

Hogan's Guide to Creation

Version 1.01

Ever since the AD&D-game to hold in the players of the world, lots of stuff has been added to the ever expanding game, and its countless campaign worlds. Monsters, spells, magical items and artifacts and much more came in an endless continuously stream. Some of these were great, some were just good, some where hideously funny, and a few were just lame. But no matter what was added, the game expanded and more fuel was added to people's imagination.

You've probably played for some time, and during your reading and playing, you've probably seen something and said: "I could do better!" Perhaps you one day read a book, saw a movie or likewise, and suddenly saw a particular effect, items or other, and immediately though: "That I could use in my game!" If that's the case, then there is only one thing to do, pick up your pencil, turn on the computer and start writing! Just let your imagination pour out and let it flesh out your idea in every detail. Let it add spice to its creation, and let it bring the stuff of your mind into the play.

When starting to walk the road of AD&D creation there are certain things it pays to keep in mind. After all, you would like other people to use what you create, so what you make shall everybody be able to understand! Rules for the use of the creations must be stated, and as many problems with the use must before solved before it is released.

This guide is intended as a guideline for those who have the ideas and want to put them down for themselves and other to use. Not everything is covered by the guide, and not everything is necessary for just your type of creation! But give your creativeness a chance and try to pen down your thoughts. Only remember, more script and description gives a better understanding and makes it easier to use for others. Things you might take as a matter of course, can be difficult to understand by others!

The Guide encompasses the following chapters

The Creation of Priest spells

The Creation of Wizard spells

The Creation of Monsters

When getting a creating together, its often a good way to ask likeminded friends about their opinion before you begin using it. This way you avoid making something which are full of potential errors which you just couldn't see for yourself, but needed somebody else to remind you about.

Another great way to get along is to make the creation a co-operation between you and a friend. This way there will be two opinions and two set of eyes to look at the creation, and more errors will be seen, and the creation usually ends out being a hell lot better. Besides this, its fun to work together with a likeminded friend, creating new and interesting things for your favorite game.

The Creation of Priest spells

Though most priest spells seems to be less offensive in nature than the spells of the wizards, those cast by the priest tend to manipulate stuff and people in many different ways. They priest's tend more to use spells that let them change the surroundings to their advantage, and use existing matter in new ways. Keep that in mind when creating new spells for your priests.

Name

The name of the spell is actually quite important. Normally, no priest will ever name a prayer after himself. Instead the name tend to be short, easy to remember and/or a quick description of the spell's effects (like *Hold Person* or *Speak With Animals*... can it be more simple?)

Schools

Which school(s) of the wizardly class can this spell be considered to belong to? Though priest's doesn't use schools, this point should be considered too so as to have something with which to compare the spells from priests and wizards when dealing with immunities, magical protections and such.

This best way to determine what school the spell should belong too, is first to wait after the priestly sphere(s) has been determined, and then try to compare the spell with other spells.

Level

How strong has the spell finally turned out to be? Compare the finished spell with other spells much like it, and then decide on a level ranging between 1-7. It's actually better to place the spell in a level to high, than allowing players to gain a potentially powerful spell at a low level!

Sphere

Into which sphere(s) does the effect of the spell fit best? Some spells speak for themselves like the 1st level spell *Entangle*, which clearly is a Plant-spell, others need a bit of consideration. Some spells might belong into two spheres, were the one first mentioned is the major sphere, and the one taking into account when dealing with closed and minor/major spheres.

Range

How far away can you place the spell's focus point? Most spells are limited so as to be cast within a short range, mostly 10-30 yards away from the priest, but others have a much longer range. Consider the effect of the spell and decide how far away the priest shall be able to trigger the effect. Be careful with long-range spells, as a rule of a thumb, the range should very rarely exceed 250-300 yards. If the range is determined in an awkward way, fill in with a *Special* and explain below in the description.

Component

What does the priest need in order to do to make his prayer work? Does he have to say something in his prayer (V)? Must he use his hands or another part of the body to form holy gestures (S)? Or does he have to use a certain component as a focus for the effect (M)?

Verbal components are an essential in almost every prayer, and so is the somatic component. If there is also a material component in the spell, it shall be explained in the description below.

Duration

For how long time does the power of the spell work? Is the power spent instantly as soon as the spell is cast? Powerful spells usually have a fairly short duration, while lesser spells have a longer duration, most often measured from the level of the priest. A balance between the spells power and the duration must be achieved. A duration of *Special* will require a more fully description below.

Casting Time

How long does it take to cast the spell? Consider the effect and compare with other spells at the same level. If the effect is powerful and spectacular, the casting time should be higher. If the priest needs time to build the power (like a *Call Lightning*), the casting time could be from 1 round to 1 turn, and more if we're talking about really complex spells.

Think of how fast the priest would be able to utter his prayer to his deity, and how often he should be allowed to use the spell. Fast spells tend to be used more often than slow ones, but the slow ones tend to be better and more powerful in the long run.

Area of Effect

How many persons are affected by the spell, or is the just the Caster? How large an area does the effect encompass? This entry tells how big an effect is achieved with the spell. The Area of Effect is best explained more fully in the description below in order to avoid mistakes. If the Area of Effect is just tricky, place a note of *Special* here, and explain it in the description.

Saving Throw

The entry of Saving throws can be either *None*, if no saving throw are allowed for that particular spell, *Neg.* if a saving throw to avoid the spell's effect is allowed, or $\frac{1}{2}$ if you are allowed a saving throw in order to receive half damage from the spells effect. An entry of *Special* means that the saving throw is calculated in a certain way. That way shall be stated fully in the Description heading below.

Spells, which greatly hinders or even renders the victim powerless, should always allow a saving throw to avoid, unless the spell is of a very high level. Damage giving spell will normally always allow a saving throw to avoid taking the full damage.

Description

In the spells description you shall try cover most of the question a user will ask himself or the DM when casting the spell. What's the effect? How much damage does one get when hit? Does it hit its intended target automatically and/or are there a saving throw and how is the attack made? How is damage dealt? Any special way the spell can be used? Does it work better on a specific monster or race? The text shall deal with as many of these questions as possible without becoming a encyclopedia, but every question answered here, is a question less to deal with when the spell is put to use. If any of the points above mentioned a *Special*, that point shall be explained in full in the text, again covering as many possibilities as possible.

If the spell is a rather special one, or if its only effective on very rare occasion, a few lines on why it was developed and perhaps who did it, adds a certain spice to its description.

Last, but no less important, the material component (if any) that shall be used. As a default, all components are considered to be consumed when the prayer takes effect. If its reusable and if there are any special treatment and price of the component, it shall be put down here.

<Prayer Name> Invented by <Creators Name>

(<School(s)>)

Level : <Level> (Priest)
Sphere : <Sphere>
Range : <Range>
Component : <Components>
Duration : <Duration>
Casting Time : <Casting Time>
Area of Effect : <Area of Effect>
Saving Throw : <Saving Throw>

<Description>

The Creation of Wizard spells

Most spells developed by wizards tend to be really flashy in appearance and stature. Most of them also seem to be more offensive in nature than those spells cast by priests. The wizards also tend to use spells that tap from arcane energies to shape the effect from nothing, rather than change and make use of the surroundings like many priests and especially Druids do. Try to keep these facts in mind when creating new spells for your wizards.

Spell Name

Most wizards prefer their spells to have dashing and powerful names, inspiring awe when heard of. The strongest of mages (or those most vain) often name their spells after them, like *Mordenkainens Magnificent Steed*. Other wizards prefer the name to be short, easy to remember and a quick description of the spell's effects, something people will quickly remember, along with the one to invent the spell. The name of your spell should also be of one of these types, but its not a rule!

School(s)

Which school(s) of the wizardly class can this spell be considered to belong to? This doesn't seem as a very important point, but it is truly necessary when specialist wizards shall find out if they can learn the spell. Its also necessary to know the school when to compare spells from priest and wizards, or when dealing with certain immunities (like the Elven resistance against charm), magical protections and such. Compare your spell effect with other spells in order to find the school(s) it belongs to.

Level

How strong has the spell turned out to be? What level shall it belong to? The best way to decide this, is to compare the powers of the finished spell with other spells that seems to be pretty much like it, and then decide on a level ranging between 1-9. It's actually better to place the spell in a level that might be too high, than allowing players to gain a potentially powerful spell at a low level. The placement in level should always be carefully considered and are better left after all the other work has been done.

Range

How far away should the wizard be able to focus the spell? Spells can have a maximum range of 0 (only effecting the caster himself), Touch (requires successfully touching the target). Mostly it has a set maximum range, or is based on the casters level. Take into consideration how powerful the spell is. Should the wizard be able t cast it from miles away? The best range is from 40-180 yards, still based on the wizards level. Avoid ranges much longer unless it's a very special spell, as details are vague at this range anyway. Are the range determined in a special way, fill in with a *Special* and explain below in the description.

Component

How does the wizard manage to get the spell to take effect? Must he be able to speak arcane verbal phrases (V)? Shall he make intriguing somatic gestures with his hands (S)? Does he have to use a certain material component (M) to activate the spell or to serve as a focus?

Most spells have the Somatic component, especially where a target must be pointed out aloud, but Verbal components is also an essential in most spells. The material component is also used in a high number of spells, especially in the more complex ones. If there is a material component, it shall be explained in the description below. As a rule on the thumb, only spells of low power and/or useable in very rare circumstances, should be used without Somatic and Verbal components.

Duration

For how long time does the effect of the spell last? Is the power spent instantly in a single blast? The most powerful wizard spells usually have a short duration, while lesser spells have a longer duration, most often measured by the level of the wizard. There must be established a balance between the power of the spell and its duration. A spell which renders you immune to everything, shouldn't have a very long duration, unless it also has a very rare or expensive component or other drawbacks. Where several things has an influence on the duration on the spell, fill in with a *Special* and explain it in full in the description below.

Casting Time

How fast shall the wizard be able to cast the spell? As a rule on the thumb, consider the effect and compare with other spells at the same level. If the effect is powerful and spectacular, the casting time should be higher. If the wizard needs time to build the power (like a *Evards Black Tentacles*) for a truly spectacular or powerful effect, the casting time could be from 1 round to 1 turn.

Area of Effect

Is the spell just affecting the caster, or does it affect a number of persons? If the caster shall be able to affect more than one, then how many can he target? And how does he do that? How large an area does the effect cover? And what form will the effect take? This entry explains how much or how many the spell can effect. Though the Area of Effect is best explained more complete in the description in order to avoid the most typical mistakes, this entry shall be a very short summarize of the topic. If the Area of Effect is especially tricky, just enter the word *Special*, and explain it all in the description.

Saving Throw

Saving throws can be either *None*, if none is allowed at all, *Neg.* if there is a saving throw to avoid the spell's effect, or $\frac{1}{2}$ if you are allowed a saving throw in order to receive half damage from the spell.

Spells, which are designed to greatly weaken, hinder or make the victim powerless, should always allow a saving throw to avoid, unless the spell is of a very high level. Most damage giving spells will normally allow a saving throw to avoid taking full damage.

Again, if there are special circumstances to take into consideration when measuring a Saving Throw, give the entry of *Special* and explain below.

Description

The spells description shall cover as many topics and question about the spell as possible, without making it an encyclopedia. A description that are too short tends to make room for many pointless discussions when it are used in play, something that can be avoided if the situation was clearly specified in the text. What's the full effect? How much damage does one get, and are there a saving throw? How is the damage taken? Can the spell be used in a special way? Does it work better on a specific monster or race? The text shall deal with as much as possible, without becoming a encyclopedia, but every question answered here, is a question less asked when the spell comes into play. If any of the points above have mentioned a *Special*, that point shall be explained in full in the text.

If the use of the spell is very rare or the spell is only effective on very rare occasions, a few lines on why it was developed and perhaps even who did it, will spice up the description and perhaps the interests in learning the spell.

Last, but no less important, the nature of material component(s) (if any) shall be given here. It's important to specify what kind of components that are necessary. As a default, all components are considered consumed by the spellcasting. If they are reusable or if there are any special treatment that needs to be done, specify it here. Also if possible, give a rarity or price for the component, especially when we are talking about very rare or exotic components.

<Spell Name> Invented by <Creators Name>

(<School(s)>)

Level : <Level> (Wizard)
Range : <Range>
Component : <Components>
Duration : <Duration>
Casting Time : <Casting Time>
Area of Effect : <Area of Effect>
Saving Throw : <Saving Throw>

<Description>

The Creation of Monsters

Monsters come in all shapes, sizes and powers. They are the ones who need most thinking on the behalf of the creator, and the ones who need most text to explain. On the other hand, monsters are some of the most colorful creations in any roleplay universe and the ones most likely to be used and enjoyed by other players...provided they are created well and serve a multipurpose!

The creation of a monster shall never stop when the stats are written and the combat section has been shortly given. This way it becomes only a two-dimensional thing. Every description is a way to add color and life to the monster.

CLIMATE/TERRAIN

Where does the creature live? Does it inhabit the Underdark? Can it be found in the tropical jungles or does it thrive on the temperate plains? Is the mountains its home, or has it adapted to every climate?

The climate and terrain of the creature reflects the facts of where it can be found, and mostly it has some effect on its Ecology too (see below). Few creatures can be found everywhere, and usually this hints on some kind of intelligence since the creature has learned to adapt.

FREQUENCY

This point is used to give a measure on how big a chance you actually have of encountering the creature. It's also a way to give an idea on how numerous those creatures are in the world.

The chances for encountering one are usually as given below:

Common (65%) Common creatures are those that can be found mostly everywhere. It can be as normal as a rabbit, a farmer and/or occasionally deer in the forest. It can also be the numerous Orcs, which can be found almost everywhere.

Uncommon (20%) An uncommon creature is such as a Goblin. They are quite numerous and yet they are a monster not seen everyday. This also includes bigger animals of today and lesser monsters, which comes in smaller numbers (like the Basilisk), but can be equal deadly.

Rare (11%) A creature very few normal people have and will ever see, but quite a few have heard rumors about it. Rare creatures are most giants, the lesser species of Dragons, the rarely seen unicorns or a vampire.

Very Rare (4%) Known mostly from legends. Most people will probably never even hear about it, and fewer still will actually encounter it. Among the Very Rare creatures, are some of the most powerful of the world. The strongest Giants, the oldest and most powerful Dragons or just smaller creatures with great magical potential. Very Rare can also mean that the creature lives a place where people don't tend to come very often.

Unique (Special) The creature is totally unique to the environment of the world. There will only be one in existence at all! Examples of such creatures are the Tarrasque or Tiamat the Platinum Dragon, but also includes such personalities as Elminster and Raistlin. A unique creature doesn't need to be all powerful as every human being and creature is a unique individual themselves!

When you decide the frequency your monster are liable to be encountered, think of how powerful it is. Strong and powerful creatures are mostly Very Rare or just Rare, as they would have a great impact on the ecological environment if they were quite numerous. How would a world with a very high population of Old Red Dragons fare?

ORGANIZATION

How is the creature organized socially? Does it live and hunt solitaire, perhaps are more only seen together in mating season? Is it a part of a small band, much a kind to a group of adventures? Less intelligent animal creatures mostly bands in packs, like for ex. Wolves, but intelligent creatures form into tribal or clan societies with several families or groups.

ACTIVITY CYCLE

At what time of day is the creature active? Does it hunt at night and sleep at day? Is it only active in daylight, or can it be found active at any time, both night and day. Perhaps it's a creature who only exist in the time of dawn and/or twilight, or is a creature of undead and hence the night is its world?

DIET

What does the creature need in order to sustain life? Does it dine only on meat (Carnivore), or does its diet consist of vegetables and such (Herbivore)? Perhaps it doesn't matter what it eats as long as it gives nourishment (Omnivore) like most humanoid races prefer it. Others dine on special stuff like starlight, life energy, raw minerals or human hearts. The creatures diet should reflect its appearance. Sharp teeth, powerful claws and a savage attitude hint of carnivore, while those without such tend to be herbivore. Intelligent humanoid races are as a rule of the thumb, omnivore.

INTELLIGENCE

Consider the intelligence of the monsters. Are they mostly low-intelligent bullies, or are they geniuses living in a library? The intelligence gives a clue to the living and tactics of the creature. Numerous evil creatures tend to have semi-intelligence (or else they would have overrun the world long ago), while rare creatures tend to be better equipped in the brain department. Most creatures of good also seem to be in possession of a good deal of intelligence, but that's more a stereotype, there is no need to follow that tradition if you don't want to!

Don't mistake intelligence for cunning. A Lion with an animal-intelligence can show a surprisingly high cunning when stalking its prey, and a very intelligent wizard can be quite absent-minded when confronted with an alien situation, like how to boil his egg without the help of magic.

The intelligent categories used on the monster of the AD&D are given below.

None (0)	Plants, Skeletons, Zombies, Golems, Worms
Animal (1)	Most Animals (normal ones as in our world), Stirges, Tarrasque
Semi (2-4)	Hydra, Chimera
Low (5-7)	Orcs, Goblins, Elementals, Mummies, Trolls
Average (8-10)	Average Human intelligence, Imps, Wights
Very (11-12)	Satyrs, Ghast, Locathah, Treant
High (13-14)	Spectres, Dryad, Lamia, Sahuagin, Leviathan
Exceptional (15-16)	Vampires, Will o'wisp, Beholder
Genius (17-18)	Older Dragons, Couatl, Phoenix
Supra-genius (19-20)	Tanar'ri, Kirin
Godlike (21+)	Gods, Titans

Use the examples given here as guidelines and remember, that sometimes there can be great differences in intelligence in a given race. The human race for example has spawned both morons and geniuses.

TREASURE

Not all monsters carry around treasure. Unintelligent undeads and animals usually doesn't care about such things (with a few exceptions) and leave them were they found them. More intelligent creatures know the value of coins, jewelry and normally use their magical items if they are able to do so. Some creatures, like dragons, have a greedy nature and hoards treasure without ever spending any of it. Other creatures have very little ready cash, as they use it to require magical items, which they carry instead.

Consult the treasure-table in the DM's Guide and see what fits your creature best. Remember, that those savage creature far from civilization has very few valuables, but those closer often posses more interesting things.

ALIGNMENT

What alignment does the creature have, and does it have any? How is its personality (Lawful, Neutral or Chaotic) and how is its view on the world (Evil, Neutral or Good).

Creatures like animals which only have an intelligence of 1 is as a rule of the thumb, always *Neutral*. They don't have intelligence enough to ponder the sides of good or evil or to consider their own place in society. The initially react normally to beings of all alignments. A lion for example consider both goblins and elves as food.

The alignment also has something to do with the creatures organization. Lawful creatures, both good and evil, seem to forge better societies, while chaotic creatures tend more to wander around in smaller bands.

NO. APPEARING

Now its time to decide how large a number which normally can be encountered. Powerful and very rare beings like dragons and beholders are almost always encountered solitary or in a pair, and then only if there is special occasion (like mating season). Common and Uncommon creatures are encountered in greater numbers, depending on how they are organized (See *Organization*).

The number of appearing mentioned, is when the creatures are met where they normally are to be found (see *Climate/Terrain*). If there might be more or less on some occasions (like in a lair or such), do specify it out down under *Habitat/Society*.

The number, which shall be given, is only a guideline for the DM using the monster. The DM might see fit to raise or lower the number. He then only has to think about a good explanation, as do the creator of the monster.

ARMOR CLASS

The armor class is the toughness of the creature, measured from its natural armor class and relative speed. Fast creatures with soft skin can have a pretty good armor class, due to their speed making them hard to hit, and slow but heavily scaled ones can be equally tough opponents.

The number given at this point, is what armor class the creatures has when unarmored. If the monster sometimes wear armor or are able to trigger a special protection, a number in asterix can be given for the modified armor clad. If this is the fact, then the reason and explanation shall be given in the *Combat* section.

Sometimes a creature can have several armor classes, as some parts are more vulnerable than others (like the eyes or the belly and such). These are most often separated by a slash, and an explanation also offered in the *Combat* section below.

MOVEMENT

This measures the general speed of the creature and what kind of movement it has.

A movement of 12 is standard for most humanoid beings, but can be lower and faster if appropriate for that particular monster, but the movement rarely drops below 3 and it is almost never faster than 36 (The *Quickling* is a rare exception!). A golden rule states that the movement should give an even number if divided with the number of 3 (3, 9, 15, 24 etc.).

Among the most used types of movement are: Flying (Fl) with a maneuver class (A-E, where A is the best), Swimming (Sw), Burrowing (Br), Jumping (Jp), Climbing (Cl) and climbing in web (Wb).

Hunting creatures mostly have a better movement as they should be able to run up their prey, while herbivore tend to be a little slower. For most humanoids of size M and up, a movement of 12 is standard, while those of sizes lesser than M has a standard rate of 6.

HIT DICE

The number of hit dices the creature possesses measures its general amount of hit points. A creature's Hit Dice is calculated in 1d8's (unless otherwise mentioned), perhaps with a plus or minus to the total.

The number of hit dice should mostly correspond to the relative size of the creature. Bigger creatures have more hit dice. If the creature is capable of attaining levels in any given class that could also explain higher numbers. Look careful at this point, as the hit dice is the most used number to measure a creature, and it should correspond and fit to the rest of the monster.

THAC0

The Thac0 (To Hit Armor Class 0) is mostly passed on the creature's Hit Dice and general combat ability, if not measured by levels. Most creatures will have their Thac0 measured as if they were fighters (see *Players Handbook*, the *Combat Section*). Look at the Thac0 with a critic eye and see if it measures the monster you want to create. A peaceful plant-eater doesn't have a very low Thac0 (unless its so big that it can't avoid hitting anyone by just taking a step), while an intelligent hunter might have a better thac0 than its Hit Dice should provide.

The Thac0 can also be improved by special circumstances, by weapon or by special ways of attack. Such should always be explained in the *Combat* section, but a note of special should be given in this entry.

NO. OF ATTACKS

How many attacks does the creature have? Most humanoid creatures attacking with their claws have two attacks (one for each claw), and the most savage of them also has their bite as a third attack. Carnivore animals also tend to have 3 attacks while herbivore tend to have only two (clubbing with their legs) Creatures using weapons mostly only have one attack with that weapon.

Multi-armed monsters mostly have more attacks, and then there are other attacks from tails, tentacles etc. If the creature also can use Breath Weapon or other special attacks, add a + special so the reader knows what the creature are capable of. Special attacks shall be explained below, but it's a good step also to tell whether the attacks are from claws, bit, weapon, stinger etc. so the DM has a general idea on how the attacks are made.

DAMAGE/ATTACKS

How much damage does each of the above mentioned attacks? The damage dealt shall be seen from the creature's mode of attack (natural claws, fangs, clubbing tentacles etc.). Strength bonuses or other bonuses are added to the damage-score as plusses. If the attacks are done by weapon, a *by weapon* is enough, unless special weapons are used by the creature. If the weapon not only does damage, but also infects with a disease/poison etc., it should be added with a plus, f.ex. 1d3 + poison. The kind of poison and its effects are then fully described in the *Combat* section below, maybe with a small note under *Special Attacks*. Attacks should be better described in the *Combat* section below.

SPECIAL ATTACKS

If the monster has any way of making special attacks, like giving additional damage for poison, has a breath weapon or can launch spikes from its head, this is where it should be stated.

The powers and abilities of a special attack should be stated in full in the *Combat* chapter below.

If no special attacks are apparent, an entry of *Nil* should be stated.

SPECIAL DEFENSES

If the creature has any special defensive powers or immunities, this is where they should be listed. Among special defenses can be immunity to poison, fire etc. or an elf's resistance to charm-related spells and powers.

If the creature only can be hit by magical weapons of a certain enchantment (+1/+2/+3 etc.), cannot be surprised or is not foiled by illusions or invisibility, its also here it should be mentioned. If the defenses are of a more special kind, a more precise description should be given in the *Combat* section below. If no special defenses are apparent, an entry of *Nil* should be given.

MAGIC RESISTANCE

If the creature is magical in origin, dwells in areas rich on magic, or has been created by magic, perhaps it has some magical resistance to some kinds of magic or perhaps all kinds of magic! The resistance can range from 5% to 100%, but rarely exceeds 50% as this would make most creatures way too powerful. Careful consider this point, and remember to give a little hint to why it has that resistance in the descriptions below.

SIZE

The size of the creature says much and it is one of the easiest used ways to describe the monster. A Huge looming giant is a lot more intimidating than a Medium sized Dwarf, and a Giant Dragonturtle takes up a hell more space than a Medium sized Dolphin. Also, creatures of size L or larger takes damage as large creatures.

The sizes are relative put into the categories given below which can respond both to the creatures height, width or length (whatever is the largest). When dealing with a humanoid creature, it's the height that's measured as size, while amphibian creatures like fish and such are measures in the length. There is room for pretty different creatures in the same category, so an average size should always be given in feet and inches after the category letter.

T (Tiny) – 2' or less

S (Small) – 2+ ' to 4'

M (Medium) – 4+ ' to 7' This is Human size, so it's basically a very good size to compare with

L (Large) – 7+ ' to 12'

H (Huge) – 12+ ' to 25'

G (Giant) ' 25+'

MORALE

How likely is the creature to run away if faced with a serious opponent? And how easily do you scare it away? A Troll is virtually fearless, since it knows that very few things can hurt it without it just regenerating the damage. Golems and Skeletons have no mind to be afraid. A puny little kobold will normally run away at the first sight of trouble, unless it got some serious backup or no other choice than to stay and fight!

A morale check is made when a given situation appears (as specified in the DM's Guide), or when the DM sees fit.

The Morale of the AD&D creatures are normally ranged below:

Unreliable (2-4)

Unsteady (5-7)

Average (8-10)

Steady (11-12)

Elite (13-14)

Champion (15-16)

Fanatic (17-18)

Fearless (19-20)

XP VALUE

When everything else is in place, its time to decide how much experience a character shall earn by defeating your creature. This is actually the most difficult thing to decide, as it is what many people (unfortunately) use in order to decide how useable the creature is, measured in sheer power.

In the DM's Guide (The experience Section), there are a few tables, which can be used to determine the amount of experience gained by defeating such a creature. The best way though, is to use the common sense and to compare the monster with others much like it. Sometimes the amount of XP needs to be modified later on when you discover that the creature were to easy or too powerful.

Its better to use a lot of thinking on this point, as it shall be the final touch of your creation.

Note, that if the creature can be found in many different levels, its best to give a amount of experience for each possible level creature encountered.

(Description)

After having created the stats for your creature, its time to add a good description of it. Describe its appearance, color of skin, way of moving, basic weight (if you deem it necessary) etc. Everything that would be a helping hand for any DM so he will be able to describe the creature just as you imagined it. Also describe how the creature communicates. Is it using its own language and what other languages does it speak. Is it telepathic (don't use this just in order to make it easy), or is it only capable of uttering grunts and growls?

The better description, the more alive comes the creature in play.

COMBAT

The Combat section is where every attack mode, power, ability and defense mode of the creature shall be explained.

Furthermore, this section shall summarize and explain every stat from above that is useable in a combat sequence.

It shall be stated what kind of tactics is employed by the creature(s) and if they are capable of any special attacks and moves and/if they have special abilities. Under what circumstances these are used and how they are mostly performed is also something that shall be given. Immunities, resistances and similar shall also be stated here, and if the creature has any particular weapon as a favorite, or special use of such, its also to be given.

In order to avoid any future headaches for the DM who wants to play the monster, everything shall be described as best and as fully as possible. Avoid stating things that requires looking through other articles, and never cut something short because you are not quite sure how it shall work (let them find out themselves...)

HABITAT/SOCIETY

This is where you are about to explain the background of the creature. How is its general behavior? How does it interact with other members of its own specie, and how does it get along with members of the other species? How is their social structure, who leads and how is he/she/it elected? Does the creature(s) live in any particular dwelling. How many inhabitants of the typical dwelling can be encountered, and how are it organized with regard to males, females, children, allied and such.

If there are more powerful specimen of the monster, like leaders with more Hit Dice and Shamans capable of casting spells, this is where is shall be mentioned.

Unintelligent undeads has no kinds of habitat or society, they exist only to for the bidding of their master.

ECOLOGY

How does the monster fit into the world around it? Is it living as one with the land, never taking something without giving something in return? Is it a killing and eating machine, which depopulates and area for prey and then move on to the next feeding ground?

Something, which also can be interesting, is the creature's way of reproducing. How does it do (don't be too specific!!) and how many offspring do they produce.

Now it is also the time to tell if there are any special byproducts of the creature. Does it produce anything, either by natural means (like bees produce honey), or are they skilled in some kind of toolmaking or magic others would have an interest in? Are there some part of the monster which can be something worth to a merchant (like pelts and such), or a there other parts which certain alchemists and wizards have a need for? The latter is mostly the case with very rare monsters and those of magical origin. Try to mention a few things, without turning the Ecology-section into a shopping list. If something can earn the finder quite a sum, mention a guideline for the price.

Undeads, as a rule on the thumb, has no impact on the ecology, except for the intelligent ones who tend to depopulate the surroundings for the livings.

<Monster Name> Invented by <Creators Name>

] CLIMATE TERRAIN <Climate/Terrain>
FREQUENCY <Frequency>
ORGANIZATION <Organization>
ACTIVITY CYCLE <Activity Cycle>
DIET <Diet>
INTELLIGENCE <Intelligence>
TREASURE <Treasure>
ALIGNMENT <Alignment>

NO. APPEARING <No. Appearing>
ARMOR CLASS <Armor Class>
MOVEMENT <Movement>
HIT DICE <Hit Dice>
THAC0 <Thac0>
NO. OF ATTACKS <No. of Attacks>
DAMAGE/ATTACKS <Damage/Attacks>
SPECIAL ATTACKS <Special Attacks>
SPECIAL DEFENSES <Special Defenses>
MAGICAL RESISTANCE <Magical Resistances>
SIZE <Size>
MORALE <Morale>
XP VALUE <XP Value>

<Description>

COMBAT

<Combat>

HABITAT/SOCIETY

<Habitat/Society>

ECOLOGY

<Ecology>