

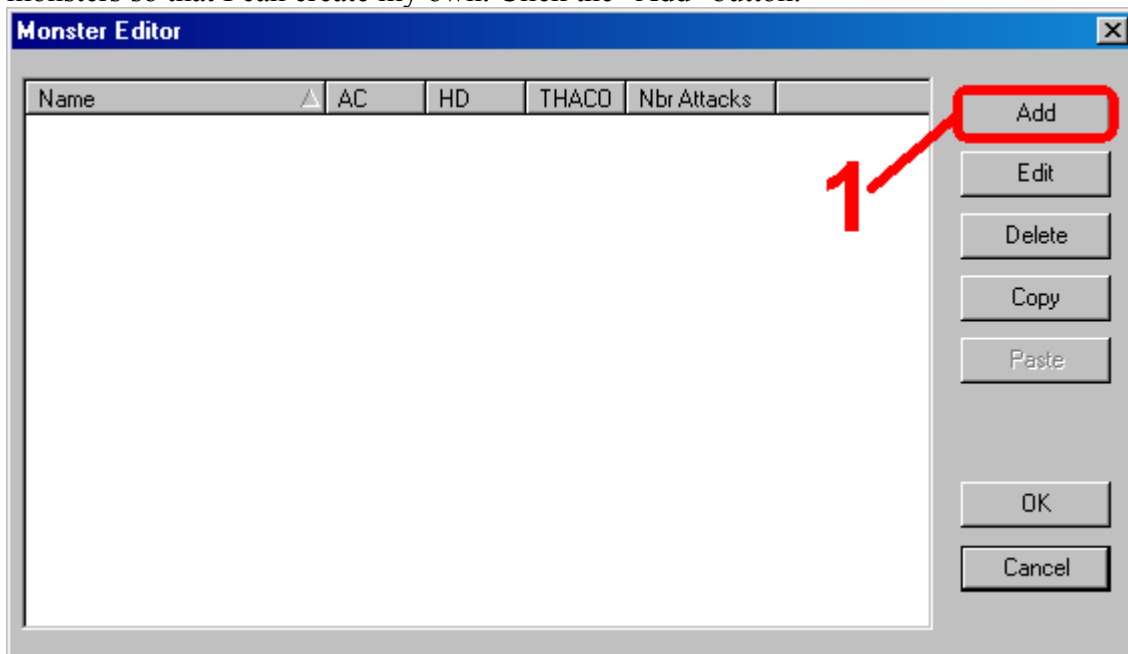
Dungeon Craft Tutorial: Adding a monster to the monster database

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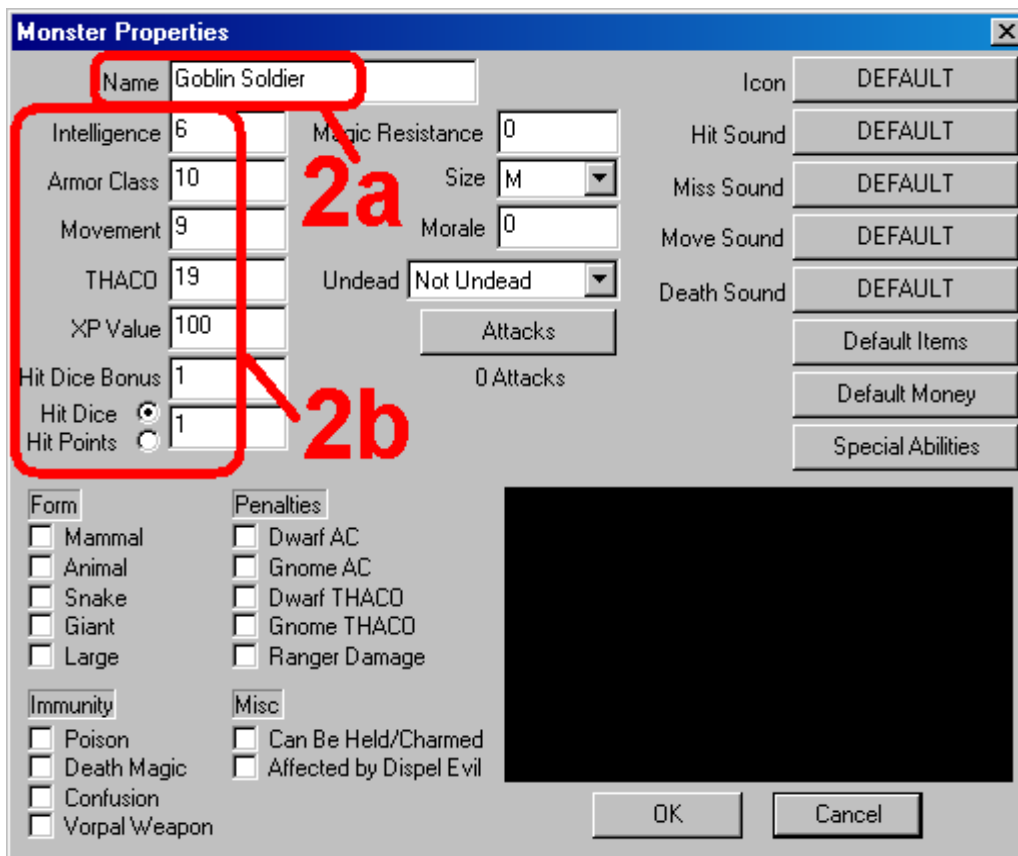
Preliminary: Gather resources that you might need. For a monster, resources will probably include an icon for the monster, and possibly stats for the monster from the source of your choosing, such as the Advanced Dungeons & Dragons Monster Manual, or something you've found on the net.

For this exercise, we will create a monster called the "Goblin Soldier". which will be slightly stronger than a regular AD&D goblin.

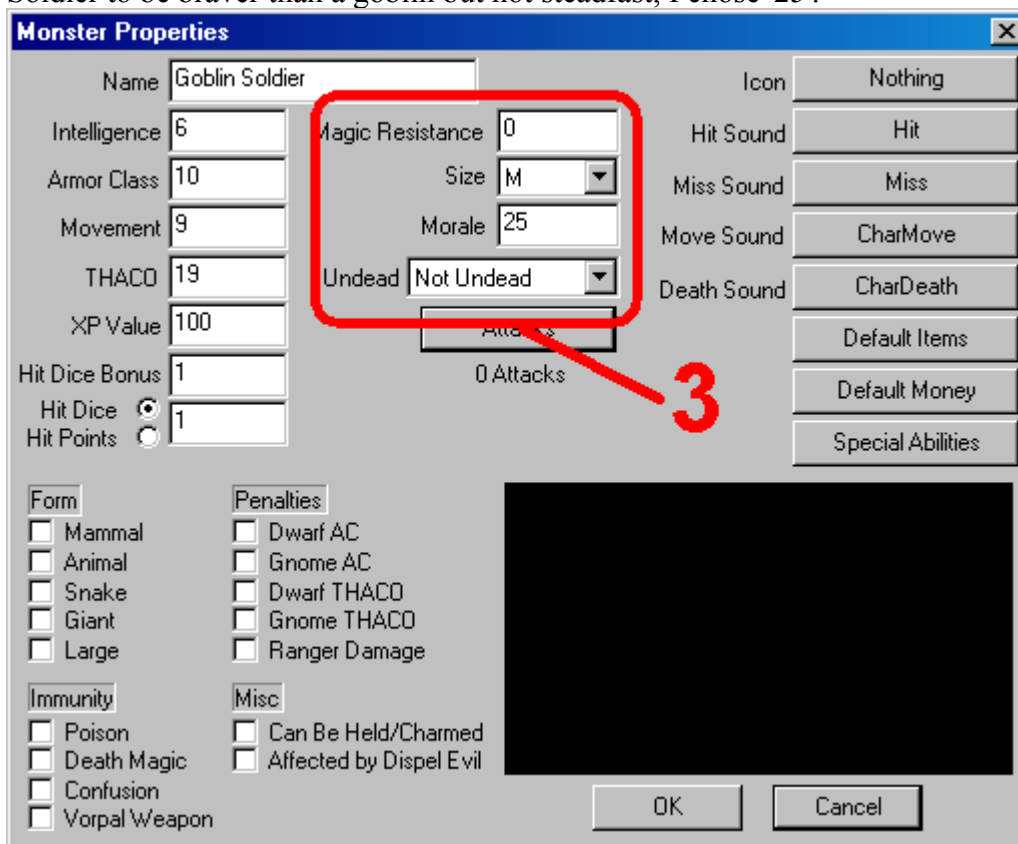
1. From the top menu, select Database->Edit Monsters... or CTRL + M. This will bring up the database. Yours will undoubtedly contain the default monsters for Dungeon Craft. I have already deleted all the monsters so that I can create my own. Click the "Add" button.



2. In the name box, input your creatures name. This is where I input "Goblin Soldier". (2a) We also want to give the Goblin Soldier statistics so that the Dungeon Craft combat engine knows just what he is capable of doing and what he is worth. You can see the choices I made. (2b)



3. In the middle section of the window you will find that you can determine a monster's morale, which is basically how likely it is to try and flee in battle. You may give a number between 0 and 50 which is added to another number, also between 0 and 50 in the combat event. These two numbers determine how likely it will be for the monster to run away in that particular battle. Because I want the Goblin Soldier to be braver than a goblin but not steadfast, I chose '25'.



4. In the bottom left of the window are the attributes that you may assign to a creature. Under the

penalties section, the names apply to the particular races or class at which the monster suffers the penalty from. I've chosen to follow the model set by regular goblins.

Monster Properties

Name: Icon:

Intelligence: Magic Resistance: Hit Sound:

Armor Class: Size: Miss Sound:

Movement: Morale: Move Sound:

THACO: Undead: Death Sound:

XP Value: Attacks:

Hit Dice Bonus: 0 Attacks

Hit Dice: Hit Points:

Form

Mammal

Animal

Snake

Giant

Large

Penalties

Dwarf AC

Gnome AC

Dwarf THACO

Gnome THACO

Ranger Damage

Immunity

Poison

Death Magic

Confusion

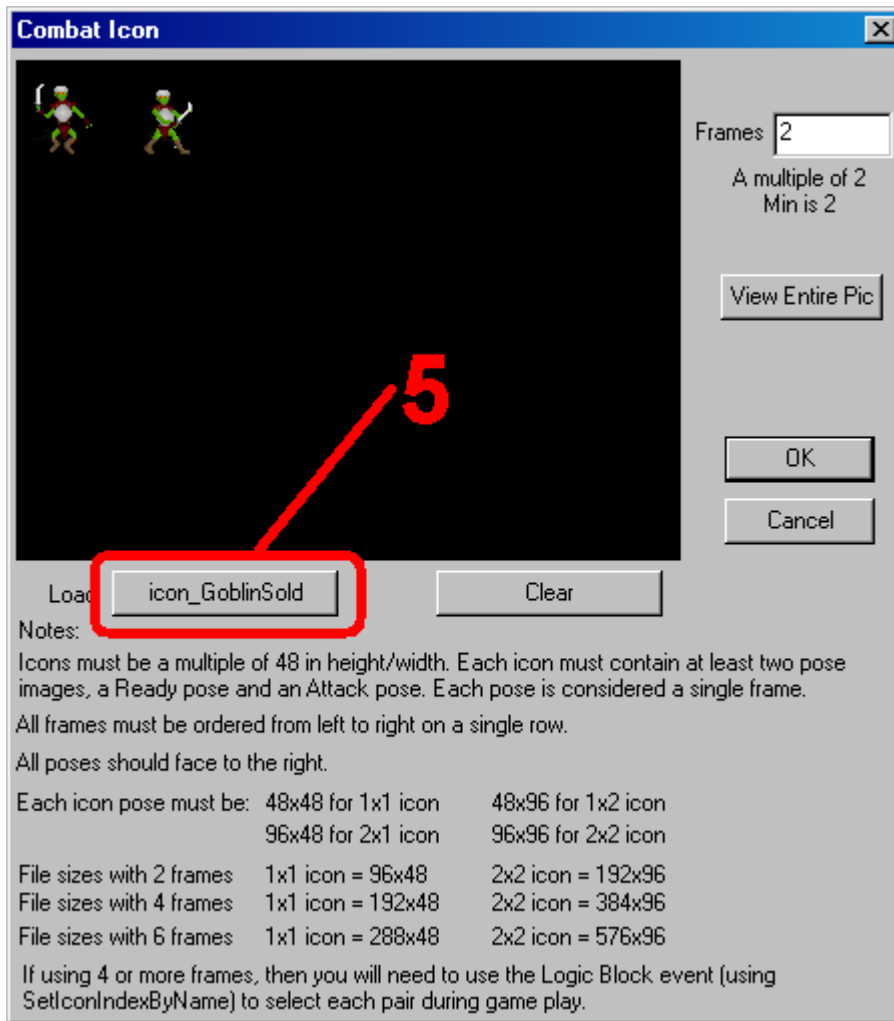
Vorpal Weapon

Misc

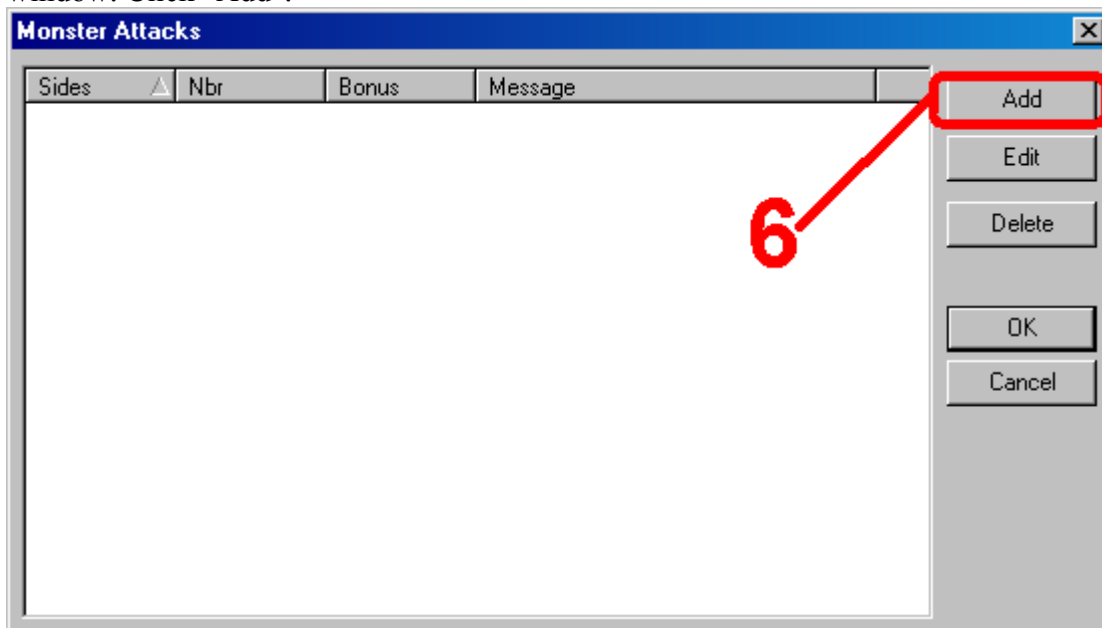
Can Be Held/Charmed

Affected by Dispel Evil

5. In the upper right hand corner of the window, click the button for the icon. This brings up a window to load an icon for your monster. All you need to worry about is the "Load" button. Click it and navigate to your icon.



- Next, we need to give the Goblin Soldier an attack, just in case it doesn't have any items to use. In the center of the page, find the "Attacks" button and click it. This will bring up the "Monster Attacks" window. Click "Add".



- In the "Monster Attack Details" form contains all of the fields that DC needs to calculate the Goblin Soldier's unarmed attack. Note that I lowered the sides field to 4 and changed the default message from the generic "attacks" to "hits".

Monster Attack Details

Attack Dice: (sides on each dice)

Number of Attack Dice: (how many dice to roll)

Attack Bonus: (bonus per roll)

Attack Message:

The attack message can be up to 255 characters in length.
It will automatically be inserted into the combat attack message displayed to the player.
For instance, an attack message of 'breathes on' will automatically be formatted using the monster and target names as in - 'Dragon breathes on Kobold'

Cast this spell on target if attack succeeds:

8. The last area I want to set for the Goblin Soldier is to give it some items - a sword and some armor. Click the "Default Items" button in the center right of the window. This will bring up the "Choose Items" form. Highlight the item you wish to give the monster and select "Add". When you are done, click "OK".

Choose Items

Items Available

Name	Id Name	Location	Wpn Type	Bund
Dented Armor	Dented Armor	Body (Armor)	Not Weapon	1
Rusty Sword	Rusty Sword	Weapon Hand	Hand held, cutting	1

Items Selected

Name	Id Name	Location	Wpn Type	Qty
Dented Armor	Dented Armor	Body (Armor)	Not Weapon	1
Rusty Sword	Rusty Sword	Weapon Hand	Hand held, cutting	1

All items are identified

9. We're done, so you can click "OK" again. You're now back at the main items database window where you may add another monster, edit an existing monster or close the window.

Notes: I've included my goblin icon found exclusively in this tutorial



(Right click on the image and choose "Save As...")

Suggestions: When naming your monsters, you must give each a unique name, but the uniqueness applies to the engine. DC provides the use of the '|' and '/' characters so that you can have as many monsters named goblin as you would like, just use something to differentiate them, such as 1, 2, 3, etc. As far as your players are concerned, they will all be named "goblin".