Before insert on monsters and before update,

* Check that size is between -4 and 4
* Check that Challenge rating is whole number 1 to 10
* Check Alignment is one of the 9
* Armor, Shield, Deflection, Natural Armor, Dodge, MiscAC, Hit Die, Base Speed, Space, Reach, Str, Dex, Con, Int, Wis, Cha, Base Attack – nonnegative
* If attack not on attacks list, add attack to attacks list

Before Delete on attacks

* If monster has attack do not allow delete

Before insert on type and before update

* Hit Die is nonnegative

Before Delete on type

* If monster has type, type cannot be deleted