

Mutant Building Made Easy

A Quick and Simple Guide to Creating New Monsters in D&D Gamma World

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D&D Gamma World provides you with dozens of monsters to use in your games, both in the original boxed set and in *Famine in Far-Go*. However, it lacks rules on how to build your own custom monsters – rules that are located throughout several books in Gamma World’s sibling game, *Dungeons and Dragons*.

This document is designed to help you, a D&D Gamma World Game Master, create your own monsters from scratch and use them in your games. Options are also provided for random monster creation when appropriate, and some of the formulas used in monster creation are shown in gray boxes.

Let’s get started!

Monster Level

Choose what level you want your monster to be, based on how tough you want it to be. This also determines how many experience points the players receive for defeating your monster; this value is given on page 92 of the *D&D Gamma World* rulebook.

Random: Roll 1d12 for your monster’s level.

Monster Role

Decide on a role for your monster, as explained on page 83 of the *D&D Gamma World* rulebook. This is also where you decide if you want to make it a minion or not, or if you want it to be a leader. A leader is a monster that assists other monsters by letting them take extra actions or making their attacks more powerful.

Random: Roll 1d12. 1-2 = artillery, 3-4 = Brute, 5-6 = Controller, 7-8 = Lurker, 9-10 = Skirmisher, 11-12 = Soldier. Roll 1d12 again; if the second roll exactly matches the first roll, you’ve got a minion. If the two rolls add up to 13, you’ve got a leader.

Monster Size, Origin, and Type

Choose how big your monster is. Monster sizes are described on pages 22 and 102 of the *D&D Gamma World* rulebook.

Random: Roll 1d10. 1-3 = small, 4-6 = medium, 7-9 = large, 10 = huge.

This is also a good time to think about your monster’s origin and type, as defined on page 102.

Random: Roll 1d10. 1-5 = terrestrial, 6-8 = extraterrestrial, 9-10 = extradimensional. Then roll 1d10 again. 1-2 = animate, 3-6 = beast, 7-10 = humanoid.

Ability Scores

Set the ability scores for your monster by comparing it to other monsters; some benchmarks are shown on the table below.

Benchmark	Modifier	Strength	Constitution	Dexterity
0 – 1	-5			
2 – 3	-4			
4 – 5	-3			
6 – 7	-2			
8 – 9	-1	Dabber Sharpshooter	Vegepygmy Scavenger	Mantrap
10 – 11	+0	Soul Besh Bloodsucker	Hoop Warrior	Sleeth Mindwarden
12 – 13	+1	Badder Steading Guard	Sleeth Mindwarden	Orlen Pistoleer
14 – 15	+2	Sleeth Guardian	Obb Sporeplanter	Hoop Warchief
16 – 17	+3	Blight Hunter	Orlen Pistoleer	Badder Steading Guard
18 – 19	+4	Berserk Android	Eradicator Mk 3 Robot	Blaash
20 – 21	+5	Eradicator Mk 3 Robot	Orange Herp	Obb Scout

Benchmark	Modifier	Intelligence	Wisdom	Charisma
0 – 1	-5	Violet Garbug		Tar Horror
2 – 3	-4	Firebelly Arn		
4 – 5	-3	Blaash		Blood Bird
6 – 7	-2	Blight Venomwing	Brubba Runtling	Sentrybot
8 – 9	-1	Yexil Mauler	Blue-Screen Zombie	Porker Warhog
10 – 11	+0	Fen Eel	Dabber Sharpshooter	Hoop Warrior
12 – 13	+1	Porker Maruader	Hoop Warchief	Orlen Pistoleer
14 – 15	+2	Serf Dragoon	Yexil Mauler	Serf Dragoon
16 – 17	+3	Death Saucer	Sleeth Mindwarden	Carin Dark Emperor
18 – 19	+4	Carin Dark Emperor		
20 – 21	+5	Eradicator Mk 3 Robot		Tee-Vee Klicky

In general, a large creature should have a higher Strength, and smaller creatures should have a higher Dexterity, but this isn't a hard and fast rule. Animals have 1 to 4 Intelligence. Leaders should get a +3 bonus to Charisma.

Most creatures in D&D Gamma World have scores of between 10 and 15 for their Constitution, Wisdom and Charisma scores.

Random: Roll 3d6, in order, for each ability score. Add +3 to the Strength score for creatures larger than Medium, and +3 to the Dexterity score for creatures smaller than Medium.

Calculate AC

$$AC = 12 + \text{level} + \text{role adjustment}$$

Start with a base 12 AC and add your monster's level. If your monster is a controller, lurker, or skirmisher, add 2; if your monster is a soldier, add 4.

Calculate Other Defenses

$$\text{Fortitude} = 10 + \text{level} + \text{Str/Con modifier} + \text{scaling adjustment}$$

$$\text{Reflex} = 10 + \text{level} + \text{Dex/Int modifier} + \text{scaling adjustment}$$

$$\text{Will} = 10 + \text{level} + \text{Wis/Cha modifier} + \text{scaling adjustment}$$

For Fortitude, Reflex, and Will, start with a base 10 and add your monster's level. Then look at the ability scores that correspond with each defense, and adjust your monster's defense by the appropriate modifier. For example, if your monster has 18 Strength (+4) and 8 Constitution (-1), add +4 to its fortitude. Then apply the scaling adjustment as shown on the following table:

Level	Scaling Adjustment
1	+0
2 to 5	-1
6 to 9	-2
10 to 14	-3
15+	-4

Hit Points

$$HP = \text{Constitution score} + \text{role/level adjustment}$$

$$\text{Bloodied} = \frac{1}{2} \text{ HP}$$

Add your monster's Constitution score to a number of hit points determined by its level and role, as shown on the following table:

Level	Artillery, Lurker	Controller, Skirmisher, Soldier	Brute
1	12	16	20
2	18	24	30
3	24	32	40
4	30	40	50
5	36	48	60
6	42	56	70
7	48	64	80
8	54	72	90
9	60	80	100
10	66	88	110
11	72	96	120
12	78	104	130

If your monster is a minion, it only has 1 hit point.

Attack Powers

Melee or ranged vs. AC = level + 5

Melee or ranged vs. other defense = level + 3

Close or area vs. AC = level + 3

Close or area vs. other defense = level + 1

Average damage = 8 + level

Low damage = 6 + level * 75% (area and close attacks)

High damage = 10 + level * 125% (brutes)

Special damage = 12 + level * 150% (encounter or limited powers)

Minion damage = 4 + ½ level

The attacks used by *D&D Gamma World* monsters are mostly standardized; they all rely on the calculations given above.

Example: An attack against AC by a level 4 monster has a +9 attack bonus and does an average of about 12 points of damage if it hits. This could be rolled as 1d4 + 10 (average 12.5 damage), or as 2d6 + 5, or 1d12 + 1d6 + 2, or any other dice combination that comes out to around 12 damage. It's up to you to choose which dice range to use when setting your monster's damage.

The following chart gives damage ranges that correspond to the formulas given above:

Level	Minion	Low	Average	High	Special
1	4	1d8 + 2	2d6 + 2	1d12 + 6	3d6 + 3
2	5	1d8 + 3	2d6 + 3	1d12 + 7	2d8 + 6
3	5	1d8 + 4	2d6 + 4	2d8 + 5	3d6 + 6
4	6	1d8 + 5	2d6 + 5	2d8 + 6	2d12 + 5
5	6	1d10 + 4	2d8 + 4	3d6 + 5	3d8 + 6
6	7	1d10 + 5	2d8 + 5	3d6 + 6	2d12 + 8
7	7	1d10 + 6	2d8 + 6	2d10 + 8	3d8 + 9
8	8	1d12 + 5	2d10 + 5	2d10 + 9	4d8 + 6
9	8	1d12 + 6	2d10 + 6	3d8 + 8	3d12 + 6
10	9	1d12 + 7	2d10 + 7	3d8 + 9	4d8 + 9
11	9	1d12 + 8	2d10 + 8	4d6 + 10	3d12 + 9
12	10	2d8 + 6	2d12 + 7	4d6 + 11	4d10 + 8

You can give attack powers to your monster modeled on those of existing *D&D Gamma World* monsters, or make up your own. The following sets of powers are good, generic powers based on your monster's role.

When a power lists a damage value, such as [high], plug in the appropriate dice expression from the list above. Other bracketed expressions, such as [energy], let you customize your monster by choosing the type of damage it uses in its attack – acid, cold, electricity, fire, force, laser, necrotic, physical, poison, psychic, radiation, or sonic.

Artillery Powers

If you're making an artillery monster, you're going to want it to stay back and shoot things. Choose a damage type to customize your monster.

STANDARD ACTIONS

Ⓢ Close Quarters (physical) Ⓢ At-Will

Attack: Melee 1 (one creature); level + 5 vs. AC

Hit: [low] physical damage.

↘ Fire at Will ([energy or physical]) Ⓢ At-Will

Attack: Ranged 20 (one creature); level + 5 vs. Reflex

Hit: [average] [energy or physical] damage.

↘ Kill Shot ([energy or physical]) Ⓢ Encounter

Attack: Ranged 20 (one target); level + 5 vs. Reflex

Hit: [high] [energy or physical] damage and the target takes ongoing 5 [energy or physical] damage (save ends). [Ongoing 10 at level 6 or higher.]

Brute Powers

A brute monster wades into battle and dishes out damage – then dies pretty quickly.

STANDARD ACTIONS

Ⓢ Smash (physical) Ⓢ At-Will

Attack: Melee 1 (one creature); level + 5 vs. AC

Hit: [high] physical damage.

↖ Stomp (physical) Ⓢ At-Will

Attack: Close burst 1 (all creatures in burst); level + 1 vs. Fortitude

Hit: [average] physical damage.

+ Crush (physical) ☹️ Encounter

Attack: Melee 1 (one creature); level + 5 vs. AC

Hit: [special] physical damage and the target is dazed (save ends).

Controller Powers

Controllers are about moving people around the battlefield, and doing close and area attacks. These are some basic powers you can give your controller monsters; customize them by changing the energy types and the conditions or extra effects on a hit.

STANDARD ACTIONS

✦ Explosion ([energy]) * At-Will

Attack: Area burst 1 in 10 squares (all creatures); level + 3 vs. Reflex

Hit: [low] [energy] damage, and each target is slowed until the end of the controller's next turn.

◀ Repulsion (fear, psychic) * At-Will

Attack: Close blast 3 (all creatures); level + 3 vs. Will

Hit: [low] (psychic) damage, and each target is pushed 3 squares.

Ⓢ Jolt ([energy]) * At-Will

Attack: Melee 1 (one creature); level + 3 vs. Fortitude

Hit: [low] [energy] damage, and you push the target 1 square.

Lurker Powers

A lurker keeps to the shadows and stalks around the edges of the battlefield, before pressing in to do a surprise attack – and then fade back into the woodwork. The powers here give your lurker the ability to turn invisible and do extra damage.

STANDARD ACTIONS

➤ Ambush (physical, poison) ☹️ At-Will

Attack: Ranged 5 (one creature); level + 3 vs. Fortitude

Hit: [average] physical damage. If the lurker is invisible, this attack does an additional [minion] poison damage.

Ⓢ Shadow Feint (physical) ☹️ At-Will

Attack: Melee 1 (one creature); level + 5 vs. AC

Hit: [low] physical damage, and the lurker gains partial concealment until the start of its next turn.

MINOR ACTIONS

Shadow Meld ☹️ Recharge when hit by an attack

Requirement: The lurker must have partial concealment.

Effect: The lurker becomes invisible until the end of its next turn or until it attacks.

Skirmisher Powers

Your skirmisher monster is skilled at moving in and out of combat – hitting an opponent and then nimbly dancing back to avoid a counter-attack. Movement powers, especially those that allow shifting are good for skirmishers.

STANDARD ACTIONS

Ⓢ Strike (physical) ☹️ At-Will

Attack: Melee 1 (one creature); level + 5 vs. AC

Hit: [average] damage.

Hit-and-Run ☹️ At-Will

Effect: The skirmisher moves up to its speed and uses strike once at any point during that movement. It doesn't provoke opportunity attacks when moving away from the target of that attack.

+ Hamstring (physical) ☹️ Encounter

Attack: Melee 1 (one creature); level + 3 vs. Reflex

Hit: [special] physical damage, and the target is immobilized (save ends).

Effect: The skirmisher shifts up to its speed.

Soldier Powers

A soldier monster's job is to protect the other monsters and prevent them from getting hit – taking the blows itself for the good of everyone. Your soldier monster benefits from powers that prevent enemies from moving away or attacking its allies, and punish those foes who ignore it.

STANDARD ACTIONS

Ⓢ Bash (physical) ☹️ At-Will

Attack: Melee 1 (one creature); level + 5 vs. AC

Hit: [average] physical damage and the target is knocked prone.

TRIGGERED ACTIONS

+ Retaliation (physical) ☉ At-Will

Trigger: An enemy adjacent to the soldier shifts or makes an attack that doesn't include the soldier as a target.

Action (immediate interrupt): Melee 1 (the triggering enemy); level + 5 vs AC

Hit: [special] physical damage.

Leader Powers

If you decide to make your monster a leader, you need to give it powers that gives bonuses or aid to your other monsters. Here are two simple leader powers you can give to your monster.

TRAITS

☼ Inspiration ☉ Aura 3

Allies within the aura gain a +1 bonus to attack and damage rolls.

MINOR ACTIONS

☉ Get Moving ☉ Encounter

Effect: One ally within 10 squares of the leader shifts up its speed.

Minion Powers

Minions have simple powers that do minimal damage and rarely have complicated effects. Minions almost never have encounter powers.

STANDARD ACTIONS

☉ Jab (physical) ☉ At-Will

Attack: Melee 1 (one creature); level + 5 vs. AC

Hit: [minion] physical damage.

↘ Shoot (laser) ☉ At-Will

Attack: Ranged 10 (one creature); level + 3 vs. Reflex

Hit: [minion] laser damage.

Customize your minions by giving them a different damage type or adding an effect on a hit based on the minion's role, such as:

Role Power Example Customization

Artillery	Shoot	<i>Hit:</i> [minion] laser damage, and until the start of the minion's next turn, the target grants combat advantage to enemies adjacent to it
Brute	Jab	<i>Hit:</i> [minion] + 2 physical damage.
Controller	Jab	<i>Hit:</i> [minion] physical damage and the minion slides the target one square
Lurker	Shoot	<i>Hit:</i> [minion] laser damage, plus [½ minion] damage if the lurker has combat advantage against the target
Skirmisher	Jab	<i>Hit:</i> [minion] physical damage and the minion shifts 1 square.
Soldier	Jab	<i>Hit:</i> [minion] physical damage and the minion pushes the target 1 square. The minion can then shift 1 square into the square the target vacated.

Calculate Initiative

$$\text{Initiative} = \text{Dexterity modifier} + \frac{1}{2} \text{ level} + \text{role adjustment}$$

Your monster's initiative is calculated according to the formula above (round fractions down). If your monster is a soldier or a skirmisher, add a +2 bonus to its initiative, and if it's a lurker, give it a +4 bonus.

Perception and Senses

$$\text{Perception} = \text{Wisdom modifier} + \frac{1}{2} \text{ level} + \text{optional skill bonus}$$

If your monster is particularly perceptive, give it a +5 bonus on its Perception skill.

Random: Roll 1d10. 1-4 = your monster gets the +5 bonus on Perception, 5-10 = it doesn't.

Most Gamma World monsters have normal vision, but a few have special senses, as described on page 103 of the *D&D Gamma World* rulebook. If your monster is a nocturnal animal, you might want to give it low-light vision; if it lives underground, it may have darkvision or tremorsense.

Random: Roll 1d10. 1-6 = normal senses, 7-8 = low-light vision, 9 = darkvision, 10 = tremorsense 10.

Speed

How fast does your monster move? A slow monster might have a speed of 3 or 4, while a fast one could have an 8 or 9 speed.

Random: Roll 1d6 + 3. That's how fast your monster walks.

You can also choose additional movement abilities for your monster, as described on page 104 of the *D&D Gamma World* rulebook, such as flying or swimming.

Most flying monsters in *Gamma World* have the (hover) quality after their flight speed, so that they don't crash to the ground.

If your monster can swim, you might want to give it the following power as well:

TRAITS

Aquatic

The monster can breathe underwater. While underwater, it gains a +2 bonus to attack rolls against creatures without the aquatic trait.

Random: Roll 1d10. If you roll an odd number, your monster has a second type of movement. 1 = Fly 1d8 + 3 (hover), 3 = Fly 1d4 + 2, 5 = Burrow 1d4 + 1, 7 = Climb 1d6 + 3, 9 = Swim 1d6 + 3 (with aquatic trait) and subtract 1d4 + 1 from walking speed.

Immunities, Resistances, and Vulnerabilities

Your monster might be immune to things. Usually robots are immune to poison, and some radioactive monsters are immune to radiation. Use immunities sparingly and only when they make sense, because they can be really frustrating to players who rely upon specific types of damage for their attacks.

Random: Roll 1d10 twice. If you get the same number, your monster is immune to a certain type of damage: 1 = acid, 2 = cold, 3 = electricity, 4 = fire, 5 = laser, 6 = necrotic, 7 = poison, 8 = psychic, 9 = radiation, 10 = sonic.

It's more likely that your monster is going to be resistant to something. Most resistances in *D&D Gamma World* are 5 or 10.

Random: Roll 1d10 twice. If you roll a 5 or a 10, then your monster has a resistance equal to that value. Roll 1d12 for each resistance to see what it is: 1 = acid, 2 = cold, 3 = electricity, 4 = fire, 5 = force, 6 = laser, 7 = necrotic, 8 = physical, 9 = poison, 10 = psychic, 11 = radiation, 12 =

sonic.

It's also possible that your monster is a swarm. If you make your monster a swarm, it gets the following resistance and vulnerability:

Resist half damage from melee and ranged attacks

Vulnerable 10 against close and area attacks

Swarms usually have an aura – typically an aura 1 that does [low] physical damage to any enemy starting its turn within the aura – and they also gain the following trait:

TRAITS

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter the swarm's space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures that comprise it.

Random: Roll 1d20 twice. If you roll the same thing, your monster is a swarm.

Skills

Skill = Ability modifier + ½ level + optional skill bonus

Most monsters don't have skills. They rely upon their untrained skill checks whenever skill checks are needed – those numbers in parentheses after the monster's ability scores that don't quite match up with player character skill bonuses.

If you decided that your monster is perceptive, then you've already decided it's trained in Perception. For the rest of the skills, consider if your monster really needs to be trained and if it's going to actually use the skill in an encounter. If it's not, then just leave the skill off.

Refer to page 60 of the *D&D Gamma World* rulebook for the list of skills and their associated key abilities. If your monster is trained in a skill, then it gets a +5 bonus on that skill. (Not +4 like player characters.)

Random: Roll 1d20 twice. 1 = +5 Acrobatics, 2 = +5 Athletics, 3 = +5 Conspiracy, 4 = +5 Insight, 5 = +5 Interaction, 6 = +5 Mechanics, 7 = +5 Nature, 9 = +5 Science, 10 = +5 Stealth, anything else = no bonus. If you roll the same thing twice, you just add it on once, and your poor monster only has one skill.

Equipment

Monsters don't use equipment in the same way as player characters. If you decide a monster is wearing armor, it doesn't actually affect its AC; it's AC is what it is. If you give it a light two-handed melee weapon, it doesn't recalculate its attack using the +3 accuracy bonus of the weapon and its Dexterity or Intelligence score plus its level, as player characters do.

Basically, equipment doesn't do anything for monsters in terms of their stats. If you want, you can give your monster some armor or a weapon as a fashion accessory – and possibly as loot for your players. Although probably they won't need it; they use their own rules for weapon use, and don't gain the monster's powers by stealing its weapons.

If your monster is clearly using an attack with a sword, then give it a sword. If your monster walks slowly and has high armor class, give it some armor.

Random: If your monster is a humanoid, roll 1d20 twice. 1 = a light one-handed melee weapon, 2 = a heavy one-handed melee weapon, 3 = a light two-handed melee weapon, 4 = a heavy two-handed melee weapon, 5 = a light one-handed ranged weapon, 6 = a heavy one-handed ranged weapon, 7 = a light two-handed ranged weapon, 8 = a heavy two-handed ranged weapon, 9 = a light one-handed gun, 10 = a heavy one-handed gun, 11 = a light two-handed gun, 12 = a heavy two-handed gun, 13 = a shield, 14-15 = heavy armor, 16-17 = light armor.

Making an Elite Monster

Elite monsters provide a larger challenge for players due to their increased hit points, their elite action powers, their saving throw bonuses, their increased damage ability, and their wider range of powers.

To make an elite monster, follow the same basic process, but when you're done, double your monster's hit points and give it the following trait:

Saving throws +2

Also give it this power:

FREE ACTIONS

Elite Action ☉ Encounter

Requirement: It is the elite monster's turn.

Effect: The elite monster takes an extra standard action during that turn.

You also need to increase your monster's damage output to roughly double

what it normally does. The easiest way to do this is simply a power like this:

STANDARD ACTIONS

Double Attack ☉ At-Will

Effect: The elite monster makes two basic attacks.

You can customize this power by using specific powers that your monster possesses; for example, you could say that your alien gunslinger has a *double-zap* power that reads "the alien gunslinger uses *zap gun* against two different targets."

Another way to increase your monster's damage is to give it an attack as a minor action that it can use once per round. Here's an example:

MINOR ACTIONS

+ Tail Strike (physical) ☉ At Will (1/round)

Attack: Melee 1 (one creature); level + 3 vs. Reflex

Hit: [average] physical damage, and the monster slides the target 1 square.

Or you could give it a powerful attack that does half damage on a miss:

STANDARD ACTIONS

← Burning Eyes (fire) ☉ At-Will

Attack: Close burst 10 (one or two creatures in burst); level + 3 vs. Reflex

Hit: [special] fire damage and the target gains ongoing 5 fire damage.

Miss: Half damage.

The primary thing to know about elite monsters is that they are supposed to be special. This means you should definitely customize it and not be afraid to go outside the box on your elite monster's abilities.

Another way to make an elite monster is to apply a hero origin as a template; for more details, see [Monsters Have Origins Too!](#) on the Bold Pueblo website.

Random: Roll 1d10 twice. If you roll the same number, your monster is an elite; give it the *double attack* power. If you roll two 10s, your monster is a solo.

Making a Solo Monster

Solo monsters are designed to take on an entire party at once, perhaps with a little help from some minions. If you want to make your monster a solo, look over the other solo monsters to get an idea how it should work, as creating a solo monster is a major undertaking.

Your solo monster has four times the hit points of a regular monster and does about five times the damage. It gets a +5 bonus on all saves and has this power:

FREE ACTIONS

Solo Action ☹ Recharge when first bloodied

Requirement: It is the solo monster's turn.

Effect: The solo monster takes an extra standard action during that turn.

Your solo monster needs to have ways to do damage outside of its normal turn in the initiative sequence. Maybe on an initiative of 10 + its initiative check, it can use one of its powers as a free action. Maybe it has a constant, damaging aura, or has immediate interrupt or immediate interrupt powers it can use to strike back at people who attack it.

Your solo monster's attacks have the same attack bonus as other monsters, but do a lot more damage – perhaps twice the [average] value. It should have the ability to lock down players' movement and prevent them from taking actions (powers with the dazed, stunned, immobilized, or restrained conditions), and it should also have ways to recover those conditions if imposed by the players.

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