

BLOGOFHOLDING.COM MONSTER STATS BY CHALLENGE RATING

CR	AC	HP	Attack	Damage	DC	Save
0	12	3	2	1	9	1
1/8	12	9	3	3	10	2
1/4	13	15	3	5	10	2
1/2	13	24	4	8	11	3
1	13	30	4	10	11	3
2	13	45	5	15	12	4
3	14	60	5	20	12	4
4	14	75	6	25	13	5
5	14	90	6	30	13	5
6	15	105	7	35	14	6
7	15	120	7	40	14	6
8	15	120	8	40	15	7
9	16	135	8	45	15	7
10	16	150	9	50	16	8
11	16	165	9	55	16	8
12	17	180	10	60	17	9
13	17	195	10	65	17	9
14	17	210	11	70	18	10
15	18	225	11	75	18	10
16	18	240	12	80	19	11
17	18	255	12	85	19	11
18	19	270	13	90	20	12
19	19	285	13	95	20	12
20	19	300	14	100	21	13
21	20	315	14	105	21	13
22	20	330	15	110	22	14
23	20	345	15	115	22	14
24	21	360	16	120	23	15
25	21	375	16	125	23	15
26	21	390	17	130	24	16

This is intended as a replacement for the Creating Quick Monster Stats section of the DMG, page 273.

AC: Plus or minus up to 3 based on the monster concept.

HP: Plus or minus up to 50% based on the concept. You may reduce the HP of monsters with damage-avoiding abilities by the amount of damage you expect them to avoid over 3 rounds of combat.

Attack: +-2 based on the concept.

Damage: +-50% based on the concept. This is the damage budget for all the monster's attacks. Limited-use (daily, recharge, or situational) attacks do 4x the damage budgeted. Multi-target attacks do ½ the damage budgeted. Limited-use multi-target attacks do 2x. All other damage sources are 1 for 1, including at-will and legendary single-target attacks, auras, reactions, and variable-length effects like Swallow. If a monster has several at-will options (such as melee and ranged), the lower-damage options are free.

DC: The Difficulty Class of the monster's abilities. +-2 based on the concept.

Save: The bonus to those saving throws that the monster would naturally be good at (for instance Strength and Constitution for a bruiser, Intelligence for a wizard). This

number also works for the bonus to a monster's trained skills. Bad saving throws/untrained skills may be any value less than this. +-2 based on concept.

Details: Add traits, resistances, immunities, vulnerabilities, non-damaging status effects, and other details base on monster concept. These don't affect the CR.

Example: Incendia, a CR3 spellcaster. AC 13 (1 point low based on the monster concept); HP 45 (25% low based on the concept); Int and Wis saves +4, other saves +2; spell DC 12. Damage budget: 25 (25% high): Fireball 1/day (28 damage, costing 14 points of the damage budget); Fire Blast cantrip, 11 damage; dagger attack +3, 3 damage (not budgeted since there's a more damaging at-will option). You can add traits, such as fire resistance, to taste, and fill out the spell list with non-damaging spells such as Faerie Fire and Continual Flame.