

GM Game Reference for 13th Age

Monster Level	Attack Bonus	Standard Strike Damage	Mook Strike Damage	Standard HP	Mook HP	AC	Better Defence	Lesser Defence	Fear Threshold (HP)
0	+5	4 (d8)	3	20	5	16	14	10	7
1	+6	5 (d10)	4	27	7	17	15	11	9
2	+7	7 (2d6)	5	36	9	18	16	12	12
3	+8	10 (3d6)	6	45	11	19	17	13	15
4	+9	14 (4d6)	7	54	14	20	18	14	18
5	+10	18 (5d6)	9	72	18	21	19	15	24
6	+11	21 (6d6)	12	90	23	22	20	16	30
7	+12	28 (8d6)	18	108	27	23	21	17	36
8	+13	38 (7d10)	23	144	36	24	22	18	48
9	+14	50 (8d10)	31	180	45	25	23	19	60
10	+15	58 (10d10)	37	216	54	26	24	20	72
11	+16	70 (2d6x10)	46	288	72	27	25	21	96
12	+17	90 (2d8x10)	60	360	90	28	26	22	120
13	+18	110 (2d10x10)	74	432	108	29	27	23	144
14	+19	135 (3d8x10)	90	576	144	30	28	24	192

Monster initiative Bonuses	
Level -1	Very slow and/or clumsy (oozes, zombies)
Level +0	Slow and/or clumsy (animated statues)
Level +1	Awkward or small (city guards, giant rats)
Level +2	Average (hell hound, human thug)
Level +3	Just above average (derro sage)
Level +4	Quick (owlbear)
Level +5	Fast (wyvern)
Level +6	Really fast (gnoll ranger)
Level +7	Fast like a fast PC (ogre mage)
Level +8	Blindingly fast (rakshasa)
Level +9	Competing with the Rogue

Additional Monster Notes

Generally, monster powers trigger off of their standard attack roll like a flexible attack, usually on a 16+. Unpredictable effects can trigger on odd/even, or 5 and less. Some powers are group abilities; any monster in the group can use these, up to a certain number of usages per battle amongst the whole group. It doesn't matter which monster uses it, or if a single monster uses it multiple times.

Some Sample Monster Powers

Pack Attack: +1 Atk per same type monster engaged with target	Collateral Damage: Nat 16+, low damage to X nearby enemies
Stealth Attack: If attacking unaware or moving to attack an already engaged foe, roll damage twice and take higher result	Well Armored: Group ability, ignore all damage on a hit against AC (not a crit), usable once per two creatures (non-mook)
Breath Weapon: Quick action area attack X times per day	Charging: Nat 16+, refresh/allow usage of a daily
Counter-attack: Once per turn, attack character who missed	Knockback: Hit disengages the target
Building Rage: +1Atk, +1d4 damage rest of battle on a miss	Shifty: Can disengage when allied monster engages with target
Displacement: Next attack against monster has 50% miss chance	Aura: Enemies engaged with monster on their turn take damage
And Again: Nat 16+, monster can attack again	Escalation: Special monsters may use the Escalation Die
Morale: Nat 16+, allied monsters +1 Atk & Defenses 1 turn	Unstoppable: Roll d20 greater than negative HP to stay up when dropped to 0, next damage kills it
Dangerous: 17+ crit range unless/while staggered	Dying Strike: Free attack when dropped to 0
Conditions: Nat 16+, apply a condition to target(s), save ends	Regeneration: Gain hp at start of turn, up to X times per battle
Sap Spirit: Only 50% chance to increase Escalation Die each turn	Drain Life: Nat 16+, heal half the damage dealt in attack

Adjusting Monster Levels

If you want to add a full level to a monster...

...and you only want to boost attack: give the existing monster a +6 attack boost.

...and you only want to boost AC: Give the monster a +6 bonus to AC.

...and you only want to increase hit points: double the monster's hit points.

...and you only want to increase the damage the monster deals: add a second attack or ongoing damage.

...and you want to increase every stat: Add +1 attack, +1 to all defenses, multiply its damage by 1.25, and multiply its hp by 1.25.

Other adjustments mentioned in book

SCRAPPER: Sharp but thin... +3 Attack, 70% normal hp
 OFFENSIVE: Soft but strong... +3 Attack, -3 all Defenses
 DEFENSIVE: Tough but weak... +3 AC, 70% normal hp
 LUNK: Big and squishy... -3 all Defenses, +40% hp increase

Generally you can increase a monster's offensive OR defensive capabilities, but you should usually only decrease their defensive capabilities. So you can increase Damage or Attack or AC or HP, but you don't usually want to decrease Attack or Damage in exchange for higher defenses because it drags out combat.