Dnd 5e creature sizes

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say two golem makers have an argument, and one of them makes a stone golem threaten the other, and the other makes one category size larger in response. Are these two golems identical in every way except their size category? if not, what are their differences? An easy reference chart for D&D Monster Sizes from Fine to Colossal to show Attack and AC Modifier, Special Attacks Modifier, Hide Modifier, Height or Length, Weight, Space, Natural Reach, and their Carrying Capacity Multiplier.Size CategoryAttack and AC ModifierSpecial Attacks Modifier (1)Hide ModifierHeight or Length (2)Weight (3)Space (4)Natural Reach (4)Carrying Capacity MultiplierTallLongBipedQuadrupedFine+8-16+166 in. or less1/8 lb. or less1/2 ft.0 ft.0 ft.x1/8x1/4Diminutive+4-12+126 in.-1 ft.1/8 lb.-1 lb.1 ft.0 ft.0 ft.x1/4x1/2Tiny+2-8+81 ft.-2 ft.1 lb.-8 lb.2-1/2 ft.0 ft.0 ft.x1/2x3/4Small+1-4+42 ft.-4 ft.8 lb.-60 lb.5 ft.5 ft.5 ft.x3/4x1Medium+0+0+04 ft.-8 ft.60 lb.-500 lb.5 ft.5 ft.5 ft.x1x1-1/2Large-1+4-48 ft.-16 ft.500 lb.-2 tons10 ft.10 ft.5 ft.x2x3Huge-2+8-816 ft.-32 ft.2 tons-16 tons15 ft.15 ft.10 ft.x4x6Gargantuan-4+12-1232 ft.-64 ft.16 tons-125 tons20 ft.20 ft.15 ft.x8x12Colossal-8+16-1664 ft. or more125 tons or more30 ft.30 ft.20 ft.20 ft.x16x24This modifier applied to the bull rush, fight, overruns, and travel special attacks. The height of bipedals, the body length of four-legged (nose to the base of the tail) suggests that the creature is about the same dense as a normal animal. The creature of stone will weigh much more. The gas creature will weigh much less. These values are typical of creatures of a specified size. There are some exceptions. Something fun: I like to use a measure of things to enter measurements to see comparisons. It can really help you give characters a perspective of the size of monsters. As a comparison of the ancient blue dragon (Gargantuan 16-125 tons) with the blue whale. Let's say 100 tons of dragon is 90% bigger than a blue whale. Monsters nameMonsters by the stats of the Monster TypeA, sometimes called it a stat block, provide important information that you need to run the monster. A monster can be tiny, small, medium, large, huge or giant. Table: Size categories show how much space a creature of a certain size controls in combat. Despite the versatile collection of monsters in this book, you may be at a loss when it comes to finding the perfect creature for part of the adventure. Feel free to customize an existing creature to make it into something more useful to you, perhaps borrowing a line or two from another monster or using an option or template such as the ones in this book. Keep in mind that changing a monster, including when applying a template to it, can change its call rating. The type of monster speaks of its fundamental nature. Some spells, magic elements, class features and other effects in the game in a special way with creatures of a certain type. For The For The Dragon Kill Arrow does additional damage not only to the Dragons, but also to other Dragon-type creatures such as Dragon Turtles and wyverns. The game includes the following types of monsters that do not have their own rules. Aberrations are completely alien beings. Many of them have innate magical abilities taken from the alien mind of a being rather than the mystical powers of the world. The quintessence of Aberrations are abolates, beholders, Mind Flayers and slaadi. Beasts are non-humanoid creatures that are a natural part of the ecology of fantasy. Some have magical powers, but most are unreasonable and have no society or language. Beasts include all varieties of ordinary animals, dinosaurs and giant versions of animals. Celestials are creatures native to Upper Flats. Many of them are servants of deities employed as messengers or agents in the Kingdom of Death and in all planes. Celestials are good at nature, so exceptional heaven that deviates from good alignment is a terrifying rarity. Celestials include angels, kuatles and Pegasus. The designs are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are tsee-like and capable of independent thought. Golems are iconic designs. Many of the creatures inhabited in the outer plane of The Mechanic, such as modrons, are structures formed from the raw materials of the aircraft by the will of more powerful creatures. Dragons are large reptiles of ancient origin and great power. True Dragons, including good metal dragons and evil chromatic dragons, are very clever and have innate magic. Also in this category are creatures remotely associated with true dragons, but less powerful, less intelligent, and less magical, such as viverns and pseudo-dragons. Elementarys are creatures native to elementary planes. Some creatures of this type are nothing more than a living mass of their respective elements, including creatures simply called Elementarys. Others have biological forms impregnated with elementary energy. The races of genies, including genies and ephrites, form the most important civilizations on elementary planes. Other elementary creatures include azers and invisible stalkers. Feys are magical creatures closely related to the forces of Nature. They live in twilight groves and misty forests. In some worlds they are closely related to Feiville, also called the Fairy Plane. Some of them are also located in the Outer Flats, especially in the planes of Arborea and The Beastlands. Feys include driads, fairies and satire. Villains are creatures of wickedness that are native to Lower Flats. Some are servants of deities, but much more labor under the guidance of the archdevils and demons of princes. Angry priests and magicians sometimes summon villains into the material world to impersonate themselves. If Heavenly is a rarity, a good villain is almost unthinkable. Fiends include demons, devils, hellish hounds, hounds, and the 1 auglots. Giants tower over people and their kind. They are human in shape, although some have multiple heads (ettins) or deformations (pomorians). The six varieties of true giant are Hill Giants, Stone Giants, Frost Giants, Fire Giants, Cloud Giants, and Storm Giants. In addition, creatures such as ogres and trolls are giants. Humanoids are the main people of the fantastic game world, both civilized and wild, including humans and a huge variety of other species. They have language and culture, few if any congenital magical abilities (although most humanoids can learn spelling), and bipedal forms. The most common humanoid races are most appropriate as player characters: humans, gnomes, elves and halflings. Almost as numerous, but much more wild and cruel, and almost uniformly evil, are the races of goblins (goblins, hobgoblins and bugs), orcs, gnolls, lizards and cobolds. Monster monsters in the strictest sense - frightening creatures that are not ordinary, not truly natural, and almost never benign. Some of them are the result of magical experiments gone awry (such as an ancew), while others are the product of terrible curses (including minotaurs and yuan-ti). They challenge categorization and in some ways serve as a category for beings that do not fit into any other type. Oozes are gelatinous creatures that rarely have a fixed shape. They are mostly underground, living in caves and dungeons and feeding on garbage, carrion or creatures that are unlucky to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozing. Plants in this context are plant creatures, not ordinary flora. Most are outpatient and some are carnivorous. The quintessential plants are Chambling Mound and Treant. Fungal creatures such as gas spores and myconid also fall into this category. The undead once living beings are brought to a terrifying state of the undead through the practice of necromantic magic or some wicked curse. The undead include walking corpses such as vampires and zombies, as well as bodiless spirits such as ghosts and ghosts. The monster may have one or more tags attached to its type, in brackets. For example, the window has a type of humanoid (orca). Parental labels provide additional categorization for certain creatures. Tags don't have their own rules, but something in the game, such as a magic element, can relate to them. For example, a spear that is particularly effective in fighting demons will work against any monster that has a demon tag. The alignment of the monster gives the key to its location and how it behaves in a role-playing or combat situation. For example, a chaotic evil monster can be difficult to reason and can attack characters in plain sight while A neutral monster may be ready to negotiate. The alignment specified in the monster statistics block is the default. Feel free to move away from it and change the monster alignment on on needs of your campaign. If you want a well aligned green dragon or an evil Storm Giant, there's nothing stopping you. Some creatures can have any alignment. In other words, you choose the monster alignment. The alignment of the entrance of a monster indicates a tendency or an aversion to law, chaos, good or evil. For example, Berserker can be any chaotic alignment (chaotic goodness, chaotic neutral or chaotic evil) as befits its wild nature.Many creatures of low intelligence have no understanding of law or chaos, good or evil. They do not make moral or ethical choices, but act instinctively. These creatures are not aligned, which means they don't have alignment.A monster that wears armor or carries a shield has a armor class (AC) that takes its armor, shield, and agility into account. Otherwise, the monster's air conditioning is based on its Dexterity modifier and natural armor, if any. If the monster has natural armor, wears armor, or carries a shield, it is marked in brackets after its AC value. A monster usually dies or breaks down when it falls to 0 Hit Points.A Monster Hit Points are presented as an expression of death and as an average. For example, a monster with 2d8 Hit Points has 9 hit points on average (2 × 41/2). The size of the monster determines the death used to calculate its hit points, as shown in the Hit Dice by Size table. Table: Hit Bone size Monster Size Hit Die Average HP per Die Tiny d4 21/2 Small d6 31/2 Medium d8 41/2 Big d10 51/2 Huge d12 61/2 Gargantuan d20 101/2 Monster Constitution Modifier also affects the number of hit points it has. The Constitution modifier is multiplied by the number of hit Dice it possesses, and the result is added to its hit points. For example, if a monster has a Constitution of 12 (No.1 modifier) and a 2d8 Hit Bone, it has 2d8 and 2 hit points (average 11). The speed of the monster tells you how far he can move in his turn. All creatures have the speed of walking, just called the speed monster. Creatures that do not have the shape of ground movement have a walking speed of 0 feet. Some creatures have one or more following additional modes of motion. A monster that has a burrowing speed can use this speed to move through sand, earth, mud or ice. The monster cannot burrow through a solid rock if it has a special trait that allows it to do so. A monster that has a climbing speed can use all or part of its movement to move on vertical surfaces. The monster does not need to spend extra movement to climb. A monster that has flight speed can use all or part of its movement to fly. Some monsters have the ability to soar, making them difficult to dislodge from the air (as explained in the rules of flight). Such a monster stops hovering when he dies. The Monster That Has Swimming does not need to waste extra swim movement. Each monster has six ability points (Power, Agility, Constitution, Intelligence, Wisdom and Charisma) and corresponding modifiers. Saving casts record reserved for creatures who know how to certain types of effects. For example, a creature that is not easily enchanted or frightened can receive a bonus for its Saving Wisdom Throws. Most creatures don't have special save throw bonuses, in which case this section is missing. The bonus for throwing savings is the amount of the corresponding modifier of the monster's ability and his skill bonus, which is determined by the monster call rating (as shown in the Proficiency Bonus by Challenge Rating table). Table: Profession Bonus Rating Rating Ranking Career Bonus 0 No 2 1/8 No 2 1/4 No2 1/2 No2 2 2 2 2 3 No2 No 4 No 2 5 No3 6 No3 7 No3 8 3 3 9 No4 10 No4 No 11 No4 12 4 No 13 5 11 4 Euro 5 15 No5 16 No5 17 No 6 18 No6 19 No 6 20 No 6 21 7 22 7 23 No 7 24 No 7 25 No 8 8 26 No 8 8 28 No8 29 No9 30 No9 Skills Record Reserved for Monsters Who Own One Skills or More. For example, a monster that is very shrewd and hidden can have power-ups to Wisdom (Perception) and Dexterity (Stealth) checks. A skill bonus is the sum of the monster's ability modifier and his skill bonus, which is determined by the monster's call rating (as shown in the Bonus of Excellence table in the Challenge Rating table). Other modifiers can be applied. For example, a monster may have a larger-than-expected bonus (usually twice its skill bonus) to account for its increased expertise. Some creatures are vulnerable, resisting or immune to certain types of damage. Special creatures are even resistant or immune to damage from non-magical attacks (a magic attack is an attack delivered by a spell, magic object, or other magical source). In addition, some beings are immune to certain Conditions. If you change them, you will decide whether a creature owns its new Equipment.For example, Hill Giant usually wears concealed armor and owns Greatclub. You could equip Hill Giant with a chain of mail and Greataxe instead, and assume the giant owns both, one or the other, or neither. Senses's record notes the passive assessment of the Wisdom (Perception) of the Monster, as well as any special feelings that a monster might have. Special feelings are described below. A monster with Blindsight can perceive its surroundings without relying on vision within a certain radius. Creatures without eyes, such as Grimlocks and gray oozing, tend to have this particular feeling, like creatures with echolocation or heightened senses such as bats and true Dragons.If the monster is naturally blind, it has a bracket note of this effect, indicating that the radius of its Blindsight determines the maximum range of its Perception.A monster with Darkvision can be seen in the dark within a certain radius. The monster can see in dim light in the radius, as if it were a bright light, and in the darkness, as if it were a dim light. The monster cannot distinguish the color Just shades of gray. Many creatures that live underground have this special meaning. A monster with a tremor can and determine the origin of vibrations within a certain radius, provided that the monster and the source of vibrations are in contact with the same earth or substance. The tremor cannot be used to detect flying or intangible creatures. Many buried creatures, such as ankhegs and umber carcasses, have this special meaning. A monster with Truesight can, in a certain range, see in normal and magical darkness, see invisible creatures and objects, automatically discover visual illusions and succeed in rescuing throws against them, and perceive the original shape of a Shapechanger or creature that is transformed by magic. In addition, the monster can see the ethereal plane in the same range. The languages in which the monster can speak are listed in alphabetical order. Sometimes a monster can understand a language but can't speak it, and it's noted in his record. - indicates that the creature does not speak or understand any language. Telepathy is a magical ability that allows a monster to mentally communicate with another being within a certain range. Contact a creature does not need to share a tongue with a monster to communicate this way with him, but he must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages, but cannot initiate or stop telepathic conversation. The telepathic monster should not see the contact creature and can put an end to telepathic contact at any time. Contact is disturbed as soon as the two creatures are no longer within reach of each other or if the telepathic monster contacts another creature within reach. A telepathic monster can initiate or stop telepathic conversation without using action, but as long as the monster is incapacitated, it cannot initiate telepathic contact and any current contact is terminated. A creature in the anti-magic field or anywhere else where magic cannot send or receive telepathic messages. The monster call rating tells you how big the monster threat is. A properly equipped and well-rested party of four adventurers should be able to defeat a monster that has a call rating equal to its level without suffering from any deaths. For example, a group of four Level 3 characters must find a monster with a call rating of 3 to be a worthy challenge, but not fatal. Monsters, which are much weaker than Level 1 characters, have a call rating below 1. Monsters with a call rating of 0 are insignificant, except for large numbers; those who don't have effective attacks are not worth the experience points, while those that have attacks cost 10 XP each. Some monsters are more challenging than even a typical 20 level party can handle. These monsters have a call rating of 21 or higher and are specifically designed to test a player's skill. Experience Points (XP) Monster based on his challenge call Typically, XP is awarded for defeating a monster, although GM can also reward XP for neutralizing the threat posed by the monster in some other way. If something tells you otherwise, a monster caused by a spell or other magical ability is worth the XP marked in its stat block. Table: Experience Points on Call Rating Challenge Rating Rating XP 0 or 10 1/8 25 1/4 50 1/2 100 1 200 2 450 3 700 4 1100 5 1800 6 2300 7 2 2900 2900 48 3900 9 5000 10 5900 11 7200 12 8400 13 1000 14 11 500 15 13 000 16 15 00 0 17 17 11 8000 18 20000 19 22000 20 25000 21 33000 22 41000 23 50000 24 62000 25 75000 26600 90,000 27 105,000 28 120,000 29 135,000 30 155,000 Special features (which appear after the monster's rating, but before any actions or reactions) are characteristics, that may be relevant in the fight meeting and which require some explanation. A monster with an innate ability to spell has an innate spelling trait. Unless otherwise stated, the innate spell of level 1 or higher is always discarded at the lowest possible level and cannot be cast at a higher level. If the monster has a cantrip where its level matters and no level is given, use the monster call rating. An innate spell may have special rules or limitations. For example, Drow Mage may innately develop a Levitate spell, but the spell has a for yourself restriction, which means that the spell only affects the monster's innate spells, which cannot be replaced by other spells. If the monster's innate spells do not require attack rolls, they are not given the Attack bonus. The Spellcasting Monster has a speller level and spell slots that he uses to hand out his spells 1st level and above. The charmer level is also used for any Cantrips included in the function. The Monster has a list of spells known or prepared from a certain class. The list may also include spells from a function in this class, such as the function of the Divine Cleric Domain or the Druid Circle feature of the Druids. The monster is considered a member of this class when setting up or using a magic element that requires class membership or access to its spell list. A monster can put a spell off his list at a higher level if he has a spell slot to do so. For example, Arow Mage with a Level 3 Lightning spell can develop it as a Level 5 spell using one of its Level 5 Spell Slots.You can change the spells the monster knows or prepared by replacing any spell on the spell list of the same level and from the same class list. If you do this, you can lead the monster to be more or less of a threat than it was offered by his call rating. A monster who casts spells using only the power of his mind has a tag of psionics to his Spellcasting or Innate Spelling Special Trait. This tag does not carry any special rules, but other parts of the game may refer to it. The monster that has this tag usually does not require Components to throw it Spells.When the monster takes its action, he can choose one of the options in the Action section of his stat-block or use one of the actions available to all creatures such as dash or hide action. The most common actions that the monster will take in combat are hand-to-hand combat and ranged attacks. These can be spell attacks or assaults with weapons where a weapon can be a manufactured object or natural weapon, such as a claw or a tail spike. Creature vs. Target: The target of a melee or range of attack is usually either one creature or one target, the difference being that the target may be a creature or object. Hit: Any damage or other effects that occur as a result of a strike attack on the target are described after hit notation. You have the option of taking average damage or rolling damage; for this reason, both the average damage and the expression of death are represented. Miss: If an attack has an effect that occurs on a blunder, this information is presented after Miss: notation. A creature that can make multiple attacks on its turn has Multiattack action. The creature cannot use Multiattack when making an attack opportunity that should be a single near Attack.A monster carries enough ammunition to make it a Ranged attack. It can be assumed that the monster has 2d4 ammunition to attack abandoned weapons, and 2d10 pieces of ammunition for missile weapons such as bow or crossbow. If a monster can do something special with its reaction, this information is contained here. If the creature does not have a special reaction, this section is missing. Some special abilities have limits on the number of times they can be used. X/Day: X/Day Notation means that the special ability can be used by X several times, and that the monster must finish a long rest to restore the spent use. For example, 1/Day means that a special ability can be used once, and that the monster must finish a long rest to use it again. Top up X-Y: The Notation Of The Recharge X-Y means that the monster can use the special ability once, and that the ability then has a random chance of recharging during each subsequent round of battle. At the beginning of each of the monster turns, roll d6. If the roll is one of the numbers in the notation refill, the monster restores the use of special ability. The ability is also recharged when the monster finishes short or long rest. For example, The Recharge 5-6 means that the monster can use the special ability once. Then, at the beginning of the monster's turn, he restores the use of this ability if he rolls 5 or 6 on d6. Recharge after a short or long rest: This notation means that the monster can use the special ability once and then have to finish a short or long rest, use it again. Many monsters have special attacks that allow them to quickly fight prey. When a monster gets hit with such an attack, it does not have to do an additional ability check to determine whether the fight is successful if the attack says the opposite. Creature, swollen can use his action to try to avoid. To do this, he must excel at strength (Athletics) or Dexterity (Acrobatics) to check against DC's escape in the monster block stat. If you don't avoid DC being given, assume that DC is a 10 and power monster (athletics) modifier. A stat unit rarely refers to equipment other than armor or weapons used by a monster. It is assumed that a creature that normally wears clothing, such as a humanoid, should be properly clothed. You can equip the monsters with extra gear and trinkets as you like and you will decide how much monster equipment can be recovered after the creature is killed and whether any of this equipment is still used. A battered armor suit made for a monster is rarely used by someone else, for example. If a Spellcasting monster needs material components to cast its spells, let's assume that it has the material components it needs to cast spells in the statistic block. A legendary creature can do things that ordinary creatures can't. He can take special measures outside of his turn and this can have a magical effect on the miles around. If a creature takes the form of a legendary creature, for example, through a spell, it does not receive legendary Actions, Log Actions or Regional Effects. Only one legendary version of the action can be used simultaneously and only at the end of the queue of another creature. The creature restores its spent legendary Actions at the beginning of its turn. It may refuse to use them and it cannot use them while incapacitated or otherwise unable to take action. If surprised, he can't use them until after his first turn in Combat.A the legendary creature may have a section describing his lair and the special effects he can create while there, either by act of will or just to attend. This section applies only to a legendary creature that spends a lot of time in his lair. If the legendary creature has a lair of action, he can use them to use the surrounding magic in his lair. According to the 20 Initiatives (loss of all the Initiative's connections), it can use one of its options in the lair. It cannot do so while incapacitated or otherwise unable to take action. If surprised, he can't use one until after his first turn in Combat.The mere presence of the legendary creature can have strange and miraculous consequences for the environment, as noted in this section. Regional effects suddenly end or dissipate over time when the legendary creature dies. Dies.

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