

SIMPLE YET VERSATILE MONSTER GENERATOR

WHEN CREATING MONSTERS, MANY GUIDELINES exist to help the DM but most need a bit of preparation. Some other techniques allow the DM to improvise on the fly, but require a good grasp of the game to run convincingly. The goal of this system is to guide the DM through a set of limited choices and quickly build a flavorful monster in a few minutes.

HOW TO BUILD A MONSTER

Start by getting a general idea of your creation: is it big or small, what kind of tactics would it use, does it work alone or in a group?

Then, follow each step:

1. Challenge Rating: This will determine a base array of attributes you will alter with your choices.

2. Archetypes: The choices you make here will give your creation tools to live up to its role.

3. Themes: Each theme will flavor your creation, adding new traits and actions.

4. Create statblock: Follow the instructions and write down your new creation.

CHALLENGE RATING

Select a Challenge Rating the usual way or consult the optional rules at the end of this booklet.

ARCHETYPES

Archetypes define the monster's role, its strengths and weaknesses. Most monsters should have an Archetype, but it's possible to create one with none or more than one. Each gives your creation traits, actions or both.

Then, for every Archetype you choose, select one out of the three options proposed.

Add and subtract from Attributes using the values defined by its traits. If a value is instead related to CR (Challenge Rating), refer to the table for the value to use for the attribute only.

THEMES

Add flavor to your creation by selecting one or more themes. Some combinations may lead to stronger monsters.

CREATE STATBLOCK

As this method aims to quickly create battle-ready monsters, only the necessary statistics will be used to make the statblock at first.

ATTRIBUTES

Update the base attributes based on Archetypes and Themes chosen. Add or subtract any numerical value, and update HP and Damage by Challenge Rating if needed.

ATTRIBUTES BY CHALLENGE RATING

CR	Attack				Spell-casting		Max Spell	Prof.
	AC	HP	Bonus	Damage	DC	Saves	Level	Bonus
0	12	3	2	1	9	1	0	2
1/8	12	9	3	3	10	2	1	2
1/4	13	15	3	5	10	2	2	2
1/2	13	24	4	8	11	3	3	2
1	13	30	4	10	11	3	4	2
2	14	45	5	15	12	4	5	2
3	14	60	6	20	13	5	6	2
4	14	75	6	25	13	5	7	2
5	15	90	7	30	14	6	8	3
6	15	105	7	35	14	6	9	3
7	15	120	8	40	15	7	10	3
8	16	120	8	40	15	7	11	3
9	16	135	9	45	16	8	12	4
10	16	150	9	50	16	8	13	4
11	17	165	10	55	17	9	14	4
12	17	180	10	60	17	9	15	4
13	17	195	11	65	18	10	16	5
14	18	210	11	70	18	10	17	5
15	18	225	12	75	19	11	18	5
16	18	240	12	80	19	11	19	5
17	19	255	13	85	20	12	20	6
18	19	270	13	90	20	12	21	6
19	19	285	14	95	21	13	22	6
20	20	300	14	100	21	13	23	6

Size determines the monster's Hit Dice, usual damage dice and how its multiattack should be split up.

As for the monster's own saving throws, choose two from Dexterity, Constitution and Wisdom and use the value from the Statistics by Challenge Rating table.

BASIC ATTACKS AND MULTIATTACK

Most monsters split their damage budget with Multiattack. Bigger monsters usually do less attacks, each dealing more damage. Only actions tagged as Attacks are eligible to Multiattacks.



AN UNDEAD BLIGHT
INCORPOREAL SPIRIT ATTACKING WITH
A PARALYZING TOUCH

An action described as a basic attack deals as much damage as one used by Multiattack.

Size (default damage die)	Split
Tiny (d4), Small (d6) and Medium (d6)	10
Large (d8)	15
Huge (d10) and Gargantuan (d12)	20

DAMAGE CALCULATIONS

An attack’s damage is calculated from the standard damage value and by applying modifiers within -50% and +50%. Below -50%, the action deals no damage.

DAMAGE MODIFIERS

Targets	Modifier	Status	Modifier
Limited use (recharge, once)	+25%	Blinded, Charmed, Frightened, Restrained	-25%
No effect on successful save	+25%	Stunned, Paralyzed	-50%
Multiple targets	-50%	Save vs Condition on	+25%
No save allowed	-50%	Attack hit	

To determine the damage formula once damage has been adjusted, subtract the Attack modifier by the Proficiency Bonus. Use the Average Damage Table to pick up a dice combination using the remaining damage.

AVERAGE DAMAGE

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
d4	3	5	8	10	13	15	18	20	23	25	28	30	33	35	38	40	43	45	48	50
d6	4	7	11	14	18	21	25	28	32	35	39	42	46	49	53	56	60	63	67	70
d8	5	9	14	18	23	27	32	36	41	45	50	54	59	63	68	72	77	81	86	90
d10	6	11	17	22	28	33	39	44	50	55	61	66	72	77	83	88	94	99	—	—
d12	7	13	20	26	33	39	46	52	59	65	72	78	85	91	98	—	—	—	—	—

As an example, a medium monster of CR3 will have an Attack Bonus of +6, Proficiency Bonus of +2 and deal 20 Damage. Its Multiattack should let it attack twice for 10 damage each. Since its damage modifier would be +4, we need an average of 6 damage from the dice: a d10 will do nicely! Our monster is using a Longsword using both hands, for 1d10+4 Slashing damage.

The limited use modifier increases the action’s damage, but limits how many time it can be used. When creating a custom action with limited use, select how often the action is usable.

LIMITED USE

Limitation	Uses
1/Per day	Affects 2+ creatures
3/Per day	Affects one creature
Recharge 5-6	Any type
Recharges after a Short or Long Rest	Buff

When targeting multiple targets, the action’s damage is reduced to account for the number of targets taken in the attack. When creating a custom action using area of effect, use one of the suggested values.

AREA OF EFFECT

Type	Distance
Cone	25 ft.
Cube (side)	20 ft.
Line	60 ft.
Sphere or cylinder (radius)	10 ft.

FLUFF

Your creation is now combat ready, but you might want to add some finishing touches to its statblock.

Feel free to fluff up your creation out once the basic statistics are set. Set its attacks’ damage type, if the creature has darkvision, adjust speed and movement type to fit your vision. Is the creature using Dexterity instead of Strength for its attacks? What kind of armor is it using?

If your creation is too complex, try to combine its attacks. If it has too many similar options, combine their effects or remove some completely.



A NATURAL BRUTE
CHARGING GRAPPLER
QUICK ON ITS FEET

ARCHETYPES

Name	Description	Changes
Ambusher	These monsters should set up ambushes and regroup if the battle is not in their favor.	- Traits: +1 AC, -1 DC - Choice of: Ambusher (Trait), Camouflage (Trait) or Sneak Attack (Trait).
Blaster	Good damage at a range, not the strongest in melee. They are useful behind cover or a row of allies.	- Traits: +1 DC, -1 AC, -1 Attack - Actions: Basic ranged attack, Single melee attack - Choice of: Single target limited attack (action), Multiple target attack (action) or Multiple target limited attack (action)
Blight	Instead of dealing a lot of damage, they weaken their target, either by taking their vitality or their actions.	- Traits: -1 AC, -1 CR (HP), -1 Attack - Choice of: Drain (Action), Paralyzing Touch (Action) or Stunning Blast (Action)
Brute	While they are quite capable to damage their enemies, they excel at keeping them close.	- Traits: +1 Attack, +1 DC - Choice of: Charge (Trait), Grappling Strike (Action) or Tripping Attack (Action)
Leader	Either make use of their allies, or turn their enemies against themselves.	- Traits: +2 AC, +1 Attack, -1 CR (Damage) - Choice of: Inspiration (Reaction), Leadership (Action) or Warcry (Action)
Speedster	Nimble and able to slip between their enemies.	- Traits: +2 AC, -1 CR (HP) - Choice of: Cunning Action (Bonus), Hit and Run (Trait) or Limited Teleport (Bonus)
Spellcaster	Varied but limited resources. Since spell selection adds complexity to monster creation, you may use the generic effects instead.	- Traits: -1 CR (HP), -2 Attack - Actions: Basic versatile attack, Single target limited attack, Multiple target attack and Multiple target limited attack - Choice of: Replace any limited attack by a spell of the appropriate Spell Level or choose damage type based on monster's design.
Tank	Hardy or hard to hit, they may stay longer in battle.	- Traits: +3 AC, -1 CR (Damage) - Choice of: Resist nonmagical attack (Trait), Second Wind (Bonus) or Shielded (Trait)
Trap	Very dangerous and sneaky, they should be easy to dispatch from a distance.	- Traits: +1 CR (HP and Damage), -4 AC, -2 Attack, Speed 20 ft., Reach 10 ft. - Choice of: Adhesive (Trait), Clutter (Bonus) or Lasso (Action)



AN AMBUSER OF HORRORS
CAMOUFLAGED IN THE SAND
PARALYZING ITS PREYS WITH A SCREECH

THEMES

Name	Description	Changes
Construct	Animated objects or constructs that couldn't be considered living.	- Traits: Blindsight 60 ft., Immune to conditions (blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned), Immune to damage (poison, psychic) - Choice of: False Appearance (Trait), Magic Resistance (Trait) or Slow (Action)
Divine	Beings of order and ideals.	- Traits: Truesight 120 ft., Fly 80 ft., Immune to conditions (charmed, poisoned) - Actions: Angelic Weapons (Trait), Blinding Light (Action) or Healing Touch (Action)
Elemental	Made of or touched by an element, such as acid, cold, fire, lightning and thunder.	- Traits: Movement (fly, burrow or swim), Immune to damage from selected element but Vulnerable to another or Resist damage from selected element. - Choice of: Aura (Trait), Multiple target limited attack (Action) or Retaliation (Trait)
Fiendish	Creatures of corruption and decadence.	- Traits: Devilsight 90 ft., Immune to damage (poison) - Choice of: Charm (Action), Fright (Bonus) or Limited Magic Immunity (Trait)
Great	Able to use their size to great effect.	Choice of: Fling (Action), Squash (Action) or Swallow (Action)
Horror	An abject or incomprehensible being.	- Traits: Resist damage (psychic), Immune to condition (frightened) - Choice of: Gibbering (Trait), Horrifying Touch (Action) or Screech (Action)
Magical	Either a creature or a user of magic.	Choice of: Magic Resistance (Trait), Shield (Reaction) or Veiled (Trait)
Martial	Trained and hardened warriors.	- Traits: +1 AC - Choice of: Counter Attack (Reaction), Parry (Reaction) or Riposte (Reaction)
Natural	Feral and unadorned, with raw strength or speed.	- Traits: Speed +10 ft., -1 AC, Keen Senses - Choice of: Charge (Trait), Echolocation (Trait) or Pack Tactics (Trait)
Puny	Fearful and disloyal fighters.	Choice of: Cunning Action (Bonus), Distract (Action) or Redirect Attack (Reaction)
Social	Creatures that work with others.	Choice of: Call Out Attack (Bonus), Martial Advantage (Trait) or Pack Tactics (Trait)
Undead	Reanimated corpse or malevolent spirit.	- Traits: Darkvision 60 ft., Resist damage (poison), Immune to condition (poisoned) - Choice of: Incorporeal (Trait), Turn Resistance (Trait) or Undead Fortitude (Trait)



A TANKY CONSTRUCT
RESISTANT TO MAGIC AND ABLE
TO REPAIR ITSELF

TRAITS

Trait	Description
Adhesive	The creature adheres to anything that touches it. A Huge or smaller creature adhered to the creature is also grappled by it (escape DC). Ability checks made to escape this grapple have disadvantage.
Ambusher	In the first round of a combat, the creature has advantage on attack rolls against any creature it surprised.
Angelic Weapons	The creature's weapon attacks are magical and deal (Proficiency Bonus xd8) radiant damage as part of the attack's damage.
Aura	While it's alive, the creature generates an aura that fills the area within 10 feet of it. Any creature that starts its turn within 10 feet of it takes (Proficiency Bonus xd6) damage of the creature's energy type.
Camouflage	The creature has advantage on Dexterity (Stealth) checks made to hide in its preferred terrain.
Charge	If the creature moves at least 20 feet straight toward a creature and then hits with a melee weapon attack on the same turn, that target must succeed on a DC Strength saving throw or be knocked prone. If the target is prone, the creature can make one melee weapon attack against it as a bonus action.
Echolocation	The creature has blindsight up to 30 feet. The creature can't use its blindsight while deafened.
False Appearance	While the creature remains motionless, it is indistinguishable from a mundane object.
Gibbering	Each creature that starts its turn within 20 feet of the creature and can hear the gibbering must succeed on a DC Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.
Hit and Run	When the creature makes a melee attack against another creature, it doesn't provoke opportunity attacks from that creature for the rest of the turn, whether it hit or not.
Keen Senses	The creature has advantage on Wisdom (Perception) checks.
Incorporeal	The creature can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. The creature also has damage resistance against bludgeoning, piercing and slashing from nonmagical attacks.
Limited Magic Immunity	The creature can't be affected or detected by spells of (Proficiency Bonus + 1) level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.
Magic Resistance	The creature has advantage on saving throws against spells and other magical effects.
Martial Advantage	Once per turn, the creature can deal an extra (Proficiency Bonus xd6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the creature that isn't incapacitated.
Pack Tactics	The creature has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.
Retaliation	A creature that hits this creature with a melee attack while within 5 feet of it takes ((Proficiency Bonus - 1) xd6) damage of the creature's energy type.
Shielded	The creature gains +2 AC when wearing its shield.
Sneak Attack	Once per turn, the creature deals an extra (Proficiency Bonus xd6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the creature that isn't incapacitated and the creature doesn't have disadvantage on the attack roll.
Turn Resistance	The creature has advantage on saving throws against any effect that turns undead.
Undead Fortitude	If damage reduces the creature to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the creature drops to 1 hit point instead.
Veiled	Opportunity attacks against this creature have disadvantage. Truesight and blindsight bypass this protection.

ACTIONS

Action	Type	Description
Blinding Light	Action	Recharge 5-6. Multiple target attack. The creature emits bright light in a 40-foot sphere centered on itself. Each creature in the sphere that fails on a DC Wisdom saving throw receive radiant damage and is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Call Out Attack	Bonus	The creature chooses an ally that can see or hear it and it can immediately use its reaction to make one weapon attack.
Charm	Action	The creature targets one creature it can see within 60 feet of it. The target must make a DC Charisma saving throw. On a failure the target is charmed for 1 minute. The charmed target can repeat the saving throw if the creature deals any damage to it. A creature that succeeds on the saving throw is immune to this creature's Charm for 24 hours.
Clutter	Bonus	The creature creates difficult terrain in a 15-foot square within 30 feet of it. The effect ends after 1 minute or when the creature uses Clutter again.
Counter Attack	Reaction	When the creature is hit by a melee attack, it may use its reaction to make a melee weapon attack against the triggering target at advantage.
Cunning Action	Bonus	The creature can use a bonus action to take the Dash, Disengage, or Hide action.
Drain	Action	Basic melee attack. Choose an ability. Unless the target is immune to the type of damage used by the attack, the target's ability score is reduced by 1d4 when hit by this attack. The target dies if its ability is reduced to 0. The reduction lasts until the target finishes a short or long rest.
Distract	Action	The creature targets a creature it can see within 30 feet. Until the creature's next turn, the first attack roll made by its ally against the target is made with advantage.
Fling	Action	The creature tries to throw a creature at least two size categories smaller than itself. The target must succeed on a DC Dexterity saving throw or be hurled up to 60 feet in a direction of the creature's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.
Fright	Bonus	The creature targets one creature it can see within 60 feet of it. The target must succeed on a DC Wisdom saving throw or become frightened of the creature for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Grappling Strike	Attack	Basic melee attack. On a hit, the target is also grappled (escape DC).
Healing Touch	Action	3/day. The creature touches another creature. The target magically regains (Proficiency Bonus x8 + Half Proficiency Bonus) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.
Horrifying Touch	Action	Basic melee attack. On a hit, the target must succeed on a DC Wisdom saving throw or receive the same amount of dice of psychic damage at the start of its next turn.
Inspiration	Reaction	When one of the creature's allies that can see or hear it within 60 feet rolls an ability check, attack roll or saving throw, it may add 1d6 to the result.
Lasso	Action	Basic melee attack, with a reach of 50 feet. On a hit, the creature is grappled (escape DC) and pulled 25 feet. Until the grapple ends, the target is restrained. The lasso can also be attacked (same AC as the creature; 10 hit points; immunity to poison and psychic damage) or broken by a Strength check DC, ending the grapple.
Leadership	Action	Recharges after a Short or Long Rest. For 1 minute, whenever a nonhostile creature that this creature can see within 30 feet of it makes an attack roll or saving throw, it can add a d4 to its roll provided it can hear and understand the creature. A creature can benefit from only one Leadership die at a time.
Limited Teleport	Bonus	Recharge 4-6. The creature magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see.
Paralyzing Touch	Attack	Basic melee attack. On a hit, the target must make a DC Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Parry	Reaction	The creature adds (Proficiency Bonus) to its AC against one melee attack that would hit it. To do so, the creature must see the attacker and be wielding a melee weapon.
Redirect Attack	Reaction	When a creature the creature can see targets it with an attack, it chooses an ally within 5 feet of it. The two creatures swap places, and the chosen ally becomes the target instead.
Riposte	Reaction	When a creature misses this creature with a melee attack, this creature may use its reaction to make a melee attack against the triggering creature.
Screech	Action	1/day. Each creature within 20 feet of this creature that can hear it must succeed on a DC Constitution saving throw or be stunned until the end of this creature's next turn.
Second Wind	Bonus	Recharges after a Short or Long Rest. The creature regains (Proficiency Bonus x5) hit points.

ACTIONS (CONTINUED)

Action	Type	Description
Shield	Reaction	Until the start of the creature's next turn, it gains a +5 bonus to AC, including against the triggering attack. If an attack hits while the shield is up, the creature is incapacitated until the end of its next turn.
Slow	Action	Recharge 5-6. The creature targets one or more creatures it can see within 10 feet of it. Each target must make a DC Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Squash	Action	Multiple target attack against any creature in this creature's space and the creature drops prone. On a hit, the targets must succeed on a DC Dexterity saving throw or be knocked prone, restrained and grappled (escape DC) by the creature until it stands up.
Stunning Blast	Action	Recharge 5-6. Multiple target limited attack. Each creature in a 60-foot cone must succeed on a DC Intelligence saving throw or take psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Swallow	Attack	Basic melee attack against a target the creature is grappling. On a hit, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the creature, and it takes (Proficiency Bonus $\times$ 6) acid damage at the start of each of this creature's turns. The creature can have only one target swallowed at a time, plus one for each size category above large. If the creature takes 20 damage or more on a single turn from a creature inside it, it must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which fall prone in a space within 10 feet of the creature. If the creature dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.
Tripping Attack	Attack	Basic melee attack. On a hit, the target must succeed on a DC Strength saving throw or be knocked prone.
Warcry	Action	Recharge 5-6. Each creature of this creature's choice that is within 30 feet of it and can hear it can use its reaction to make a weapon attack.

OPTIONAL RULE : ENCOUNTER BUILDING

The usual method of crafting encounters makes use of the player characters' level to set an XP budget with which to buy monsters. Here is another method that could be useful when improvising encounters.

1. HP Pool: Triple the sum of your player characters' Hit Points. Don't bother with temporary hit points and healing.

2. Damage Pool: Take the sum of the average maximum damage each character can do in a turn (using averages when calculating dice). Then, do the same for a normal turn twice. An attack that would target multiple targets, such as Fireball, should be doubled.

3. How many monsters: Split the previous pools into a number of monsters you would like. HP Pool will be used to determine the amount of damage the creature should do, and Damage Pool becomes the Hit Points that monster will have.

4. Determine the Challenge Rating: Both Hit Points and Damage will allow you to find the creature's Challenge Rating in the table. If there is a difference between both statistics, take the average (rounded up).

5. Build your monster: Use the Attributes by Challenge Rating table but keep both Hit Points and Damage to build using the guidelines described earlier. If an Archetype changes Hit Points or Damage, only

apply the new value if there is an Attribute would fall two levels off the expected Challenge Rating.

This method should give you medium to hard encounters.

Keep both HP Pool and Damage Pool, updating the values when your player characters gain a new item or level up, so that you can skip these steps each time you decide to use this method.

REFERENCES

- Blog of Holding (<https://www.blogofholding.com>)
From where the majority of the math used in this document comes from.
- Giffyglyph's Monster Maker (<https://giffyglyph.com>)
Inspiration for themes and roles. Great in-depth system for creating intricate monsters.
- Dungeons & Dragons SRD 5.1 (<https://dnd.wizards.com/resources/systems-reference-document>)
Monster design and abilities.
- Real Monsters (<https://www.pngall.com/monster-png/download/49789,49774,49884>)
- David Revoy / Blender Foundation (<https://commons.wikimedia.org/wiki/User:Deevad>)
Hyena

Created by Nihb, 2023 [Check the web tool!](#)

VERSION 1.0

Made with [The Homebrewery](#).