Stat Block Title

Stat Block Metadata [This line is now capitalized.]

Armor Class X, effect Y Spell Resistance X

Hit Points ##/## [##/##] (##d##+##)

Speed ## ft.

**STR** **DEX** **CON** **INT** **WIS** **CHA**

X (+−X) X (+−X) X (+−X) X (+−X) X (+−X) X (+−X)

Saving Throws [cut if the creature lacks this]

Skills [cut if the creature lacks this]

Proficiencies [cut if the creature lacks this]

Damage Vulnerabilities [cut if the creature lacks this]

Damage Resistances [cut if the creature lacks this]

Damage Immunities [cut if the creature lacks this]

Condition Immunities [cut if the creature lacks this]

Senses passive Perception X

Languages [put an em dash here if there are none]

Challenge X (Y XP) Proficiency Bonus +X

Level X

Moral X

Trait Name. [cut if the creature lacks this]

Trait Option Name. [cut if the creature lacks traits with options]

Equipment.

Special Equipment.

Inline Subhead. Text.

Bold Sans Serif. Text.

Italic Sans Serif. Text.

Actions

Action Name. Stat Block Body style; Inline Subhead for name. Describe what the action does here.

* Stat Block Bulleted. This is the style for a bulleted list in a stat block.

Stat Block Hanging. Use this style for things like spell lists. The names of options inside an action and legendary action options should use the Bold Sans Serif character style.

Bonus Actions

Bonus actions go in this section. Cut this section if there are no bonus actions.

Reactions

Reactions go in this section. Cut this section if there are no reactions.

Legendary actions

Reactions go in this section. Cut this section if there are no reactions.

Mythic actions

Reactions go in this section. Cut this section if there are no reactions.

### A X’s Lair

All lairs should grant lair actions, but they don’t all impose regional effects (see Drow Matron Mother in *Monsters of the Multiverse* for an example).

If the creature’s CR is higher in its lair, use this boilerplate as the last paragraph in the introduction:

“The X’s challenge rating is $$$ ($$$ XP) when it’s encountered in its lair.”

### Lair Actions

“On initiative count 20 (losing initiative ties), a X can take one of the following lair actions:”

**…**

“On initiative count 20 (losing initiative ties), a X can take one of the following lair actions; the X can’t take the same lair action two rounds in a row:”

…

“On initiative count 20 (losing initiative ties), a X can take one of the following lair actions; [insert special limiter here]:”

### Regional Effects

Regional effects should always include a range unless the lair’s region is strictly bounded in some way (for example, a morkoth’s island; see *Monsters of the Multiverse*).

“The region containing a X’s lair is [warped/blessed/transformed/etc.] by its presence, creating one or more of the following effects:”

…

“If the X dies, these effects fade over the course of XdX [units of time].”

|  |  |
| --- | --- |
| Creature | Alignment Options |
| Named individual (any creature type) | [Alignment] | Unaligned |
| Member of named organization (any creature type) | Any Alignment | Typically [Alignment] |
| Generic Humanoid | Any Alignment |
| All other creature types | Any Alignment | Typically [Alignment] | Unaligned |

Tags

A tag in the metadata line is used to identify something crucial about a monster that doesn’t otherwise appear in the stat block. For example, if the monster has “elf” in its name, it doesn’t need an Elf tag, but if it’s an elf and “elf” doesn’t appear in its name, it needs the Elf tag.  
 Here’s a list of approved tags (check with the principal rules designer before adding other tags to a book):

Bard

Chromatic [the dragons]

Cleric

Demon

Devil

Dinosaur

Druid

Dwarf

Elf

Gem [the dragons]

Gith

Gnoll

Goblinoid

Metallic [the dragons]

Mind Flayer

Paladin

Ranger

Sorcerer

Titan

Warlock

Wizard

Yugoloth

Monster Type

The monster must have one of the following types. See the Monster Manual for their descriptions.

Aberration

Beast [remember that anything put in this category is available to Wild Shape, *polymorph*, and similar effects if the creature’s CR is low enough]

Celestial

Construct

Dragon

Elemental

Fey

Fiend [usually takes a tag in parentheses: demon, devil, or yugoloth]

Giant

Humanoid

Monstrosity

Ooze

Plant

Undead