Hello, my name is Algolei, and this is my distraction.

Oops. I mean, this is my **breakdown of the monster XP from the *Fiend Folio***.

Yeah yeah yeah! That's what I meant!

Aaracockra
28+2/hp
20 BXPV + (1 x 8) SAXPB + (0) EAXPA = 28+2/hp

Achaierai

Well jeez, this thing doesn't even have Hit Dice, it just has hit points. And it has five different areas, each with its own hit points. They give it +14/hp, but that only works for a monster of 9+1 to 10+ HD, and then there's no way to work out the 1300 part!

Instead, I'll give it 9 HD. Then it works out this way:

1300+12/hp
600 BXPB + (1 x 300) SAXPB + (1 x 400) EAXPA = 1300+12/hp

The only difference then becomes the 12/hp, a decrease from the 14/hp listed in the book. And since it has 100 hit points, the total is now 2500 XP rather than their value of 2700 XP.

Bah! This thing is a mess, but I've recalculated it after going over several similar cases in the Fiend Folio. This critter, like several others, is an amalgamation of animals; in this case, it is a body and four legs, all put together as if they were independent creatures.

It is icky.

However, watch as I piece its parts together.

Body
600 BXPB + (1 x 300) SAXPB + (1 x 400) EAXPA = 1300+12/hp (at 40 hp) = 1880 XP

Legs
60 BXPB + (1 x 25) SAXPB + (1 x 65) EAXPA = 150+4/hp (at 15 hp) = 210 XP (at 4 legs) = 840 XP

Total combined value of one body plus four legs: 2720 XP.

Total value as given in the book: 2700 XP.

Like I said, there are a couple other beasties in this book that try the same thing. I'm not sure, but I think the Fiend Folio writers/editors decided to add 1 to the highest HD of the collection of monsters, and calculate the collective's XP as if for a single creature of that increased number.

It ain't in the DMG to do things that way, which would make it the next paradigm if it had been accepted into ... uh, let's call it "the industry". I don't know what I'm talking about now, I've descended into babbling. Did I really just use the word "paradigm"? I'm gonna have to go look that up!

Ohhhh, paradigm! www.merriam-webster.com/dictionary/paradigm

Adherer
150+4/hp
60 BAXPB + (1 x 25) SAXPB + (1 x 65) EAXPA = 150+4/hp

Aleax

Hey, fugget about it. Even I'm not crazy enough to try to cover this thing; the variables are too great – it's worth the same as the character it's attacking, probably with a little bit more added on top of that.

Algoid
280+5/hp
90 BAXPB + (1 x 40) SAXPB + (2 x 75) EAXPA = 280+5/hp

(For the record, no, I'm not related to this thing. Our names are similar by coincidence.)

Al-mi'raj
10+1/hp
10 BAXPB + (0) SAXPB + (0) EAXPA = 10+1/hp

Apparition
1000+10/hp
375 BAXPB + (2 x 175) SAXPB + (1 x 275) EAXPA = 1000+10/hp

Assassin Bug
65+2/hp
20 BAXPB + (0) SAXPB + (1 x 45) EAXPA = 65+2/hp

Astral Searcher
73+2/hp
20 BAXPB + (1 x 8) SAXPB + (1 x 45) EAXPA = 73+2/hp

Babbler
130+5/hp
90 BAXPB + (1 x 40) SAXPB + (0) EAXPA = 130+5/hp

Bat

Two types, regular and giant:

Normal
5+1/hp
5 BAXPB + (0) SAXPB + (0) EAXPA = 5+1/hp

Giant
10+1/hp
10 BAXPB + (0) SAXPB + (0) EAXPA = 10+1/hp

I love bats, my dungeons are full of them, but I don't award XP for killing them. There are times – especially in the *Monster Manual 2* – when it appears someone else has tried to compensate for wimpy critters like bats by reducing their base XP. I'm getting ahead of myself, but it's an important thing to consider.

Berbalang
65+2/hp
20 BAXPB + (0) SAXPB + (1 x 45) EAXPA = 65+2/hp

Blindheim
130+5/hp
90 BAXPB + (1 x 40) SAXPB + (0) EAXPA = 130+5/hp

Blood Hawk
20+2/hp
20 BAXPB + (0) SAXPB + (0) EAXPA = 20+2/hp

Bloodworm, Giant
225+6/hp
150 BAXPB + (1 x 75) SAXPB + (0) EAXPA = 225+6/hp

Bonesnapper
60+4/hp
60 BAXPB + (0) SAXPB + (0) EAXPA = 60+4/hp

Booka
9+1/hp
5 BAXPB + (2 x 2) SAXPB + (0) EAXPA = 9+1/hp

Bullywug

You've got three different entries, for "Regular", "Leader", and "Shaman or Great Chief".

Regular
18+1/hp
10 BAXPB + (2 x 4) SAXPB + (0) EAXPA = 18+1/hp

Leader
36+2/hp
20 BAXPB + (2 x 8) SAXPB + (0) EAXPA = 36+2/hp

Shaman or Great Chieftain
80+3/hp
35 BAXPB + (3 x 15) SAXPB + (0) EAXPA = 80+3/hp

Bunyip
90+5/hp
90 BAXPB + (0) SAXPB + (0) EAXPA = 90+5/hp

This thing can sever a limb on an attack roll of 20, but it doesn't get even a SAXPB for that? And it can frighten off characters of less than 4th level with its roar, which I'm pretty sure is similar to the "special defence" that the dragon gets in the DMG's example on p.85.

If I were going to fix this (and I'm not), I would give it 1 SAXPB and 1 EAXPA, like this:

90 BAXPB + (1 x 40) SAXPB + (1 x 75) EAXPA = 205+5/hp

But that would move its monster level from III to IV.

Carbuncle
14+1/hp
10 BAXPB + (1 x 4) SAXPB + (0) EAXPA = 14+1/hp

Caryatid Column
280

I love these things, I used them so many times that my players just started attacking every column they ever came across.

We'll need to use a little brainmathlogic on this creature, because they all have 22 hp so the entry just gives them a flat-out 280 XP rather than a formula with a "+X/hp" section. We can deduce that they get +5/hp because the number 280 ends in a zero, and their HD would need to be between 1+14 and 7 in order to (a) get 22 hp and (b) have less than a 375 BXPV (which would immediately put them over the 280 XP they're worth). Technically they COULD be 1+14 HD creatures, but then they'd need to be give a huge number of SAXPBs to reach an award value of 280 XP (like this: 20 BAXPB + (27 x 8) SAXPB + (0) EAXPA = 236+2/hp – with 22 hp, you'd get 236 + 44 = 280). Besides, the description says they attack as a 5 HD creature.

That's dumb. This is easier: It's a 5 HD creature, and the numbers work out like this:

90 BAXPB + (2 x 40) SAXPB + (0) EAXPA = 170+5/hp

With 5 HD, they get just under average hit points, which is 22 and a half. Even if you decide you'll never roll for their hps randomly and will always give them 22, there's a chance a party will come across a damaged one with less than 22 hp and then you might want to know the formula to work out their XP value at their reduced hp total. (On the other hand, I don't see anything in the description about them healing in any way; but maybe the intent was that they always animate at full hit points regardless of previous damage.)

Caterwaul
170+5/hp
90 BAXPB + (2 x 40) SAXPB + (0) EAXPA = 170+5/hp

This one is a bit weird. Very rare specimens (1.2% of them) will have AC 0 or lower, so I would expect two different XP values given for them. If we assume the XP given is for the typical specimen (the 98.8% of all caterwauls you'll ever encounter), then those rare individuals would be worth an extra SAXPB, like so:

90 BAXPB + (3 x 40) SAXPB + (0) EAXPA = 210+5/hp

I'd also like to point out that the ones with AC 0 or lower also get 5 attacks every 2 rounds, which means on every second round they will have a damage potential of 42 hp [(1d4 + 1d4 + 1d6) x 3 = 42]. Now the DMG chart says creatures with attacks causing maximum damage *GREATER* than 42 in all combinations possible in 1 round gain an EAXPA for it. That cutoff point seems very arbitrary when you're dealing with an extra 75 XP for a creature otherwise worth 170+5/hp. But the cutoff has to be somewhere I guess, so I'll let that one go.

...except, wait a minute, the very first attack (and this attack only) is always accompanied by a high-pitched keening scream which does 1d8 damage. If the creature is getting 5 attacks every 2 rounds, some DMs will give them those three attacks on the first round, so the damage potential for that round (and that round only) goes up to 50. Aha! But is that worth giving them the EAXPA for? Nah, probably not.

Cifal
1350+14/hp
900 BAXPB + (1 x 450) SAXPB + (0) EAXPA = 1350+14/hp

Clubnek
20+2/hp
20 BAXPB + (0) SAXPB + (0) EAXPA = 20+2/hp

A monster so lame, they couldn't even spare the extra letter C for its ne**C**k.

Coffer Corpse
36+2/hp
20 BAXPB + (2 x 8) SAXPB + (0) EAXPA = 36+2/hp

Crabman
35+3/hp
35 BAXPB + (0) SAXPB + (0) EAXPA = 35+3/hp

Crypt Thing
275+6/hp
150 BAXPB + (1 x 125) SAXPB + (0) EAXPA = 275+6/hp

Dakon
20+2/hp
20 BAXPB + (0) SAXPB + (0) EAXPA = 20+2/hp

Dark Creeper
110+2/hp
20 BAXPB + (0) SAXPB + (2 x 45) EAXPA = 110+2/hp

Dark Stalker
200+3/hp
35 BAXPB + (0) SAXPB + (3 x 55) EAXPA = 200+3/hp

Okay, why do these last two critters get EAXPAs but not SAXPBs? Their ACs are clearly worth SAXPBs, and so are their magical abilities. I'm just going to say it: It's dumb.

Whatever, moving on.…

Death Dog
105+3/hp
35 BAXPB + (1 x 15) SAXPB + (1 x 55) EAXPA = 105+3/hp

Death Knight

My notes on this monster are all crazy – they cover an entire page and seem to be suggesting there ought to be more than one formula for them, but I don't know why. The breakdown looks simple enough to me right now if I ignore my notes.

3700+16/hp
1300 BAXPB + (1 x 700) SAXPB + (2 x 850) EAXPA = 3700+16/hp

I don't know what had me so confused before when I was writing these notes. Was it the 20-dice *fireball*? Did

I think the Death Knights were 20-level casters? Or was it because they get 9d10 HD but are calculated as having 11 to 12+ HD?

I'm going to stop thinking about it before I start writing out more weird notes.

Demon, Lolth

Seriously, I'm doing Lolth? These high-ranking demons and devils are always a pain. For example, Lolth is worth either 12,470 XP or 124,700 XP, depending on how permanently you kill her. So which one should I calculate?

I'll do the lower number.

So we can deduce (by looking it up in module D3, where it states it) that Lolth has 16 HD. That means her 66 hp @ 20 XP per hp are worth 1,320 XP all by themselves. Knowing that, I end up with this breakdown:

2400 BAXPB + (7 x 1250) SAXPB + (0 x 1600) EAXPA = 11,150+20/hp

But daaaamn, 7 SAXPBs?? It's the only way I can get it to work out. With 2400 BAXPB and 1320 for hp, you're only left trying to get 8750 using SAXPBs of 1250 and EAXPAs of 1600. There's just no way to get any EAXPAs out of that.

But that just doesn't make sense. It's Lolth! At the very least, she's got magic resistance (and it's ranked at 70%, too!). That should be an EAXPA. She's also got poison, another EAXPA. She's also psionic and has spellcasting abilities as a 16th level Cleric and a 14th level Magic-User, so she should be at least one EAXPA for that too.

Maybe I could try calculating the formula for her as if she were worth 124,700 XP instead.... So instead of making up only 8750 XP using SAXPBs of 1250 and EAXPAs of 1600, I'll need to make up 120,980 instead. Yeah that can't be done, because it ends in 80 and all I have to work with is two numbers ending in 50 and 00 respectively – there's no way to get an 80 with simple integer addition.

What if I just ***decide*** what she ***should*** have? Normally I hate doing this, but I'll give it a shot. And remember, this was one of Gary's own demons, so we have to assume he did the XP calculation himself, right?

For SAXPBs, I would give her 3: AC 0 or lower, special defences, high intelligence.
For EAXPAs, I would give her 3: poison, magic resistance, spell use.

That works out to be:

2400 BAXPB + (3 x 1250) SAXPB + (3 x 1600) EAXPA = 10,950+20/xp, for a grand total of 12,270. *Holy crap, I'm only off by 200!!*

I wonder if Lolths book XP value was in error due to a misprint, or an original misreading of Gary's handwriting?

Bah. I can't make any guesses like that. I'll have to leave it as my first formula, since it works out and explains the official book value.

Denzelian
0
0 BAXPB + (0) SAXPB + (0) EAXPA = 0

This thing shouldn't even be in a "fiend folio" (or a "monster manual"). A bunny rabbit would be more challenging.

Devil, Styx
1275+8/hp

I can break this down in two ways:

225 BAXPB + (0) SAXPB + (6 x 175) EAXPA = 1275+8/hp
or
225 BAXPB + (7 x 125) SAXPB + (1 x 175) EAXPA = 1275+8/hp

It's got an AC less than 0, so it should have at least 1 SAXPB. Therefore I'm guessing the second breakdown is probably going to be the correct one. (But sheesh, why does it get so many SAXPBs?)

Also, this is another other-planar monster worth 10 times as much XP if you kill it the right way.

Devil Dog
350+6/hp
150 BAXPB + (1 x 75) SAXPB + (1 x 125) EAXPA = 350+6/hp

Dire Corby
20+2/hp
20 BAXPB + (0) SAXPB + (0) EAXPA = 20+2/hp

Disenchanter
205+5/hp
90 BAXPB + (1 x 40) SAXPB + (1 x 75) EAXPA = 205+5/hp

Doombat
400+7/hp

Aha! This is one of the examples in the Fiend Folio where they've given something +7 XP per hp. That's not an option from the DMG, which leads me to believe someone was working with an expanded XP calculation table somewhere! I've been looking for it ever since, with no luck.

Anywho, a "correction" is obvious – change the +7/hp to +8/hp. I'll just make it so:

225 BAXPB + (0) SAXPB + (1 x 175) EAXPA = 400+8/hp

Dragon, Oriental
They very nicely worked out the XP for these dragons, unlike what the DMG did for the MM dragons.

We've got six different types of dragons, and each has three different sizes.

Li Lung *(Earth Dragon)*

7 HD:
575+8/hp
225 BAXPB + (0) SAXPB + (2 x 175) EAXPA = 575+8/hp

8 HD:
925+10/hp
375 BAXPB + (0) SAXPB + (2 x 275) EAXPA = 925+10/hp

9 HD:
1400+12/hp
600 BAXPB + (0) SAXPB + (2 x 400) EAXPA = 1400+12/hp

Lung Wang *(Sea Dragon)*

11 HD:
4550+16/hp
1300 BAXPB + (1 x 700) SAXPB + (3 x 850) EAXPA = 4550+16/hp

12 HD:
4550+16/hp
1300 BAXPB + (1 x 700) SAXPB + (3 x 850) EAXPA = 4550+16/hp

13 HD:
6350+18/hp
1800 BAXPB + (1 x 950) SAXPB + (3 x 1200) EAXPA = 6350+18/hp

Pan Lung *(Coiled Dragon)*

6 HD:
475+6/hp
150 BAXPB + (1 x 75) SAXPB + (2 x 125) EAXPA = 475+6/hp

7 HD:
700+8/hp
225 BAXPB + (1 x 125) SAXPB + (2 x 175) EAXPA = 700+8/hp

8 HD:
1100+10/hp
375 BAXPB + (1 x 175) SAXPB + (2 x 275) EAXPA = 1100+10/hp

Shen Lung *(Spirit Dragon)*

9 HD:
1400+12/hp
600 BAXPB + (0) SAXPB + (2 x 400) EAXPA = 1400+12/hp

10 HD:
2100+14/hp
900 BAXPB + (0) SAXPB + (2 x 600) EAXPA = 2100+14/hp

11 HD:
3000+16/hp
1300 BAXPB + (0) SAXPB + (2 x 850) EAXPA = 3000+16/hp

T'ien Wang *(Celestial Dragon)*

11 HD:
4550+16/hp
1300 BAXPB + (1 x 700) SAXPB + (3 x 850) EAXPA = 4550+16/hp

12 HD:
4550+16/hp
1300 BAXPB + (1 x 700) SAXPB + (3 x 850) EAXPA = 4550+16/hp

13 HD:
6350+18/hp
1800 BAXPB + (1 x 950) SAXPB + (3 x 1200) EAXPA = 6350+18/hp

Yu Lung *(Carp Dragon)*

5 HD:
130+5/hp
90 BAXPB + (1 x 40) SAXPB + (0) EAXPA = 130+5/hp

6 HD:
225+6/hp
150 BAXPB + (1 x 75) SAXPB + (0) EAXPA = 225+6/hp

7 HD:
350+8/hp
225 BAXPB + (1 x 125) SAXPB + (0) EAXPA = 400+8/hp

They all work out fine. I've expanded the Lung Wang and the T'ien Lung out unnecessarily to fill three rows, even though it means duplicating breakdowns – 11 and 12 HD monsters work out to be on the same XP row on the chart.

Dragonfish
65+2/hp
20 BAXPB + (0) SAXPB + (1 x 45) EAXPA = 65+2/hp

Dune Stalker
400+6/hp
150 BAXPB + (0) SAXPB + (2 x 125) EAXPA = 400+6/hp

Elemental Princes of Evil
There are five of them:

Cryonax *(Prince of Evil Cold Creatures)*
28,000
He has 90 hp and attacks as a 20 HD creature, so he breaks down as so:

4000 BAXPB + (3 x 2100) SAXPB + (6 x 2500) EAXPA = 25,300+30/hp

Imix *(Prince of Evil Fire Creatures)*
25,900
He also has 90 hp and attacks as a 20 HD creature, so he breaks down as so:

4000 BAXPB + (2 x 2100) SAXPB + (6 x 2500) EAXPA = 23,200+30/hp

Ogrémach *(Prince of Evil Earth Creatures)*
39,450
He has a silly accented E for some reason. But that's irrelevant. More to the point, he has 110 hp and attacks as a 24 HD creature, so he breaks down as so:

5000 BAXPB + (6 x 2100) SAXPB + (5 x 2500) EAXPA = 35,600+35/hp

(That's right, don't mess with silly accented-E-for-no-good-reason monsters!)

Olhydra *(Prince of Evil Water Creatures)*
23,000
He ***also*** has 90 hp and attacks as a 20 HD creature, so he breaks down as so:

4000 BAXPB + (3 x 2100) SAXPB + (4 x 2500) EAXPA = 20,300+30/hp

And finally:

Yan-C-Bin *(Prince of Evil Aerial Creatures)*
25,650
He has 85 hp and attacks as a 19 HD creature, but he doesn't breaks down neatly:

4000 BAXPB + (?? x 2100) SAXPB + (?? x 2500) EAXPA = 23,100+30/hp

Rats! Just when I was hoping they would all work out nicely!

Well, it ends in 100, so you've got to include one of those SAXPBs for 2100 to get rid of it. Then you've got 17,000 left to break down, and there's no way to do it when you're working with values of 2100 and 2500.

This'll be messy. Consider than he has AC less than 0, resistance to some weapons, and high intelligence, so he should have more than one SAXPB. He's also got magic resistance, damage greater than 30 with his two attacks combined, psionics (which I'll equate with "spell use" since it's a pretty major offensive ability), and a whirlwind that can outright kill anything under 3 HD ***and*** does 4-32 damage (I'll equate that with "breath weapon"), so he should have multiple EAXPAs as well. If I just give him those 3 SAXPBs and 4 EAXPAs, he's already worth:

4000 BAXPB + (3 x 2100) SAXPB + (4 x 2500) EAXPA = 20,300+30/hp

That's 2800 XP under the official value. Okay, what if I drop one of the SAXPBs and add in two more EAXPAs?

4000 BAXPB + (2 x 2100) SAXPB + (6 x 2500) EAXPA = 23,200+30/hp

Over by 100.

Yan-C-Bin, you suck!!

Elf, Drow
Oh, for f*** sakes. Level II and up/variable. "Drow males are all at least 2nd level fighters" and "Female drow are also at least 2nd level fighters".

So, they're basically all just a character class, plus magic resistance and minor spell use (assuming they don't

have the EAXPA for spell use, which as far as I can tell is not cumulative – you've either got the one or the other). Many of them are multi-classed, which brings up the awkward question of how to calculate XP for a multiclass character.

...yeah, I'm gonna go take a nap. This may take a few pages of notes before I can get something tentatively worked out.

I've been scouring my modules for every instance of a drow. Odd how sleepy that makes me!

I've been assuming Q1 was written by David C. Sutherland III, and not by Gary Gygax. It makes some of the drows' names stand out. For instance, D3 had a drow female cleric (level 14) named Charinida; Q3 had a male magic-user/fighter (level 8/5) named Adinirahc. He just reversed the name. Charinida/Adinirahc. And where D3 had a male fighther/magic-user (level 4/4) named Nilonim, Q3 had a female cleric/fighter (level 11/6) named Minolin. Reversed name again – Nilonim/Minolin.

Anyway, I've been trying to figure out if there was a hidden convention for level limits on the drow that never made it into the official rules. For example, Eclavdra was a cleric/fighter level 10/4 – how did she get such uneven levels unless she's maxed out in fighter? Maybe it's based on strength. I know there's a special method for rolling up the stats for drow, which I spotted while perusing D3:

Drow abilities are determined as follows: Strength: 8 + 1-6 (6 + 1-4 for males). Intelligence 12 + 1-8 (10 + 1-8 for males). Wisdom 8 + 1-10 (8 + 1-4 for males), Dexterity 12 + 2-8, Constitution 4-16; Charisma 10 + 1-8 (8 + 1-8 for males).

So perhaps drow suffered from level limits based on their scores? D3 didn't list the stats for Eclavdra, so I went searching for her in G3. Turned out she had a 14 strength, which was max for a drow female. So much for that idea! Ah, but also, she's listed as a "10th level cleric/fighter" with "Strength 14, Intelligence 18, Wisdom 17, Dexterity 18, Constitution 10, Charisma 18" in the old mono-coloured version of G3, and in the G1-2-3 combination module she's listed as a "10th level cleric/fighter" with "Wisdom 17, Dexterity 18, Constitution 10, Charisma 18" – no Strength score listed that time. So is she a 4th level fighter or is she a 10th level fighter? But she can't be a 10th level fighter because female drow are limited to 9th level of fighter according to the entry on drow in the backs of the modules and in the Fiend Folio description! And to make matters even more confused, the supermodule G1-7 lists her as a "Female Level 10/10 Cleric/Fighter" with "S 14 I 18 W 17 D 18 Co 10 Ch 18", like that fixes everything somehow. 🙄

So I'm still trying to track down Eclavdra's actual official stats.

...And now I've let myself get distracted by all this stuff. For some reason I've been working on new Charisma charts recently! I don't remember how I got to that point. Lol

Anyways, skipping the drow for now. Next up is –

Enveloper

The XP value is listed as "variable", but my notes have values for them up to 21 HD for some reason. These are really old notes; I wonder how I worked them out?

I'll post them now and worry about it later.

<u>3 HD</u>
95+3/hp
35 BAXPB + (1 x 15) SAXPB + (1 x 55) EAXPA = 95+3/hp
<u>5 HD</u>

205+5/hp
90 BAXPB + (1 x 40) SAXPB + (1 x 75) EAXPA = 205+5/hp

7 HD
525+8/hp
225 BAXPB + (1 x 125) SAXPB + (1 x 175) EAXPA = 525+8/hp

9 HD
1300+12/hp
600 BAXPB + (1 x 300) SAXPB + (1 x 400) EAXPA = 1300+12/hp

11 HD
2850+16/hp
1300 BAXPB + (1 x 700) SAXPB + (1 x 850) EAXPA = 2850+16/hp

13 HD
3950+18/hp
1800 BAXPB + (1 x 950) SAXPB + (1 x 1200) EAXPA = 3950+18/hp

15 HD
5250+20/hp
2400 BAXPB + (1 x 1250) SAXPB + (1 x 1600) EAXPA = 5250+20/hp

17 HD
6550+25/hp
3000 BAXPB + (1 x 1550) SAXPB + (1 x 2000) EAXPA = 6550+25/hp

19 HD
8600+30/hp
4000 BAXPB + (1 x 2100) SAXPB + (1 x 2500) EAXPA = 8600+30/hp

21 HD
10,600+35/hp
5000 BAXPB + (1 x 2600) SAXPB + (1 x 3000) EAXPA = 10,600+35/hp

Ah, I think I know what this is. I think I made these just for my own records, because I had envelopers on the encounter charts for my old megadungeon, Evil Mountain. That brings back some memories!

But it means these stats are my own work and don't really belong in this list. I'm trying to figure out what ***OTHER*** people have done, not what ***I*** have done.

Ettercap
165+5/hp
90 BAXPB + (0) SAXPB + (1 x 75) EAXPA = 165+5/hp

Eye Killer
150+4/hp
60 BAXPB + (1 x 25) SAXPB + (1 x 65) EAXPA = 150+4/hp

Eye of Fear and Flame
2850+16/hp
1300 BAXPB + (1 x 700) SAXPB + (1 x 850) EAXPA = 2850+16/hp

Firedrake
125+4/hp
60 BAXPB + (0) SAXPB + (1 x 65) EAXPA = 125+4/hp

Firenewt

Four different types are listed:

Normal
90+3/hp
35 BAXPB + (0) SAXPB + (1 x 55) EAXPA = 90+3/hp

Elite
125+4/hp
60 BAXPB + (0) SAXPB + (1 x 65) EAXPA = 125+4/hp

Priest
190+4/hp
60 BAXPB + (0) SAXPB + (2 x 65) EAXPA = 190+4/hp

Overlord
165+5/hp
90 BAXPB + (0) SAXPB + (1 x 75) EAXPA = 165+5/hp

A quick investigation suggests that these numbers are weird. Firenewts have resistance to fire attacks and a "limited breath weapon". Their breath attack only does 1d6 damage (save for half) and can only be used once per turn (by which I assume they mean every ten rounds – sometimes people get "turns" and "rounds" confused though, so it's a bit of a sticky point). Taken that way, I don't see why they would get 0 SAXPBs and 1 EAXPA. I would expect to see 2 SAXPBs and 0 EAXPAs.

Their priests can cast *heat metal*. Is that a spell of high enough level and damage capability to be worthy of an extra EAXPA? Or are their spellcasting abilities "basically defensive" and only worth an extra SAXPB? I won't change it, but someone obviously felt it was worth the EAXPA award.

Fire Snake
73+2/hp
20 BAXPB + (1 x 8) SAXPB + (1 x 45) EAXPA = 73+2/hp

Here I'll just note that they have fire resistance, paralytic venom, and a 60% chance to surprise. It appears the improved surprise chance was not considered worthy of any XP bonus, which is something I agree with personally although I've seen other people argue that it should be worth an SAXPB.

Firetoad
165+5/hp
90 BAXPB + (0) SAXPB + (1 x 75) EAXPA = 165+5/hp

Flail Snail

Three versions are listed:

4 HD
150+4/hp
60 BAXPB + (1 x 25) SAXPB + (1 x 65) EAXPA = 150+4/hp

5 HD
205+5/hp
90 BAXPB + (1 x 40) SAXPB + (1 x 75) EAXPA = 205+5/hp

6 HD
350+6/hp
150 BAXPB + (1 x 75) SAXPB + (1 x 125) EAXPA = 350+6/hp

Flind

Two types:

Normal
35+3/hp
35 BAXPB + (0) SAXPB + (0) EAXPA = 35+3/hp

Leader
60+4/hp
60 BAXPB + (0) SAXPB + (0) EAXPA = 60+4/hp

Flumph
36+2/hp
20 BAXPB + (2 x 8) SAXPB + (0) EAXPA = 36+2/hp

Forlarren
90+3/hp
35 BAXPB + (0) SAXPB + (1 x 55) EAXPA = 90+3/hp

Hmmm, a forlarren can use *heat metal* once per day. That appears to be the source of its EAXPA award, so I suppose the same should apply to the firenewt priest. Consistency, yeah! :thumbsup: #Iliveforconsistency

Frost Man
125+4/hp
60 BAXPB + (0) SAXPB + (1 x 65) EAXPA = 125+4/hp

(Why does the picture show a homeless guy wearing sunglasses?)

Galltrit
32
5 BAXPB + (0) SAXPB + (1 x 25) EAXPA = 30+1/hp

All galltrits have 2 hit points. All of 'em. Even the ones who were in a fight earlier in the day before being encountered by the party; no galltrit will ever have lost a hit point before then. It's a rule of weird.

The preceding sarcasm was brought to you by the letter P and by the number 2.

Gambado
85+4/hp
60 BAXPB + (1 x 25) SAXPB + (0) EAXPA = 85+4/hp

Garbug

Two types:

Black
145+3/hp
35 BAXPB + (0) SAXPB + (2 x 55) EAXPA = 145+3/hp

Violet
190+4/hp
60 BAXPB + (0) SAXPB + (2 x 65) EAXPA = 190+4/hp

Giant

Two types:

Fog Giant
3950+18/hp
1800 BAXPB + (1 x 950) SAXPB + (1 x 1200) EAXPA = 3950+18/hp

Mountain Giant
2850+16/hp
1300 BAXPB + (1 x 700) SAXPB + (1 x 850) EAXPA = 2850+16/hp

Giant Strider
73+2/hp
20 BAXPB + (1 x 8) SAXPB + (1 x 45) EAXPA = 73+2/hp

Gibberling
14+1/hp
10 BAXPB + (1 x 4) SAXPB + (0) EAXPA = 14+1/hp

Githyanki

For the sake of my sanity, I will be skipping the Githyanki and the Githzerai for now.

Githzerai

Skipped!

Goldbug
45+1/hp
10 BAXPB + (0) SAXPB + (1 x 35) EAXPA = 45+1/hp

Gorbel
32+2/hp
20 BAXPB + (2 x 8) SAXPB + (0) EAXPA = 32+2/hp

Gorilla Bear
85+4/hp
60 BAXPB + (1 x 25) SAXPB + (0) EAXPA = 85+4/hp

Grell
840+5/hp
90 BAXPB + (0) SAXPB + (10 x 75) EAXPA = 840+5/hp

Holy frijoles Batman! 10 EAXPAs?! Why did I come up with that number!?

Let me try this again.

11 attacks per round – SAXPB
Immune to lightning – SAXPB
Special attack (sort of; it grapples paralysed victims and automatically hits with 8 tentacles and a beak) – SAXPB
Paralysis – EAXPA
Attacks causing greater than 42 damage in all combinations possible in 1 round – EAXPA

It looks to me like it should have a combination of SAXPBs and EAXPAs. Using multiples of 40 and 75, how many ways are there to reach 750?

(0 x 40) + (10 x 75)

(15 x 40) + (2 x 75)

 Wait. That's *ALL OF THEM*? **AUUUUUGH!!**

Why did they...? Who came up with this? I don't know how to recreate their number.

Grimlock

Three listings:

<u>Warriors</u>
28+2/hp
20 BAXPB + (1 x 8) SAXPB + (0) EAXPA = 28+2/hp

<u>Leaders</u>
50+3/hp
35 BAXPB + (1 x 15) SAXPB + (0) EAXPA = 50+3/hp

<u>Champions</u>
85+4/hp
60 BAXPB + (1 x 25) SAXPB + (0) EAXPA = 85+4/hp

Gryph

Three listings again:

<u>2 HD</u>
28+2/hp
20 BAXPB + (1 x 8) SAXPB + (0) EAXPA = 28+2/hp

3 HD
50+3/hp
35 BAXPB + (1 x 15) SAXPB + (0) EAXPA = 50+3/hp

4 HD
85+4/hp
60 BAXPB + (1 x 25) SAXPB + (0) EAXPA = 85+4/hp

Guardian Daemon
1275+10/hp
375 BAXPB + (2 x 175) SAXPB + (2 x 275) EAXPA = 1275+10/hp

Guardian Familiar
1800+12/hp
600 BAXPB + (4 x 300) SAXPB + (0) EAXPA = 1800+12/hp

or

600 BAXPB + (0) SAXPB + (3 x 400) EAXPA = 1800+12/hp

This is clearly representing only the 9 HD version, but the guardian familiar starts out at 1 HD and rises from the dead with one more HD each time it is killed until it is killed at the 9 HD size. To determine the XP versions of the smaller forms, we'll need to figure out what it's receiving SAXPBs or EAXPAs for.

The guardian familiar has magic resistance. As it comes back to life with higher HD, it also gains more magic resistance, and furthermore it gains greater damage potential from its attacks and lower AC. Its speed also increased with each incarnation. By the time it reaches 9 HD it has AC 0 and is doing up to 38 damage with its three attacks and is able to move at a speed of 28". So, let's break it down by HD.

1 HD: AC 8, damage 1-6/1-4/1-4, speed 12"
2 HD: AC 7, damage 2-7/2-5/2-5, speed 14"
3 HD: AC 6, damage 3-8/3-6/3-6, speed 16"
4 HD: AC 5, damage 4-9/4-7/4-7, speed 18"
5 HD: AC 4, damage 5-10/5-8/5-8, speed 20"
6 HD: AC 3, damage 6-11/6-9/6-9, speed 22"
7 HD: AC 2, damage 7-12/7-10/7-10, speed 24"
8 HD: AC 1, damage 8-13/8-11/8-11, speed 26"
9 HD: AC 0, damage 9-14/9-12/9-12, speed 28"

So only the 9 HD version should be getting an SAXPB for the AC 0 and an EAXPA for being able to do 36+ damage with three attacks. Its 'pyramiding of powers' might be considered worthy of another award, although I'm not sure if it would be an SAXPB or an EAXPA. **BUT**, it's important to note that the overall award should be a mixture of at least 1 SAXPB and 1 EAXPA, which is impossible to do in order to reach the value listed in the *Fiend Folio*.

Let's try that:

9 HD
1700+12/hp
600 BAXPB + (1 x 300) SAXPB + (2 x 400) EAXPA = 1700+12/hp

And if we go with that, and remembering that the lower HD versions don't get either the SAXPB for the lower AC or the EAXPA for 36+ damage from three attacks, then we can reconstruct the other values as such:

1 HD
45+1/hp
10 BAXPB + (0) SAXPB + (1 x 35) EAXPA = 45+1/hp

2 HD
65+2/hp
20 BAXPB + (0) SAXPB + (1 x 45) EAXPA = 65+2/hp

3 HD
90+3/hp
35 BAXPB + (0) SAXPB + (1 x 55) EAXPA = 90+3/hp

4 HD
125+4/hp
60 BAXPB + (0) SAXPB + (1 x 65) EAXPA = 125+4/hp

5 HD
165+5/hp
90 BAXPB + (0) SAXPB + (1 x 75) EAXPA = 165+5/hp

6 HD
275+6/hp
150 BAXPB + (0) SAXPB + (1 x 125) EAXPA = 275+6/hp

7 HD
400+8/hp
225 BAXPB + (0) SAXPB + (1 x 175) EAXPA = 400+8/hp

8 HD
650+10/hp
375 BAXPB + (0) SAXPB + (1 x 275) EAXPA = 650+10/hp

Now given that you have to defeat all of that just to get the final XP reward, the total value is going to be much higher than the 1800+12/hp given by the book. It's going to be (45 + 65 + 90 + 125 + 165 + 275 + 400 + 650 + 1700) 3515 XP before any of the hp are calculate in. If we take the average number of hps (rounded up) at each incarnation, then we arrive at a final value of (5x1 + 9x2 + 14x3 + 18x4 + 23x5 + 27x6 + 32x8 + 36x10 + 41x12 + 3515) 5037 XP in total. Compare that to the value given in the book (1800 + (41x12) = 2292 XP). BIG difference.

Hellcat
1000+10/hp
375 BAXPB + (2 x 175) SAXPB + (1 x 275) EAXPA = 1000+10/hp

Hoar Fox
28+2/hp
20 BAXPB + (1 x 8) SAXPB + (0) EAXPA = 28+2/hp

Hook Horror
90+5/hp
90 BAXPB + (0) SAXPB + (0) EAXPA = 90+5/hp

Hornet, Giant
165+5/hp
90 BAXPB + (0) SAXPB + (1 x 75) EAXPA = 165+5/hp

Hound of Ill Omen
not applicable

This just seems to be a plot device, or something for a Killer DM to use to punish his players. You can't fight it, you get no saving throw against it, and the only thing that can reduce the problem is to have a *remove curse* cast on the character.

Huecuva

The value of "81 per hit point" is obviously a misprint. I break it down as follows:

81+2/hp
20 BAXPB + (2 x 8) SAXPB + (1 x 45) EAXPA = 81+2/hp

Ice Lizard
255+4/hp
60 BAXPB + (0) SAXPB + (3 x 65) EAXPA = 255+4/hp

That seems like a weird breakdown. Let's see, it's got magic resistance, minor spells, and a breath weapon. But it can also *polymorph* itself into a white dragon twice per day. In fact, it seems to read that it can only use its breath weapon while it's in the form of a white dragon. Or am I reading that wrong? Let's assume I am. It makes more sense if it can use the breath weapon without using the *polymorph* ability first. In that case, the magic resistance and the breath weapon account for two of the EAXPAs, and the spellcasting abilities that allow it to *polymorph* into a white dragon account for the third EAXPA. If on the other hand the breath weapon is only due to its *polymorph* ability, then its spellcastng abilities would only account for a SAXPB instead of that third EAXPA.

Imorph
130+5/hp
90 BAXPB + (1 x 40) SAXPB + (0) EAXPA = 130+5/hp

Iron Cobra
88+1/hp
10 BAXPB + (2 x 4) SAXPB + (2 x 35) EAXPA = 88+1/hp

Jaculi
10+1/hp
10 BAXPB + (0) SAXPB + (0) EAXPA = 10+1/hp

This is a silly monster. The jakulus in mythology killed by hitting its victim and was associated with the javelin, but that doesn't mean it couldn't bite. No it didn't have venom, but it shouldn't be helpless until it can climb another tree. But I digress.…

Jermlaine

Two entries:

Normal
7+1/hp
5 BAXPB + (1 x 2) SAXPB + (0) EAXPA = 7+1/hp

Elder
32+1/hp
5 BAXPB + (1 x 2) SAXPB + (1 x 25) EAXPA = 32+1/hp

Kamadan
240+5/hp
90 BAXPB + (0) SAXPB + (2 x 75) EAXPA = 240+5/hp

Kelpie
165+5/hp
90 BAXPB + (0) SAXPB + (1 x 75) EAXPA = 165+5/hp

Kenku

Ugh, these are messed up. There are four different entries, and three of them work out mathematically but make no sense when you look into them.

2 HD
28+2/hp
20 BAXPB + (1 x 8) SAXPB + (0) EAXPA = 28+2/hp

Yeah, but why? The 2 HD kenku has two things going for it: Magic resistance and 4th-level thieving abilities. The first one should be an EAXPA, and the second one normally doesn't seem to be worth anything (but I guess it could be what they've based the SAXPB on) – compare the spriggan from Monster Manual II (which doesn't get any XP adjustments for having 8th-level thieving abilities).

If that's the case, then it should really be more like this:

65+2/hp
20 BAXPB + (0) SAXPB + (1 x 45) EAXPA = 65+2/hp

Or even this, if you grant it an SAXPB based on the thieving abilities:

73+2/hp
20 BAXPB + (1 x 8) SAXPB + (1 x 45) EAXPA = 73+2/hp

3 HD
120+3/hp
35 BAXPB + (2 x 15) SAXPB + (1 x 55) EAXPA = 120+3/hp

The 3 HD kenku gains the ability to cast minor magic, so it should be one more SAXPB than the 2 HD version for that. It also gains the ability to shape change, which is...like, holy crap. That's a 9th level magic-user spell! I don't think this was very well thought out. The thing can shape change into a friggin' dragon and breath all over everything.

This one only works out if, again, they've given it an extra SAXPB for having thieving abilities (and if you don't give it anything for the shape change ability, which probably should be an EAXPA). If you don't do that, then you've got:

105+3/hp
35 BAXPB + (1 x 15) SAXPB + (1 x 55) EAXPA = 105+3/hp

And if you give it another EAXPA for that amazing shape change ability (for "spell use", which then removes the SAXPB for "minor spells"), you've got this:

145+3/hp
35 BAXPB + (0) SAXPB + (2 x 55) EAXPA = 145+3/hp

4 HD
240+4/hp
60 BAXPB + (2 x 25) SAXPB + (2 x 65) EAXPA = 240+4/hp

Guhhhh, why did they do that? The 4 HD kenku gains the ability to turn invisible at will. For that they gave it another EAXPA? That's ridiculous. The ability to use invisibility seems to fold into the ability to cast minor magic.

If we take that away, then we get:

185+4/hp
60 BAXPB + (2 x 25) SAXPB + (1 x 65) EAXPA = 185+4/hp

And if we also take away that extra SAXPB for the thieving abilities, then we get:

150+4/hp
60 BAXPB + (1 x 25) SAXPB + (1 x 65) EAXPA = 150+4/hp

Again, if you then give it another EAXPA for the shape change ability (and subtract the SAXPB for "minor spells"):

190+4/hp
60 BAXPB + (0) SAXPB + (2 x 65) EAXPA = 190+4/hp

5 HD
420+5/hp

This one doesn't even work out. A 5 creature gets a BAXPB of 90; subtract that from 420 and you've got 330, which you need to reach by adding together multiples of 40 and 75. It can't be done.

Buuuuut, guess what? If they calculated it as if it were a 4 HD beastie, and doubled the number of SAXPBs and EAXPAs from the 4 HD version, then it does work out:

420+4/hp
60 BAXPB + (4 x 25) SAXPB + (4 x 65) EAXPA = 420+4/hp

But why would they have done that? It makes no sense. Plus it's dumb. The 5 HD kenku gains the ability to cast call lightning, which I suppose could be considered a more powerful use of magic and therefore worth an additional EAXPA [note: unless you've already given them an EAXPA for the shape change ability, in which case one EAXPA should cover all magic use] (and again, if you give them "spell use" then you have to take away the SAXPB for "minor spells"). But then, if you modify it upward from the 4 HD version and give it one more EAXPA, you've got this:

355+5/hp
90 BAXPB + (1 x 40) SAXPB + (3 x 75) EAXPA = 355+5/hp

If we take away the EAXPA they apparently gave it for being able to turn invisible, then we get:

280+5/hp
90 BAXPB + (1 x 40) SAXPB + (2 x 75) EAXPA = 280+5/hp

And then if we also take away the extra SAXPB for the thieving abilities, we're down to:

240+5/hp
90 BAXPB + (0) SAXPB + (2 x 75) EAXPA = 240+5/hp

So let's see, by the end there we have a 5 HD kenku that gets no SAXPBs and 2 EAXPAs for magic resistance and for spell use.

Instead of having 2 HD, 3 HD, 4 HD, and 5 HD kenku at the following monster levels:

II/28 + 2 per hp
III/120 + 3 per hp
IV/240 + 4 per hp
V/420 + 5 per hp

They become monster levels:

III/65 + 2 per hp
III/145 + 3 per hp
IV/190 + 4 per hp
IV/240 + 5 per hp

I'm sure that will annoy people!

Khargra
300+6/hp
150 BAXPB + (2 x 75) SAXPB + (0) EAXPA = 300+6/hp

Killmoulis
9+1/hp
5 BAXPB + (2 x 4) SAXPB + (0) EAXPA = 9+1/hp

Kuo-toa

There's a lot of work involved with these, I'll have to get back to them later.

Lamia Noble
2550+14/hp
900 BAXPB + (1 x 450) SAXPB + (2 x 600) EAXPA = 2550+14/hp

Lava Children
There are, let's see...five? Or is it six? The books says five, but I've worked out six of them, why did I work out six of them. O_o

4 HD
150+4/hp
60 BAXPB + (1 x 25) SAXPB + (1 x 65) EAXPA = 150+4/hp

5 HD
205+5/hp
90 BAXPB + (1 x 40) SAXPB + (1 x 75) EAXPA = 205+5/hp

Then you've got the spell-casters, 5-HD magic-users and clerics:

Spell-casters
280+5/hp
90 BAXPB + (1 x 40) SAXPB + (2 x 75) EAXPA = 280+5/hp

Then you've got the double-classed 6-HD "warrior/magic-users":

Double-classed
475+6/hp
150 BAXPB + (1 x 75) SAXPB + (2 x 125) EAXPA = 475+6/hp

And finally the triple-classed 7-HD "warrior/magic-user/cleric" leaders:

Triple-classed
700+7/hp

Ah, now we've got one of the errors that bothers me about the Fiend Folio: They're giving it +7/hp when it should be +8/hp. This happens more than once, which leads me to wonder if they had some new chart for coming up with these values. I haven't been able to find it, so I'll "correct" it to the DMG's version.

700+8/hp
225 BAXPB + (1 x 125) SAXPB + (2 x 175) EAXPA = 700+8/hp

Now that I check my notes, I see that my sixth break-down was to distinguish between the 5-HD magic-users and clerics. But they worked out the same, so there's no need to post it twice. Other than that one thing about the +7/hp "error", the book's numbers are correct.

Lizard King
550+10/hp
375 BAXPB + (1 x 175) SAXPB + (0) EAXPA = 550+10/hp

Magnesium Spirit
1300+8/hp

I can break this down one of two ways:

225 BAXPB + (8 x 125) SAXPB + (1 x 175) EAXPA = 1300+8/hp
or
225 BAXPB + (3 x 125) SAXPB + (4 x 175) EAXPA = 1300+8/hp

Now, which is more likely, 8 SAXPBs or 4 EAXPAs? It's got AC 0, can only be hit by silver or magical weapons, and is immune to several spells (which the book labels as sleep, charm, hold, paralysation, and fear spells), which are SAXPBs. It also drains levels and has magic resistance, which are both EAXPAs. The other things of note are:

- causes blindness
- drains strength
- automatically wins initiative each round
- "merges" with its victim, turning the victim into a mindless husk or taking the victim with it to its mysterious plane of origin

Some of those are going to be EAXPAs for sure, so I think the latter break-down works best. Honestly, I could see giving it at least one more SAXPB, but I won't meddle with it, I'll just dismember it.

Mantari
65+2/hp
20 BAXPB + (0) SAXPB + (1 x 45) EAXPA = 65+2/hp

Meazel
85+4/hp
60 BAXPB + (1 x 25) SAXPB + (0) EAXPA = 85+5/hp

Meenlock
240+4/hp
60 BAXPB + (2 x 25) SAXPB + (2 x 65) EAXPA = 240+4/hp

Mephit

Four types:

Fire Mephit
150+4/hp
60 BAXPB + (1 x 25) SAXPB + (1 x 65) EAXPA = 150+4/hp

Lava Mephit
105+3/hp
35 BAXPB + (1 x 15) SAXPB + (1 x 55) EAXPA = 105+3/hp

Smoke Mephit
105+3/hp
35 BAXPB + (1 x 25) SAXPB + (1 x 55) EAXPA = 105+3/hp

Steam Mephit
175+4/hp
60 BAXPB + (2 x 25) SAXPB + (1 x 65) EAXPA = 175+4/hp

I think those are correct. Right? (My notes suggest there's an error in the smoke mephit's breakdown, but I don't see it! What was I drinking in bed that night?…)

Mezzodaemon
2700+14/hp

This can be broken down in one of two ways:

900 BAXPB + (4 x 450) SAXPB + (0) EAXPA = 2700+14/hp
or
900 BAXPB + (0) SAXPB + (3 x 600) EAXPA = 2700+14/hp

Those are the only ways it will break down by the DMG numbers, but neither one make sense. For one thing, it's got magic resistance, which should be worth an EAXPA (granted it's a weird type of magic resistance, but it isn't weaker for being weird). For another, it's got AC -3, which should be worth an SAXPB. It shouldn't have zero of either type of award!

Guhhhhh, let's break it down all the way. It has the following:

- AC -3 (SAXPB)
- variable magic resistance (EAXPA)
- high to exceptional intelligence (SAXPB)
- spell (or at least "magical power") use (SAXPB, probably)
- magic weapon required to hit it (SAXPB)
- partial immunity to acid, cold, and fire (SAXPB, probably)

So by that count, it should have 3 to 5 SAXPBs, plus one EAXPA. Let's try those out:

900 BAXPB + (3 x 450) SAXPB + (1 x 600) EAXPA = 2850+14/hp
900 BAXPB + (4 x 450) SAXPB + (1 x 600) EAXPA = 3300+14/hp
900 BAXPB + (5 x 450) SAXPB + (1 x 600) EAXPA = 3750+14/hp

Personally I would use that last one, but I really should compare it to other demons/devils first to see if those monsters are given credit for their immunities.

Edit: I looked, but I still don't know. (rofl)

Movin' on!

Mite
5+1/hp
5 BAXPB + (0) SAXPB + (0) EAXPA = 5+1/hp

:P miserable little things....

Wait, wait, wait. Those numbers aren't right! That's been calculated for a monster with "up to 1-1" HD, but the mite HAS 1-1 HD, so it should be calculated as a monster with "1-1 to 1" HD.

10+1/hp
10 BAXPB + (0) SAXPB + (0) EAXPA = 10+1/hp

I know: Big difference, right?

Necrophidius
118+2/hp

Well if that ain't the weirdest number for a monster's XP I've ever seen, I don't know what is. But it works out!

20 BAXPB + (1 x 8) SAXPB + (2 x 45) EAXPA = 118+2/hp

Needleman
85+3/hp

That's not right, it's a 3+4 HD Monster so it should have +4/hp. Still works out otherwise, though:

85+4/hp
60 BAXPB + (1 x 25) SAXPB + (0) EAXPA = 85+4/hp

There. Fixed.

Nilbog
53+1/hp
10 BAXPB + (2 x 4) SAXPB + (1 x 35) EAXPA = 53+1/hp

I was tempted to just skip this one. If the numbers hadn't worked out, I'd be going on and on about it right now.

Nonafel
1400+12/hp
600 BAXPB + (0) SAXPB + (2 x 400) EAXPA = 1400+12/hp

Well, it breaks down fine, but this nonafel beastie leaves so many questions unanswered. It splits into nine "children", then merges back into the "parent" form in order to regenerate. When it reforms as the "parent", the "children" get to attack in the same round that it performs its "blink operation". None of these things are represented perfectly on the XP charts; the authors have given it two EAXPAs even though regeneration is only worth an SAXPB. But that's okay, maybe they just considered it all wrapped up into one ability worthy of two EAXPAs. Who knows?

My question is, what happens if you kill one or more of the "children"? The dead bodies don't re-merge with the others when it takes the "parent" form. That implies you can have parent forms with fewer than 9 HD. I mean, those 1 HD "children" are going to be pretty easy to kill if they're going up against a party that's likely to face a level VI monster. So I thought I'd break it down a bit further:

<u>8 HD</u>
925+10/hp
375 BAXPB + (0) SAXPB + (2 x 275) EAXPA = 925+10/hp

<u>7 HD</u>
575+8/hp
225 BAXPB + (0) SAXPB + (2 x 175) EAXPA = 575+9/hp

<u>6 HD</u>
400+6/hp
150 BAXPB + (0) SAXPB + (2 x 125) EAXPA = 400+6/hp

<u>5 HD</u>
250+5/hp
90 BAXPB + (0) SAXPB + (2 x 75) EAXPA = 240+5/hp

<u>4 HD</u>
190+4/hp
60 BAXPB + (0) SAXPB + (2 x 65) EAXPA = 190+4/hp

<u>3 HD</u>
145+3/hp
35 BAXPB + (0) SAXPB + (2 x 55) EAXPA = 145+3/hp

2 HD
110+2/hp
20 BAXPB + (0) SAXPB + (2 x 45) EAXPA = 110+2/hp

Ah, but when the "parent" is down to 1 HD, it's basically just a single "child" without its major ability. So I'll rework it, just giving it regeneration without the blinking or merging since it can't do that stuff anymore:

1 HD (alone)
14+1/hp
10 BAXPB + (1 x 4) SAXPB + (0) EAXPA = 14+1/hp

Still, I haven't calculated what one of the "children" is worth for XP normally. What if you encounter one of these things, kill one of its "children", and then the combat ends for some reason? Would you award XP for the "child" of the nonafel that you had killed? If so, with all of its abilities still functioning, it ought to look like this:

1 HD (part of a group)
80+1/hp
10 BAXPB + (0) SAXPB + (2 x 35) EAXPA = 80+1/hp

Norker
20+2/hp
20 BAXPB + (0) SAXPB + (0) EAXPA = 20+2/hp

Nycadaemon
6800+16/hp
1300 BAXPB + (3 x 700) SAXPB + (4 x 850) EAXPA = 6800+16/hp

Ogrillon
28+2/hp
20 BAXPB + (1 x 8) SAXPB + (0) EAXPA = 28+2/hp

Why does it get a SAXPB? The only reason I can think of is, so that it's not a level I monster – it's a level II monster instead, so it's "better" than a common orc.

(I think they did that with the gnoll too, by the way.)

Osquip
60+4/hp
60 BAXPB + (0) SAXPB + (0) EAXPA = 60+4/hp

Penanggalan
290+5/hp

Problem! How many HD does it have? The head has 4, but the body has "variable". And if they're giving it +5/hp then it's got to have 4+1 to 5 HD. In that case:

90 BAXPB + (5 x 40) SAXPB + (0) EAXPA = 290+5/hp

But is that correct? Or is there an error in the book, and they meant for it to have +4/hp? In that's the case, then:

60 BAXPB + (4 x 25) SAXPB + (2 x 65) EAXPA = 290+4/hp

I'm pretty sure the latter is the correct interpretation. When you encounter it with its head and body connected, it appears as the person it was in life and has all the combat abilities, thief abilities, spell-casting abilities it had before it became a penanggalan, so the XP for the body should be calculated as if it were that living person still. So I would amend it to this:

290+4/hp
60 BAXPB + (4 x 25) SAXPB + (2 x 65) EAXPA = 290+4/hp

Pernicon
7+1/hp
5 BAXPB + (1 x 2) SAXPB + (0) EAXPA = 7+1/hp

I see a problem with this XP award. The pernicon does Constitution damage to its target, so I think it should have an EAXPA rather than a SAXPB. So I would amend this one pretty simply, like so:

30+1/hp
5 BAXPB + (0) SAXPB + (1 x 25) EAXPA = 30+1/hp

Phantom Stalker
375+6/hp
150 BAXPB + (3 x 75) SAXPB + (0) EAXPA = 375+6/hp

Poltergeist
34+1/hp
5 BAXPB + (2 x 2) SAXPB + (1 x 25) EAXPA = 34+1/hp

Protein Polymorph

Three versions:

<u>6 HD</u>
400+6/hp
150 BAXPB + (0) SAXPB + (2 x 125) EAXPA = 400+6/hp

<u>7 HD</u>
575+8/hp
225 BAXPB + (0) SAXPB + (2 x 175) EAXPA = 575+8/hp

<u>8 HD</u>
925+10/hp
375 BAXPB + (0) SAXPB + (2 x 275) EAXPA = 925+10/hp

Quaggoth

Two entries.

<u>Warrior</u>
28+2/hp
20 BAXPB + (1 x 8) SAXPB + (0) EAXPA = 28+2/hp

<u>Leader</u>
50+3/hp
35 BAXPB + (1 x 15) SAXPB + (0) EAXPA = 50+3/hp

Qullan
73+2/hp
20 BAXPB + (1 x 8) SAXPB + (1 x 45) EAXPA = 73+2/hp

Retriever
4950+14/hp

This thing can break down in three different ways, none of which make sense to me. I can't decide which one is more likely, but I do find one of them less objectional.

900 BAXPB + (5 x 450) SAXPB + (3 x 600) EAXPA = 4950+14/hp

900 BAXPB + (9 x 450) SAXPB + (0) EAXPA = 4950+14/hp

900 BAXPB + (1 x 450) SAXPB + (6 x 600) EAXPA = 4950+14/hp

I prefer the first one, and here's why: It's easy to spot two SAXPBs (4 or more attacks per round; AC 0 or lower) and two EAXPAs (spell use; attacks causing greater than 24 singly, 30 doubly, 36 trebly, or 42 in all combinations possible in 1 round) in the retriever's description. I could even see giving it a third SAXPB for its ability to panic creatures of fewer than 6 HD or levels. What I can't see doing, however, is giving it only 1 SAXPB total, or giving it no EAXPAs whatsoever – therefore I consider the last two break-downs to be implausible.

Revenant
1275+10/hp
375 BAXPB + (2 x 175) SAXPB + (2 x 275) EAXPA = 1275+10/hp

Rothé

Y'know what? Let's just get rid of that "é" for starters, I don't want to have to type it ever again. I also got rid of the "ĕ" from the pĕnanggalan earlier.

Rothe (there, that’s better!)
20+2/hp
20 BAXPB + (0) SAXPB + (0) EAXPA = 20+2/hp

This is a weird critter. Don't get me wrong, underworld cattle are well known in mythology (Menoetius guarded the cattle of Hades; Loki spent eight years underground milking cows for some reason; Veles was the god of both the underworld and cattle [although not necessarily underground]) and there's a good reason to want something for all the creatures living in the AD&D underworld to eat. But I just don't think it was necessary to create a new form of cattle, nor to make them more like muskox than your typical cows.

Anyways, I digress.…

Sandman
215+4/hp
60 BAXPB + (1 x 25) SAXPB + (2 x 65) EAXPA = 215+4/hp

Scarecrow
165+5/hp
90 BAXPB + (0) SAXPB + (1 x 75) EAXPA = 165+5/hp

Screaming Devilkin
90+3/hp
35 BAXPB + (0) SAXPB + (1 x 55) EAXPA = 90+3/hp

Shadow Demon
825+10/hp
375 BAXPB + (1 x 175) SAXPB + (1 x 275) EAXPA = 825+10/hp

Sheet Ghoul
170+5/hp
90 BAXPB + (2 x 40) SAXPB + (0) EAXPA = 170+5/hp

Sheet Phantom
105+4/hp
35 BAXPB + (1 x 15) SAXPB + (1 x 55) EAXPA = 105+4/hp

Shocker
65+2/hp
20 BAXPB + (0) SAXPB + (1 x 45) EAXPA = 65+2/hp

Skeleton Warrior

I have spent many hours working on this monster, trying to figure out how to calculate its XP. Should it be considered a fighter (a character class)? Do its hit dice (9+2 to 9+12) represent the hit dice of clerics levels 10 to 15 (see the Players Handbook, p.20)? Could I break down the XP values in a better way, giving six different figures?

For months I worked on this, on and off. I made notes, I lost notes, I remade notes. And then I lost them again. But before I lost them, I wrote myself a small note on the margins of another piece of paper: "Just follow the book, stupid!"

Well. Okay then.

There are two entries for this monster:

<u>10th-12th level</u>
2550+14/hp
900 BAXPB + (1 x 450) SAXPB + (2 x 600) EAXPA = 2550+14/hp

<u>13th-15th level</u>
3700+16/hp
1300 BAXPB + (1 x 700) SAXPB + (2 x 850) EAXPA = 3700+16/hp

But I don't like it! For starters, the "10th-12th level" entry calculates them as if they were 9+1 to 10+ HD, and the "13th-15th level" entry calculates them as if they were 11 to 12+ HD.

Ugh, I just want to go all 3E on these things and rewrite them from scratch. ;-|

If I had my druthers, I would calculate each of them as if they were a character class of levels 10 to 15, like so:

9+2 to 9+4 HD
3700+16/hp
1300 BAXPB + (1 x 700) SAXPB + (2 x 850) EAXPA = 3700+16/hp

9+6 to 9+8 HD
5150+18/hp
1800 BAXPB + (1 x 950) SAXPB + (2 x 1200) EAXPA = 5150+18/hp

9+10 to 9+12 HD
6850+20/hp
2400 BAXPB + (1 x 1250) SAXPB + (2 x 1600) EAXPA = 6850+20/hp

But note how much higher these figures are – almost double the book values. And why are they calculated as clerics (without spells!) when the description says they were fighters in life? Should the book actually give them 9+3 to 9+15 rather than 9+2 to 9+12? Should their hit points be rolled with d10s rather than d8s?

I think you can see what I meant about wanting to rewrite them from scratch.…

Skulk
36+2/hp
20 BAXPB + (2 x 8) SAXPB + (0) EAXPA = 36+2/hp

Slaad

7 entries:

Blue Slaad
2000+12/hp
600 BAXPB + (2 x 300) SAXPB + (2 x 400) EAXPA = 2000+12/hp

Death Slaadi (some entries use the singular "slaad" and others use the plural "slaadi")
3250+20/hp
2400 BAXPB + (1 x 1250) SAXPB + (6 x 1600) EAXPA = 3250+20/hp

Green Slaad
4350+14/hp

There are two ways to work this out:

900 BAXPB + (5 x 450) SAXPB + (2 x 600) EAXPA = 4350+14/hp
or
900 BAXPB + (1 x 450) SAXPB + (5 x 600) EAXPA = 4350+14/hp

Given that I can see 1 SAXPB (+1 or better weapon to hit) and 2 EAXPAs (magic resistance; spell use) plus it's got psionics (whatever that's worth), I'd have to guess the second break-down is the better one.

Grey Slaadi (again with the plural "slaadi")
6200+16/hp
1300 BAXPB + (7 x 700) SAXPB + (0) EAXPA = 6200+16/hp

That is a freakin' bizarre break-down. 7 SAXPBs? And 0 EAXPAs? It's got magic resistance; that's one EAXPA right there. Let's see what else I can see:

SAPXBs: +1 or better weapon to hit; high Intelligence
EAXPAs: magic resistance; spell use; psionics (it's gotta go somewhere, right?)

If that's all I were to give them, they would work out like this:

1300 BAXPB + (2 x 700) SAXPB + (3 x 850) EAXPA = 5250+16/hp

That's off by 950. You can't work it out to 6200+16/hp from where I've ended up. If I give it one more EAXPA, though, I can get to 100 under that value:

1300 BAXPB + (2 x 700) SAXPB + (4 x 850) EAXPA = 6100+16/hp

If I had to change it, that's what I'd do.

Red Slaad
875+8/hp
225 BAXPB + (1 x 125) SAXPB + (3 x 175) EAXPA = 875+8/hp

Ssedman – Lord of the Insane
28,695

Given that it has 197 hp and can cast dispel magic at 32nd level (schwing!), I worked it out as having 21 or more HD:

5000 BAXPB + (3 x 2600) SAXPB + (3 x 3000) EAXPA = 21,800+35/hp

With 197 hp, this means it is equal to 21,800 + (197 x 35) = 28,695 XP.

Perfect!

Ygorl – Lord of Entropy
28,950

Assuming it has 21+ HD just like Ssednam has, I could calculate it as if it had a specific mistake in the total: If they forgot to include the 5000 BAXPB.

5000 BAXPB + (6 x 2600) SAXPB + (2 x 3000) EAXPA = 21,600+35/hp

Since it has 210 hp, the final total is 21,600 + (210 x 35) = 28,950 XP.

If that's what happened, we can correct it by adding the 5000 BAXPB to 28,950 for a new total of 33,950.

But that's assuming I've identified the error. Are the numbers of SAXPBs and EAXPAs adequate? I can spot the following:

SAXPBs: AC 0 or lower; magic weapon needed to hit; high Intelligence
EAXPAs: magic resistance; causes death when it strikes; damage greater than 36 doubly; spell use; psionics (where else would I put this? psionics are nasty!)

Well that screws everything up! If I worked it out based on those values, I would get this:

5000 BAXPB + (3 x 2600) SAXPB + (5 x 3000) EAXPA = 27,800+35/hp, for a grand total of 35,150 XP! That's not even close.

What if it had fewer than 21 HD, though? I could try that.

20 HD: 4000 BAXPB + (3 x 1550) SAXPB + (5 x 2000) EAXPA = 18,650+30/hp, for a grand total of 24,950 XP.

That sounds promising. It ends in the correct three digits, which is something I like to see. And it's 4,000 short, which I can make up by giving it two more EAXPAs, like so:

4000 BAXPB + (3 x 1550) SAXPB + (7 x 2000) EAXPA = 22,650+30/hp, for a grand total of 28,950 XP.

So that must be it! I guess!

Snyad
7+1/hp
5 BAXPB + (1 x 2) SAXPB + (0) EAXPA = 7+1/hp

Even thought it works out, it's wrong – they calculated this one as if it had "up to 1-1" HD when it actually has "1-1 to 1", so it needs fixing.

14+1/hp
10 BAXPB + (1 x 4) SAXPB + (0) EAXPA = 14+1/hp

Son of Kyuss
215+4/hp
60 BAXPB + (1 x 25) SAXPB + (2 x 65) EAXPA = 215+4/hp

Stunjelly
125+4/hp
60 BAXPB + (0) SAXPB + (1 x 65) EAXPA = 125+4/hp

Sussurus
550+10/hp
375 BAXPB + (1 x 175) SAXPB + (0) EAXPA = 550+10/hp

Svirfneblin

4 entries:

<u>3rd level</u>
325+5/hp
90 BAXPB + (4 x 40) SAXPB + (1 x 75) EAXPA = 325+5/hp

<u>4th level</u>
575+6/hp
150 BAXPB + (4 x 75) SAXPB + (1 x 125) EAXPA = 575+6/hp

<u>5th level</u>
1025+8/hp
225 BAXPB + (5 x 125) SAXPB + (1 x 175) EAXPA = 1025+8/hp

<u>6th level</u>
1800+10/hp
375 BAXPB + (5 x 175) SAXPB + (2 x 275) EAXPA = 1800+10/hp

Symbiotic Jelly
65+2/hp
20 BAXPB + (0) SAXPB + (1 x 45) EAXPA = 65+2/hp

Tabaxi
20+2/hp
20 BAXPB + (0) SAXPB + (0) EAXPA = 20+2/hp

Tentamort
475+6/hp
150 BAXPB + (1 x 75) SAXPB + (2 x 125) EAXPA = 475+6/hp

Well, that's the way it breaks down according to the numbers. But this is actually 3 creatures rolled into one: two tentacles with 2 HD each, and one body with 4 HD. Altogether that's 8 HD, but they've calculated the XP for a 6 HD creature. Perhaps they felt that combining multiple creatures means taking the highest HD creature and adding half the HD of the other creatures to find a new total? Or maybe they felt the two tentacles were the dangerous parts and the body was just along for the ride (so to speak), so they added together the HD of the tentacles plus half the HD of the body? Either way, it's another achaierai mishmash.

If I break down the individual parts, it would look like this:

Tentacle (constrictor)
28+2/hp
20 BAXPB + (1 x 8) SAXPB + (0) EAXPA = 28+2/hp

Tentacle (paralysing & digesting)
110+2/hp
20 BAXPB + (0) SAXPB + (2 x 45) EAXPA = 110+2/hp

Body (useless waste of space)
60+4/hp
60 BAXPB + (0) SAXPB + (0) EAXPA = 60+4/hp

Adding those values up, we get 28 + 110 + 60 = 198. And since we've got 4 HD @ 2/hp and 4 HD @ 4/hp, we could conceivably just average it out to +3/hp. That would make one possible XP value for this thing look like this:

198+3/hp

Terithran
575+6/hp
150 BAXPB + (4 x 75) SAXPB + (1 x 125) EAXPA = 575+6/hp

Thoqqua
65+3/hp
35 BAXPB + (2 x 15) SAXPB + (0) EAXPA = 65+3/hp

Thork
90+3/hp
35 BAXPB + (0) SAXPB + (1 x 55) EAXPA = 90+3/hp

Throat Leech
6 XP

It only has one hp, so there's no variation in the XP value. The actual formula would look like this:

5+1/hp
5 BAXPB + (0) SAXPB + (0) EAXPA = 5+1/hp

Tiger Fly

Three entries for this critter:

Male
275+6/hp
150 BAXPB + (0) SAXPB + (1 x 125) EAXPA = 275+6/hp

Female
125+4/hp
60 BAXPB + (0) SAXPB + (1 x 65) EAXPA = 125+4/hp

Larva
10+1/hp
10 BAXPB + (0) SAXPB + (0) EAXPA = 10+1/hp

Tirapheg
73+2/hp
20 BAXPB + (1 x 8) SAXPB + (1 x 45) EAXPA = 73+2/hp

Trilloch
not applicable

Ughhhhh, you can't defeat these things. You could drive one off, though, assuming you managed to even detect it.

Trolls

We've got four different types of trolls here (this was back before the internet, when everybody still liked fighting trolls):

Giant Troll
725+10/hp
375 BAXPB + (2 x 175) SAXPB + (0) EAXPA = 725+10/hp

Giant Two-Headed Troll
1800+14/hp
900 BAXPB + (2 x 450) SAXPB + (0) EAXPA = 1800+14/hp

Ice Troll
44+2/hp
20 BAXPB + (3 x 8) SAXPB + (0) EAXPA = 44+2/hp

Spirit Troll
575+6/hp
150 BAXPB + (2 x 125) SAXPB + (1 x 175) EAXPA = 575+6/hp

Tween
14+1/hp
10 BAXPB + (1 x 4) SAXPB + (0) EAXPA = 14+1/hp

Umpleby
350+6/hp
150 BAXPB + (1 x 75) SAXPB + (1 x 125) EAXPA = 350+6/hp

Urchin

Five different types:

Black Urchin
28+2/hp
20 BAXPB + (1 x 8) SAXPB + (0) EAXPA = 28+2/hp

Green Urchin
50+3/hp
35 BAXPB + (1 x 15) SAXPB + (0) EAXPA = 50+3/hp

Red Urchin
85+4/hp
60 BAXPB + (1 x 25) SAXPB + (0) EAXPA = 85+4/hp

Silver Urchin
400+6/hp
150 BAXPB + (0) SAXPB + (2 x 125) EAXPA = 400+6/hp

Yellow Urchin
205+5/hp
90 BAXPB + (1 x 40) SAXPB + (1 x 75) EAXPA = 205+5/hp

Vision
825+10/hp
375 BAXPB + (1 x 175) SAXPB + (1 x 275) EAXPA = 825+10/hp

Vodyanoi
650+10/hp
375 BAXPB + (0) SAXPB + (1 x 275) EAXPA = 650+10/hp

Volt
50+3/hp
35 BAXPB + (1 x 15) SAXPB + (0) EAXPA = 50+3/hp

Vortex
50+3/hp
35 BAXPB + (1 x 15) SAXPB + (0) EAXPA = 50+3/hp

This is a weird one. It can kill you, outright, in one round on a lucky roll. I wonder if its SAXPB ought to be an EAXPA instead. I suppose it's just vaguely possible that the XP for this and the previous entry for the volt got entangled.

But whatever. It's not technically "wrong", so I won't fiddle with it.

Whipweed
120+4/hp

This can't be worked out. The BAXPB is 60, and SAXPBs are worth 25 and EAXPAs are worth 65. There is no way to get 120. I suppose it could be a simple error and they meant 125, which is possible. Or they meant 110, which is also possible.

Besides, it's another portmanteau. This time you've got two 2+4 HD stalks and one 1+4 HD central base. Individually they would be worth:

Stalk
50+3/hp
35 BAXPB + (1 x 15) SAXPB + (0) EAXPA = 50+3/hp

Body
20+2/hp
20 BAXPB + (0) SAXPB + (0) EAXPA = 20+2/hp

Two stalks and one body would add up as 50 + 50 + 20 = 120. Hey, that's where they got the 120 from! Unfortunately, the +4/hp doesn't work out the same way, since you've got 4+8 HD @ 3/hp and 1+4 HD @ 2/hp.

Bleah. Another mess.

Witherstench
65+3/hp
35 BAXPB + (2 x 15) SAXPB + (0) EAXPA = 65+3/hp

Witherweed

Four entries for this beastie:

3 HD
90+3/hp
35 BAXPB + (0) SAXPB + (1 x 55) EAXPA = 90+3/hp

4 HD
125+4/hp
60 BAXPB + (0) SAXPB + (1 x 65) EAXPA = 125+4/hp

5 HD
165+5/hp
90 BAXPB + (0) SAXPB + (1 x 75) EAXPA = 165+5/hp

6 HD
275+6/hp
150 BAXPB + (0) SAXPB + (1 x 125) EAXPA = 275+6/hp

Xill
325+5/hp
90 BAXPB + (4 x 40) SAXPB + (1 x 75) EAXPA = 325+5/hp

Xvart

Two entries:

unlabeled version – I guess they're "just xvarts"?
5+1/hp

Okay, this is incorrect. Once again they've calculated a 1-1 HD creature as if it were less than 1-1 HD. It should be worth:

10+1/hp
10 BAXPB + (0) SAXPB + (0) EAXPA = 10+1/hp

Leaders
20+2/hp
20 BAXPB + (0) SAXPB + (0) EAXPA = 20+2/hp

Yellow Musk Creeper
65+3/hp
35 BAXPB + (2 x 15) SAXPB + (0) EAXPA = 65+3/hp

Yellow Musk Zombie
28+2/hp
20 BAXPB + (1 x 8) SAXPB + (0) EAXPA = 28+2/hp

* * * * *

That's the end of the list, but I'm not done yet. I still have to go back and calculate the hard ones that I skipped over: Drow, Githyanki, Githzerai, and Kuo-toa.