

ENCYCLOPEDIA MONSTRORUM

WITH RULES FOR CREATION

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Name and Description

Instead of naming the creature, offer to the players a description and let them name the creature after their encounter. Then, record the name given the monster at the top of the stat block.

Characteristics

Every creature exhibits abilities and impairments shared with similar adversaries.

Examples: Animal, Demon, Goblinoid, Humanoid, Incorporeal, Undead, etc.

Size and Movement

The size of a creature determines the space it occupies and the distance it can move in a single 10 second round.

Tiny (¼ space)	Large (2x2 spaces)
Small (½ space)	Huge (4x4 spaces)
Medium (1 space)	Colossal (6x6 spaces)

Distance might require multiple entries; on the ground, flying, Digging, etc..

Start with a minimum movement equal to the space occupied by the size.

For reference, humans move 9m (30ft) in 10 seconds (1 round).

Hit Dice (HD) and Check Modifier

Hit dice use one eight side die (1d8) for each Challenge Rating (CR).

Determine the CR rating the strength and weaknesses of the adversary with 1HD being the least threatening.

Check Modifiers (CM) begin at one (1) and increases one point for every HD increase of two. Thus, 1 (+1), 3 (+2), 5 (+3), etc..

Hit Points (HP)

Hit points represent the resilience and physical condition of the adversary. Adversaries die when zero (0) points

are reached.

Establish the HP by rolling one HD or use 5 points per each HD needed. Adjust the result higher for tougher versions of the same adversary.

Optionally, use the following numbers instead of rolling for each adversary: Small (3), Medium (4), and Large (5). Thus, a wolf with 1 HD would have 4 HP (1 + 3).

Armor Class (AC) and Initiative

Determine the difficulty to hit the adversary's by taking into account the characteristics and size. Obviously, larger creatures are easier to hit, but a larger flying creature is not the same AC as a grounded equivalent.

Additionally, some Special Abilities present an alternate initiative in certain cases.

AC is measured in increments of two: Minor +2, Moderate +4), Major (6), Massive +8, but may be adjusted

per the situation.

Initiative equals the armor class bonus unless the creation uses special attacks or weapons common to the rules.

Adversary Attacks

Weapon(Damage Type) Damage Value

Some natural weapons are: Claws, Bite, and Tail attacks.

Other attacks stemming from special abilities, such as a *Breath Weapon*, might also be listed. In this case, the stat block would include the following for a moderately sized dragon:

Breath Weapon(Spit Fire) Medium(2d6)

Assign damage values to natural weapons and as: Minor (1d6-1), Moderate (2d6), Major (5d6) or, Enormous (10d6)

Special Abilities

Roll on the following chart or select options

3d6	Ability
3	Use Magic: Automatically cast a spell effect. (Saving throws still apply.)
4	Poisonous: Reduce HP by 1 point each hour. Use an antidote for full HP
5	Telepathy: Non-verbal communication with creatures within 33m (100ft)
6	Breath Weapon: Spit Acid: apply Acid damage ignoring armor Blow Fire: apply Fire damage ignoring armor Spit Poison: see Poisonous (Above)
7	Aquatic: breath and move underwater.
8	Invisibility: cannot be seen at any distance
9	Claws: two attacks when using only claw attacks
10	Bite: Poisonous: see Poisonous (Above)

best suited to your creation or invent your own.

Roll Ability Table Cont'd

	<i>Bite (Cont'd)</i>
	Recurved Teeth: Target is grappled and may take 1d4 additional crush damage next round
11	Tail Attack: Spiked: all damage ignores armor
12	Resistance (one Damage Type)
13	Double Melee Attack:
14	Paralyze: target remains conscious, but unable to move except to fall prone
15	Disease: inflicted loses 1 HP each day until cured.
16	Energy Drain:
17	Flight: up to 18m (60ft) in any direction
18	Incorporeal: Only magic and magic items can cause injury

3 CR (18HP)

CM: 2

Name: *Zombie*

Size: **Abilities:**

Medium

Movement:
3m (10ft)

AC: 14

Weapon(Damage Type) Damage Value

Bite (Disease) 1d6

Description
(Undead)

A lifeless, shambling corpse.

1 CR (5 HP)CM: 1

Name: Bandit

Size:Medium

Abilities:Mob

Movement:9m (30ft)

AC: 11

Weapon(Damage Type)

Damage Value

Long Sword

1d6

Club

1d4

Description

(Humanoid)

Any medium sized biped with light armor and a sinister smile.

1 CR (6 HP)CM: 1

Name: Bear

Size:Large

Abilities:

Movement:6m (20ft)

AC: 11

Weapon(Damage Type)

Damage Value

+1 Claw Attack

1d6+1

Description

(Animal)

A large, hair-covered mammal with ferocious teeth and claws

1 CR (4 HP)CM: 1

Name: Goblin

Size:Small

Abilities:

Movement:6m (20ft)

AC: 11

Weapon(Damage Type)

Damage Value

+2 Short Sword

1d6

Description

(Humanoid)

A small sized biped with goblin features.

2 CR (8 HP)CM: 2

Name: Hobgoblin

Size:Medium

Abilities:

Movement:9m (30ft)

AC: 13

Weapon(Damage Type)

Damage Value

+1 Long Sword

1d6+1

Description

(Humanoid)

A medium sized biped with goblin features.

3 CR (6 HP)CM: 3

Name: Snake

Size:Small

Abilities:

Movement:6m (20ft)

AC: 10

Weapon(Damage Type)

Damage Value

2 Bites (Poison)

1d6

(If CC is failed take an extra 1d6 damage)

Description

(Animal)

A snake with brightly colored rings

3 CR (18HP)CM: 3

Name: Dragon

Size:Large

Abilities:Fly

Movement:3m (10ft)

AC: 14

Weapon(Damage Type)

Damage Value

+4 Claws (Melee)

(2d6 damage)

Tail (Slam)

(2d6 damage)

Description

(Dragon)

A large, winged lizard with four legs.

3 CR (18HP)CM: 3

Name: Zombie

Size:Medium

Abilities:

Movement:3m (10ft)

AC: 14

Weapon(Damage Type)

Damage Value

Bite (Disease)

1d6

Description

(Undead)

A lifeless, shambling corpse.

CR (HP)CM:

Name: _____

Size:

Abilities:

Movement:

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AC: 14

Weapon(Damage Type)

Damage Value

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Description

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