How To Create a Monster

Recipes for Disaster
by Skip Williams • illustrated by Darrell Riche

All the really great monsters have one thing in common—you can sum them up in just a few words. That's the first and most essential item in any monster recipe—a solid and fairly simple statement of what the monster is all about. See if you can recognize these classic beasties:

Shape—changing, undead bloodsucker

Tentacled horror that will fry your mind and eat your brain

Flying, fire—breathing reptile

Bug-eyed burrower that will make you lose your mind

Did you recognize the vampire, the mind flayer, the red dragon, and the umber hulk?

If you can't boil down your new monster idea to something as simple as these examples, you need more focus. Think harder about what your monster does.

All the elements of our monster recipe serve to put your concept into words and numbers so you can use the monster in play. There is no set order for dealing with these elements, so let's examine them in the same order they are presented in the *Monster Manual.*

MONSTER NAME

You can create a really great monster, but if you give it a silly name nobody takes the creature seriously. The best place to start is your basic monster concept. Can you come up with a descriptive name that's one or two words long? If you can, you'll often have a perfectly good name; I suspect the mind flayer was named in just this fashion. One good thing about descriptive names is that anyone who sees the name automatically has some idea of what the monster is like.

Sometimes a descriptive name doesn't cut it. Think of the umber hulk. Would it seem as fearsome if you called it the bug-eyed burrower? The confusion beast? The four-eyed horror? You'll need a name with a more literary or mythical sound for such creatures (though "umber hulk" is somewhat descriptive). Make up anything that sounds good to you, but keep the following in mind: The name should be fairly easy to read, pronounce, and spell. Also, keep it reasonably short, and if you're writing in English, spell it like a normal English word. In the new D&D game, we're making an effort to avoid irregular plurals. That means when you're talking about two or more of your monsters, just add an "s" to the name. If your name doesn't work with an "s," change it so that it does.

SIZE

A creature's size affects its combat abilities in numerous ways. In general, the bigger the creature, the nastier it is. (That was not always the case in previous editions of the game.) The *Monster*

Manual uses the size categories shown in the **Monster Size Categories** table.

When assigning a size to your monster, think about your monster concept. Does the creature need to be really strong and tough? Does it have a voracious appetite? If so, it should be big. Is the creature sneaky, agile, and easy to overlook? If so, it should be smaller.

A creature's size will affect its ability scores and its number of Hit Dice. (See the "Creature Types" section below.)

CREATURE TYPE

A creature's type defines what the creature is like and what it can do in much the same way that a character's class defines the character's abilities. A creature's type determines the size of its Hit Dice and how magic affects the creature; for example, the *hold animal* spell affects only creatures of the animal type. Type, along with size, helps determine its ability scores, number of Hit Dice, and damage ratings (as shown below).

When choosing a type for your monster, consider your concept and choose the type that best matches that concept.

READING THE TYPE ENTRIES

Each entry begins with a short description of the type. Specific information follows:

HIT DIE: The size of the type's Hit Dice.

ATTACK BONUS: The type's attack bonus as a function of its Hit Dice (each Hit Die equals one level on the appropriate column on Table 3-1 in the *Player's Handbook*).

GOOD SAVING THROWS: The type's saving bonus as a function of its Hit Dice (each Hit Die equals one level). Any saving throw type listed here uses the higher value on Table 3-1 in the *Player's Handbook*. Other saving throw types use the lower value.

SKILL POINTS: Calculate the creature's skill points according to the formula given. Most creatures gain more skill points if they have more than the minimum number of Hit Dice for their size. (Treat a fractional Hit Die as a full Hit Die when calculating skill points.) Subtract the minimum number of Hit Dice for the creature's size category from the creature's actual Hit Dice to determine how many extra Hit Dice it has.

See the section on skills below for information on spending the creature's skill points.

MATCHING YOUR CONCEPT TO A MONSTER TYPE

It's usually a good idea to develop a concept for your monster first, then pick a type that fits the concept.

ABERRATION: This type works best for creatures that look just plain weird. Aberrations with high Intelligence will have a good mix of skills and feats. They have fairly good combat abilities, but not a lot of hit points. If you want your creature to be a tough customer in combat, you'll need to give it some sort of special attack ability. For example a carrion crawler has eight tentacle attacks that cause paralysis.

ANIMAL: This type usually won't be suitable for any creature you've dreamed up yourself unless you're setting out to create a completely alien ecology and you need creatures to fill the same ecological niches that Earth animals do.

BEAST: This is a step up from a normal animal. Use it for any fairly mundane creature that doesn't have any magical abilities. Though beasts can be smarter than animals, they can have animal Intelligence (Intelligence score of 1 or 2) as well. You can use this type for real-world creatures that were extinct at the dawn of recorded history, such as dinosaurs.

CONSTRUCT: Use this type for any creature that was built rather than born.

DRAGON: Use the dragon type for variations on the basic dragon design (a flying reptile with supernatural abilities). This type is exceptionally powerful, combining excellent saves with great combat abilities and a wide selection of skills. (The game is called DUNGEONS & DRAGONS, after all.) If your creature is essentially just a flying reptile (such as a pterodactyl), the beast type is probably more suitable.

ELEMENTAL: Use the elemental type for any creature from the elemental planes.

FEY: Fey creatures include fairies and most good sylvan creatures. They also include evil creatures such as the shee and unseelie fairies.

GIANT: If your creature is human-shaped and is at least as big as an ogre, it's probably a giant, especially if it doesn't have a lot of special abilities.

HUMANOID: Anything that resembles a human and is smaller than an ogre probably should be a humanoid.

MAGICAL BEAST: If your creature resembles an animal but has supernatural or spell-like abilities, it's probably a magical beast.

MONSTROUS HUMANOID: Use this type for just about anything that combines elements of human and animal or monster anatomy unless it is weird enough to qualify as an aberration.

OOZE: If it's a mindless, amorphous blob, it's an ooze. Otherwise, it's probably an aberration.

OUTSIDER: If it comes from another plane and it's not an elemental, it's an outsider.

PLANT: If it's vegetable, it's a plant.

SHAPECHANGER: Use this type for any creature whose favorite trick is turning into something or someone else.

UNDEAD: If it's dead, but still kicking, it's undead (although it could be a construct if it's just a collection of parts animated through an arcane process). If the creature has an energy draining or ability draining ability, it's more likely undead than a construct.

VERMIN: Use this type for giant bugs and other mindless invertebrates. If your creature has an Intelligence score and you've considered the vermin type, it's probably a beast or aberration instead.

Aberration

Aberrations have bizarre anatomies, strange abilities, alien mindsets, or any combination of the three (a beholder, for example).

Hit Die...............................d8	
Attack Bonus....................As cleric	
Good Saving Throws.....Will	
Skill Points ....2 x Int score (+2/extra Hit Die)	
Feats...................................Int bonus (+1/4 extra Hit Dice)	
Notes..................................Aberrations have darkvision with a range of 60 feet.	

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	1	22–23	10–11	$^1/16$ d8-$^1/8$ d8	—	1d2	—	1
Diminutive	1	20–21	10–11	$^1/8$ d8-$^1/4$ d8	—	1d3	1	1d2
Tiny	2–3	18–19	10–11	$^1/4$ d8-$^1/2$ d8	1	1d4	1d2	1d3
Small	6–7	16–17	10–11	$^1/2$ d8-1d8	1d2	1d6	1d3	1d4
Medium-size	10–11	14–15	12–13	1d8-2d8	1d3	2d4	1d4	1d6
Large	18–19	12–13	16–17	2d8-4d8	1d4	2d6	1d6	1d8
Huge	26–27	12–13	20–21	4d8-16d8	1d6	2d8	2d4	2d6
Gargantuan	34–35	10–11	24–25	16d8-32d8	1d8	4d6	2d6	2d8
Colossal	42–43	10–11	28–29	32d8+	2d6	4d8	2d8	4d6

FEATS: To determine the number of feats, see the description for each monster type.

NOTES: This line contains miscellaneous information about the type, including any standard abilities the type has.

SIZE: The table shows characteristics that go with each size. These are only suggestions, not absolute limits.

STRENGTH, DEXTERITY, AND CONSTITUTION: These are typical values for a creature of the listed type and size. The creature can have higher or lower scores. See the section on ability scores for tips on assigning the creature's remaining ability scores.

 # OF HIT DICE: If a range of Hit Dice is specified, the creature's total Hit Dice should fall within the listed range unless it is unusually formidable. If only one number of Hit Dice is given, size has little effect on total Hit Dice. Treat the number given as the minimum Hit Dice for the size.

SLAM DAMAGE: The suggested damage rating for any blunt attack the creature might have (such as punches, constriction, slaps, and the like).

BITE DAMAGE: The suggested damage rating for any attack the creature delivers with its mouth or teeth.

CLAW DAMAGE: The suggested damage rating for any attack the creature makes by scratching, tearing, raking, or poking with an appendage.

GORE DAMAGE: The suggested damage rating for any attack the creature makes with a horn or antlers.

TYPE MODIFIERS

A monster associated with an element, form of energy, or the like also gets a parenthetical modifier to its type. Such modifiers include: Air, Earth, Fire, Water, Aquatic, Cold, Incorporeal, Chaotic (outsiders only), Evil (outsiders only), Good (outsiders only), Lawful (outsiders only).

A type modifier creates a subtype within a larger type, such as undead (incorporeal); links creatures that share characteristics, such as humanoid (goblinoid); or connects members of different types. For example, white dragons and frost giants belong to the dragon and giant types, respectively, but they are also of the cold subtype.

Some common type modifiers that affect the creature's abilities are listed below.

COLD: Cold creatures are immune to cold damage. They take double damage from fire unless a saving throw for half damage is allowed, in which case they take half damage on a success and double damage on a failure.

FIRE: Fire creatures are immune to fire damage. They take double damage from cold unless a saving throw for half damage is allowed, in which case they take half damage on a success and double damage on a failure.

INCORPOREAL: Incorporeal creatures have no physical bodies. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities. They are immune to all non-magical attack forms. Even when hit by spells or magic weapons, they have a

Animal

Animals are nonhumanoid creatures, usually vertebrates. If the creature lived on Earth during human history (a bear, for example), it's an animal. A creature that is just a larger or fiercer version of a normal animal is also an animal.

Hit Die...............................d8	
Attack Bonus....................As cleric	
Good Saving Throws.....Fortitude or Reflex	
Skill Points 10–15	
Feats...................................None	
Notes ....Animals have Intelligence scores of 1 or 2 (predatory animals tend to have Intelligence scores of 2). Animals have low-light vision.	

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	1	22–23	10–11	$^1/16$ d8-$^1/8$ d8	—	1	—	1
Diminutive	1	20–21	10–11	$^1/8$ d8-$^1/4$ d8	—	1d2	1	1d2
Tiny	2–3	18–19	10–11	$^1/4$ d8-$^1/2$ d8	1	1d3	1d2	1d3
Small	6–7	16–17	10–11	$^1/2$ d8-1d8	1d2	1d4	1d3	1d4
Medium-size	10–11	14–15	12–13	1d8-2d8	1d3	1d6	1d4	1d6
Large	18–19	12–13	16–17	2d8-4d8	1d4	1d8	1d6	1d8
Huge	26–27	12–13	20–21	4d8-16d8	1d6	2d6	2d4	2d6
Gargantuan	34–35	10–11	24–25	16d8-32d8	1d8	2d8	2d6	2d8
Colossal	42–43	10–11	28–29	32d8+	2d6	4d6	2d8	4d6

50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile,* or attacks made with *ghost touch* weapons). An incorporeal creature has no natural armor but has a deflection bonus equal to its Charisma modifier (always at least +1).

Incorporeal creatures can pass through solid objects at will, but not force effects. Their touch attacks pass through natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against them.

Incorporeal creatures move silently and cannot be heard with Listen checks if they don't wish it. They have no Strength scores, so their Dexterity modifiers apply to both their melee and ranged attacks.

HUMANOID TYPE MODIFIERS: In general each species of humanoid is its own subtype. For example, the type entry for an elf is Humanoid (Elf).

HIT DICE

List the number and size (number of sides) of Hit Dice and any bonus hit points. The size of the Hit Dice will depend on the creature's type. The number of Hit Dice will be a function of the creature's type and sometimes its size. The number of bonus hit points is a function of the creature's Hit Dice and Constitution score.

A parenthetical listing of the creature's average hit points follows the Hit Dice listing. To calculate the creature's average hit points, take the average value of each Hit Die, apply the creature's Constitution modifier (a creature always has at least 1 hit point per Hit Die), multiply by the number of Hit Dice, and round down.

Average Die Size	Hit Die Values Average
1d4	2.5
1d6	3.5
1d8	4.5
1d10	5.5
1d12	6.5

INITIATIVE

This is the creature's modifier to initiative rolls. A parenthetical note shows where the bonuses come from (most commonly the creature's Dexterity modifier and the Improved Initiative feat if the creature has it).

Beast

Beasts are vertebrates with reasonably normal anatomies and no magical abilities (an owlbear, for example).

Hit Die	d10
Attack Bonus	As cleric
Good Saving Throws	Fortitude and Reflex
Skill Points	2 x Int score (+1/extra Hit Die)
Feats	None
Notes	Beasts have low-light vision and darkvision with a range of 60 feet.

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	1	22–23	10–11	$\frac{1}{16}$ d10–$\frac{1}{8}$ d10	–	1	–	1
Diminutive	1	20–21	10–11	$\frac{1}{8}$ d10–$\frac{1}{4}$ d10	–	1d2	1	1d2
Tiny	2–3	18–19	10–11	$\frac{1}{4}$ d10–$\frac{1}{2}$ d10	1	1d3	1d2	1d3
Small	6–7	16–17	10–11	$\frac{1}{2}$ d10–1d10	1d2	1d4	1d3	1d4
Medium-size	10–11	14–15	12–13	1d10–2d10	1d3	1d6	1d4	1d6
Large	18–19	12–13	16–17	2d10–4d10	1d4	1d8	1d6	1d8
Huge	26–27	12–13	20–21	4d10–16d10	1d6	2d6	2d4	2d6
Gargantuan	34–35	10–11	24–25	16d10–32d10	1d8	2d8	2d6	2d8
Colossal	42–43	10–11	28–29	32d10+	2d6	4d6	2d8	4d6

SPEED

Give the creature's land movement rate in feet per move. All speeds must be evenly divisible by 5 feet. Most bipeds have a speed of 30 feet (human speed) if they are at least Medium-size; bipeds that are smaller than Medium-size have speeds of 20 feet. Most quadrupeds have speeds of at least 30 feet (unless they are remarkably slow) regardless of size. Predators or creatures noted for fast movement should have speeds of 40 feet or more.

If the creature has other modes of movement, list all that apply in alphabetical order. If the creature wears armor, list its reduced movement rate in a parenthetical following the main entry.

The other modes of movement are:

BURROW: The ability to move by digging through the ground.

CLIMB: The ability to move up and down vertical surfaces. Creatures with a climb speed have the Climb skill at no cost and gain a +8 bonus to Climb checks. A climb movement rate usually should be about half the creature's land movement rate.

FLY: The creature can fly through the air. All flying speeds must include a parenthetical note about its maneuverability, using one of the following terms:

Perfect: The creature is as maneuverable as a classic UFO. It can hover in place and freely turn. It can freely change its direction of movement, flying upward, downward, forward, or backward, all in the same round. It can fly straight up with no loss of speed, and can fly downward at any angle at double its normal rate of speed.

This kind of super maneuverability is fairly rare. Creatures that rely on wings for flight probably shouldn't be this maneuverable unless they are very small or have wings that beat very fast. Creatures native to the Plane of Elemental Air, incorporeal creatures, and other wingless creatures most often have this kind of maneuverability.

Good: The creature can fly like a hummingbird. It can turn up to 90 degrees in any direction (even up and down) for each 5 feet of forward movement. It can also spend 5 feet of movement to turn 90 degrees in place, but no more than 180 degrees at once.

The creature can hover and fly backwards, but reversing direction costs it 5 feet of movement. It moves

Note: If a monster 1 Hit Dice or less has a class (a kobold fighter, for example) the attack bonus, skill points, and feats are calculated according to the character class, not according to the Hit Dice of the monster. If a monster with more than 1 HD has a class, it retains its monster abilities in addition to its class abilities.

at half speed when flying upward at any angle, including straight up. The creature can fly downward at any angle at double speed and can fly both up and down in the same round.

Giant insects, fey creatures, and some outsiders have this kind of maneuverability.

Average: The creature can fly as well as a small bird or bat. It can turn up to 45 degrees in any direction (even up and down) for each 5 feet of forward movement. It can also spend 5 feet of movement to turn 45 degrees in place, but no more than 90 degrees at once.

The creature cannot hover or fly backwards, and each round it must move forward at least half its normal

flying speed or it stalls. It can move upward at a 60 degree angle, and it moves at half speed when flying upward at any angle. The creature can fly downward at any angle at double speed. It can fly both up and down in the same round, but each climb or dive must be separated by at least 5 feet of level movement.

Most small, agile flyers have this kind of maneuverability.

Poor: The creature flies as well as a very large bird. It can turn up to 45 degrees in any direction (even up and down) for each 5 feet of forward movement. It cannot turn in place.

The creature cannot hover or fly backwards, and each round it must

move forward at least half its normal flying speed or it stalls. It can move upward or downward at a 45 degree angle. The creature moves at half speed when flying upward and double speed when flying downward. It can fly both up and down in the same round, but each climb or dive must be separated by at least 10 feet of level movement.

Most big flying monsters have this kind of maneuverability.

Clumsy: The creature can barely fly at all; it is about as graceful in flight as a barnyard chicken. It can turn up to 45 degrees in any direction (even up and down) but each turn must be separated by 5 feet of straight and level movement.

The creature cannot hover or fly backwards, and each round it must move forward at least half its normal flying speed or it stalls. It can move upward or downward at a 45 degree angle. The creature moves at half speed when flying upward and double speed when flying downward. It cannot fly both upward and downward during the same round.

SWIM: The creature can move through water without making a Swim check. If it should ever need to make a Swim check (to avoid a hazard, for example) it gets a +8 bonus .

Do not create new modes of movement.

Construct

Constructs are animated objects or artificially constructed creatures (a golem, for example).

Hit Die	d10
Attack Bonus	As cleric
Good Saving Throws	None
Skill Points	None
Feats	None
Notes	Constructs usually have no Intelligence scores and never have Constitution scores. Constructs are immune to mind-influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects) and to poison, *sleep*, paralysis, stunning, disease, death effects, and necromantic effects.

Constructs are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to anything that requires a Fortitude save (unless the effect also works on objects). Constructs are not at risk of death from massive damage (see Injury and Death in Chapter 8: Combat in the *Player's Handbook*), but when reduced to 0 hit points or less, they are immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have darkvision with a range of 60 feet.

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	4–5	18–19	—	1/16 d10–1/8 d10	1	—	—	1
Diminutive	6–7	16–17	—	1/8 d10–1/4 d10	1d2	—	1	1d2
Tiny	8–9	14–15	—	1/4 d10–1/2 d10	1d3	1	1d2	1d3
Small	10–11	12–13	—	1/2 d10–1d10	1d4	1d2	1d3	1d4
Medium-size	12–13	10–11	—	1d10–2d10	1d6	1d3	1d4	1d6
Large	20–21	10–11	—	2d10–4d10	1d8	1d4	1d6	1d8
Huge	28–29	8–9	—	4d10–16d10	2d6	1d6	2d4	2d6
Gargantuan	32–33	6–7	—	16d10–32d10	2d8	1d8	2d6	2d8
Colossal	36–37	4–5	—	32d10+	4d6	2d6	2d8	4d6

ABERRATION, BEAST, OR MAGICAL BEAST?

Sometimes these three creature types can be hard to sort out. Here are some pointers:
- Anything that's just a collection of animal parts, with no supernatural or spell-like abilities, is a beast. For example, an owlbear is a beast.
- Anything that's a collection of animal parts with spell-like or supernatural abilities is a magical beast. For example, a chimera is a magical beast.
- If the creature doesn't really resemble anything found in nature and if it has any special abilities it's an aberration. For example, both the carrion crawler and the beholder are aberrations. Something odd-looking that has no special abilities is probably a beast.

ARMOR CLASS

Give the creature's Armor Class for normal combat.

All creatures start with a base Armor Class of 10, which is modified by the creature's size, Dexterity, and armor (usually natural armor).

Don't just pick an Armor Class number out of thin air. Consider the creature's anatomy and overall toughness. The table below shows some typical values for natural armor.

TYPICAL NATURAL ARMOR VALUES

Type	Bonus	Example Creature
Normal Skin	+0	Human
Thick Skin or fur	+1 to +3	Baboon (+1) Black Bear (+2) Shark (+3)
Tough Hide	+4 to +7	Crocodile (+4) Polar Bear (+5) Boar (+6) Rhinoceros (+7)
Scales	+5 to +10 or more	Dragon (varies)

Don't forget to include the creature's size modifier in your final Armor Class calculation. If the creature wears armor, its natural armor value stacks with the value of its armor. For example, a centaur is a Large creature with a Dexterity score of 14 (+2 AC bonus) and +2 natural armor. If the centaur carries a large shield and wears a chain shirt, its Armor Class will be 19 (-1 size, +2 Dex, +2 natural, +2 large shield, +4 chain shirt).

ATTACKS

List all the creature's physical attacks; natural weapon attacks first (if any), followed by weapon attacks (if any).

NATURAL WEAPONS: Give the number of attacks along with the weapon used (for example: bite, 2 claws, sting) along with the attack bonus and the type of attack (melee or ranged). The first weapon (or weapons) you list will be the creature's primary weapon. Primary weapons use the creature's full attack bonus, no matter how many primary weapons there are. A creature's attack bonus depends on its type, Hit Dice, size, and Strength modifier (for melee attacks) or Dexterity modifier (for ranged attacks). Don't forget the size modifier.

All other natural weapons are secondary. Reduce the creature's attack bonus by 5 for all secondary weapons, no matter how many there are. Creatures with the Multiattack feat suffer only a -2 penalty to secondary attacks.

A monster threatens critical hits on a roll of 20 unless you specify otherwise; do not specify otherwise unless you have a good reason to do so.

In general, a creature attacks once with each natural weapon it has. For most monsters, that will be two claws and a bite (or the other way around).

Dragon

Dragons are reptilian creatures, usually winged, with magical or unusual abilities (a red dragon, for example). Any dragon with magical abilities or breath weapons should include an elemental subtype (air, earth, fire, or water).

Hit Die	d12
Attack Bonus	As fighter
Good Saving Throws	Fortitude, Reflex, and Will
Skill Points	6/HD (Int modifier applies per Hit Die)
Feats	1 (+1/4 extra Hit Dice)
Notes	Dragons are immune to *sleep* and paralysis effects. Dragons have darkvision with a range of 60 feet and low-light vision.

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	2-3	14-15	10-11	1d6-1d12	—	1d2	1	1
Diminutive	6-7	12-13	10-11	1d12-3d12	—	1d3	1d2	1d2
Tiny	10-11	10-11	12-13	3d12-6d12	—	1d4	1d3	1d3
Small	12-13	10-11	12-13	4d12-9d12	—	1d6	1d4	1d4
Medium-size	14-15	10-11	14-15	7d12-13d12	1d4	1d8	1d6	1d6
Large	18-19	10-11	16-17	10d12-21d12	1d6	2d6	1d8	1d8
Huge	26-27	10-11	20-21	19d12-33d12	1d8	2d8	2d6	2d6
Gargantuan	34-35	10-11	24-25	27d12-38d12	2d6	4d6	2d8	2d8
Colossal	42-43	10-11	28-29	38d12+	2d8	4d8	4d6	4d6

Elemental

Elementals are composed of one of the four classical elements (an invisible stalker, for example). All elementals require an elemental subtype (air, earth, fire, or water).

Hit Die	d8
Attack Bonus	As cleric
Good Saving Throws	Varies by subtype: Reflex (Air, Fire), Fortitude (Earth, Water)
Skill Points	2 x Int score (+2/extra Hit Die)
Feats	Int bonus (+1/4 extra Hit Dice)
Notes	Elementals are immune to poison, *sleep*, paralysis, and stunning. Elementals have no clear front or back and are therefore not subject to critical hits or flanking. Unless noted otherwise, they have darkvision with a range of 60 feet. A slain elemental cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	4-5	18-19	10-11	1/8 d8-1/4 d8	1	1	—	—
Diminutive	6-7	16-17	10-11	1/4 d8-1/2 d8	1d2	1d2	1	—
Tiny	8-9	14-15	10-11	1/2 d8-1d8	1d3	1d3	1d2	1
Small	10-11	12-13	10-11	1d8-2d8	1d4	1d4	1d3	1d2
Medium-size	12-13	10-11	12-13	2d8-4d8	1d6	1d6	1d4	1d3
Large	20-21	10-11	16-17	4d8-8d8	1d8	1d8	1d6	1d4
Huge	24-25	8-9	20-21	8d8-16d8	2d6	2d6	2d4	1d6
Gargantuan	28-29	6-7	24-25	16d8-32d8	2d8	2d8	2d6	1d8
Colossal	32-33	4-5	28-29	32d8+	4d6	4d6	2d8	2d6

WEAPONS: Creatures that use weapons follow all the rules characters do, including multiple attacks with the same weapon and penalties for using two weapons at once. List all the steps in a multiple attack sequence, and include all adjustments that apply. (See the section on natural weapons, above.)

DAMAGE

List the damage that each of the creature's attacks inflict; use the same order you used for the creature's attacks. The damage rating will depend on the creature's size and type, as noted in the section on types, above. Particularly tough or weak creatures might have stronger or weaker attacks. In general you can move up or down one or two lines, or left or right one column on the table. For example, a Medium-size vermin's bite usually has a damage rating of 1d6, but it could be as low as 1d3 or as much as 2d6. Use the 1d3 rating for a creature with a very small or weak mouth, and the 2d6 rating for a creature with large or very powerful mouth parts.

NATURAL WEAPONS: A creature's primary attack gets the creature's full damage bonus from Strength (1 ½ times the bonus if it is the creature's sole attack). Secondary attacks gain half the creature's Strength bonus.

If any of the creature's attacks also cause some special effect other than damage (poison, disease, energy drain, paralysis, and so on), list it here. Use the word "and" to indicate that the two items go together. For example: Sting 1d6 and poison.

Unless you note otherwise, creatures inflict double damage with a critical hit; don't note otherwise without a good reason.

WEAPON-USING CREATURES: Creatures that use weapons follow all the rules characters do; two-handed weapons gain 1 ½ times the creature's Strength bonus. Secondary weapons gain ½ the creature's Strength bonus.

MONSTER SIZE CATEGORIES

Size	Examples	Modifier[1]	Dimension[2]	Typical Weight[3]
Colossal	Moby Dick	-8	64 ft. or more	250,000 lb. or more
Gargantuan	whale	-4	32-64 ft.	32,000 lb. to 250,000 lb.
Huge	giraffe, elephant	-2	16-32 ft.	4,000 lb. to 32,000 lb.
Large	gorilla, horse	-1	8-16 ft.	500 lb. to 4,000 lb.
Medium-size	human, pony	0	4-8 ft.	60 lb. to 500 lb.
Small	halfling, coyote	+1	2-4 ft.	8 lb. to 60 lb.
Tiny	cat	+2	1-2 ft.	1 lb. to 8 lb.
Diminutive	toad	+4	6 in. to 1 ft.	⅛ lb. to 1 lb.
Fine	housefly	+8	6 in. or less	⅛ lb. or less

1. This modifier applies to the creature's Armor Class and attack rolls.
2. This indicates either the biped's height or the quadruped's body length (nose to base of tail).
3. It is important to remember that a creature's total volume is what determines its size. If a creature is significantly more or less dense than a regular animal, then its weight is a poor indicator of size. For example, the ghost of a human weighs nothing but is still Medium-size.

Fey

Fey are creatures with supernatural abilities and connections to nature or to some other force or place (a dryad, for example). They are usually human-shaped.

Hit Die	d6
Attack Bonus	As wizard
Good Saving Throws	Reflex and Will
Skill Points	3 × Int score (+2/extra Hit Die)
Feats	1 + Int bonus (+1/4 extra Hit Dice)
Notes	Fey have low-light vision.

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	1	22-23	10-11	⅟16 d6-⅛ d6	—	—	—	1
Diminutive	1	20-21	10-11	⅛d6-¼ d6	—	1	1	1d2
Tiny	2-3	18-19	10-11	¼ d6-½ d6	1	1d2	1d2	1d3
Small	6-7	16-17	10-11	½ d6-1d6	1d2	1d3	1d3	1d4
Medium-size	10-11	12-13	10-11	1d6-2d6	1d3	1d4	1d4	1d6
Large	14-15	12-13	12-13	2d6-4d6	1d4	1d6	1d6	1d8
Huge	18-19	12-13	14-15	4d6-16d6	1d6	1d8	2d4	2d6
Gargantuan	22-23	10-11	16-17	16d6-32d6	1d8	2d6	2d6	2d8
Colossal	26-27	10-11	18-19	32d6+	2d6	2d8	2d8	4d6

FACE/REACH

This says how much space the creature needs to fight effectively and how close it has to be to an opponent to threaten that opponent. (See Big and Little Creatures in Combat, in Chapter 8 of the *Player's Handbook*.) List the face number first (this shows how much space the creature needs to fight), width first, length second. List the reach number second. If the creature has exceptional reach (due to a weapon or for any other reason), note the extra reach in parenthesis.

A creature's Face/Reach entry depends on its size and anatomy. (See the **Face/Reach by Size** chart.)

SPECIAL ATTACKS

List all the creature's special attacks in the order they are most likely to be used in play. If two special attacks are equally important, list them in alphabetical order.

A special attack is anything the creature uses offensively to harm or hinder another creature. Use one or two-word descriptions.

Brief notes on common special attacks are listed in the introduction to the *Monster Manual*.

If the creature has no special attacks, drop this line.

SPECIAL QUALITIES

A special quality is any ability the creature can use to protect itself. The special quality line is also the catch-all for anything the creature might do or have that does not logically go in another line in the statistics listing. As with special attacks, use one or two-word descriptions.

Brief notes on common special qualities are listed in the introduction to the *Monster Manual*.

If the creature has no special qualities, drop this line.

SAVING THROWS

List the creature's saving throw bonuses. The creature's base saving throw bonuses depend on its type and Hit Dice. Include all adjustments that apply to each save, provided they apply all the time (such as ability score modifiers, armor modifiers, and racial bonuses). Conditional saving throw bonuses should be noted on the creature's special qualities line and explained in the Combat section of the creature's description.

ABILITIES

List all six of the creature's ability scores, in order: Str, Dex, Con, Int, Wis, Cha.

ASSIGNING ABILITIES

Physical abilities such as Strength, Dexterity, and Constitution are largely a function of a creature's type and size. In general, the bigger a creature gets, the better its Strength and Constitution scores and the lower its Dexterity. Exceptions abound. The suggestions given on the type tables assume creatures with fairly sedentary, non-predatory lifestyles. Hunting creatures need better Strength and Dexterity scores. Tree-dwelling, climbing, or swift creatures need better Dexterity scores. Tough or resilient creatures need higher Constitution scores.

The remaining attributes (Intelligence, Wisdom, and Charisma) are seldom a function of size. You'll need to assign values to these abilities to match your concept of your creature.

Intelligence: Reflects how well the creature learns and reasons. In most cases, it affects how many skills and feats the creature has. A creature needs an Intelligence score of at least 3 to speak a language; anything less

makes the creature no smarter than a typical animal. Intelligence scores of 4 to 6 represent a limited ability to reason and a certain low cunning.

Intelligence scores of 7 to 9 begin to reach into the human range. Scores of 10 to 12 cover the human norm. Scores of 13 to 18 reflect above average to genius level Intelligence. Scores of 19 and above represent superhuman intellect.

Wisdom: Reflects the creature's level of perception and strength of will. A creature can have a very low Intelligence score and still be very wise. Wisdom scores of 3 or less indicate a creature that is barely sentient. Scores of 4 to 6 represent a limited ability to perceive the environment and react to it. Scores of 7 to 9 approach the human range of perception. Scores of

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Giant

Giants are humanoid creatures of great strength, usually of at least Large size (an ogre, for example).

SCOTT FISCHER

Hit Die................................d8
Attack Bonus....................As cleric
Good Saving Throws.....Fortitude
Skill Points ....6 + Int modifier (+1/extra Hit Die)
Feats....................................1 (+1/4 extra Hit Dice)
Notes...................................Giants have darkvision with a range of 60 feet. Giants are proficient with all simple weapons and with any weapons listed in their entries.

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	1	12–13	10–11	$\frac{1}{16}$ d8–$\frac{1}{8}$ d8	—	—	—	1
Diminutive	1	12–13	10–11	$\frac{1}{8}$ d8–$\frac{1}{4}$ d8	—	1	1	1d2
Tiny	2–3	10–11	10–11	$\frac{1}{4}$ d8–$\frac{1}{2}$ d8	1	1d2	1d2	1d3
Small	6–7	10–11	10–11	$\frac{1}{2}$ d8–1d8	1d2	1d3	1d3	1d4
Medium-size	14–15	10–11	12–13	1d8–2d8	1d3	1d4	1d4	1d6
Large	20–21	8–9	14–15	2d8–4d8	1d4	1d6	1d6	1d8
Huge	24–25	8–9	18–19	4d8–16d8	1d6	1d8	2d4	2d6
Gargantuan	28–29	8–9	22–23	16d8–32d8	1d8	2d6	2d6	2d8
Colossal	32–33	6–7	26–27	32d8+	2d6	2d8	2d8	4d6

Humanoid

Humanoids usually have two arms, two legs, and one head, or a humanlike torso, arms, and head. They have few or no supernatural or extraordinary abilities, and usually are Small or Medium-size (a goblin, for example).

SAM WOOD

Hit Die................................d8
Attack Bonus....................As cleric
Good Saving Throws.....Varies (usually Reflex)
Skill Points ....6 + Int modifier (+1/extra Hit Die)
Feat....................................1 (+1/4 extra Hit Dice)
Notes ....Every humanoid has a type modifier

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	1	12–13	10–11	$\frac{1}{16}$ d8–$\frac{1}{8}$ d8	—	—	—	1
Diminutive	1	12–13	10–11	$\frac{1}{8}$ d8–$\frac{1}{4}$ d8	—	1	1	1d2
Tiny	2–3	10–11	10–11	$\frac{1}{4}$ d8–$\frac{1}{2}$ d8	1	1d2	1d2	1d3
Small	6–7	10–11	10–11	$\frac{1}{4}$ d8–1d8	1d2	1d3	1d3	1d4
Medium-size	10–11	10–11	10–11	1d8–2d8	1d3	1d4	1d4	1d6
Large	14–15	8–9	14–15	2d8–4d8	1d4	1d6	1d6	1d8
Huge	18–19	8–9	18–19	4d8–16d8	1d6	1d8	2d4	2d6
Gargantuan	22–23	6–7	22–23	16d8–32d8	1d8	2d6	2d6	2d8
Colossal	26–27	4–5	26–27	32d8+	2d6	2d8	2d8	4d6

Magical Beast

Magical beasts are similar to beasts (see above), but have supernatural or extraordinary abilities (a displacer beast, for example).

Hit Die	d10
Attack Bonus	As fighter
Good Saving Throws	Fortitude and Reflex
Skill Points	2 x Int score (+1/extra Hit Die)
Feats	1 + Int bonus (+1/4 extra Hit Dice)
Notes	Magical beasts have darkvision with a range of 60 feet and low-light vision.

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	1	22–23	10–11	1/16 d10–1/8 d10	—	1	—	1
Diminutive	1	20–21	10–11	1/8 d10–1/4 d10	—	1d2	1	1d2
Tiny	2–3	18–19	10–11	1/4 d10–1/2 d10	1	1d3	1d2	1d3
Small	6–7	16–17	10–11	1/2 d10–1d10	1d2	1d4	1d3	1d4
Medium-size	10–11	14–15	12–13	1d10–2d10	1d3	1d6	1d4	1d6
Large	18–19	12–13	16–17	2d10–4d10	1d4	1d8	1d6	1d8
Huge	26–27	12–13	20–21	4d10–16d10	1d6	2d6	2d4	2d6
Gargantuan	34–35	10–11	24–25	16d10–32d10	1d8	2d8	2d6	2d8
Colossal	42–43	10–11	28–29	32d10+	2d6	4d6	2d8	4d6

Monstrous Humanoid

These are humanoid creatures with monstrous or animalistic features, often having supernatural abilities (a medusa, for example).

Hit Die	d8
Attack Bonus	As fighter
Good Saving Throws	Reflex and Will
Skill Points	2 x Int Score (+2/extra Hit Die)
Feats	1 + Int bonus (+1/4 extra Hit Dice)

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	1	22–23	10–11	1/16 d8–1/8 d8	—	—	—	1
Diminutive	1	20–21	10–11	1/8 d8–1/4 d8	—	1	1	1d2
Tiny	2–3	18–19	10–11	1/4 d8–1/2 d8	1	1d2	1d2	1d3
Small	6–7	16–17	10–11	1/2 d8–1d8	1d2	1d3	1d3	1d4
Medium-size	10–11	12–13	10–11	1d8–2d8	1d3	1d4	1d4	1d6
Large	18–19	12–13	12–13	2d8–4d8	1d4	1d6	1d6	1d8
Huge	26–27	12–13	14–15	4d8–16d8	1d6	1d8	2d4	2d6
Gargantuan	34–35	10–11	16–17	16d8–32d8	1d8	2d6	2d6	2d8
Colossal	42–43	10–11	18–19	32d8+	2d6	2d8	2d8	4d6

10 to 12 cover the human norm. Scores of 13 to 18 reflect acute senses and unusual guile. Scores of 19 and above represent superhuman perceptions.

Charisma: Reflects the creature's sense of self and ability to influence other creatures for good or for ill (a particularly scary creature will have a high Charisma score). A creature can have a very low Intelligence score and still be very charismatic. Charisma scores of 3 or less indicate a creature that is barely sentient. Scores of 4 to 6 represent a limited sense of self. Scores of 7 to 9 approach the human range of self awareness. Scores of 10 to 12 cover the human norm. Scores of 13 to 18 reflect a strong presence. Scores of 19 and above represent superhuman Charisma.

NONABILITIES

Some creatures lack some ability scores. These creatures do not have ability ratings of 0, they lack the ability altogether. The ability modifier for a nonability is +0 (but see below):

Strength: Any creature that can physically manipulate other things has at least 1 point of Strength.

A creature with no Strength score can't exert force, usually because it has no physical body (such as a ghost) or because it doesn't move (such as a shrieker). If the creature can attack, apply its Dexterity modifier to its base attack in place of its Strength modifier. The creature cannot make Strength checks.

Dexterity: Any creature that can move has at least 1 point of Dexterity.

A creature with no Dexterity score can't move (such as a shrieker). If it can act (such as by casting spells), apply its Intelligence modifier to its Initiative roll instead of its Dexterity modifier. The creature cannot make Dexterity checks and automatically fails all Reflex saves.

Constitution: Any living creature has at least 1 point of Constitution.

A creature with no Constitution has no body (such as a specter) or no metabolism (such as a golem). The creature is immune to anything that requires a Fortitude save—unless the effect works on objects. For example, a zombie is immune to any type of poison, but is susceptible to a *disintegrate* spell. The creature automatically passes most Constitution checks, and it uses its Charisma modifier for Concentration checks.

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence.

A creature with no Intelligence score is an automaton; it operates according to simple instincts or programmed instructions. It is immune to all mind-influencing effects (*charms,* compulsions, phantasms, patterns, and morale effects). It fails all Intelligence checks.

Wisdom: Any creature that can perceive its environment in any way has at least 1 point of Wisdom

Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score and vice versa.

Charisma: Any creature that is capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma.

Anything with no Charisma score is an object, not a creature.

SKILLS

List the creature's skills in alphabetical order, along with each skill's score; add all adjustments that apply to each skill, provided they apply all the time (such as ability score modifiers, armor modifiers, and racial bonuses). Some skills have additional modifiers that you must take into account (such as the Hide skill, which has a size modifier). Other skills might be affected by the feats you choose for the creature. If the creature has conditional ability adjustments, do not apply them. Instead mark the skill score with an asterisk and note the conditional modifier in the Skills section of the creature's description.

ASSIGNING SKILLS: Assign whatever skills you think the creature ought to have. The number of skill points the creature has depends on its type, Hit Dice, and Intelligence.

Assume that any skill you choose for the creature is a class skill (costs 1 skill point per rank). Spend all the creature's skill points. When assigning Craft or Knowledge skills you can list "Any" as the skill type, as in Craft (Any) +6.

As always, it is useful to consider your concept when assigning skills. Creatures that live by hunting need Hide, Spot, and Listen skills, and probably the Move Silently skill. Creatures that use spells or spell-like abilities need the Concentration skill and probably the Spellcraft skill. Creatures that do not have a climb or swim speed might benefit from the Climb or Swim skills. Skills such as Balance and Escape Artist can be useful for almost any creature.

MAXIMUM SKILL RANK: The maximum rank for any skill is the creature's Hit Dice + 3.

SKILL BONUSES: Often a creature will need a better skill score than its abilities and skill points allow. In such cases, it's a good idea to assign it a racial bonus (which works all the time), or a specific circumstance bonus. For example most big cats get a bonus to Hide and Move Silently, and even bigger conditional Hide and Move Silently bonuses when they're in the right terrain. They'd have a hard time surviving as predators without them.

FEATS

List all the creature's feats alphabetically by name.

ASSIGNING FEATS: The charts show the number of feats a creature can have. Note that very weak creatures can benefit from the Weapon Finesse feat, which allows the creature to use its Dexterity bonus for melee attacks (very useful for Tiny, Small, and Diminutive creatures). Likewise, very big or strong creatures can benefit from the Power Attack feat, which allows them to convert attack bonuses into extra damage. When in doubt, most creatures can benefit from the feats that improve saving throws (Great Fortitude, Lightning Reflexes, and Iron Will). In general, however, you should assign feats with your creature concept in mind, just as you did for skills. For example, spellcasting creatures can benefit from Combat Casting. Creatures that depend on their senses to locate prey or alert them to danger can benefit from the Alertness feat. Creatures that attack from ambush can use Improved Initiative.

CLIMATE/TERRAIN

Consider where the creature lives. Use the terms listed below. You can list multiple types, but do not combine types. For example, hills or forests is okay, but hilly forests is not okay. You can substitute the word "Any" for a climate or terrain. As in Any Mountains, Any Cold, or

Ooze

Oozes are amorphous or mutable creatures (a gelatinous cube, for example).
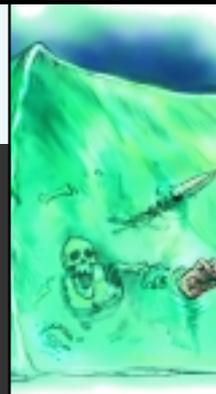
Hit Die	d10
Attack Bonus	As cleric
Good Saving Throws	None
Skill Points	None
Feats	None
Notes	Oozes are immune to poison, *sleep*, paralysis, stunning, and *polymorphing*. They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind but have the blindsight special quality. They have no Intelligence scores and are therefore immune to all mind-influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects).

Oozes have no natural armor ratings, but they are nevertheless difficult to kill because their bodies are mostly simple protoplasm. This is reflected by bonus hit points (in addition to those from Hit Dice and Constitution scores) according to size, as shown below.

Ooze Size	Bonus Hit Points
Fine	—
Diminutive	—
Tiny	—
Small	5
Medium-size	10
Large	15
Huge	20
Gigantic	30
Colossal	40

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	4–5	18–19	10–11	$\frac{1}{16}$ d10–$\frac{1}{8}$ d10	1	1	—	—
Diminutive	6–7	16–17	10–11	$\frac{1}{8}$ d10–$\frac{1}{4}$ d10	1d2	1d2	1	—
Tiny	8–9	14–15	10–11	$\frac{1}{4}$d10–$\frac{1}{2}$ d10	1d3	1d3	1d2	1
Small	10–11	12–13	10–11	$\frac{1}{2}$ d10–1d10	1d4	1d4	1d3	1d2
Medium-size	12–13	10–11	10–11	1d10–2d10	1d6	1d6	1d4	1d3
Large	20–21	10–11	14–15	2d10–4d10	1d8	1d8	1d6	1d4
Huge	28–29	8–9	18–19	4d10–16d10	2d6	2d6	2d4	1d6
Gargantuan	32–33	6–7	22–23	16d10–32d10	2d8	2d8	2d6	1d8
Colossal	36–37	4–5	26–27	32d10+	4d6	4d6	2d8	2d6

Outsider

Outsiders are nonelemental creatures that come from other dimensions, realities, or planes (a devil, for example). Unless they're neutral, outsiders have alignment-based subtypes (chaos, evil, good, lawful, or any compatible pair out of the four).

Hit Die	d8
Attack Bonus	As fighter
Good Saving Throws	Fortitude, Reflex, Will
Skill Points	8/HD (Int modifier applies per Hit Die)
Feats	1 (+1/4 extra Hit Dice)
Notes	See the *Monster Manual* for outsider special abilities.

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	4–5	18–19	10–11	$\frac{1}{16}$ d8–$\frac{1}{8}$ d8	1	1	—	—
Diminutive	6–7	16–17	10–11	$\frac{1}{8}$ d8–$\frac{1}{4}$ d8	1d2	1d2	1	—
Tiny	8–9	14–15	10–11	$\frac{1}{4}$ d8–$\frac{1}{2}$ d8	1d3	1d3	1d2	1
Small	10–11	12–13	10–11	$\frac{1}{2}$ d8–1d8	1d4	1d4	1d3	1d2
Medium-size	12–13	10–11	12–13	1d8–2d8	1d6	1d6	1d4	1d3
Large	20–21	10–11	16–17	2d8–4d8	1d8	1d8	1d6	1d4
Huge	28–29	8–9	20–21	4d8–16d8	2d6	2d6	2d4	1d6
Gargantuan	32–33	6–7	24–25	16d8–32d8	2d8	2d8	2d6	1d8
Colossal	36–37	4–5	28–29	32d8+	4d6	4d6	2d8	2d6

Plant

This type comprises vegetable creatures (a shambling mound, for example).

Hit Die	d8
Attack Bonus	As cleric
Good Saving Throws	Fortitude
Skill Points	None
Feats	None
Notes	Plants are immune to poison, *sleep*, paralysis, stunning, and *polymorphing*. They are not subject to critical hits or mind-influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects). Plants either have low-light vision or are blind and have the blindsight special quality.

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	4–5	18–19	10–11	$\frac{1}{16}$ d10–$\frac{1}{8}$ d10	1	—	—	1
Diminutive	6–7	16–17	10–11	$\frac{1}{8}$ d10–$\frac{1}{4}$ d10	1d2	—	1	1d2
Tiny	8–9	14–15	10–11	$\frac{1}{4}$ d10–$\frac{1}{2}$ d10	1d3	1	1d2	1d3
Small	10–11	12–13	10–11	$\frac{1}{2}$ d10–1d10	1d4	1d2	1d3	1d4
Medium-size	12–13	10–11	12–13	1d10–2d10	1d6	1d3	1d4	1d6
Large	20–21	10–11	16–17	2d10–4d10	1d8	1d4	1d6	1d8
Huge	28–29	8–9	20–21	4d10–16d10	2d6	1d6	2d4	2d6
Gargantuan	32–33	6–7	24–25	16d10–32d10	2d8	1d8	2d6	2d8
Colossal	36–37	4–5	28–29	32d10+	4d6	2d6	2d8	4d6

Any Land. Don't use just the word "Any" unless the creature literally can be found anywhere from the depths of the sea to the top of the highest mountain.

CLIMATE TYPES
Cold: Arctic and subarctic climes. Any area that has winter conditions for the greater portion of the year is cold.
Temperate: Any area that has alternating warm and cold seasons.
Warm: Tropical and subtropical climes. Any area that has summer conditions for the greater portion of the year is warm.

TERRAIN TYPES
Aquatic: Fresh or salt water.
Desert: Any dry area with sparse vegetation.
Plains: Any fairly flat area that is not a desert, marsh, or forest.
Forest: Any area covered with trees.
Hill: Any area with rugged, but not mountainous, terrain.
Mountains: Rugged terrain, higher than hills.
Marsh: Low, flat, waterlogged areas.
Underground: Subterranean area (unlike the other terrain types, this does not require a climate listing).

Do not create new climate or terrain types.

ORGANIZATION
Use a descriptive term for the kinds of groups the creature might form (there can be more than one). Include a parenthetical note that says how many creatures are in each type of group. The note should be a number, not a dice range, but it is helpful if the range you give can be generated easily with one die. For example, 1-4 (1d4), or 3-10 (1d8+2).

Some suggestions for terms and numbers can be found on the **Organization Examples** chart.

CHALLENGE RATING
This shows the party level for which the creature would make a good encounter of moderate difficulty. You should assume that the party is composed of four fresh characters (full hit points, full spells, and an assortment of equipment appropriate to their levels). Given reasonable luck, the four characters should be able to win the encounter with some damage, but no casualties.

There is no tried and true way to assign challenge ratings. The best

method is to page through the *Monster Manual* until you find a comparable creature. The **Challenge Rating Guesstimator** table will help you estimate the creature's challenge rating, but you'll need to both check the *Monster Manual* and playtest the creature against a few sample parties to arrive at an appropriate challenge rating.

TREASURE

Most creatures will have no treasure (None) or Standard treasure. Very intelligent creatures might have double or triple treasure. Some creatures might collect only certain types of treasure. See the Introduction to the *Monster Manual* for details.

ALIGNMENT

List the alignment that the majority of creatures of this type have. Use two terms: lawful, neutral, or chaotic followed by good, neutral, or evil. You don't have to write neutral neutral or true neutral—just neutral will do fine. All alignments have a qualifier: Always, Usually, or Often, as noted in the introduction to the *Monster Manual*.
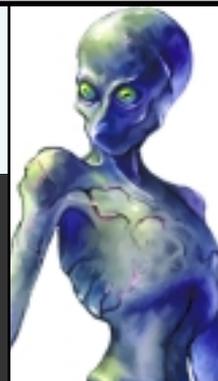
ADVANCEMENT RANGE

This is a measure of how tough the creature can get if the DM decides to pump it up. In general, a creature should be able to gain up to three times its original Hit Dice (that is, a 4 Hit Die creature should be able to go up to 12

Shapechanger

These are nonamorphous creatures that can assume other forms (a doppelganger, for example).

Hit Die	d8
Attack Bonus	As cleric
Good Saving Throws	Fortitude, Reflex, Will
Skill Points	2 x Int score (+1/extra Hit Die)
Feats	1 + Int bonus (+1/4 extra Hit Dice)
Notes	Shapechangers have darkvision with a range of 60 feet.

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	4-5	18-19	10-11	$\frac{1}{16}$ d8-$\frac{1}{8}$ d8	1	1	—	—
Diminutive	6-7	16-17	10-11	$\frac{1}{8}$ d8-$\frac{1}{4}$ d8	1d2	1d2	1	—
Tiny	8-9	14-15	10-11	$\frac{1}{4}$ d8-$\frac{1}{2}$ d8	1d3	1d3	1d2	1
Small	10-11	12-13	10-11	$\frac{1}{2}$ d8-1d8	1d4	1d4	1d3	1d2
Medium-size	12-13	10-11	12-13	1d8-2d8	1d6	1d6	1d4	1d3
Large	20-21	10-11	16-17	2d8-4d8	1d8	1d8	1d6	1d4
Huge	28-29	8-9	20-21	4d8-16d8	2d6	2d6	2d4	1d6
Gargantuan	32-33	6-7	24-25	16d8-32d8	2d8	2d8	2d6	1d8
Colossal	36-37	4-5	28-29	32d8+	4d6	4d6	2d8	2d6

HD. Most creatures will get larger if the DM adds a lot of Hit Dice. For example, the advancement range entry for a Large creature with 4 Hit Dice might read: 5 to 8 HD (Large); 9 to 12 HD (Huge). See the types section for guidelines on size and Hit Dice.

THE MONSTER'S DESCRIPTION

Your monster design is not complete without some text about what the creature is like.

FIRST PARAGRAPH: This is a short description of what the monster is all about (in other words, a more lengthy version of your basic concept). This should not exceed 30 words, no matter how long the monster entry is. Consider this paragraph a sales pitch for why the DM should include the monster in an adventure.

SUBSEQUENT PARAGRAPHS: Two or three paragraphs that briefly describe what the creature looks like, what it eats, how it acts when it's not fighting, and any other interesting tidbits you can dream up.

This section should say how big the creature really is (height or length in feet, weight in pounds) and what languages it can speak.

COMBAT SECTION: Begins with a brief description of how the monster fights. It should include notes about the creature's favorite tactics.

SPECIAL ATTACKS SECTION: These explain everything listed in the Special Attacks line in the statistics block. Always list the special attacks in the same order as they appear in the statistics block.

Special attacks are extraordinary (Ex), spell-like (Sp), or supernatural (Su). (See Special Abilities in Chapter 10 of the *Player's Handbook*.)

Extraordinary: Extraordinary abilities are nonmagical, don't go away in an antimagic field, and are not subject to

FACE/REACH BY SIZE

Size	Example Creature	Face¹	Natural Reach
Fine	Housefly	$\frac{1}{2}$ ft.	0
Diminutive	Toad	1 ft.	0
Tiny	Giant rat	2-$\frac{1}{2}$ ft.	0
Small	Halfling	5 ft.	5 ft.
Medium-size	Human	5 ft.	5 ft.
Large (tall)²	Ogre	5 ft.	10 ft.
Large (long)³	Horse	5 ft. by 10 ft.	5 ft.
Huge (tall)²	Hill giant	10 ft. by 5 ft.	15 ft.
Huge (long)³	Bulette	10 ft. by 20 ft.	10 ft.
	Retriever	15 ft. by 15 ft.	10 ft.
Gargantuan (tall)²	50-foot animated statue	20 ft. by 20 ft.	20 ft.
Gargantuan (long)³	Kraken	20 ft. by 40 ft.	10 ft. (bite)
	Purple worm	30 ft. by 30 ft. (coiled)	15 ft.
Colossal (tall)²	The tarrasque	40 ft. by 40 ft.	25 ft.
Colossal (long)³	Great red wyrm	40 ft. by 80 ft.	15 ft.

1 Listed width by length.
2 Tall creatures are those that are taller than they are long or wide. Long creatures are as long or longer, or as wide or wider, than they are tall.
3 Long creatures can be in any of several shapes. A Huge spider fills a 10-foot-square area, but a Huge snake fills a space 20 feet long and 5 feet wide (unless it coils itself into a circle, in which case it would take up a 10-foot by 10-foot space).

SAM WOOD

anything that disrupts magic. Using an extraordinary attack is a free action unless noted otherwise.

Spell-Like: Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, material, focus, or XP components). They go away in an antimagic field and are subject to spell resistance.

Spell-like abilities usually have a limit on the number of times they can be used. A spell-like ability that can be used "at will" has no such limit. Using a spell-like ability is a standard action unless noted otherwise, and doing so while threatened provokes an attack of opportunity. A spell-like ability can be disrupted just as a spell can.

Supernatural: Supernatural abilities are magical and go away in an antimagic field but are not subject to spell resistance. Using a supernatural ability is a standard action unless noted otherwise. Supernatural abilities might have a use limit or be usable at will, just like spell-like abilities. However, using supernatural abilities does not provoke attacks of opportunity and never requires Concentration checks.

The most common special attacks are briefly described in the Introduction to the *Monster Manual*.

Saving Throws For Special Attacks: Each special attack section should include the type of saving throw the attack allows (if any) and the DC of the save. Determine the saving throw type as follows:

- Fortitude saving throws apply to attacks on the defender's vitality such as poison, magic that causes instant death, level draining, or magic that causes physical transformation.

- Reflex saving throws apply to massive attacks such as a wizard's *fireball* or a damage-inflicting breath weapon.

- Will saving throws apply to mental influence and domination as well as any magical effect that doesn't fall into the previous two categories.

Undead

Undead are once-living creatures animated by spiritual or supernatural forces (a zombie, for example).

Hit Die	d12
Attack Bonus	As wizard
Good Saving Throws	Will
Skill Points	3 × Int score (+2/extra Hit Die)
Feats	1 + Int bonus (+1/4 extra Hit Dice)
Notes	Undead are immune to poison, *sleep*, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects). Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to anything requiring a Fortitude saving throw (unless it affects objects). Undead spellcasters use their Charisma modifier when making Concentration checks.

Undead creatures are not at risk of death from massive damage, but when reduced to 0 hit points or less, they are immediately destroyed. Most undead have darkvision with a range of 60 feet.

Undead cannot be *raised*. *Resurrection* can affect them, but since undead creatures are usually unwilling to return to life, these attempts typically fail. (See Bringing Back the Dead in Chapter 10 in the *Player's Handbook*).

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	4-5	18-19	—	1/16 d8-1/8 d8	1	1	—	—
Diminutive	6-7	16-17	—	1/8 d8-1/4 d8	1d2	1d2	1	—
Tiny	8-9	14-15	—	1/4 d8-1/2 d8	1d3	1d3	1d2	1
Small	10-11	12-13	—	1/2 d8-1d8	1d4	1d4	1d3	1d2
Medium-size	12-13	10-11	—	1d8-2d8	1d6	1d6	1d4	1d3
Large	20-21	10-11	—	2d8-4d8	1d8	1d8	1d6	1d4
Huge	28-29	8-9	—	4d8-16d8	2d6	2d6	2d4	1d6
Gargantuan	32-33	6-7	—	16d8-32d8	2d8	2d8	2d6	1d8
Colossal	36-37	4-5	—	32d8+	4d6	4d6	2d8	2d6

CHALLENGE RATING GUESSTIMATOR

Effective Hit Dice*	Challenge Rating
Less than 3	1/2
3-6	1
6-8	2
8-10	3
10-13	4
13-16	5
16-19	6
19-22	7
22-25	8
25-28	9
28-31	10
31-34	11
34-37	12
37-40	13
40-43	14
43-46	15
46-49	16
49-52	17
52-55	18
55-58	19
58-61	20
62 or more	21st or higher

*Divide its average hit points by 4.5 to calculate the creature's basic Hit Dice, then add one or two for each special attack or useful special quality the creature has. Add two for an AC of 20 or higher.

CALCULATING SAVING THROW DCS: The formula for most save DCs is 10 + ½ extra Hit Dice of the creature + the relevant Ability Score Modifier from the creature using the attack. (For a spell-like ability, the formula is 10 + the spell level + the creature's Charisma modifier.) The relevant stats are:

Strength: Any application of force, crushing, binding, or constriction.

Dexterity: Movement, movement restrictions, hitting with a missile, entanglement, or webs.

Constitution: Almost anything that comes from the creature's body: poison, breath weapons.

Intelligence: Illusion effects.

Wisdom: Mental or perception effects except *charms* and compulsions; see Charisma.

Charisma: Anything pitting the creature's will against an opponent: gaze attacks, *charms,* compulsions, energy drain. Also use Charisma for any DC that normally would be based on an ability score the creature does not have. For example, undead creatures have no Constitution scores, so any poison attacks they have would use Charisma to determine DC.

Other Notes On Special Attacks: If an attack involves an element or form of energy, state which form it is: Fire (heat, flame); Cold (ice, frost); Electricity (lightning, electrical current); Force (like *magic missile* or *wall of force*); Acid (any caustic substance); or Sonic (sound, ultrasound, subsonic).

SPECIAL QUALITIES

These are handled just like special attacks. Common special qualities are described in the introduction to the *Monster Manual*.

SKILLS

Use this section to list a racial bonus or conditional bonus the creature has for skill checks. Drop the section if the creature has no special modifiers to skills.

FEATS

Like the skills section, this is an optional section used to explain anything special about the creature's feats.

CHARACTERS

This is an optional section. If the creature tends to become a member of a character class, talk about that here.

ORGANIZATION EXAMPLES

2	2-5	5-20	20-40	40-60	61+
Brace	Bevy	Colony	Band	Battalion	Army
Pair	Brood	Nest	Drove	Cabal	Nation
	Bunch	Ride	Flight	Clan	Tribe
	Cluster	Knot	Flotilla	Flock	
	Company	Pack	Herd	Horde	
	Covey	Pod	Mob	Host	
	Crew	Pride	Platoon	Plague	
	Family	Squad	School	Shoal	
	Gang	Swarm	Troop		
	String	Patrol			
	Team				

Include the creature's favored multiclass. (See Multiclass Characters in Chapter 3 of the *Player's Handbook*.) If the creature is prone to worship a certain deity, list the domains of cleric spells the deity provides.

SOCIETY

This optional section describes in detail how the creature lives and functions in the world.

That wraps up our monster recipe. Remember that you can move through these sections in just about any order you choose (as long as you started out with a good, solid monster concept). You'll probably want to choose a size, type, and number of Hit Dice for your monster before doing anything else. Once you've done that, assign the creature's ability scores and generate hit points, Armor Class, skills, feats, and saving throws. Flesh out the rest in any order you like. **D**

Vermin

This type includes insects, arachnids, arthropods, worms, and similar invertebrates (a monstrous spider, for example).

Hit Die..............................d8
Attack Bonus...................As cleric
Good Saving Throws.....Fortitude
Skill Points 10-12
Feats ....None
Notes................................Vermin have no Intelligence scores and are immune to all mind-influencing effects (*charms*, compulsions, phantasms, patterns and morale effects). Unless noted otherwise, vermin have darkvision with a range of 60 feet. Poisonous vermin of at least Medium-size get a bonus to the DCs for their poisons based on their size, as shown below.

Vermin Size	Poison DC Bonus
Medium-size	+2
Large	+4
Huge	+6
Gargantuan	+8
Colossal	+10

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
Fine	1	12-13	10-11	¹⁄₁₆ d8-¹⁄₈ d8	—	1	—	1
Diminutive	1	12-13	10-11	¹⁄₈ d8-¹⁄₄ d8	—	1d2	1	1d2
Tiny	2-3	10-11	10-11	¹⁄₄ d8-¹⁄₂ d8	1	1d3	1d2	1d3
Small	6-7	10-11	10-11	¹⁄₂ d8-1d8	1d2	1d4	1d3	1d4
Medium-size	10-11	10-11	10-11	1d8-2d8	1d3	1d6	1d4	1d6
Large	18-19	8-9	14-15	2d8-4d8	1d4	1d8	1d6	1d8
Huge	26-27	8-9	18-19	4d8-16d8	1d6	2d6	2d4	2d6
Gargantuan	34-35	6-7	22-23	16d8-32d8	1d8	2d8	2d6	2d8
Colossal	42-43	6-7	26-27	32d8+	2d6	4d6	2d8	4d6