

5E MONSTER-PC CONVERSIONS



he following is general guidance for converting a Monster with a Monster Stat Block (as found in the Monster Manual [MM] and Volo's Guide to Monsters [VGtM]) into a Monster-Player Character (M-PC) race. These rules are authorized for use and determined by the Dungeon Master (DM).

MONSTER RACE (AS LISTED)

Size and Type (as listed), Alignment (Player determined, Unaligned creatures not playable)

Armor Class (AC) M-PC gains any armor listed (T) as well as proficiency with it. (By category as listed in the Player's Handbook [PHB]). Any Natural Armor listed is gained by the M-PC (AC's greater than 10 that do not have annotation of Natural Armor do not qualify for it)

Hit Points (HP) M-PC gains HP as determined by class and may gain additional HP's from race as determined in "HD & ECL Adjust by CR" section on Pg 2.

Speed Retained as listed

Abilities are gained as follows:

- M-PC elects to retain the basic listed abilities and rolls a d8, the roll determines how many ability points can be added to the abilities (max of 2 allocated to any single ability) or,
- M-PC elects rolled abilities as normal and ability modifiers are applied to the scores (**Modifiers listed in parentheses are what is used**)

Note: Normal racial limits of 20 for ability scores, creature size affects Strength as listed on Pg 176 of the PHB

Exception: Racial normal base score is greater than 20, which becomes the ability racial max

STR	DEX	CON	INT	WIS	CHA
1 (-4)	19 (+5)	6 (-2)	8 (-1)	8 (-1)	6 (-2)

Saving Throws By Class

Skills Retained as proficient with listed skills (drop listed modifiers and apply modifiers based on abilities)

Damage Resistances Retained as listed

Damage Immunities Retained as listed

Condition Immunities Retained as listed

Senses Retained as listed (drop Passive Perception and apply modifiers based on abilities)

Languages Retained as listed. M-PC's gain Common if not listed. Creatures with "-" for language or have no means of communicating (telepathy or another suitable means by race or class) are not normally playable (DM determined)

Challenge The M-PC's Challenge Rating (CR) is adjusted as listed in "HD & ECL Adjust by CR" section on Pg 2

Racial Traits are retained as listed, with alterations as follows:

- If listed as a spellcaster (i.e. "[creature] is a 10th-lvl spellcaster", not to be confused with the Innate Spellcasting trait) the M-PC is considered to be multi-classed as listed in the PHB for the purposes of spellcasting, if the M-PC's Base Class is a spellcaster. The race specified spellcaster does not lvl, nor does the M-PC gain any benefits from the race based spellcasting class (if listed) except as listed in the race entry
- Unlimited Invisibility is adjusted to; 1st-8th lvl 3x/Day use, 9th-16th lvl 3x/hour use, 17th lvl+ unlimited use
- Telepathy is always known to the receiver as to who it is that is using telepathy (can't be disguised)
- Regeneration:
 - M-PC's with regeneration which identify or state similarly; "The [creature] dies only if it starts its turn with 0 hit points and doesn't regenerate.", imply there is a condition between starting it's turn and dying (and doesn't regenerate). This is dissimilar to a disintegration spell effect wherein there is no condition between being reduced to 0 and death (by turning to dust) which eliminates death saving throws, race, and class abilities from occurring. As such an M-PC, with a form of regeneration as outlined above, receives death saving throws and may benefit from other race or class benefits. However, if the M-PC's regeneration was not active at the start of death saving throws it does not reactivate until the M-PC has successfully stabilized having survived its death saving throws.
 - M-PC's with regeneration which identify or state similarly; "The [creature] regains [#] hit points at the start of its turn if it has at least 1 hit point.", will start regenerating once they have regained 1 hit point from stabilizing (1d4 hours as listed in the PHB).
- Non-Action Special Abilities (such as the petrifying gaze ability of medusa) can be turned on or off at will (as determined by the DM)
- Legendary Resistances are dropped unless the average party lvl is 17 or greater

Actions

- Natural weapon attacks are retained (proficient), attack modifiers are based on Strength or Dexterity (DM defined), reach is the same, damage is the same (less modifiers)

- Natural weapon attacks and touch attacks that inflict damage (such as acid or fire) or additional damage due to the contact of the attack, may (at DM's discretion) cause damage to a creature attempting to "manhandle" the creature (grappling/shoving...etc.) equivalent to the normal additional damage.
- M-PC gains any weapons listed (**FF**) & proficiency (By category in the PHB) with them. Use information listed in the PHB weapons tables unless there are special properties which the DM will define
 - The PC has 2d4 pieces of ammunition for a thrown weapons, and 2d10 pieces of ammunition for projectile weapons
- Multiattacks: (**Note: Class granted Extra Attacks add one extra attack as listed in class**)
 - Natural weapon multiattacks convert as listed
 - Weapons ("makes two [weapon] attacks") with a single weapon are determined by class. With two weapons, light weapon requirements are bypassed only for the listed weapons and damage bonus is applied to the attacks
 - Mix: Natural and Weapon ("makes two attacks: one with its [natural attack] and one with [weapon]") receive damage bonus to the attacks
- Poisons (applied to weapons) listed give the M-PC 1d4 vials as listed from the PHB
- Legendary Actions are dropped unless the average party lvl is 17 or greater

Reactions

- M-PC gains any Reactions as listed

Notes

- Races (listed below) from VGtM have the following notes;
 - Bugbears, Goblins and Hobgoblins may get a roll on the Status Symbols table (Pg 42)
 - Kobolds may roll on the Scale Color table (Pg 66) and if indicated, Scale Pattern table (Pg 67)
 - Orcs may use the Background tables (Pgs 87-88)
 - Yuan-ti Purebloods (MM or VGtM) may roll on the Pureblood Characteristics (Pg 97)
- If there is more than one version of a monstrous race (PC races already designed for play vs Monster Stat Block), either one is useable. However, the one chosen is what is applied to the M-PC (can't take part of one and part of another)
- M-PC's with listed ability modifiers (PC races already designed for play) roll abilities as normal and apply the listed modifiers as normal
- Variant Racial Abilities (Normally identified in a text box) are determined by the DM for use
- M-PC's may only be single classed (unless otherwise noted or allowed by the DM)

HD & ECL Adjust by CR

Creatures (Monsters and Non-Player Characters [NPC]), as listed in the MM, have a listed CR. The CR indicates how great a threat the creature is. An appropriately equipped and well-rested party of four PC's should be able to defeat a creature that has a CR equal to its average lvl without suffering any deaths.

Creatures that are significantly weaker than 1st-lvl PC's have a CR lower than 1.

Standard races as listed in the PHB do not have a CR. To play an M-PC the CR must be factored as it represents a lvl challenge of 4-to-1. To provide the best possible estimates, assuming a generic game or campaign, two steps are required:

1) To calculate a creature's modified CR, the "Monster Statistics by CR" table on Pg 274 of the DMG would normally be used. However, since the Proficiency Bonus, Hit Points and Attack Bonus are based on class and not on race they are CR Value 0. All that must be figured is the AC (if the creature has a Natural AC, otherwise CR Value is 0), Damage/Round (average damage of racial natural attacks, otherwise CR Value is 0), and finally the highest Save DC of any racial abilities (otherwise CR Value is 0). Once these are figured out, add up all the CR Values, and the original monster CR then divide by 6 to get the M-PC's racial modified CR.

Example: CR 4 creature with Natural AC of 17, Natural attacks that average 15 points of damage per round, and a racial ability that has a Save DC 15 would be a CR Value of 16 $(5+2+5+4)/6 = 2.6$ or modified CR of 3.

2) Finally, the racial modified CR is used for determining the M-PC's HD & ECL Adjust by CR.

MONSTER STATISTICS BY CR

CR Value	AC	Damage/Round	Save DC
0	≤ 13	0-1	≤ 13
1/8	≤ 13	2-3	≤ 13
1/4	≤ 13	4-5	≤ 13
1/2	≤ 13	6-8	≤ 13
1	≤ 13	9-14	≤ 13
2	≤ 13	15-20	≤ 13
3	≤ 13	21-26	≤ 13
4	14	27-32	14
5	15	33-38	15
6	15	39-44	15
7	15	45-50	15
8	16	51-56	16
9	16	57-62	16
10	17	63-68	17
11	17	69-74	17
12	17	75-80	17
13	18	81-86	18
14	18	87-92	18
15	18	93-98	18
16	18	99-104	18

CR Value	AC	Damage/Round	Save DC
17	19	105-110	19
18	19	111-116	19
19	19	117-122	19
20	19	123-140	19
21	20	141-158	20
22	20	159-176	20
23	20	177-194	20
24	21	195-212	21
25	21	213-230	21
26	21	231-248	21
27	22	249-266	22
28	22	267-284	22
29	22	285-302	22
30	23≥	303-320≥	23≥

HD & ECL ADJUST BY CR

Challenge Rating	HD	ECL	EXP for 2nd Class Lvl
<0	All Race HD* +Gain Class HD	0	300
1/8	3/4 Race HD* +Gain Class HD	0	300
1/4	1/2 Race HD* +Gain Class HD	0	300
1/2	1/4 Race HD* +Gain Class HD	0	300
1	No Race HD, Gain Class HD	0	300
2	No Race HD, Gain Class HD	1	900
3	No Race HD, Gain Class HD	2	2,700
4	No Race HD, Gain Class HD	3	6,500
5	No Race HD, Gain Class HD	4	14,000
6	No Race HD, Gain Class HD	5	23,000
7	No Race HD, Gain Class HD	6	34,000
8	No Race HD, Gain Class HD	7	48,000
9	No Race HD, Gain Class HD	8	64,000
10	No Race HD, Gain Class HD	9	85,000
11	No Race HD, Gain Class HD	10	100,000
12	No Race HD, Gain Class HD	11	120,000
13	No Race HD, Gain Class HD	12	140,000

Challenge Rating	HD	ECL	EXP for 2nd Class Lvl
14	No Race HD, Gain Class HD	13	165,000
15	No Race HD, Gain Class HD	14	195,000
16	No Race HD, Gain Class HD	15	225,000
17	No Race HD, Gain Class HD	16	265,000
18	No Race HD, Gain Class HD	17	305,000
19	No Race HD, Gain Class HD	18	355,000
20 +	Not Playable	-	-

Note: * M-PC's get to add Con bonus to any gained racial HD (i.e. 2d6 HD gained would allow for Con for each HD – Con mod x2), class modifiers do not apply to racial gained HD

LEVELING TO RACE VARIANTS

If an M-PC's creature type has variants (E.g.: Myconid Sprout, Adult, and Sovereign) the M-PC may lvl up their race instead of leveling up their class by using one of the following rules:

A) The variant to be leveled up to is ≤ 1 ECL difference from the current variant (Myconid Sprout, modified ECL 0, lvls to a Myconid Adult, modified ECL 0), the M-PC may add the race variant instead of a class lvl, or

B) The variant to be leveled up to is > 1 ECL difference from current variant, it requires a number of lvls = to the ECL to be committed to lvl to the variant (An ECL difference of 3 would require 3 lvls beyond 3rd lvl)

The M-PC may only lvl up to the next variant (as determined by listed HD and CR).

Differences between the two variants are gained as listed in this guide (E.g.: Myconid Sprout transitioning to a Myconid Adult gains Natural Armor AC 12, Race HD increases from 2d6 to 2d8 [determined by "HD & ECL Adjust by CR" - roll HD, if < than original rolls discard], base speed +10', +1 to Str, Con, Int, Wis, Cha, increased fist and poison damage, gain pacifying spore action). Any losses are also applicable.

(F) M-PC ARMOR VARIANTS

Size*	Time to Fabricate	Cost	Wgt
Tiny	x .5	1d4x10	x .75
Small/Medium	As Listed	As Listed	As Listed
Large	x2	1d4x10	x1.5
Huge	x4	2d4x10	x3
Gargantuan	x6	3d4x10	x4.5

Note: * Non-humanoid creatures require the next size category (Medium, non-humanoid creature would require Large entry)

(FF) M-PC WEAPON VARIANTS

Size	Time to Fabricate	Cost	Wgt	Damage*
Tiny	x .5	1d4x10	x .75	x .5
Small/Medium	As Listed	As Listed	As Listed	As Listed
Large	x2	1d4x10	x1.5	x2
Huge	x4	2d4x10	x3	x3
Gargantuan	x6	3d4x10	x4.5	x4

Note: * Base damage only

M-PC ADVENTURING GEAR

Size	Time to Fabricate	Cost	Wgt	Capacity/Length*
Tiny	x .5	As Listed	x .5	x .5
Small/Medium	As Listed	As Listed	As Listed	As Listed
Large	x2	x2	x2	x2
Huge	x3	x3	x3	x3
Gargantuan	x4	x4	x4	x4

Note: * Quantities of items does not change

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CREDITS

Created using The Homebrewery.

ABOUT THE AUTHOR

Douglas Hunter has been enthralled with Dungeons & Dragons® since 1981. He still has his original character sheet from his 1st PC (which is now over 3.5 decades old!).