

MONSTERS WITH COMPONENTS

Presented here is a proof of concept draft of a new monster making paradigm for 5th edition D&D. This paradigm was created to increase the dynamic action in combat by making “targeted attacks” an explicit, mechanically supported option for some monsters. In this paradigm, if a player states their character is attacking a specific organ or area of the monster, the damage is dealt to that organ/area instead of the creature. This might disable certain attacks the creature has, deal additional damage to the creature, or make the monster more powerful.

An example of an enemy creature built using this paradigm, the fire belching frog, follows.

ADDITIONAL CONSIDERATIONS

This change in paradigm brings with it additional considerations. If implementing these monsters in your campaign, I suggest you add the following house rules.

NEW ACTION: OBSERVE

When you take the Observe action, you analyze an enemy you can see within 30 feet. You learn what components the creature has that are susceptible to targeted attacks and the AC and maximum hit points of each of those components.

TARGETED ATTACKS

Each time you make an attack roll, you can declare you are making a targeted attack against one of the creature’s components. If you do not know if the creature you are fighting has components, or which components it has, you can try to guess.

If you make a targeted attack against a component the creature does not have, the attack roll has disadvantage. If you hit with the attack, you deal damage to the creature as normal.

If you make a targeted attack against a component the creature does have, you deal damage to the component instead of the creature. Any other effects target the creature, not the component.

Spells and abilities that require a saving throw to determine whether or not they deal damage cannot be used to make a targeted attack.

FIRE BELCHING FROG

Large monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	2 (-4)	8 (-1)	3 (-4)

Saving Throws Strength +4

Skills Athletics +4

Damage Resistances Fire

Senses passive Perception 9

Languages —

Challenge 3 (700 XP)

Leaper. The fire belching frog’s jump distance is equal to its base movement speed.

BASIC ACTIONS

Body Slam. The fire belching frog jumps 30 feet in any direction. When it lands, each creature within 10 feet of it must succeed on a Strength saving throw (DC 12) or take 6 (1d6 + 2) bludgeoning damage and be knocked prone.

FLAME SAC ACTIONS

Fire belching frogs have two flame sacs on their throat. Each flame sac has an AC of 10 and 8 hit points. When a flame sac is destroyed, the fire belching frog loses 16 hit points and each creature within 5 feet of the frog must make a Dexterity saving throw (DC 12), taking 5 (1d8) fire damage on a failed save, or half as much damage on a successful one. If both flame sacs are destroyed, the fire belching frog can no longer take the belch action.

Belch. The fire belching frog exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. If the frog is missing one flame sac, the damage is 11 (2d10) fire damage on a failed save, or half as much on a successful one.

STICKY TONGUE ACTIONS

Fire belching frogs have a 30 foot long sticky tongue. The tongue has an AC of 14 and 18 hit points. When the tongue is destroyed, the fire belching frog can no longer take the tongue slap, tongue wrap, or ground pound actions and loses 12 hit points.

Tongue Slap. *Melee Weapon Attack:* +4 to hit, reach 30 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage and the creature’s movement speed is reduced to 0 until the end of its next turn. If the creature is more than 5 feet away when hit by this attack, it is pulled 5 feet closer to the fire belching frog.

Tongue Wrap. *Melee Weapon Attack:* +4 to hit, reach 30 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage and the creature is grappled by the fire belching frog.

Ground Pound. The fire belching frog slams a creature it has grappled with its tongue against the ground, dealing 12 (3d6 + 2) bludgeoning damage and the creature must succeed on a Constitution saving throw (DC 12) or be incapacitated until the start of the fire belching frog’s next turn.

Monsters With Components by
Benjamin Huffman for <http://sterlingvermin.com/>
Desktop for Publishing by [Nathanaël Roux](#)