factors above 19.6 are halved.

Final 2/3 Adjustment

Monsters (but not characters) apply a final multiplier of 2/3 to their design factors. Creatures whose total CR before this adjustment is CR1 or less should instead "step down" two rows on the fractional CR table at left (2/3 becomes 1/3, 1/5 becomes 1/7, etc.).

Character Levels

Character levels always add their full CR. Character levels are never subject to the 2/3 multiplier or the Golden Rule.

Class Levels

• Base CR +1.0/Level (with equipment)
• Base CR +0.8/Level (without equipment)

Templates

If the GM uses Templates for his monsters, he should keep a listing of each template, along with all relevant factors.

Each template can then be added as a "lump sum" to each creature without recalculating each time. Templates are subject to the Golden Rule, multipliers and rounding as normal.

1. Size

The Size factor accounts for changes to a creatures' AC, base attack and damage, space/reach, and adjustments to Strength, Dexterity, Constitution, and Natural Armor.

Example:
Ogre (Large) = +1.4 with attributes, +0.2 without

A creature's size also determines the base damage of its natural attacks. Creatures generally have either one primary attack (at x1.5 Str mod to damage), two claws or slams (at x1 Str mod to damage), or some combination of two claws and a bite (at x1 Str mod to damage for the primary attack(s) and x½ Str mod to damage for the secondary attack(s)).

The creature's base damage is found on Table 13-1 and modified according to the type of attack (see below).

Attacking Appendage	
Bite/Pincer	+1 Size Category
Claw/Slam	Same Size Category
Stomp	+2 Size Categories
Tail Slap	-1 Size Category
Wing Buffet	-1 Size Category
Creature Density	
Dense/Muscled	+1 Size Category
Very Dense/Muscled	+2 Size Categories
Appendage Dominance	
Oversized Appendage	+1 Size Category
Dominant Appendage	+2 Size Categories

Table 13-1: CR Modifiers for Size												
Size	base CR	No Att[1]	Size	Space	Reach	AC/ Attack	Grapple/ Hide[2]	STR	DEX	CON	Natural Armor	Base Damage[3]
Fine	+0.55	+1.35	6 inches	6 in x 6 in	0	+8	16	-10	+8	-2	+0	1
Diminutive	-0.3	+0.3	1 foot	1 ft x 1 ft	0	+4	12	-10	+6	-2	+0	1d2
Tiny	-0.55	+0.05	2 feet	2.5 x 2.5	0	+2	8	-8	+4	-2	+0	1d3
Small	-0.4	+/-0	4 feet	5 x 5	5	+1	4	-4	+2	-2	+0	1d4
Medium	+/-0	+/-0	8 feet	5 x 5	5	+0	0	+0	+0	+0	+0	1d6
Large	+1.4	+0.2	16 feet	10 x 10	10	-1	4	+8	-2	+4	+2	1d8
Huge	+2.9	+0.2	32 feet	15 x 15	10	-2	8	+16	-2	+8	+5	2d6
Gargantuan	+4.4	+0.1	64 feet	20 x 20	15	-4	12	+24	-2	+12	+9	2d8
Colossal	+5.6	-0.4	64 feet +	30 x 30	15	-8	16	+32	-2	+16	+14	4d6

1 Use this column if you do not want to include automatic size adjustments for Strength, Dex, Con, and Natural armor. You can apply these factors separately at a later step.
2 Small creatures gain a bonus to Hide and a penalty to Grapple. Larger creatures gain a bonus to Grapple and a penalty to Hide.
3 For creatures whose size and/or base damage increases "off the chart," double the damage for every +2 size increases.

2. Traits (Type/Subtype)

Apply the following bonus or penalty where applicable.

Table 13-2: Challenge Rating Modifiers for Traits	
Type/Subtype	**Challenge Rating Modifier**
Creature Type	
Aberration	+0.2 (from Darkvision)
Animal	-0.75
Construct	+0.7 (+1.4 if Intelligent)
Dragon	+0.5
Elemental	+1.2
Fey	+0.1 (from Low Light Vision)
Giant	+0.2 (from Darkvision)
Humanoid	+/-0
Magical Beast	+0.2 (from Darkvision)
Monstrous Humanoid	+0.2 (from Darkvision)
Ooze	+1.9 (+2.6 if Intelligent)
Outsider	+/-0
Plant	+0.6 (+1.3 if Intelligent)
Undead (Intelligent)	+1.1
Undead (Mindless)	-1.1
Vermin	-0.5
Creature Subtype	
Angel	+3.44
Archon	+2.14
Demon	+1.9 (excludes Summoning)
Devil	+1.8 (excludes Summoning)
Eladrin	+1.9
Energy	+0.5
Guardinal	+2.24
Incorporeal	+1.3 (excludes Summoning)
Swarm (Tiny)	+2.66
Swarm (Diminutive or Fine)	+7.0

Type Traits

Animals (CR -0.75)

Intelligence 1 or 2	CR -0.85
Low Light Vision	CR +0.1

Constructs (CR +0.7; Intelligent constructs CR +1.4)

No Constitution Score	CR +1.9
Darkvision	CR +0.2
Hit Point Bonus	CR +0.2
Low-Light Vision	CR +0.1
No Natural Healing	CR -1.0
No Intelligence Score	CR -0.7

Dragons (CR +0.5)

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

Elementals (CR +1.2)

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

Oozes (CR +1.9; Intelligent oozes CR +2.6)

Blindsight	CR +1.0
Critical Hit Immunity	CR +0.5
Cannot be Flanked	CR +0.2
Hit Point Bonus	CR +0.2
Poison Immunity	CR +0.2
Polymorph Immunity	CR +0.2
Sleep/Paralysis/Stun Immunity	CR +0.3
No Intelligence Score	CR -0.7

Outsiders (CR +/-0)

Cannot be raised etc.	CR -0.2
Darkvision	CR +0.2

Plants (CR +0.6; Intelligent plants +1.3)

Critical Hit Immunity	CR +0.5
Low Light Vision	CR +0.1
Poison Immunity	CR +0.2
Polymorph Immunity	CR +0.2
Sleep/Paralysis/Stun Immunity	CR +0.3
No Intelligence Score	CR -0.7

(Intelligent) Undead (CR +1.1)

Can be Turned etc.	CR -1.5
No Constitution Score	CR +1.9
Darkvision	CR +0.2
Immune to Mind Effects	CR +0.5

(Mindless) Undead (CR -1.1)

Can be Turned etc.	CR -1.5
No Constitution Score	CR +1.9
Darkvision	CR +0.2
No Intelligence Score	CR -0.7
No Natural Healing	CR -1.0

Vermin (CR -0.5; Intelligent vermin CR +0.2)

Darkvision	CR +0.2
No Intelligence Score	CR -0.7

Subtype Traits

Angel (CR +3.44)

Acid Immunity	CR +1.0
Cold Immunity	CR +1.0
Electricity Resistance 10	CR +0.2
Fire Resistance 10	CR +0.2
Low-Light Vision	CR +0.1
Petrification Immunity	CR +0.2
Poison Save +4	CR +0.04
Protective Aura	CR +0.5
Tongues	CR +0.2

Archon (CR +2.14)

Aura of Menace	CR +0.2
Electricity Immunity	CR +1.0
Low-Light Vision	CR +0.1
Magic Circle vs. Evil	CR +0.2
Petrification Immunity	CR +0.2
Poison save +4	CR +0.04
Teleport	CR +0.2
Tongues	CR +0.2

Demon (CR +1.9)

Acid Resistance 10	CR +0.2
Cold Resistance 10	CR +0.2
Electricity Immunity	CR +1.0
Fire Resistance 10	CR +0.2
Poison Immunity	CR +0.2
Summoning	(Factor Separately)
Telepathy	CR +0.1

Devil (CR +1.8)

Acid Resistance 10	CR +0.2
Cold Resistance 10	CR +0.2
Fire Immunity	CR +1.0
Poison Immunity	CR +0.2
See through Darkness	CR +0.1*
Summoning	(Factor Separately)
Telepathy	CR +0.1

*Already has Darkvision from Outsider Traits.

Eladrin (CR +1.9)

Cold Resistance 10	CR +0.2
Electricity Immunity	CR +1.0
Fire Resistance 10	CR +0.2
Low-Light Vision	CR +0.1
Petrification Immunity	CR +0.2
Tongues	CR +0.2

Energy [cold, fire] Subtype (CR +0.5)

Energy Immunity	CR +1.0
Opposing Energy Vulnerability	CR -0.5

Guardinal (CR +2.24)

Cold Resistance 10	CR +0.2
Electricity Immunity	CR +1.0
Fire Resistance 10	CR +0.2
Lay on Hands	CR +0.2
Low-Light Vision	CR +0.1
Petrification Immunity	CR +0.2
Poison save +4	CR +0.04
Sonic Resistance 10	CR +0.2
Speak with Animals	CR +0.1

Incorporeal (CR +1.3)

Deflection Bonus	(Factor Separately)
Ignore Damage (50% chance)	CR +1.0
Ignore Solid Objects	CR +1.0
Move Silently	CR +0.5
Non-magical Attack Immunity	CR +1.0
No Strength Score	CR -2.2

Swarm (CR +2.66 (Tiny) /+7.0 (Diminutive/Fine))

Always Hit (Single Attack)	CR +1.0
Can't be Bull-Rushed/Tripped/Grappled	CR +0.3
Critical Hit Immunity	CR +0.5
Distraction	CR +0.5
Cannot be Flanked	CR +0.2
Spell Immunity (limited)	CR +1.0
Spell Vulnerability (limited)	CR -1.0
Weapon Resistance (Slashing/Piercing)	CR +0.66 (Tiny)
Weapon Immunity	CR +5.0 (Dim./Fine)
Wind Vulnerability	CR -0.5

3. Hit Dice

Table 13-3: CR rating per HD	
Creature Type	**CR per HD**
Dragon	0.75
Outsider	0.70
Magical Beast	0.65
Monstrous Humanoid	0.60
Aberration, Animal, Elemental, Giant, Humanoid, Ooze (Intelligent), Plant (Intelligent), Vermin (Intelligent)	0.55
Fey	0.50
Construct (Intelligent), Ooze, Plant, Undead (Intelligent), Vermin	0.45
Construct, Undead (Mindless)	0.35

Examples:
Hezrou (10 HD Outsider) = CR +7
Iron Golem (18 HD Construct) = CR +6.3

Design Parameters

For all natural creatures (that is, creatures with a physical body that generally adheres to the science of living things) Hit Dice and size are indelibly linked: the larger the creature, the more HD it should have. Generally speaking, a creatures should have +1 HD for every 2 feet in size:

Grim Tales' *Creature Creation*

Size Category	Size	Typical HD
Fine	1/4 ft	1 Hit Point
Diminutive	½ ft	1/4 HD
Tiny	1 ft	½ HD
Small	2 ft	1 HD
Medium	4 ft	2 HD
Large	8 ft	4 HD
Huge	16 ft	8 HD
Gargantuan	32 ft	16 HD
Colossal	64 ft	32 HD

In addition, a creature's body shape can modify the final HD parameters.

Body Type	*Example*	HD Modifier
Stocky/Bulky	*Dwarf*	x1.5
Thin/Frail	*Skeleton*	x2/3
Very Stocky/Bulky	*Xorn*	x2
Very Thin/Frail	*Snake*	x1/2

Some creatures, such as outsiders, do not have a natural physiology, and so it is not necessary that their HD be tied to their size. However, such creatures should generally have at least as many HD as their size indicates, although they can exceed this amount.

Constructs generally have as many HD as their creator's caster level.

4. Speed/Movement

Apply this factor to each mode of movement. All creatures gain one mode of movement (usually ground movement) based on size for free. Adding additional modes of

movement or increasing the speed above norm for the creature's size increases the cost.

Standard Movement Rates (by Creature Size)		
Size	non-Flight	Flight
Fine	5 ft	10 ft
Diminutive	10 ft	20 ft
Tiny	15 ft	30 ft
Small	20 ft	40 ft
Medium	30 ft	60 ft
Large	40 ft	80 ft
Huge	50 ft	100 ft
Gargantuan	60 ft	120 ft
Colossal	70 ft	140 ft

Table 13-4: Speed/Movement	
Movement Type	CR increase
Burrow (soft earth)	CR +0.2
Burrow (stone)	CR +0.5
Climb	CR +0.2
Flight (clumsy)	CR +0.2
Flight (poor)	CR +0.4
Flight (average)	CR +0.6
Flight (good)	CR +0.8
Flight (perfect)	CR +1
Can't Run	CR -0.2
Swim	CR +0.2

- CR +0.2/each doubling of typical speed
- CR -0.2/each halving of typical speed
- Only apply this to the fastest mode of movement.

Example:
Solar = CR +0.8 for movement
Flight (Good Maneuverability) = CR +0.8
Flight Speed 150 ft (70 ft greater than typical for its size) = CR +/-0

5. Armor Class

Armor class that is not derived from equipment is valued as follows:

Type of AC bonus	CR per +1 AC
Deflection	+0.1
Natural Armor	+0.1
Insight, Luck, Profane, Sacred	+0.125

Examples:
Spectre (+2 Deflection) = CR +0.2
Elder Earth Elemental (Natural Armor +15) = CR +1.5

Design Parameters

A creature's armor bonus is generally determined by its HD and its physical appearance (including size). Fey, Outsiders

5

and intelligent Undead typically receive a deflection bonus based on their Charisma modifier.

Table 13-5: Natural Armor		
Description	*Example*	Typical Bonus
Normal Skin	*Orc*	0 / + 1 per 8 HD
Tough Hide/Fur/Bone	*Dire Bear*	1-2 / + 1 per 4 HD
Scales/Exoskeleton	*Lizardfolk*	3-4 / + 1 per 2 HD
Carapace/Shell	*Gorgon*	5-8 / + 1 per HD
Construct	*Iron Golem*	Material Hardness + HD
Large size		+2
Huge size		+5
Gargantuan		+9
Colossal		+14

Example:
A 6 HD Medusa (scaly skin) should have natural armor +6 or +7.

6. Full Attack

Apply this factor to a creature's natural attack sequence. Creatures pay only for their attack dice; do not factor any cost for Strength bonus to damage and do not factor manufactured weapons. The cost is based on the type of damage die for each attack. (A creature's natural attack dice are generally determined by its size.)

Table 13-6: Full Attack	
Base Damage	Cost Per Damage Die
1	0.1
1d2	0.15
1d3	0.2
1d4	0.25
1d6	0.35
1d8	0.45
1d10	0.55
• Secondary attacks (made at -5 from the creatures normal BAB) cost half. • CR -1 if the creature has no effective physical attacks.	

Example:
Marilith (demon)
  6 slams @ 1d8 and 1 tail slap (secondary) @ 4d6
  (6 x 0.45) + (4 x .35 x 50%) = CR 3.4

7. Special Attacks/Qualities

Nearly all of the special qualities a creature can have are found in this section. For abilities not listed, find a spell that simulates the effect and determine the cost as a spell-like ability.

For creatures that can ply the same special attack more than once per round, multiply the cost by the number of times it can be used only if the effects stack.

Example of Stacking Effects:
Ghoul: 3 attacks/round with Paralysis Touch. Paralysis does not stack with itself so only rate the ability once.

Five-Headed Pyrohydra: 5 possible breath attacks/round dealing 3d6 fire damage. The fire damage stacks with itself so you total the effects; in this case treat as 15d6 energy damage.

Sections 7.01 through 7.21 detail most of the special attacks and qualities a creature can possess.

7.01 Ability Score Damage/Drain
The touch of some creatures can damage or drain ability scores.

Die Type	Ability Damage[1]	Ability Drain[2]
1d3	0.30	0.40
1d4	0.375	0.50
1d6	0.525	0.70
1d8	0.675	0.90
1 CR +0.15/point of average Ability Score Damage 2 CR +0.2/point of average Ability Score Drain		
• Used as Ray Attack = CR x2 • Used as Breath Weapon (1d4 round delay) = CR x2 • Used as Breath Weapon (At Will) = CR x3 • Used as a Gaze weapon = CR x4		

Example:
Wraith: 1d6 Constitution Drain = CR +0.7

Design Parameters
A creature's ability score damage on a single attack should generally not exceed twice its HD. Maximum ability score drain on a single attack should not exceed the creatures HD.

7.02 Breath Weapons
Some creatures can breathe forth a cloud of energy, such as cold or fire, while some creatures have even deadlier breath weapons, such as the petrifying breath of the gorgon.

Damage Dealing Breath Weapons:

• Base CR +0.1/die of damage

Type of Damage	Die Type
Alignment/Allegiance (good, evil, etc.)	d8
Divine (profane/sacred)	d3
Energy (fire, cold, acid, etc.)	d6
Force based damage	d4

Spell Effect Breath Weapons:
• CR +0.2/level of duplicated Spell Effect
• Touch Spell = CR x2
• Ranged Single Target or Ray Spell = CR x1.5

Breath Weapon Range:
• CR +0.2 per additional range increment

Breath Weapon Range by Creature Size		
Creature Size	**Cone**	**Line**
Fine	5 ft	10 ft
Diminutive	10 ft	20 ft
Tiny	15 ft	30 ft
Small	20 ft	40 ft
Medium	30 ft	60 ft
Large	40 ft	80 ft
Huge	50 ft	100 ft
Gargantuan	60 ft	120 ft
Colossal	70 ft	140 ft

Breath Weapon Uses/Day:	
5/day (or more)	CR x1
4/day	CR x0.8
3/day	CR x0.6
2/day	CR x0.4
1/day (or less)	CR x0.2
Delay Between Breaths	
None	CR x1.5
1d4 rounds	CR x1

Examples
Dragon Turtle Breath Weapon = CR +1.2
   12d6 Energy based damage = CR +1.2
   1d4 round delay = CR x1
   Cone +20 ft greater than typical size = CR +0

Gorgon Breath Weapon = CR +1.8
   Spell Effect: Flesh to Stone (6th-level spell) = CR +1.2
   Ranged single target spell effect = CR x1.5
   Range: Cone +20 ft greater than typical size = CR +/-0

Design Parameters
Damage dealing breath weapons should not exceed 1 die of damage per HD of the creature. Spell-effect breath weapons should be limited to a spell level no greater than half the creature's HD (round up). Thus, a creature with 7 Hit Dice should not possess a spell-effect breath weapon greater than a 4th level spell.

7.03 Create Spawn
Some creatures, particularly the undead, are capable of creating additional creatures that rise from the bodies of fallen opponents.

• Base CR +0.1 per CR of spawn creature

"Gestation" 1d4 days = CR ÷2
"Gestation" 1d4 rounds = CR +0

Example:
Wraith: create Wight (CR 5) in 1d4 rounds = CR +0.5

Design Parameters
No creature should be able to create spawn greater than its own CR.

7.04 Damage Reduction

Damage reduction is the ability to subtract, or reduce, a set amount when damage is taken. Most forms of damage reduction have a weakness— some type of damage that bypasses the DR completely.

• Base CR +0.1 per point of DR

Modifiers to Damage Reduction	
Weakness	**Modifier**
Multiple Types/Materials	x1/4
Single Type/Material	x1/3
Rare or Epic Type/Material	x1/2
Combination of Types/Materials	x1/2
Combination of Types/Materials (including any rare material)	x3/4
No Physical Weakness	x1
No Weakness	x2

Types of damage include slashing, bludgeoning, piercing, good, or evil.

Materials include common "alchemical" substances that may bypass DR, including silver, gold, cold iron, or magic weapons. (Depending on the style of campaign, magic weapons may qualify as rare.)

Rare materials include mithral, adamantine, or epic magic.

No Physical Weakness applies to all physical weapons, including magic weapons, but does not apply to energy types (cold, fire, acid) or to most magic spells.

No Weakness applies to all damage, regardless of whether the source is physical, energy, magical, or otherwise.

Examples:
Babau (DR 10/cold iron or good) = CR +0.25 (1 x 1/4)
Zombie (DR 5/slashing) = CR +0.166 (0.5 x 1/3)
Iron Golem (DR 15/adamantine) = CR +0.75 (1.5 x ½)
Lich (DR 15/bludgeoning and magic) = CR +0.75 (1.5 x ½)
Solar (DR 15/epic and evil) = CR +1.125 (1.5 x 3/4)
Mummy (DR 5/-) = CR +0.5 (0.5 x 1)

Design Parameters
Damage Reduction is typically rated in units of five (5/10/15/20). DR should not exceed 5 + half the creature's HD (round to the nearest unit of 5).

A creature's weaknesses also play an important role. No creature with less than 10 HD should require any rare material, and no creature with less than 20 HD should require an epic material.

Example:
A 12 HD creature could have DR 10/(any factor except epic).

7.05 Disease

Some creatures are able to inflict disease, either through their natural attacks (such as rats) or through some supernatural means (such as mummy rot).

Die Type	Ability Damage[1]	Ability Drain[2]
1d3	0.06	0.08
1d4	0.075	0.10
1d6	0.105	0.14
1d8	0.135	0.18
1 CR +0.03/point of average Ability Score Damage 2 CR +0.04/point of average Ability Score Drain		
Incubation Period		
1 week	CR x$\frac{1}{2}$	
1 day	CR x1	
1 hour	CR x2	
1 minute	CR x4	
1 round	CR x8	
• Cannot be healed naturally = CR x2 • Used as Breath Weapon (1d4 round delay) = CR x2 • Used as Breath Weapon (At Will) = CR x3 • Used as a Gaze weapon = CR x4		

Examples:
Mummy Rot = CR +1.68
  1d6 CON + 1d6 CHA damage = CR +0.21
  Cannot be healed naturally = CR x2
  Incubation Period 1 minute = CR x4

Design Parameters

A creature's maximum damage per incubation period is keyed to its Hit Dice.

Incubation Period	Maximum Damage
1 day	Up to 2 x HD
1 hour	Up to 1 x HD
1 minute	Up to ½ HD
1 round	Up to ¼ HD

Thus, a 6 HD creature could deal 2d6 Strength damage per 1 day incubation period, or 1d3 damage per 1 minute incubation period.

7.06 Energy Drain

Energy drain is the ability to drain the life-force and inflict negative levels on the target.

• Base CR +0.4 per energy Level drained

Type of Energy Drain	Modifier
Used as Ray Attack	CR x2
Used as Breath Weapon (1d4 round delay)	CR x2
Used as Breath Weapon (at will)	CR x3
Used as a Gaze weapon	CR x4

Energy drain can be bought either in whole numbers (attack drains 2 levels, cost +0.8) or as the average of a random roll (1d4 level drain = 2.5 average, cost = CR 2.5 x 0.4 = +1).

Example:
Spectre (2 Level Energy Drain) = CR +0.8

Design Parameters

This ability is suggested for creatures with HD 4 or more. No creature should drain more than 1 level per 4 HD.

7.07 Energy Resistance/Immunity

Energy resistance is defined by the type of energy (acid, cold, fire, electricity, and sonic) and the amount.

• Base CR +0.1 per 5 points of Energy Resistance
• Energy immunity +1.0 per type of energy

Example:
Quasit (Fire Resistance 10) = CR +0.2

7.08 Fast Healing

Fast healing allows a creature to regain hit points at the beginning of each of its combat turns. Unlike regeneration, fast healing does not allow a creature to regrow or reattach body parts.

• Base CR +0.075/point of Fast Healing

Example:
Marut (Fast Healing 10) = CR +0.75

Design Parameters
Fast healing should be less than or equal to HD.

7.09 Gaze Attacks
A gaze attack allows a creature to affect every target within range and line of sight with a single attack.

• Base CR +0.2 per level of duplicated spell effect

Modifiers	
Converting effect from a touch spell	CR x4
Converting effect from a ranged single target or ray spell	CR x2
Converting effect from an area spell	CR x1.5
Range 30 ft.	CR +0.0
Each additional 30 ft. range	CR +0.2

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

Design Parameters
Spell-effects should be limited to a spell level no greater than half the creature's HD (round up).

7.10 Miscellaneous Abilities
Many creatures have additional miscellaneous abilities that can increase their combat effectiveness and CR.

Ability	CR Increase
Alternate Form	CR +0.2
Blindsense	CR +0.2
Blindsight	CR +1
Change Shape	CR +0.5
Constrict	CR +0.2 per die of damage
Crush	CR +0.2 per die of damage
Darkvision	CR +0.2
Fear Aura	CR +0.5
Frightful Presence	CR +0.5
Improved Grab	CR +0.2
Low-Light Vision	CR +0.1
Pounce	CR +0.2
Powerful Charge	CR +0.2 per die of damage
Rake	CR +0.2 per die of damage
Rend	CR +0.2 per die of damage
Scent	CR +0.2
Swallow Whole	CR +0.2 per die of damage
Tail Sweep	CR +0.2 per die of damage
Telepathy	CR +0.2
Trample	CR +0.2 per die of damage
Tremorsense	CR +0.1

Example:
Mariliths Constrict Ability (4d6) = CR +0.8

7.11 Immunities
Some creatures are immune to specific attack forms or spell effects. Many of these factors are included in the type or subtype; remember not to count them twice.

Immunity	CR Increase
Ability Score Loss	CR +0.5
Critical Hits	CR +0.5
Disease	CR +0.2
Energy Drain	CR +0.5
Magic (as Golem)	CR +10
Mind Affecting Effects	CR +0.5
Petrification	CR +0.2
Poison	CR +0.2
Polymorph	CR +0.2
Sleep/Paralysis/Stunning	CR +0.3 (+0.1 each)
Spell Level Immunity (each)*	CR +0.5*

*Spell Immunity (from 0th to 9th-level) is treated as CR +5, whereas Magic Immunity is treated as CR +10. Spell immunity applies only to spells and spell-like effects; magic immunity protects against both spells and all supernatural effects and abilities.

7.12 Insight, Luck, Profane, and/or Sacred Bonuses
Some creatures receive bonuses to attack rolls, saving throws, damage, and so forth that are not otherwise tied to any other factor.

• Base CR +0.125 per point of bonus

Example:
Paragon Creature (+25 Luck bonus to Attacks) = CR +3.125

7.13 Poison
Creatures with poison attacks are rated by the type (ability damage or ability drain) as well as whether the damage occurs after the initial or the secondary saving throw.

Die Type/ Damage	Initial Effect		Secondary Effect	
	Damage[1]	Drain[2]	Damage[1]	Drain[2]
1d3	0.12	0.16	0.06	0.08
1d4	0.15	0.20	0.075	0.10
1d6	0.21	0.28	0.105	0.14
1d8	0.27	0.36	0.135	0.18
Alternate Effects				
"Half"	0.6		0.3	
Death	1.2		0.6	

1 CR +0.06/0.03 per point of average Ability Score Damage
2 CR +0.08/0.04 per point of average Ability Score Drain

• Used as Breath Weapon (1d4 round delay) = CR x2
• Used as Breath Weapon (At Will) = CR x3

Example:
Pit Fiend's Poison Bite = total CR +0.46
  Initial Effect: 1d6 Constitution damage = CR +0.21
  Secondary Effect: 'Death' = CR +0.25

Design Parameters
The maximum initial damage should not exceed the creature's HD, and the maximum secondary damage should not exceed 2 x HD.

7.14 Touch and Ray Attacks

Damage Dealing Attacks	
Per die of damage: d8 Alignment d12 Bane d3 Divine d6 Energy d4 Force	CR +0.05
Per point of permanent damage	CR +0.1
Ray Attack	CR x2

Attacks with Spell-Like Effects	
Touch spells	CR +0.1 per spell level
Convert Area of Effect Spell to Ray	CR +0.2 per spell level
Convert Touch Spell to Ray	CR +0.4 per spell level
Per additional increment of typical range (see below)	CR +0.2

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

Typical Ray Ranges by Creature Size	
Size	Typical Range
Fine	20 ft
Diminutive	40 ft
Tiny	60 ft
Small	80 ft
Medium	120 ft
Large	160 ft
Huge	200 ft
Gargantuan	240 ft
Colossal	280 ft

Example:
Yrthaks Sonic Lance (ray) = CR +0.6
  Sonic Lance: 6d6 Energy (sonic) damage = CR +0.3
  Ray effect = CR x2
  Range: (60 ft., standard or less) = CR x1

Design Parameters
As with breath weapons and gaze attacks, damage dealing attacks should not exceed 1 die of damage (or ½ hit point of permanent damage) per HD of the creature. Spell-effects should be limited to a spell level no greater than half the creature's HD (round up).

7.15 Regeneration
• CR +0.2/point of Regeneration with no vulnerabilities

• CR +0.1.5/point of Regeneration with a single vulnerability (acid, fire, holy, etc.)

• CR +0.1/point of Regeneration with two or more vulnerabilities

Example:
Troll (Regeneration 5) = CR +0.5

Design Parameters
As with fast healing, the amount of regeneration should be less than or equal to HD.

Grim Tales' *Creature Creation*

7.16 Spell-Like Abilities

Many creatures have spell-like abilities to aid them in combat. Although spell-like abilities have a caster level and a spell level, they do not cause spell burn or require a caster level check.

Spell-Like Abilities	
Use	Challenge Rating Factor
Always Active	Caster Level x Spell Level x 0.005
At Will	Caster Level x Spell Level x 0.005
5/day (or more)	Caster Level x Spell Level x 0.005
4/day	Caster Level x Spell Level x 0.004
3/day	Caster Level x Spell Level x 0.003
2/day	Caster Level x Spell Level x 0.002
1/day (or less)	Caster Level x Spell Level x 0.001

Example:
Pit Fiend's Spell-like Abilities = total CR +6.102
  At Will abilities: 18 (Caster Level) x 64 (Spell Levels) x 0.005 (At Will) = CR +5.76
  1/day Abilities: 18 (Caster Level) x 9 (Spell Levels) x 0.001 (1/day) = CR +0.162
  1/year abilities: 20 (Caster Level) x 9 (Spell Levels) x 0.001 (1/year) = CR +0.18

Succubus Spell-like Abilities = total CR +1.64
  At Will Abilities: 12 (Caster Level) x 28 (Spell Levels) x 0.005 (At Will) = CR +1.64

Design Parameters

No creature should have a spell-like ability of a level greater than half its HD, and no creature should have more than two abilities at each given spell level.

Example:
A 10 HD creature could have two spell-like abilities at each spell level from 1st to 5th.

7.17 Spell Resistance

Spell resistance enables creatures to ignore the effects of spells and spell-like abilities. Spell resistance is purchased first as a "base" amount equal to 11 + the creature's CR (which you can calculate when the creation process is complete). You can then purchase SR above or below the base amount for an incremental cost.

- Base CR +2.0 for SR = CR + 11
- CR +/- 0.2 per point above/below base

Some creatures' spell resistance is based on their class level; the cost remains the same, but the creature's base SR is calculated on its class level instead of its total CR.

Example:
Pit Fiend (SR32) = CR +2.2
  Base SR = 11 + 20 = 31
  Increase SR + 1 for +0.2 CR

Design Parameters:

A creature's total spell resistance should not exceed its HD + 12.

7.18. Spellcasting

Some creatures cast spells using the normal spellcasting rules. In this case the CR factor is based on the type of caster, their caster level, and the type of spells known.

Casts Spells As	Adept Type	Spells Known	CR per caster level
Wizard/Sorcerer	Arcane or Wild	Arcane	+0.44
Cleric	Divine	Divine	+0.38
Druid	Divine or Wild	Druid	+0.28
Bard	Wild	Bard	+0.15

Example:
Planetar (17th-level Cleric) = CR +6.46

7.19 Summoning

Some creatures, particularly demons and devils, have the ability to summon additional creatures during combat. The cost of this ability is based on the CR of the creature summoned.

- Base CR = ½ (Summoned CR)^2 x (Uses Factor) x (Success)

Uses	CR Factor
5/day (or more)	x0.005
4/day	x0.004
3/day	x0.003
2/day	x0.002
1/day	x0.001

Chance of Success: Multiply the final total by the chance of success (i.e. 80% chance of success = x.80).

There is no extra charge for the ability to summon multiple creatures, either singly as a choice from a list, or even in groups. The cost is based on the highest CR of either a single creature or group.

Examples:
Pit Fiend Summoning = CR +0.462
  Highest Summoning (Gelugon) = CR 21
  Uses: 2/day
  (½) x (21)^2 x (.002)

Succubus Summons = CR +0.036
  Highest Summoning (Vrock) = CR 15
  Uses: 1/day
  30% chance of success
  (½) x (15)^2 x (.001) x (.30)

Design Parameters

The total CR of summoned creatures should not exceed the CR of the summoning creature.

7.20 Turn Resistance
• Base CR +0.1 per +2 points of Turn Resistance

Example:
Allip (Turn Resistance +2) = CR +0.1

7.21 Vulnerabilities
Apply a reduction for standard vulnerabilities using the examples below as guidelines, or use the creature weaknesses section (below).

Light Sensitivity (Kobold) CR -0.1

Vulnerability to [Energy] (Treant) CR -0.5

Vulnerability to Sunlight (Bodak) CR -0.2

8. Ability Scores
Ability scores are calculated only when they are inherent; that is, not gained as a result of size, type, magic items, etc..

Unless increased, ability scores follow the standard array: 11, 11, 11, 10, 10, 10 (arranged as the GM wishes).

• Base CR +/- 0.1 per point above/below 10

Unrated Ability Scores
No Strength Score = CR -2.2
  Always fail Strength checks CR -0.2
  Can't interact with surroundings CR -2

No Dexterity Score = CR -2.2
  Always fail Dexterity checks CR -0.2
  Can't move CR -2

No Constitution Score = CR +1.9 (and special*)
  Always fail Constitution checks CR -0.2
  Cannot be Raised etc. CR -0.2
  Destroyed at 0 hp (Never *disabled* or *dying*) CR -0.2
  Immune to Ability Score Damage CR +0.5
  Immune to Critical Hits CR +0.5
  Immune to Energy Drain CR +0.5
  Immune to Fortitude saves CR +1
  (including Disease; Paralysis; Poison; Sleep; Stun etc.)
  No possible Hit Point Bonuses CR -0.1/Hit Dice*

*Already factored into Construct and Undead Hit Dice CR factors.

No Intelligence Score = CR -0.7
  Always fail Intelligence checks CR -0.2
  Immune to Mind Affecting Effects CR +0.5
  Mindless CR -1

No Wisdom or Charisma = special
No Wisdom or Charisma means the means the 'creature' is not self aware, and is therefore an object. As such it has no CR score.

Design Parameters
Use the standard array for most creatures. Use the elite array for group leaders, as well as all constructs, dragons, outsiders, fey, and free-willed undead.

• Standard Array: 13, 12, 11, 10, 9, 8 (average 10.5)
• Elite Array: 15, 14, 13, 12, 10, 8 (average 12)

If you wish to increase the ability scores above the starting array, plus all intrinsic modifiers for size, etc., keep bonuses within +1 per HD for creatures using the standard array and +2 per HD for creatures using the elite array.

Example:
Sample Large 18 HD Outsider
  Starting array (elite): 15, 14, 13, 12, 10, 8
  Modifiers: Size (Large): +8 Str, +4 Con, -2 Dex
  Acceptable increases allowed: up to +36 (+2 per HD)
  Sample ability scores (within design parameters):
  Str 31, Dex 18, Con 23, Int 18, Wis 16, Cha 14

9. Racial Skill Bonuses
Some creatures have racial skill bonuses that increase their total skill point expenditures above the norm for their level or HD.

• Base CR +0.02/bonus skill point

Example:
Lich (+48 points racial skill bonuses) = CR +0.96

10. Bonus Feats
Some creatures have bonus feats above and beyond the normal number of feats for a creature of their class or level (normally one feat per 3 HD).

• Base CR +0.2/bonus feat

Example:
Vampire (5 bonus Feats) = CR +1

11. Wealth/Equipment
Creatures or characters are more effective when they are properly equipped.

• Base CR +/- 0.2 per level of PC Equipment
• Base CR +/- 0.125 per level of NPC Equipment

The GM determines the appropriate level of PC Wealth/Equipment for his campaign. The exact totals are not important provided that the GM is consistent. If a monster has equipment appropriate to a 10th level PC in the campaign, the CR should be adjusted accordingly.

Notice that combining Factor #1 (+0.8 per character level) with Factor #13 (+0.2 per level of PC wealth) results in the 1 Character Level = 1 CR design parameter.

You can also use this factor to increase the CR of a creature who comes standard with certain items (for example, the *vorpal sword* and *flaming whip* of a balor). In such cases, find the total value of all of the creature's equipment and compare it against the minimum PC level needed to purchase that equipment.

Grim Tales' *Creature Creation*

Reduction Factors

There are a few ways you can "buy back" some of the design factors:

• Fewer skill points: The creature receives 1 less skill point per HD or level. -0.1 CR.

• Lost feat: The creature has one less feat than normal. -0.2 CR.

• Weakness: The creature has one of the weaknesses listed below. The value of a weakness is based on the strength of the weakness and the effect.

Creature Weaknesses

Although a creature's type and species determine many of its traits and abilities, GMs are encouraged to alter a creature's physiology, behavior, abilities, tactics, and defenses when it serves the story or to confound players who think they know everything about their opponents.

The rules provided allow GMs to build custom monsters and ascribe special qualities to them. When designing a creature, the GM should also think of ways the creature can be defeated. From the heroes' point of view, a creature's weaknesses are more important than its abilities. Assigning weaknesses to creatures gives under-powered or poorly equipped heroes a fighting chance.

The Sources of Weakness table below lists many sources to which a creature may be vulnerable. A source can be a specific object, location, substance, sound, sensation, or activity. How the creature interacts with a source of weakness is left up to the GM, although most sources must be in close proximity to the creature (if not touching the creature) to affect it. GMs may roll randomly on the table, choose a source that suits the creature, or devise their own.

Source Strength

A creature gets either a Fortitude or Will saving throw to overcome or resist the source of weakness; the DC of the save varies depending on the source's strength:

Strength of Source	Save DC	CR[1]
Easily resistible	10	-0.0
Moderate	15	-0.05
Strong	20	-0.10
Overpowering	25	-0.20
Irresistible	No Save	x2

1 The CR reduction values (listed below for each type of reaction) is increased as the source becomes harder to resist.

Source Effects

After determining a creature's source of weakness, the GM needs to decide how the creature reacts when confronted by the source. Pick an effect that seems appropriate for the creature and the source.

Sources of Weakness	
d%	Result
01-02	Alcohol (moonshine, whisky, vodka, etc.)
03-04	Ale, wine, or beer
05-06	Archways
07-08	Bells or chimes
09-11	Blood
12-13	Books
14-16	Bright light
17-18	Cats / Dogs
19-20	Children
21-22	Clocks / Timepieces
23-24	Cracks
25-27	Crossroads / Corners
28-30	Crosses or crucifixes
31-32	Crows
33-34	Drugs, natural (opium, hemp, mushrooms, etc.)
35-37	Element, pure (fire, water, earth, or air)
38-40	Flesh (including raw meat)
41-43	Flower (rose, poppy, tulip, garlic, lavender, etc.)
44-45	Gambling
46-48	Gemstone (diamond, pearl, amber, etc.)
49-51	Geometric shape (circle, triangle, square)
52-54	Gold, silver, or iron
55-57	Grave dirt / grave stones / graveyards
58-60	Holy symbols / holy water / consecrated ground
61-62	Unholy symbols / unholy water / desecrated ground
63-64	Keys
65-66	Laughter
67-69	Ley lines or power nexuses
70-72	Magic Circle (pentagram, crop circle, etc.)
73-75	Magical substance (mithril, adamantine, etc.)
76-77	Moonlight
78-79	Music (or specific song)
80-81	Neatness / Order
82-83	Numbers (specific number: 3, 6, 7, 8, 666, etc.)
84-85	Salt (or other common spice)
86-87	Shadow or fog
88-89	Specific phrase or word
90-92	Spoken spellcasting or archaic language
93-95	Sunlight, starlight, or moonlight
96-97	Virgins
98-00	Wood (oak, ash, pine, cherry, dogwood)

Creatures usually react to a source of weakness in one of six ways:

Attraction (CR -0.05)

The creature is compelled to move as fast as it can toward the source. On a successful Will save, the creature resists the compulsion. On a failed save, the creature moves toward the source at its maximum speed, taking the safest and most direct route. Once it reaches the source, the compelled creature seeks to possess it. If the source isn't something the creature can easily possess, it gets a new save every round to break the compulsion.

Even creatures immune to mind-affecting effects are susceptible to a source-induced attraction.

Strategy: Attraction is the least useful weakness for PCs to exploit; indeed, being near or possessing the source of the attraction can place a PC in even more danger.

Addiction (CR -0.10)

The creature is compelled to ingest, imbibe, or inhale the source. The source must be within 5 feet of the creature to affect it. On a successful Will save, the creature negates the compulsion. On a failed save, the creature spends a full-round action indulging its addiction, then may resume normal actions while suffering one or more of the following effects (GM's choice):

- Creature takes a –2 penalty to Dexterity and Wisdom.
- Creature takes a –2 penalty on attack rolls and skill checks.
- Creature loses 10% of its current hit points.
- Blindness: The creature has a 50% miss chance in combat, loses any Dexterity bonus to AC, moves at half speed, takes a –4 penalty on Strength and Dexterity-based skills, and cannot make Spot checks. Foes gain a +2 bonus on attack rolls to hit the creature.
- Deafness: The creature takes a –4 penalty to initiative checks and has a 20% chance of spell failure when casting spells with verbal components. The creature cannot make Listen checks.
- Creature loses one of its extraordinary, supernatural, or spell-like special qualities. For example, if the creature has Damage Reduction, it may temporarily lose this quality, allowing the PCs a chance to harm it.

Each effect lasts 1d4 hours. Even creatures immune to mind-affecting effects are susceptible to a source-induced addiction.

Strategy: An addiction weakness is not easily exploited by the PCs. Once the creature has satisfied its addiction (and suffered some minor side effect) it is able to go about its business as usual.

Fascination (CR -0.15)

The creature finds the source fascinating and ceases all attacks and movement upon seeing, hearing, smelling, or otherwise perceiving it. On a successful Will save, the creature negates the fascination and can act normally. On a failed Will save, the creature can take no actions, and foes gain a +2 bonus on attack rolls against the creature. Any time the creature is attacked or takes damage, it gets a new save to negate the fascination. Otherwise, the fascination lasts as long as the creature can see, hear, smell, or otherwise perceive the source.

Even creatures immune to mind-affecting effects are susceptible to a source-induced fascination.

Strategy: Clever PCs can exploit a fascination weakness to effect an escape, or to herd the creature in a desired direction, but it is otherwise of little defensive or offensive use.

Aversion (CR -0.20)

The creature finds the source repellent. On a failed save, the creature cannot approach or remain within 1d4 x10 feet of it. In the case of traveling sounds, the creature moves away from the source as fast as it can, stopping only when it can no longer hear it. On a successful Will save, the creature overcomes its aversion and may approach the source freely.

A repelled creature that cannot move the requisite distance from the source suffers one or more of the following effects (GM's choice):

- Creature takes a –2 morale penalty to Strength and Dexterity.
- Creature takes a –2 morale penalty on attack rolls, damage rolls, and skill checks.
- Creature takes a –2 penalty to AC.
- Blindness: See Addiction, above.
- Deafness: See Addiction, above.
- Creature loses one of its extraordinary, supernatural or spell-like special qualities.

Each effect lasts until the creature leaves the affected area and for 1d4 rounds afterward. Even creatures immune
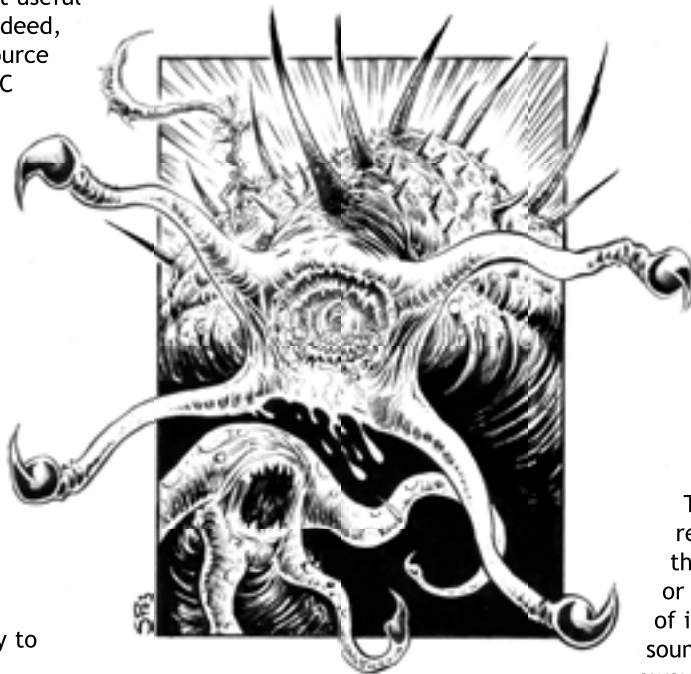
to mind-affecting effects are susceptible to a source-induced aversion.

Example: Kobolds and orcs who are sensitive to sunlight (-2 penalty); dark elves who lose their spell resistance in sunlight; a demons who loses its fast healing on holy ground.

Strategy: An aversion weakness can be exploited by the PCs, and though a creature with an aversion is free to act within the boundaries of its weakness, most will simply choose to retreat. The creature must have a compelling reason to stay, or have well-laid plans for removing the source of its aversion.

Fear (CR -0.30)
The creature is frightened by the source. If it fails its Will save, the creature flees from the source as fast as it can. If unable to flee, the creature takes a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. On a successful save, the creature overcomes the fear and can approach the source or otherwise act without penalty.

Even creatures immune to mind-affecting effects are susceptible to a source-induced fear.

Strategy: Fear is more easily exploited by the PCs than aversion, as the affected creature has no option other than to flee.

Harm (CR -0.50 or more)
Contact with the source or proximity to the source harms the creature in some fashion. On a successful Fortitude save, the creature negates the effect or, in the case of instant death or disintegration, takes damage instead. GMs may choose one of the following effects or invent their own:

- Blindness and deafness: See Addiction, above. The blindness and deafness last 1d4 hours.
- Creature loses all of its supernatural and spell-like special qualities.
- Creature loses 50% of its current hit points.
- Creature is turned to stone instantly.
- Creature drops dead. On a successful save, the creature takes 3d6+15 points of damage instead.
- Creature is disintegrated. On a successful save, the creature takes 5d6 points of damage instead.

Even creatures immune to effects that require Fortitude saves are susceptible to source-induced harm.

Strategy: A harm weakness is crippling and can be easily exploited by the PCs. Creatures with such weaknesses go to great lengths to conceal their weaknesses or to mislead their foes as to the true nature of their weakness.

Player Characters and Design Factors

You can use the creature creation rules to create new races or to give PCs unusual abilities or enhancements, from magical abilities to mutations.

The creature creation rules work in concert with the EL experience point system (see Chapter Thirteen). When calculating party EL, add all of the PC's character levels *and* any additional CR granted to any of the characters by unusual abilities.

This will have the effect of increasing the total party CR and thus, the total party EL; experience points earned for a given encounter will be correspondingly reduced.

When calculating XP, find the XP multiplier for the party's relative EL. When awarding experience points, the XP is multiplied by each PC's character level— additional CR for unusual abilities does not result in additional XP.

Using this method, there is no need for the GM to determine "Level Adjustment" for players who wish to roleplay as monsters; in fact, the GM may add "monstrous" abilities piecemeal, allowing a character to develop more slowly without outpacing the rest of the PCs or the power level the GM prefers.

Example:

After a horrifying encounter in a dark alley, the GM decides that one of the PCs (currently a 3rd level character) is being slowly turned into a vampire. First the GM adds to the PCs ability scores (+2 to Strength and +4 to Charisma) and gives the PC a bit of natural armor (+2). Using the design factors so far, the PC has a CR increase of +0.8. The GM bumps this to an even +1.0 by adding an Alternate Form (wolf, +0.2) to the character.

This character's total CR is now 4.0: +3.0 for character levels and +1.0 for her budding vampirism. Using Table 14-1 the GM determines that the character is EL9.

Acting alone, the character adventures on. Her next encounter (against a group of the original vampire's human thugs, as it turns out) is EL5. Now that she is enjoying the benefits of early vampirism, this encounter is of moderate difficulty (EL5 - EL9 = EL -4). The XP multiplier for a moderate encounter is 75; as always, the character earns XP based on her character level (3rd) for a total XP gain of 225.

Without the increased CR, this character would have been CR3, and thus only EL7. The encounter would have been difficult, with an XP multiplier of 150. If she'd survived, the character would have earned 450 XP.

This method, rather than artificially inflating the character's level (so that she has to gain more experience to gain a level), instead gives an accurate assessment of the character's CR and decreases the amount of XP earned, while keeping the character on the same target path for level advancement.

The results are not as dramatic in a party of PCs, but all players should be aware that when the enhanced abilities of one character begin to make every encounter easier for the group, the group as a whole earns fewer XP.

Characters and the Golden Rule
You should strive never to add more CR factors to a character than double his levels or hit dice.

If you do so, you should apply the Golden Rule to all additional CR factors, otherwise there is a risk that the character will not be able to overcome challenges designed for his increased CR. Each time the character gains a level or HD, adjust his CR accordingly.

Designing New Races

When using the creature creation rules to design new races for the campaign, the GM may opt to allow a certain increase (for example, up to +0.4 or less) without actually changing or tracking this additional CR.

A list of standard fantasy races (including a breakdown of CR factors) follows:

Dwarf Racial Traits [CR +0.21]

Ability Scores (Total +/-0)	CR +/-0
Attack Bonus (orcs/goblins)	CR +0.04
Darkvision	CR +0.2
Dodge Bonus (giants)	CR +0.04
Movement (-10 ft Speed)	CR -0.1
Movement Unrestricted by Armor	CR +0.05
Poison Save (+2)	CR +0.02
Save Bonus vs. Magic (+2)	CR +0.1
Skill Bonuses (+6)	CR +0.12
Stability	CR +0.04
-1 Feat	CR -0.2
-1 Skill Point per level	CR -0.1

Elf Racial Traits [CR +0.06]

Ability Scores (Total +/-0)	CR +/-0
Low-Light Vision	CR +0.1
Save Bonus vs. Enchantment (+2)	CR +0.04
Sleep Immunity	CR +0.1
Skill Bonuses (+6)	CR +0.12
-1 Feat	CR -0.2
-1 Skill Point per level	CR -0.1

Gnome Racial Traits [CR +0.0625]

Ability Scores (Total +/-0)	CR +/-0
Attack Bonus (kobolds)	CR +0.04
Dodge Bonus (giants)	CR +0.04
Difficulty Class Bonus (to Illusions)	CR +0.05
Low-Light Vision	CR +0.1
Save Bonus vs. Illusions (+2)	CR +0.04
Skill Bonuses (+4)	CR +0.08
Small Size (Modified)	CR +/-0
Spell-like Abilities	CR +0.0125
-1 Feat	CR -0.2
-1 Skill Point per level	CR -0.1

Half-Elf Racial Traits [CR +0.08]

Low-Light Vision	CR +0.1
Save Bonus vs. Enchantment (+2)	CR +0.04
Sleep Immunity	CR +0.1
Skill Bonuses (+7)	CR +0.14
-1 Feat	CR -0.2
-1 Skill Point per level	CR -0.1

Halfling Racial Traits [CR +0.18]

Ability Scores (Total +/-0)	CR +/-0
Attack Bonus (thrown weapons)	CR +0.1
Morale Bonus (+2) (fear)	CR +0.02
Save Bonus (+1)	CR +0.2
Skill Bonuses (+8)	CR +0.16
Small Size (Modified)	CR +/-0
-1 Feat	CR -0.2
-1 Skill Point per level	CR -0.1

Half-Orc Racial Traits [CR -0.3]

Ability Scores (Total -2)	CR -0.2
Darkvision	CR +0.2
-1 Feat	CR -0.2
-1 Skill Point per level	CR -0.1

Human Racial Traits [CR +0.0]
Grim Tales is humanocentric; all characters start with the bonus feat and +1 skill point per level. They are costed out below for reference.

Bonus Feat	CR +0.2
Skill Bonuses (x5+)	CR +0.1

16

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