## **Dungeon Craft Tutorial: Adding a monster to the monster database**

by manikus Last updated 7.13.2009

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.

Monster Editor	j				×
Name	AC AC	HD T	HACO Nbr Attack	\$	Add
				1/	Edit
					Delete
					Сору
					Paste
					OK
					Cancel
I					

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)

Monster Propertie:	\$		×
Name Gobl	in Soldier	lcon	DEFAULT
Intelligence 6	Magic Resistance 0	Hit Sound	DEFAULT
Armor Class 10	Size M 🔽	Miss Sound	DEFAULT
Movement 9	Morale 0	Move Sound	DEFAULT
THACO 19	Undead Not Undead 💌	Death Sound	DEFAULT
XP Value 100	Attacks		Default Items
Hit Dice Bonus 1	0 Attacks		Default Money
Hit Dice 💿 1 Hit Points 🔿 1	<b>}^2b</b>	j	Special Abilities
Form Mammal Animal Snake Giant Large Immunity Poison Death Magic Confusion Vorpal Weapon	Penalties Dwarf AC Gnome AC Dwarf THACO Gnome THACO Ranger Damage Misc Can Be Held/Charmed Affected by Dispel E vil	OK	Cancel

3. In the middle section of the window you will find that you can detemine a monster's moreale, 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'.

	lcon	N. 41
		Nothing
lagic Resistance 0	Hit Sound	Hit
Size M 💌	Miss Sound	Miss
Morale 25	Move Sound	CharMove
Undead Not Undead 💌	Death Sound	CharDeath
Allow		Default Items
0 Attacks	<u>~</u> ? (	Default Money
	<b>.</b>	Special Abilities
varfAC nomeAC varfTHACO nomeTHACO angerDamage n BeHeld/Charmed	οκ	Cancel
	Morale 25 Undead Not Undead	Size M Miss Sound Morale 25 Undead Not Undead Death Sound Death Sound Autors 0 Attacks 3 ties warf AC home AC warf THACO home THACO anger Damage

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 Prope	erties				×
Name	Goblin Soldi	er		lcon	Nothing
Intelligence	6	Magic Resistance	0	Hit Sound	Hit
Armor Class	10	Size	м	Miss Sound	Miss
Movement	9	Morale	25	Move Sound	CharMove
THACO	19	Undead Not Unde	ad 🔽	Death Sound	CharDeath
XP Value	100	At	tacks		Default Items
Hit Dice Bonus Hit Dice 💿 🗊		0 A	Ittacks		Default Money
Hit Dice O	1				Special Abilities
Form ✓ Mammal Animal Snake Giant Large Immunity Poison Death Magi Confusion	Gi D D D D D D R Misc C	ties warf AC home AC warf THACO home THACO anger Damage an Be Held/Charmed fected by Dispel Evil			
Vorpal Wea	ipon			ОК	Cancel

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.

Combat Icon			×
*			Frames 2 A multiple of 2 Min is 2
			View Entire Pic
	<b>5</b>		OK Cancel
Loac icon_Goblin	nSold	Clear	
Notes: Icons must be a multiple images, a Ready pose ar All frames must be ordere All poses should face to t	nd an Attack pose. Eac d from left to right on a	ch pose is considered	· · · · · · · · · · · · · · · · · · ·
Each icon pose must be:	48x48 for 1x1 icon 96x48 for 2x1 icon	48x96 for 1x2 icon 96x96 for 2x2 icon	
File sizes with 2 frames File sizes with 4 frames File sizes with 6 frames	1x1 icon = 96x48 1x1 icon = 192x48 1x1 icon = 288x48	2x2 icon = 192x96 2x2 icon = 384x96 2x2 icon = 576x96	
If using 4 or more frames SetIconIndexByName) to			vent (using

6. 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".

h	Ionster A	ttac	ks					×
	Sides	Δ	Nbr	Bonus	Message		7	Add
l						/		Edit
						6		Delete
								ОК
								Cancel

7. 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	4	(sides on each dice)	١
br Attack Dice	1	(how many dice to roll)	L
Attack Bonus	D	(bonus per roll)	L
/ ttack Message	hits		)
The attack messay It will automatically attack message di	be inserted		ngth.
For instance, an at will automatically b and target names a Kobold'	e formatted	-	
Cast this spell on attack succe		No Spell	
0	)K	Cancel	

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 hte window. This will bring up the "Choose Items" form. Hghlight the item you wish to give the mosnter and select "Add". When you are done, click "OK".

hoose Items					
		Items A	vailable		
Name	A Id Name		Location	Wpn Type	Bund
Dented Armor Rusty Sword	Dented A Rusty Sw		Body (Armor) Weapon Hand	Not Weapon Hand held, cutting	1
•		Items	Selected		
Name	🛆 Id Name		Location	Wpn Type	Qty
Dented Armor	Dented A		Body (Armor)	Not Weapon	1
Rusty Sword Rusty Sword Weapon Hand Hand held, cutting 1					
	Add	Delete	Delete All	OK	
	L 4	All items are ide	entified	Cano	el

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".