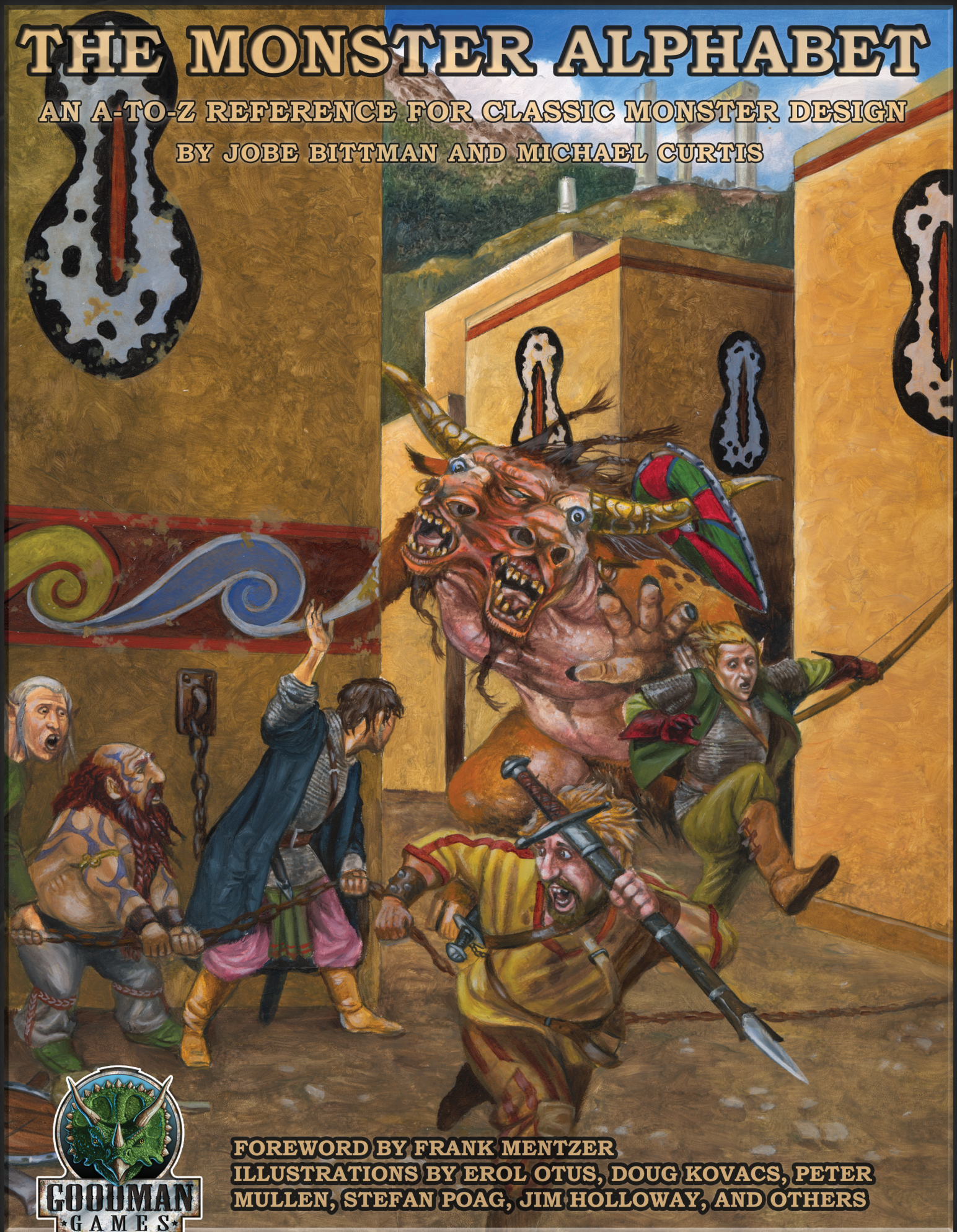
THE MONSTER ALPHABET

AN A-TO-Z REFERENCE FOR CLASSIC MONSTER DESIGN

BY JOBE BITTMAN AND MICHAEL CURTIS



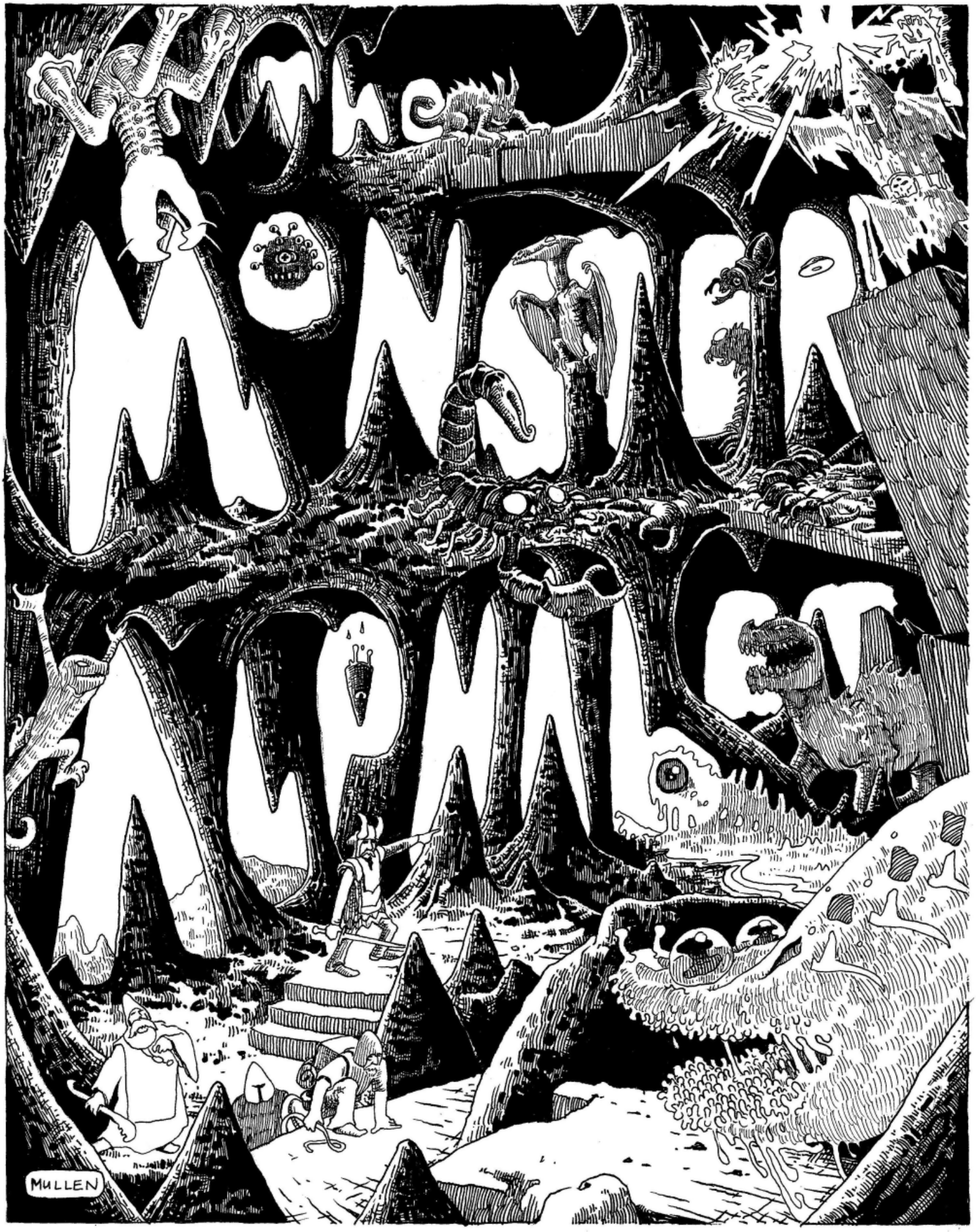
FOREWORD BY FRANK MENTZER

ILLUSTRATIONS BY EROL OTUS, DOUG KOVACS, PETER MULLEN, STEFAN POAG, JIM HOLLOWAY, AND OTHERS

GOODMAN GAMES






THE
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THE MONSTER ALPHABET

AN A to Z REFERENECE FOR MONSTERS

Writers: Jobe Bittman and Michael Curtis **Foreword:** Frank Menzer **Editors:** Jeff Erwin **Additional writing:** Steven Bean, Daniel J. Bishop, Jon Hook, Edgar Johnson, Terry Olson, James Edward Raggi IV **Cover Artist:** Jim Holloway (color edition), Stefan Poag (gold foil edition) **Layout:** Jamie Wallis **Interior Artists:** Jeff Easley, Fritz Haas, Jim Holloway, Doug Kovacs, Diesel LaForce, William McAusland, Brad McDevitt, Peter Mullen, Erol Otus, Russ Nicholson, Stefan Poag, Chad Sergesketter, Chuck Whelon, Michael Wilson **Publisher:** Joseph Goodman

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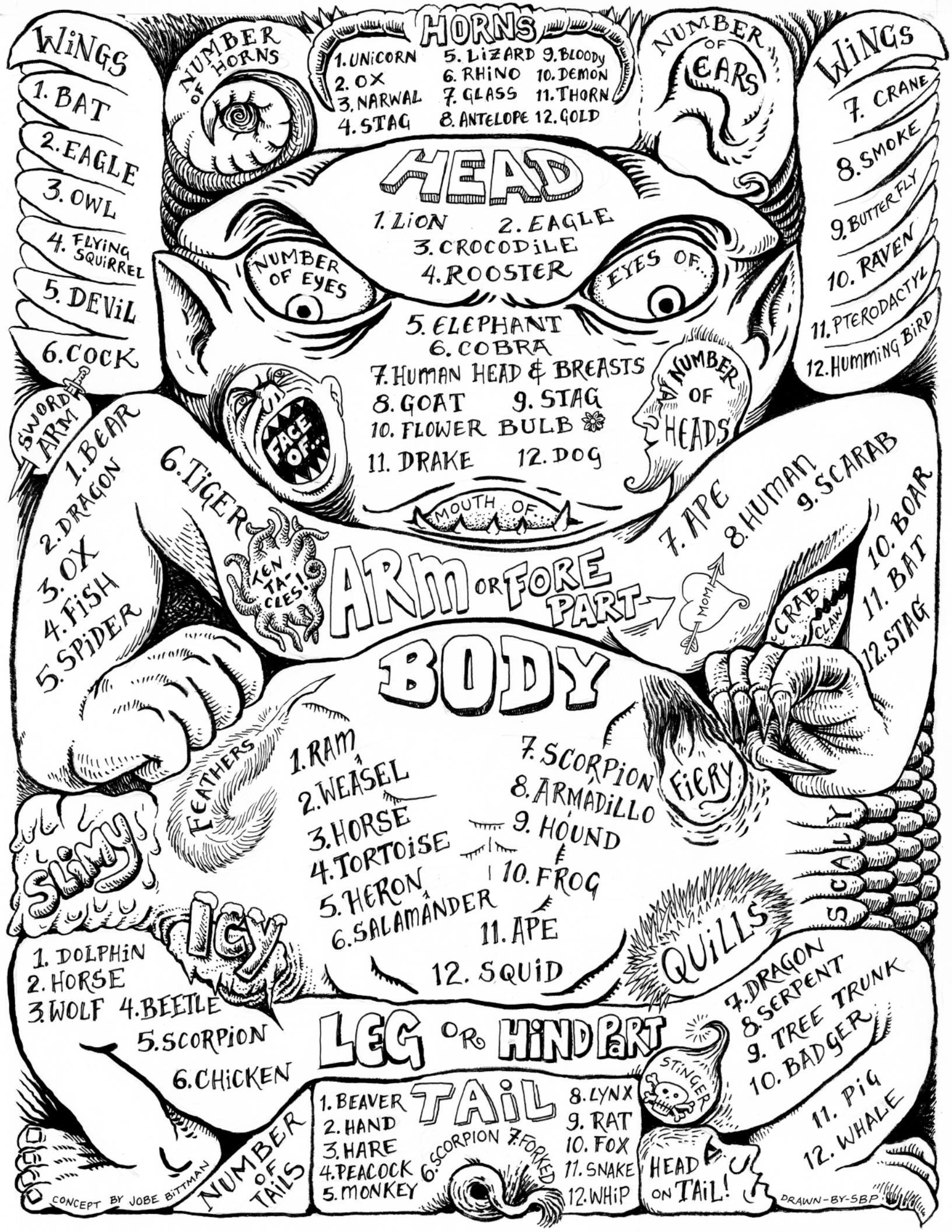
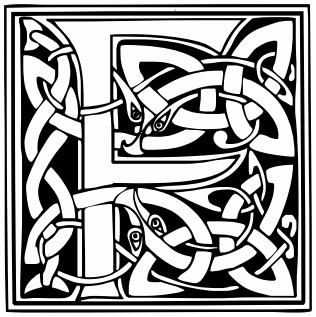
RANDOM MONSTER DROP TABLE

The diagram on the next page can be used to generate a monster. Grab a handful of d12s, lay the book flat, and drop the dice directly onto the artwork. Reference the numbers on the dice and their positions on the diagram to reveal your new monster. The highest level sections on this sheet are horns, head, wings, arm/fore parts, body, leg/hind parts, and tail. For each die mostly in a section, you look at the corresponding table. For example, if a d12 reads 9 and is mostly in the “Head” section, than your monster has the head of a stag. Let common sense dictate the meaning of multiple rolls in the same section. For example, two dice in the head section could mean your monster has two heads. Within each section, there are also drawing details that contain additional traits like “slimy”. If a die touches a trait, add it to your beast. If a detail ends in “...” then use the die face to look up the value in the current section’s table.


WINGS
1. BAT
2. EAGLE
3. OWL
4. FLYING SQUIRREL
5. DEVIL
6. COCK
NUMBER OF HORNS
HORNS
1. UNICORN
2. OX
3. NARWAL
4. STAG
5. LIZARD
6. RHINO
7. GLASS
8. ANTELOPE
9. BLOODY
10. DEMON
11. THORN
12. GOLD
NUMBER OF EARS
WINGS
7. CRANE
8. SMOKE
9. BUTTERFLY
10. RAVEN
11. PTERODACTYL
12. HUMMING BIRD
HEAD
1. LION
2. EAGLE
3. CROCODILE
4. ROOSTER
NUMBER OF EYES
EYES OF...
5. ELEPHANT
6. COBRA
7. HUMAN HEAD & BREASTS
8. GOAT
9. STAG
10. FLOWER BULB
11. DRAKE
12. DOG
FACE OF...
NUMBER OF HEADS
MOUTH OF...
SWORD ARM
1. BEAR
2. DRAGON
3. OX
4. FISH
5. SPIDER
6. TIGER
KEN TA-CLES!
ARM OR FORE PART
7. APE
8. HUMAN
9. SCARAB
10. BOAR
11. BAT
12. STAG
MOM
CRAB CLAW
BODY
FEATHERS
1. RAM
2. WEASEL
3. HORSE
4. TORTOISE
5. HERON
6. SALAMANDER
7. SCORPION
8. ARMADILLO
9. HOUND
10. FROG
11. APE
12. SQUID
FIERY
SLIMY
ICY
SCALY
QUILLS
1. DOLPHIN
2. HORSE
3. WOLF
4. BEETLE
5. SCORPION
6. CHICKEN
LEG OR HINDPART
7. DRAGON
8. SERPENT
9. TREE TRUNK
10. BADGER
11. PIG
12. WHALE
STINGER
TAIL
1. BEAVER
2. HAND
3. HARE
4. PEACOCK
5. MONKEY
6. SCORPION
7. FORKED
8. LYNX
9. RAT
10. FOX
11. SNAKE
12. WHIP
NUMBER OF TAILS
HEAD ON TAIL!
CONCEPT BY JOBE BITTMAN
DRAWN-BY-SBP





oreword by Frank Menzer

Some game products are complete in every respect, giving abundant detail about a great place and story. This is different. This is a toolkit for your imagination -- something that Gary & Dave wanted the game to be, from the very beginning.

It's fitting that this is about Monsters.

Look! The monster is right outside the window.

Or is it in the closet? Or under your bed?

We all grew up with monsters. And they were the absolute worst monsters we could imagine.

Cave paintings from 40,000 years ago -- before windows, closets, or beds -- show monsters, specifically therianthropes (the first werewolves, people turning into animal-monsters). And dragons appear in early creation myths from Sumeria, Babylonia, and other early cultures (c. 1600 BC).

We humans deal with monsters within ourselves and without. They personify our fears and superstitions; they represent everything we fight against in our battles for survival and success. Maybe your 'dragon' is that guy who's your competition at work, or the champion you must defeat to win the big game... "Monster" as metaphor, perhaps the oldest of all.

In 1974, two hobby gamers created a new type of game, wherein we play the roles of Heroes -- another classic element of most ancient myths -- who go out and slay monsters. Whatever the variations on the rules over the last four decades, and whatever the settings, nearly all fantasy games include monsters.

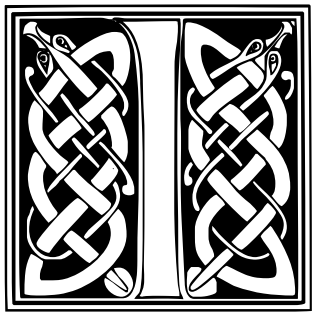
Hero vs Monster usually produces Victory. Though the heroes are imaginary, the suspense and thrills are real for the players. They coordinated their efforts, working well as a team. Victory is as real as the chairs around the gaming table.

Yet over time the monsters get stale. We get to know their strengths and weakness, and the victories start to lose their thrill. Instead of being a threat to our existence, are they merely... a waste of time?

That's why you have this book. It's full of ideas, twists and turns on the old themes and perhaps some entirely new ones. This is very much an old-school product, a stimulus for your imagination. You'll find monstrous tools, ideas for twisting your existing too-familiar creatures into something new.

Here's a toolkit for your imagination. Now get to work.





ntroduction

by Michael Curtis

Beware, my friends: Within these pages lurk monsters. You are about to encounter an unwholesome army of malignant creatures. From scaly threats that lurk beneath the earth, to blasphemous entities birthed on alien planes, to beautiful yet horrific intelligences that crave your mortal soul, the creatures of The Monster Alphabet await the pleasure of your company. And the best part about this unholy inventory of maleficent foes is that your players—even those who've been treading the worlds of fantasy role-playing for forty years—have never seen them before. That's because these monsters are waiting for you to give them the breath of life.

The Monster Alphabet is unlike your typical RPG bestiary. There are no hard game stats, complicated templates, or mathematical algorithms to design never-before-seen creatures here. Instead, you'll discover more than two dozen random tables that are indispensable when transforming "stock" monsters into new dangers or to serve as creative inspiration when designing your own beasts. With the simple roll of the dice, The Monster Alphabet does everything; from giving your favorite standard fantasy monster a new coat of paint (and perhaps make it completely unrecognizable) to conjuring up entirely fresh monstrosities to bedevil your players and make them fear the dungeons and ruins of your campaign world anew. Like its predecessor, The Dungeon Alphabet, this book is not a hard and fast "this is how you do it" instruction manual, but a springboard for new ideas that, once in the judge's grasp, will be taken to places unforeseen by the author.

But The Monster Alphabet is more than just a monster book. Also lurking in these pages are tables for creating new, undreamt of, magical objects, a score or more intriguing adventure seeds, awaiting fleshing out, to challenge the player characters, and a handful of interesting NPC ideas useful when converting humdrum supporting cast members into weird and possibly lethal opponents. The Monster Alphabet does more than jumpstart the creature creation process; it provides tools to supercharge your entire campaign!

To be as useful as possible, this book is written in a system-neutral format. No matter the edition, permutation, or title of your favorite role-playing game, you'll discover the tables herein are easily applicable to your game. The Monster Alphabet also crosses genres, and you don't have to be running a straight fantasy RPG to benefit from the book. Any role-playing campaign that includes unusual creatures, be they eldritch horrors, denizens of alien worlds, or post-apocalyptic mutations spawned from a nuclear fire, will benefit from the judge owning this book in his or her game reference library.

Prepare yourself now to meet monsters as yet unknown to your campaign world. Assemble your tools: your preferred manual of monstrosities, a fistful of dice (make sure there's some "funky dice" in there if you own them), and something to jot down the strange ideas you're about to encounter. But most importantly, get ready to get creative and to spin new inspirations into ghastly newborn foes birthed from your imagination.

Ladies and gentlemen, it's time to meet the monsters.

A Note on Funky Dice:

Several of the tables herein use unusual dice: e.g., d5s, d7s, d14s, d24s, d26s, and d30s. If you do not possess a d5, roll a d6 and re-roll any 6s. A d7 may be simulated with a d8 in much the same way. A d14 may be rolled using a d8 (re-rolling 8s) and coin flip (the coin either adds 7 or 0). A d24 can use a d12 and a coin flip to add 12 or 0. A d30 can use a d10 and a d6, the latter providing the tens digit (1-2: 0, 3-4:1, 5-6: 2). For a d26, use the d30 method and rerolling results 27-30. There are no doubt other interesting ways to simulate these arcane gaming tools





is for Aquatic

Beneath the surface of every heaving ocean and placid lake a single rule of law is obeyed: the big fish eat the little fish. The apex predators of the deep, unbounded by the strictures of gravity, reach horrifying proportions. These lords of the brine do not wear crowns and finery. Their station is proclaimed by rows of dagger-like teeth, serpentine coils of tentacles, barbs of paralytic venom, and savage opportunism.

There are many ways to use the table below. Roll 1d4 times on the table below to create an exclusively aquatic creature. If you would like to merely add an aquatic trait to another monster, roll once on the table below. Alternatively, you could create an aquatic creature by going down the table below and rolling once for each row that begins with a bolded word (e.g. coloration, vision, armor, and so on). Skip uninteresting traits. Stop rolling when you are happy with your creation.

Roll D12	A-1: TWELVE AQUATIC ATTRIBUTES
1	Coloration: Denizens of the sea often taken on the hues of their environment. Roll d10: 1 – Alabaster; 2 – Quicksilver; 3 – Pale blue; 4 – Pale green; 5 – Aquamarine; 6 –Cerulean; 8 – Verdigris; 9 – Teal; 10 – Ebony.
2	Vision: Most aquatic monsters have some level of infravision (1d10-2 × 10'). Roll d10 to determine appearance: 1 – Milky white balls with a tiny pupil; 2 – Large fish eyeballs; 3 – False eyes to confuse predators; 4 – Telescopic, upward-facing eyes; 5 – Barrel-shaped tubular eyes; 6 – Shiny, reflective spheres; 7 – Eye stalks; 8 – Nictating membranes; 9 – Black, lobster eyes; 10 – Eye cluster.
3	A mass of 2d6 (Roll d4: 1 – Suckered tentacles; 2 – Finned appendages; 3 – Oar-like flippers; 4 – Stinging tentacles) drag behind the beast.
4	Armor: These protective shells provide a +2 bonus to AC. Roll d6: 1 – Turtle shell; 2 – Nautilus shell; 3 – Segmented, lobster-like armor plates; 4 – Conch shell; 5 – Urchin spines; 6 – Bivalve shell.
5	The creature is formed from pure water. Underwater, it is practically invisible. On dry land, it leaves behind wet tracks. Common folk call them water weirds.
6	Special trait: A unique ability can be the difference between life and death. Roll a d8: 1 – Squirts cloud of obscuring ink; 2 – Echolocation; 3 – Sticky frog-like tongue (10' reach); 4 – Electrically charged skin; 5 – Bioluminescent; 6 – Amphibious; 7 – Poison stinger; 8 – Crab claws.
7	Skin: Aquatic monsters usually have dark coloration on top and lighter coloration below to provide camouflage. Roll a d8: 1 – Silvery scales; 2 – Sandpaper-like hide; 3 – Turgid rubbery flesh; 4 – Reptilian scales; 5 – Slimy; 6 – Moist and thin; 7 – Blubbery; 8 – Gently waving anemone tentacles.
8	The monster has extremely long pectoral fins that can be extended to catch the wind. It can leap from the water and glide a short distance before plunging back into the sea.
9	Mer-thing: This monster is a warped amalgamation of fin, fur, and fang. Flip a coin: Heads – Fish head on a Crossbreed body; Tails - Ordinary monster with lower body replaced by a (Roll d4: 1 – Fish tail; 2 – Eel body; 3 – Otter torso and flippers; 4 – Seaweed).
10	The beast has gill slits and a spiny, webbed fin crest on its head.
11	Maw: Underwater predators often have bite attacks; some even go into feeding frenzies. Roll a d8: 1 – Lamprey sucker; 2 – Multiple rows of flesh-ripping teeth; 3 – Walrus tusks; 4 – Crocodile snout; 5 – Rounded, bony, tooth plates; 6 – Razor-sharp fangs; 7 – Narwhal spear-tooth; 8 – Octopus beak.
12	Weapon: The density of water favors the use of certain weapons. Roll d6: 1 – Trident; 2 – Harpoon; 3 – Frog spear; 4 – Weighted net; 5 – Fishing gaff; 6 – Spear gun.



is also for Android

The universe is an expansive unfeeling she-wolf spewing its molten pups into the pitiless black void of space. The sun, the moon, the planets, the stars in the night sky, and the celestial bodies beyond perception—all are birthed from this cold mother. In the history of the cosmos, this world is but a mewling whelp. Before even the time when the Old Dragons ruled the land and the great land masses parted ways, races without number have bubbled up across cosmic space. Rising from primordial froth in violent fits and starts to erect mud huts then mighty civilizations, the dominant species must always take to the stars or perish. For this is the curse of all mortals: to consume all resources available and endlessly expand their demesne, or fade into infinity. Their rocket engines thunder in unison like a howl to the heavens as they spread ever outwards, always preceded by their machines—their magic machines.

Roll d6	A-1: SIX FANTASTICAL ANDROIDS FOR YOUR CAMPAIGN WORLD
1	A giant flying disc lands, accompanied by a fanfare of fabulous multi-colored lights. A spindly figure garbed in flowing robes strides down a telescoping gangplank, metallic skin shining in the sun. The figure pulls a pale lavender mask from a pocket stretching it over its skull. Soulless black eyes peer through the expressionless mask of a human woman. The gynoid represents the last vestige of an ancient race that once ruled this planet. She seeks the lost power sources of her creators' once-great cities that must still crackle with energy somewhere deep below the ground.
2	Green-skinned saurians in gold lamé jumpsuits hiss and claw the air with thick three fingered hands, quick to savage any that would threaten their sacred caves. Their strength is in numbers, as they are easily felled by axe and sword, their flesh splitting open to reveal tangles of wire, blinking lights, and whirring gizmos.
3	The dust hardly settles before the rubble shifts and one huge fist bursts free. This is impossible. You saw it die. The hill giant lumbers to its feet much changed. Great sheets of flesh hang loose revealing a gleaming metal skeleton just beneath the surface. The brute's face, sheared off by a falling boulder, has been replaced by a grinning silver skull. Murderous red eyes glow like a smithy's forge. The stainless steel golem struts forward unbowed.
4	What manner of elf be this that does not bleed? Pinning down the convulsing form, you lever a crowbar at the curious hexagonal carving on its chest. With a hiss of steam and a high-pitched whine, the chest swings open like a door. Inside, a motionless creature with an overgrown head stares blankly at the sky, tiny levers still gripped in its pale tentacles.
5	Your throwing hammer's aim is true. The pulsing crystal shatters like glass, sending a thunderous shockwave through the chamber. Where the grimy kobolds once stood now appear squat animated suits of armor with glowing blue eyes, clutching their spears and nets in arms that move like snakes.
6	After several blows, the sarcophagus lid slides open with a hiss of freezing vapor. A spindly figure wrapped in layers of gauze bolts to a sitting position and slowly surveys your group. A female voice suddenly echoes through the temple in a soothing foreign tongue, and then is drowned out by the hiss of countless other opening sarcophagi.



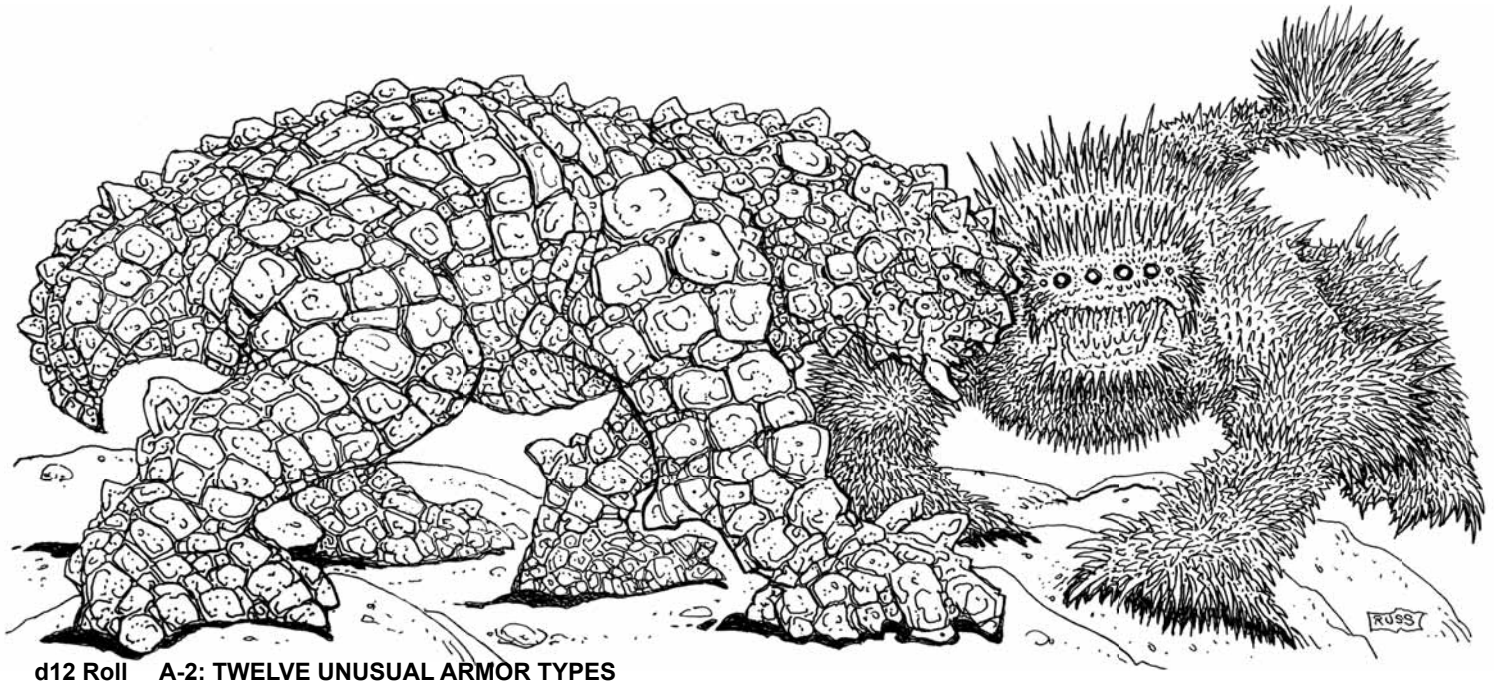


is also for Armor

Nature gifts its children with all manner of defensive adaptations, but none are more effective than those that directly protect its charges from the teeth of predators or the flailing claws of potential prey. Creatures unlucky enough to enjoy natural protection against their enemies adopt artificial means to defend their physical bodies, forging armor from bronze, iron, mithral, and even stranger substances. When monsters, both humanoid and bestial, are safeguarded against attacks, they swiftly ascend to dominance, lording their wills and appetites over their less defended challengers.

Although many monsters are clad in armor that is the product of adaptive evolution or radical mutation, some bear protections that owe their existence to the cunning of men, the kindness of their masters, the intervention of the divine, or the gifts of the infernal. As such, it is impossible to predict what manner of armor an encountered monster might bear upon its grotesque body or the properties that defense may have apart from merely turning aside a killing blow. Some crafty adventurers have deduced the means to harvest the weird armors of slain foes, turning their former enemies' defenses to their own advantage. The PCs may be lucky enough to do the same—provided they survive their initial encounter with the bulwarked beasts.





d12 Roll	A-2: TWELVE UNUSUAL ARMOR TYPES
1	The creature is unusually corpulent and protected by a dense layer of fat. Although this thick cellulite slows the creature somewhat, it provides excellent protection against bludgeoning attacks, absorbing the shock of such blows to minimize or even negate their damage.
2	The creature is covered with bony or chitinous plates covered with pearlescent, naturally-occurring grease. The plates' angles and this natural lubrication make it difficult for slashing weapons to find purchase on the creature's body, deflecting those attacks completely.
3	A mass of sharp quills or spines covers the creature, granting it both protection against physical attacks and threatening enemies that engage it in close combat. Any attacker making a melee attack, whether successful or not, against the monster must make an immediate saving throw to avoid taking damage from the vicious spikes. Some creatures can throw these quills to attack opponents at a distance, but at the cost of reducing its armor protection.
4	Strange, organic crystals protrude from the creature's skin, giving it the appearance of some beautiful hybrid of flesh and stone. These crystals act as ablative armor, exploding when struck to nullify attacks and throwing a blast of razor-sharp shards away from the monster. Attackers caught in the explosion take incidental damage from the shrapnel, and truly unlucky foes may be blinded by clouds of crystalline grit.
5	The creature wears hide or leather armor stitched together from the skins of slain enemies. Bearing necromantic enchantment, the armor is alive and may be more dangerous than the creature it protects. Possible effects of the armor's enchantment include "healing" holes and cuts caused by attackers weapons, howling screams emitted by the preserved faces sewn into the armor, secondary attacks by the armor itself (tanned limbs that strike opponents or teeth-laden mouths that bite foes), or even the ability to cast spells.
6	The creature wears a patchwork suit of armor crafted from the scavenged plate and chainmail suits of its victims. Some of these trophy armors bear magical enchantments that interact with one another to produce unforeseen magical effects. Possible results include an aura of eldritch flames, repulsive magnetic fields, allowing the creature to phase to another plane, defense against spells, or invulnerability to specific types of attacks.
7	The creature is protected by reflective scales with a mirror-like sheen. The scales disperse or refract magical energy, dissipating spells directed at the creature and possibly reflecting them back at the caster.
8	The creature can withdraw inside its armor like a turtle, making it immune to physical attacks. Although this usually also prevents the creature from attacking in return, it may possesses secondary abilities to wield against opponents in this state (poisonous musk, mental attacks, or spells, for example).
9	The creature's skin is highly statically charged, either due to unusual fur or unnatural properties. Ferrous weapons striking the creature discharge the static field, funneling an electrical shock into the attacker's body. The creature itself is immune to the electrical damage.
10	The monster's armor adapts to repeated similar attacks, granting it increased protection against those assaults. A creature with this armor might eventually become immune to swords, unaffected by certain spells, or impervious to blunt trauma. This adaptation may fade over time or be "remembered" for the creature's lifetime.
11	The creature is covered by an unsightly mass of bulbous, organic lumps. These protuberances are actually its young, nursing on the monster. If struck, the numerous infant forms detach to attack as a swarm, overwhelming anyone attempting to injure its "mother."
12	The monster's armor is fashioned from an extremely unusual substance such as liquid moonlight, the nightmares of children, phosphorescent algae, dead faeries, or other unexpected matter. Although seemingly ill suited to prevent injury, the substance is hard as steel when struc k and may produce additional inexplicable effects to defend the creature.

11 THE MONSTER ALPHABET



is for Blood

Any necromancer can attest to this truth: all mortal creatures – and some immortal - have “ϑϡϡϑϟ”, called “blood” in the Common Tongue. In most creatures, blood is a liquid that flows like water. But in others it may be a mist, a jelly, or a horde of tiny basket-bearing gremlins carrying nourishment to the various appendages that need it, or toiling at the blocks-and-tackles of ligaments. In humans, blood is red, bright and hot, evidence of the angry defiance with which that race faces injury and death. In other creatures in may be black, green or even colorless. In rare cases the glowing phosphorescence of streaming electronic data is what passes for a creature’s “life’s blood.”

Regardless of form, a creature’s blood almost always has a mystical purpose: connecting form and essence, body and spirit or linking the soul to the material world. This makes blood an inherently eldritch substance, much sought after by alchemists, enchanters and Vampires. However, the magical potency of blood varies across the many worlds. On some, its eldritch energy is dilute, making it merely a corporeal, corpuscular substance. On others - worlds where magic and the Mysteries abound - every creature’s blood has fantastic properties – all one needs to make use of it is the right lore and craft.

BB-1: TWENTY ELDRITCH EFFECTS OF MONSTER BLOOD

Roll d20	General Property	Example(s) of Specific Effect
1	Maddening	Exposure to this blood via ingestion or blood-to-blood contact causes insanity.
2	Toughening	Any creature bathed in this blood gains a bonus to its armor class and cannot be subject to a critical hit on any portion of its body that has been anointed. You decide the potency of the blood and the duration of the effect is proportional to this potency - a legendary creature’s blood might even create a permanent effect.
3	Cursed	This blood curses anyone exposed to it. For example, weaving on a loom coated with it causes an entire kingdom to suffer insomnia without end.
4	Enlightening	A warm poultice incorporating this blood and applied to the forehead gives the recipient exceptional insight into a problem, puzzle, strategic decision or even a sense of the likely course of events in the near future.
5	Procreative	When drops of this blood hit the ground, each one turns into a one-eyed, single-fanged, centipede-like creature loyal to the blood-shedder.
6	Fertilizing	Wearing an undergarment colored with a dye made from this blood causes the wearer to become pregnant from any intimate contact, even just a caress or a kiss; seeds soaked in this blood will grow abundant crops regardless of the soil quality and weather.
7	Spectral	“Blood” with this property is usually the unclean ichor that oozes through the veins of some undead such as Zombies and Ghouls. This ichor has the property of connecting the corporeal world to the shadow-world of Death. A living being receiving a transfusion of this “blood” becomes incorporeal – able to pass through solid objects and ignore non-magical weapons. Too large a transfusion, though, and the effect becomes permanent.
8	Near-boiling/Freezing	Sometimes a creature’s body temperature maintains its blood at near-boiling or boiling. When that creature is cut by weapons, its blood sprays 10’ out in a 20’ arc. Any creature sprayed whose skin is not protected must dodge the spray or be scalded. In others, the blood is ice-cold; their blood-spary causes cold damage.
9	Enchanting	This blood conveys a temporary enchantment identical to an ability of the creature from whom the blood was taken: regeneration from the blood of a troll, a hypnotic gaze from the blood of a serpent-man, immunity to heat from the blood of a fire-breathing dragon, etc.
10	Life-Draining/ Lifespan-Extending	The ritualized drowning of a new-born babe in a basin of this blood alters the remaining lifespan of the individual who conducted the ritual by increasing it by number of years equal to what the babe was preordained to live – if this inadvertently results in a net loss, such is the way of things for those who drown innocent children. The babe must be the same species as the individual conducting the ritual.
11	Corruptive	In combat, an individual sprayed with this blood must have great purity, willpower or physical resilience or his body will be twisted and mutated to reflect the base evil instilled in the very essence of the creature who spilt it.
12	Transmutative	This blood facilitates the magical conversion of one substance into another substance. For example, the blood of a Gilt-Scaled Great Wyrm can be used for the alchemy of turning a base metal into a noble metal. The most rare and potent bloods of this type transmute substances on contact. For example, blood splatter from Medusa the legendary Gorgon turns all matter to stone. See Table BB-1 TEN TRANSMUTATIONS for other examples of this effect.
13	Material	Exposed to air, this creature’s blood solidifies to a steel-like hardness. In combat, spattering blood turns into dangerous flechettes. In partnership with a necromancer or an alchemist, a blacksmith can work the substance into metal objects of exceptional quality. Weapons fashioned in this manner give the wielder a bonus on to hit and damage rolls in combat.
14	Trans-dimensional	Adding a tincture made from this blood to a blessed cistern causes it to function as a portal between worlds. The portal remains open until the basin’s contents are removed or are made impure.
15	Beautifying	A skin salve made from this blood and applied three times daily will increase the allure of the user over time.
16	Magic Amplifier/ Magic Dampener	Using this blood as part of spell casting ensures that the spell’s effects will be extra-powerful. You may decide whether a player’s spells last longer, range farther, have a larger area of effect, affect more targets, do more damage, etc. The more potent you decide the eldritch energy of a creature’s blood is, the more and greater the amplification of the casting. By contrast, some creatures possess great resistance to magic and their blood can be instrumental in the scribing of powerful circles of protection against spells, enchantments and curses.
17	Regenerative/Healing	This blood has natural healing properties. For example, a lost limb can be restored if a mixture of this blood and a binding agent, such as clay, is poured into a limb-shaped mold adjoined to the body of the maimed individual at the correct junction.
18	Poisonous	Some creatures’ blood is inherently toxic to other creatures. This toxicity may be extremely broad, affecting any living being exposed to it, or, the toxicity may be intriguingly specific. It is not unusual for the blood of a particular monster to be toxic to its antipodes. For example blood from the lionine portion of the Chimera is poisonous to the Hell Hound and that of the Nymph is poisonous to the Fomorian Giant.
19	Acidic/Corrosive	Blood so strongly acidic that it is lethally dangerous has been found flowing in the arteries of aliens from darkened worlds. More commonly, however, a particular creature’s blood reacts caustically with specific substances. The blood of legendary demons corrodes silver, for example, and the same property of the doppelganger’s blood that allows it to reshape its form will melt living flesh on contact.
20	Paralytic	Many creatures have venom that causes muscular paralysis. Less known is that the blood of many such creatures - containing traces of the same seizure-inducing substances found in its venom - has a similar paralytic effect, though less powerful and more localized. Such blood entering an open wound will paralyze the appendage where the wound is located, or an organ in close proximity to the wound.

BB-2: TWELVE TRANSMUTATIONS FROM BLOOD EXPOSURE

Roll d12	Transmutation	Roll d12	Transmutation
1	Turns all matter to stone	7	Turns inorganic matter into a swarm of insects
2	Turns flesh into transparent gelatin	8	Turns hair or horn into living snakes
3	Turns inorganic matter into water	9	Turns skin turned into the scales of a reptile or a fish
4	Turns all matter into gold	10	Turns inorganic matter into crystalized salt
5	Turns living flesh into sand	11	Turns flesh into animate alabaster
6	Turns iron and steel into glass	12	Turns iron and steel into smoke-and-brimstone



BB-3: SIXTEEN MEANS BY WHICH MONSTER BLOOD CAN MANIFEST UNUSUAL EFFECTS

Roll d16	Means of Achieving Effect	Roll d16	Means of Achieving Effect
1	Simple blood-letting (eg wounding the creature with a weapon)	9	Receiving a transfusion of the blood
2	Fatal exsanguination	10	Inhaling a mist made from vaporizing the blood
3	Bathing in the blood	11	Incorporating the blood into the manufacture of an object
4	Purifying the blood	12	Sacrificing the blood on an altar/holy relic or depositing it on a holy site
5	Using the blood as a material component in a spell-working	13	Casting the blood through an extra-planar portal
6	Ingesting the raw blood	14	Bartering the blood to a mystic with reality-altering powers
7	Cooking the blood into cuisine	15	Creating a salve, poultice or ointment with the blood as the key ingredient
8	Alchemically transmuting the blood	16	Carrying the blood in a vessel that preserves its freshness or life-giving essence



BB-4: TWENTY CREATURE-TYPES TO WHICH UNUSUAL PROPERTIES OF BLOOD MAY BE ASSIGNED

d20 Roll	Category	Examples of Creatures	d20 Roll	Category	Examples of Creatures
1	Divine	Gods, avatars	11	Monstrous Mammal	Giant rats, dire wolves
2	Infernal or Supernal	Demons, hell hounds, ki-rin, daevas	12	Constructed	Gargoyles, golem, androids
3	Enchanted	Dragons, manticores, chimerae, cockatrices	13	Legendary	Balrogs, Grendel, Cerberus
4	Demi-human	Dwarves, halflings	14	Monstrous Aquatic Creature	Giant squids
5	Bestial Humanoid	Orcs, bugbears, hobgoblins	15	Elemental	Elementals
6	Giant	Giants, ogres, cyclopes	16	Undead	Zombies, ghouls, vampire
7	Lycanthropic	Werewolves, wererats	17	Protoplasmic	Slimes, oozes, jellies
8	Monstrous Plant	Giant Venus flytraps	18	Swarm	Bat swarms, insect swarms
9	Monstrous Insect	Giant beetles, giant scorpions	19	Humanoid Cross-breed	Harpies, mushroom men, minotaurs
10	Monstrous Reptile	Giant snakes, giant crocodiles	20	Fae	Elves, gnome, fomorians, nymphs, dryads, centaurs





is also for Breath Weapon

When the elder Dragon rears its mighty head, every seasoned adventurer knows what's sure to come next: the breath attack. No other weapon has the same knack for decimating an entire party in one fell swoop. Will it be roiling blooms of searing **Flame** or hoary blasts of immobilizing **Frost**? The players hold their breath in anticipation until the first vile winds belch forth. Foul deed! An almond-scented verdant smoke jets across the lair obscuring all the exits. Their rings of elemental resistance are worthless against a poison cloud. With an evil chortle, the judge declares, "Save or die!" and then the coughing begins…

Roll d12	B-1: TWELVE PARTY-WIPING BREATH ATTACKS
1	Grave wind: A gloomy miasma, buzzing with corpulent flies, creeps along the ground. The putrid stench of decay invades your nostrils as bilious saliva claws its way up your esophagus. The reeking air eats away at the flesh of all living creatures that remain within its area of influence. Corpses touched by the miasma are tainted by the curse of undeath. Mindless zombies arise in the following round to feast on the flesh of the closest living creature.
2	Beast breath: A swarm of vicious critters bursts from the lips of the monster in a torrential outpouring of feathers, fur, or scale: 1 – winged skulls; 2 – a murder of crows; 3 – rot grubs; 4 – venomous snakes; 5 – diseased sewer rats; 6 – rabid bats; 7 – angry bees. The attacking swarm harries a target for 1d4 rounds of combat inflicting ongoing damage and debilitating conditions. Tougher swarms may warrant a place in the initiative order until dispersed.
3	Heat ray: A pink nimbus flares around the beast's muzzle, just before a concentrated beam of crimson light fires in a straight line. The ray burns with the heat of a dying star, searing a smoking hole through anything caught in its path. Non-magical shields and armor literally melt when struck by the awesome light, leaving excruciating rivulets of molten metal that burn into the wearer's skin. The intense heat radiates 5' in all directions from the target, possibly setting adjacent creatures' possessions ablaze (20% chance to ignite one random flammable item).
4	Spore cloud: A powdery fungal brume wafts forth in slow motion. As the microscopic spores come to rest on a surface, tiny stalks sprout and rapidly mature into clusters of mushrooms — milk caps, stinkhorns, earth stars, and more. Inhaling the spores has a powerful soporific effect. Those who succumb to the magical torpor experience vivid hallucinations of the Fairy Queen's court. If the sleeper is not removed from the area, endophytes work their way into the skin over the course of a day seizing control of the nervous system. Encrusted in toadstools, the host rises in a dream-like state to serve as thrall to the Mushroom King.
5	Blizzard blast: A flurry of snow and hail blows in an enormous cone. Targets within the blast are flash frozen inside blocks of ice. A critical hit shatters the ice block like glass, including the victim inside. Due to the similarity of effect, spells or magic items that reverse petrifaction also work against a supercooled victim.
6	Charged air: A most strange effluvium blankets the area, stinking of ozone. The adventurers' hair bristles and stands on end, but otherwise they feel no ill effects. The effluvium builds up a massive imbalance of electric charge within its zone. Melee and touch attacks are arrested 6 inches before contact by an arc of electricity that inflicts a painful electric shock and hurls the attacker backwards.
7	Swirling vortex: The creature inhales so deeply that a swirling funnel forms, careening wildly from side to side. Anything hit by funnel is quickly sucked into the creature's mouth. Boulders, people, and even entire pools of water are no match for the bucking vortex. The creature generally attacks by spitting items in its mouth back at enemies, though it has been known to make a quick morsel of lightly armored adventurers.
8	Arc of slime: Rearing its head from side to side, disgusting mucus spews from this damned thing's gullet in revolting globules. The slime quickly hardens into a glue-like substance that holds fast, immobilizing targets until they can free themselves.
9	Stench smog: A rank fetor billows from this creature's nostrils in a repulsive wave. Any targets caught in the path suffer a -1 penalty to all attacks and must resist the urge to immediately flee the zone.
10	Corrosive steam: Hot steam shoots forward in a white plume. Metal weapons and armor touched by the corrosive vapor weep tears of rust; one random non-magic metal item carried by the target completely disintegrates in 1d3 rounds.
11	Alchemical ray: A wide beam of brilliant green light harmlessly passes through all physical objects. One type of metal worn or carried by the target is transmuted into another random metal. Roll a 2d4 twice on the following list. The first roll determines the affected metal. The second roll determines the transformed metal. 2 – Gold; 3 – Silver; 4 – Copper; 5 – Iron; 6 – Lead; 7 – Steel; 8 – Vaedium. The weight of the transmuted metal may drop the owner to the ground.
12	Must of ages: A moldering wind blows with hurricane force. When the wind subsides, all targets are aged 2d3 years and immediately gain appropriate badges of age (e.g. grey hair, wrinkles, or dementia).





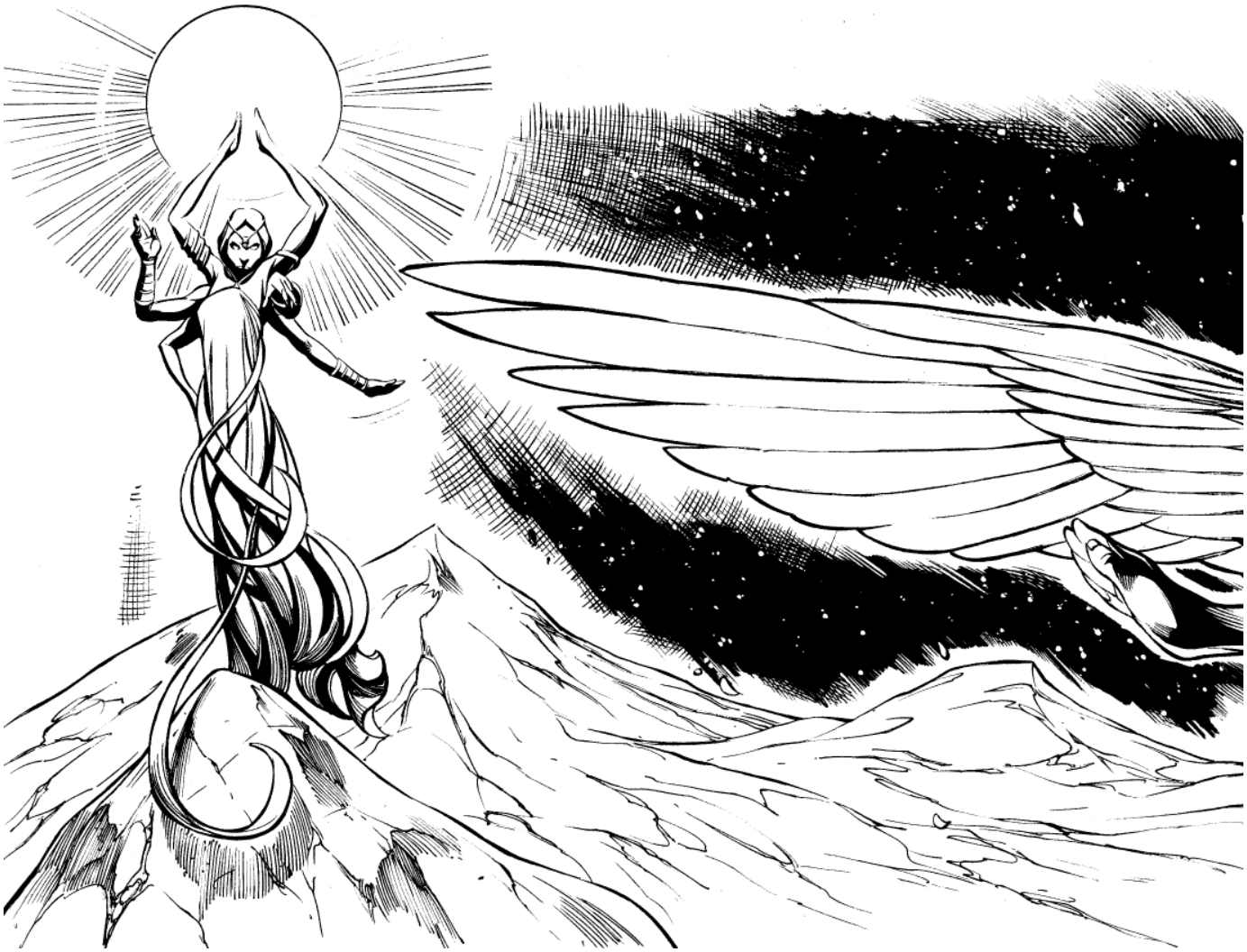
is for Celestial

Opposing the Infernal Powers are the Celestial Powers of Law and Good. Although they are often distant from mortal affairs, appearances of powerful Celestials echo through a campaign's history and mythology. Celestial beings may take a bewildering number of forms, some of which are as terrible as those of their demonic counterparts.

Few Celestials are ever encountered by mere chance. When creating a Celestial, choose or roll its primary purpose on the first table. In addition, roll up to seven times on the second table to make each Celestial unique.

CC-1: SEVEN CELESTIAL MISSIONS

Roll d7	Result
1	Carrying a message from deities to mortals
2	Compassionate relief
3	Guidance to a mortal in difficulty
4	Healing or its opposite, as with an angel of death
5	Protection of some individual or place
6	Vigilance against mortal or Infernal incursion
7	War or battle against some evil force



CC-2: SEVEN CELESTIAL QUALITIES

Roll d7	Result
1	Head: Roll a d7: 1 – Cow or bull; 2 – Eagle or falcon; 3 – Featureless; 4 – Human female, male, or genderless (equal chance of each); 5 – Ibis; 6 – Lion; or 7 – No head.
2	Body: Roll a d8: 1 – Bull or cow; 2 – Column of flame or light; 3 – Human male, female or genderless (equal chance of each); 4 – Humanoid or semi-humanoid animal (Roll a d7: (1) bull, (2) camel, (3) cat, (4) dog, (5) horse, (6) lion, (7) monkey); 5 – interlocking wheels of fire; 6 – Lion; 7 – Unusual color: (Roll a d7: (1) Silver, (2) Gold, (3) Bronze, (4) Green, (5) Sky blue, (6) Dark blue, (7) Violet), plus roll 1d6 again for body type; 8 – Unusual limbs (equal chance of affecting legs, arms, or both), Roll a d5: (1) Longer than normal, (2) Shorter than normal, (3) From a different type of creature (either human, or roll 1d7 for humanoid or semi-humanoid animal), (4) Made of elemental material (equal chance of fire, earth, wind, and water); (5) Not present; Roll 1d6 again for body type.
3	Eyes: Roll a d7: 1 – Covered in hundreds of eyes over entire body; 2 – Glowing; 3 – Made of (Roll a d4: (1) Fire, (2) Gemstones, (3) Liquid metal, (4) Vortices of wind); 4 – Meeting direct gaze causes mortals (Roll a d3: (1) anguish, (2) pain, (3) physical damage); 5 – Metallic (equal chance of gold, silver, or brass); 6 – Unusual number of eyes, roll 1d7; 7 – Unusual placement (Roll a d5: (1) chest, (2) elbows, (3) forehead, (4) hands, (5) shoulders).
4	Wings: Roll a d8: 1 – Avian (Roll a d6: (1) Dove, (2) Eagle, (3) Stork, (4) Swift, (5) Falcon, (6) Raven); 2 – Butterfly or moth wings; 3 – Geometric vortices of air or fire which act as wings; 4 – Metallic wings (Roll a d5: (1) Brass, (2) Gold, (3) Silver, (4) Bronze, (5) Iron); 5 – None (25% can fly anyway); 6 – Unusual number (Roll 1d3, multiply by 2, and add 2); 7 – Wings of fire; 8 – Wings of violet-colored force.
5	Voice: Roll a d12: 1 – Damaging to those who hear; 2 – Deafening; 3 – Induces awe; 4 – Makes only animal sounds; 5 – Musical; 6 – Only those addressed can hear; 7 – Seems to come from far away; 8 – Silent (cannot speak); 9 – Telepathic; 10 – Thunderous; 11 – Trumpet-like; 12 – Whispering.
6	Powers: Roll a d20: 1 – Able to smite sinners from afar; 2 – Appearance inspires awe; 3 – Appears in dreams only; 4 – Appears selectively to individuals (i.e., not all in a group can see it); 5 – Bolsters the efforts of the faithful; 6 – Calming aura prevents conflict; 7 – Can cause pestilence, famine, or plague (equal chances of each); 8 – Creates area of silence; 9 – Damaging aura; 10 – Detects evil; 11 – Detects lies; 12 – Draws natural animals to its presence; 13 – Enhanced invisibility prevents even magical detection; 14 – Flame strike; 15 – Healing; 16 – Metallic body acts as armor; 17 – Protective aura; 18 – Raises the dead; 19 – Sonic attack; 20 – Weather control.
7	Divine Instruments: Roll a d7 1 – Cloud chariot; 2 – Divine shield; 3 – Flaming sword; 4 – Halo (Roll a d3: (1) can be thrown as weapon, (2) can blaze up in area attack, (3) deflects attacks); 5 – Harp (Roll a d6: (1) calms, (2) inspires allies, (3) inspires awe, (4) renders unconscious, (5) Sonic attack, (6) vibrations cause items to shatter); 6 – Scroll with 1d7 seals (breaking each seal causes a magical effect); 7 – Trumpet (Roll a d4: (1) creates tornado, (2) knocks prone, (3) Sonic attack, (4) stuns).




Diesel
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is also for Construct

Not every foe the adventurers face is one birthed of living creatures. Many owe their origins to much stranger parents. From magical entities summoned from distant planes to the resurrected dead, enemies spawn from myriad sources. But of all potential threats needing to be dispatched, the most unusual of them began life as inert matter granted unseemly life by a sorcerer's enchantment or a deity's miraculous touch. These animated constructions take many forms and therefore possess an array of dangers.

Luckily for those who encounter such animated menaces, most constructs possess only rudimentary intelligence and are easily outwitted by trickery or subtle tactics. However, this lack of cognizance is a double-edged sword. Spells that beguile or control an enemy's mind have little effect on animated objects and constructed foes, leaving the party caught in battle with them little recourse to hack and blast away at their hulking forms and hope the object crumbles under their attacks before their own delicate organic bodies are battered to death.

d10 Roll	C-3: TEN ANIMATED OR CONSTRUCTED THREATS
1	Armor: Any suit of armor, from simple leather to full plate mail, can be animated, creating an opponent that possesses innate protection against attacks. Animated leather armor strangles its opponents while plated armor bludgeons foes to death. In addition to animations, the enchanters of animated armor typically add additional offensive capabilities to their creations, including impaling spikes, magical flight, the power to pass through walls, and other fiendish properties.
2	Ordinary Household Objects: What better object to animate when in need of an assassin, guardian, or spy than a ubiquitous one? Tables, chairs, rugs, lamps, and beds make excellent magical assassins, able to beat, strangle, burn, or smother one's foes and remain at the scene of the crime undetected. With additional magical effects designed to record and rely words spoken by those around the object, a sorcerer can eavesdrop on enemies and turn their own plans against them.
3	Siege weapon: The construct is an animated catapult, ballista, trebuchet, or other weapon designed to inflict massive damage on structures. Pity the poor party facing down hurled boulders or spear-long quarrels. Animated siege weaponry usually possesses a magical means to reload themselves without a living crew, but those lacking a steady replenishment of ammunition can still crush opponents beneath their massive forms.
4	Wizardly Paraphernalia: Perhaps given inadvertent life via a miscalculated experiment rather than intentional enchantment, a wizard's lab—complete with cauldrons, alembics, gallipots, beakers, astrolabes, and the like—can take on animation, stumbling about like an ungainly golem or slithering as a massive heap. Comprised of strange elixirs, mysterious ingredients, and other paranormal substances, there's no telling what weird powers such a construct might possess.
5	Structure: Similar to an animated Household Object but on a much larger scale, a building can be gifted unnatural animation, transforming a place of refuge into a death trap. While animated structures lack mobility (usually, that is), their unassuming appearance lures the unwitting inside, where they are likely to meet an untimely end. Although a peasant's hovel might not be the most dangerous building to wander into unaware, it still possesses the ability to slay with suddenly blazing hearths, collapsing walls and doors, or floorboards that drop victims into cellars. Imagine the lethality of an animated sawmill or smithy…
6	Effigy: Most sentient humanoid races create representations of their physical forms for esthetic, religious, or tactical purposes. Everything from scarecrows used to protect crops to religious idols to artistic works of sculpture fall into this category. Given an effigy's resemblance to living creatures, granting them artificial life is a logical step. Animated effigies are commonly used as guardians, but some are employed as humble servants. The classic wizard's golem is an effigy specifically constructed for animation and falls into this category.
7	Traps: Related to Siege Weapon above, animated traps are smaller scale engines designed to incapacitate or kill. When given semi-sentience and animated, traps no longer require physical triggers to activate, instead targeting victims via magical senses and having enough low cunning to choose the most opportune moment to go off. Animated spear and crossbow traps enjoy a bonus to hit, enchanted poisonous traps may choose a toxin most effective against intruders, and pit traps or crushing wall traps with animal intelligence spring when the party has the smallest opportunity of escape.
8	Conveyances: Any manufactured vehicle can be granted animation or constructed with the intent of self-powered movement. Wagons roll without horses, transporting passengers and cargo across the land; war chariots run down opponents on the battlefield or slice them to ribbons with wheel-mounted blades; and animated warships rule the seas without the need for vulnerable captains or crews. Usually only owned by powerful wizards, an animated vehicle is a sign of both his eldritch power and his desire to impart his will upon lesser beings.
9	Art and Artistic Tools: In addition to statues (which is an Effigy as above), an artist imparts some of himself on his creations and this creative empowerment sometimes leads to animation, whether intentional or not. A painting may become sentient and display weird powers related to what it depicts, a musical instrument might be able to perform music unaided to produce supernatural effects, and even a writer's quill and inkpot can spring to animated life to scrawl out messages or potentially write into being realistic (and deadly) events or objects that also possess uncanny animation.
10	Weapons: Animated weapons attack on their own, needing no wielder to strike opponents. Usually gifted with a form of flight or other form of movement, animated weapons strike by surprise, lying amongst non-magical specimens in armories, training halls, or arenas. On a larger scale, some constructs are built solely as weapons and gifted with insatiable blood thirst. Rolling barriers of razor-sharp spears, whirling sword-edged discs, or similar martial creations are just some of the possible constructed weaponry devices an adventurer might encounter in his exploits.





C is also for Crossbreed

The natural world has many examples of unnatural reproduction. Were it not for the grace of magic, creatures such as the centaur and owlbear could never exist. Whether the pairings are the result of arcane compulsion, the products of deific infidelity, a magic experiment gone wrong, or a misplaced love potion is of little import. There is a place in this world for all of nature's fantastic creations.

The tables below constitute a framework for creating magical half-breeds. Roll a d30 twice on the Polymorphistic Donor Species table to determine the beasts to interbreed. Then, roll another d30 to check if the crossbreed has any additional traits.

Roll d30	C-1: POLYMORPHISTIC DONOR SPECIES				
1	Ant	11	Frog	21	Orc
2	Badger	12	Golem	22	Owl
3	Bat	13	Gorilla	23	Slug
4	Bear	14	Hill giant	24	Shark
5	Bull	15	Horse	25	Snake
6	Camel	16	Hound	26	Spider
7	Crocodile	17	Human	27	Turtle
8	Dire wolf	18	Lion	28	Vine
9	Dragon	19	Mammoth	29	Warthog
10	Falcon	20	Octopus	30	Roll twice



Roll d30	C-2: ADDITIONAL TRAITS
1-19	None.
20-24	Weapon specialization: Through an innate ability or dogged determination, the crossbreed has become adept with a prized weapon. Roll a d12: 1 – Battle axe; 2 – Club; 3 – Flail; 4 – Javelin; 5 – Halberd; 6 - Mace; 7 – Longbow; 8 – Sling; 9 – Spear; 10 – Sword; 11 – Staff; 12 – War hammer.
25-26	Size variation: Most crossbreeds fall somewhere between the origin species in physical size. However, trans-species crossbreeding is not an exact science. Anomalies and freakish fluctuations have been known to occur. Roll a d6: 1 – Tiny (sparrow); 2 – Small (halfling); 3 – Medium (human); 4 – Large (giant); 5 – Huge (adult dragon); 6 – Colossal (tarrasque).
27	Substance: While the monster wears the shape of several amalgamated creatures, it is formed from some other substance altogether. Roll a d7: 1 – Shadow; 2 – Gemstone; 3 – Metal; 4 – Magma; 5 – Ethereal; 6 – Gelatin. 7 – Clockwork.
28	Mutation: The weird magical synergies that produced this creature unlocked latent, recessive traits. Roll a d10 and flip to the section of the book: 1 – **Breath Weapon**; 2 – **Eyeball**; 3 – **Flame**; 4 – **Frost**; 5 – **Noxious**; 6 – **Ongoing Damage**; 7 – **Psionic**; 8 – **Quills**; 9 – **Tails**; 10 – **Yuck.**
29	Taint: The arcane energies that created this abomination continue to radiate a corrupting blight to this day. Roll a d5: 1 – Feral: wildlife in vicinity become more aggressive; 2 – Unholy: poltergeists and the souls of the damned are drawn to this creature. 3 – Earth corruption: the creature draws life force from living things. Plants wither; soil dries out and cracks; 4 – Madness: neurons misfire in the creature's presence, thoughts turn dark, and reactions become sluggish or clumsy; 5 – Wild magic: enchantments are amplified, diminished, or completely warped.
30	Archon: The crossbred monstrosity shares a powerful bond with one randomly determined creature type from its genetic lineage. The monster walks among these creatures as a lord walks among subjects. In the case of intelligent creature types, the beast lord commands an entourage of 1d8 followers that act as guardians and servants. Otherwise, the beast lord can summon 1d6 of the creatures per day and give them simple commands such as scout or attack.



is for Dragon

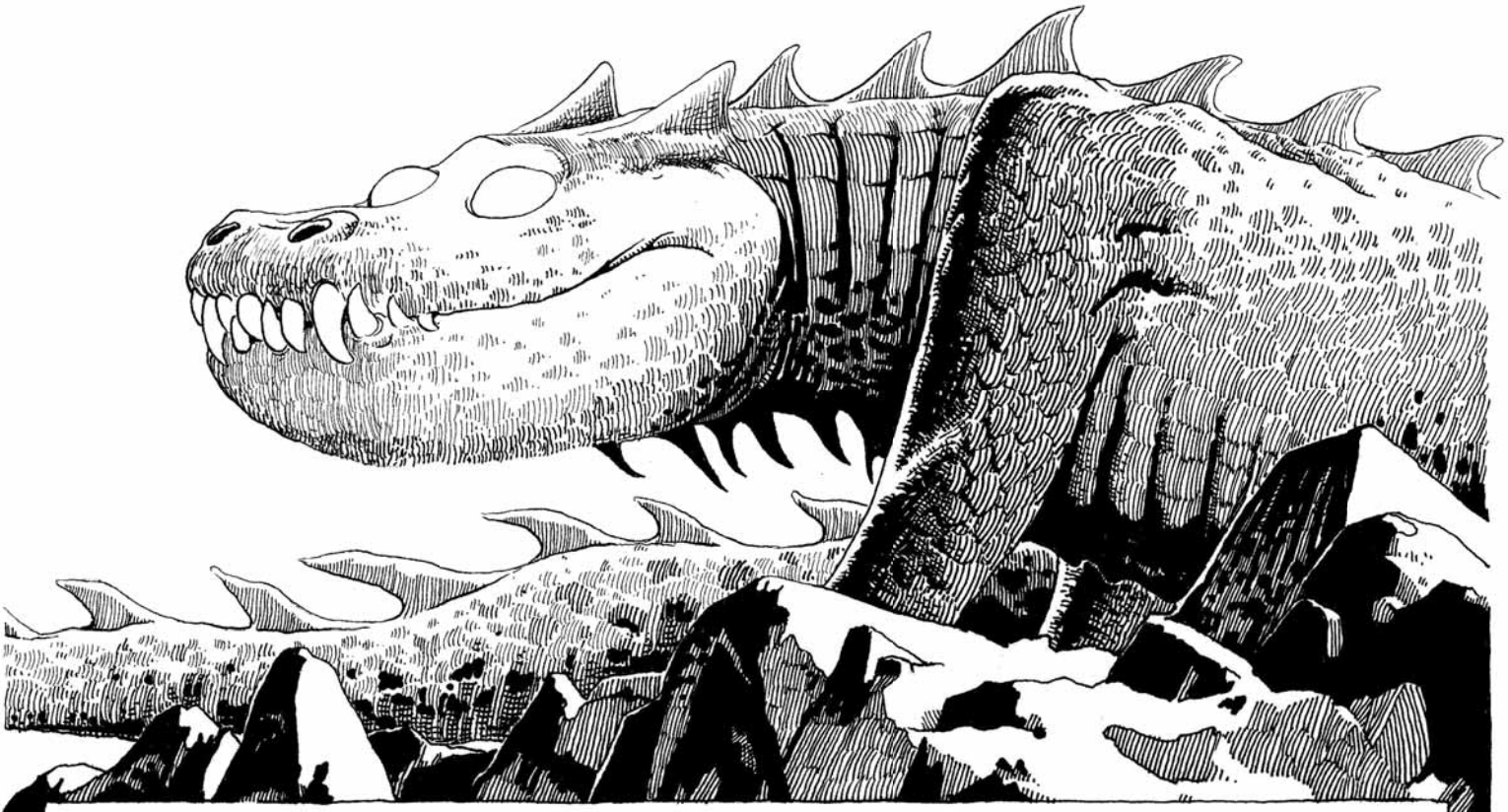
After “dungeon,” no other word is more associated with fantasy role-playing games then “dragon.” Every adventurer worth his or her salt must one day square off against one of the fearsome creatures. Dragons come in many shapes (drakes, sea serpents, and wyverns to name a few), but the most popular depiction is of a titanic reptilian beast. These great wyrms usually possess **Breath Weapons** of such devastating force, they are rivaled only by Mother Nature herself: jets of **Flame** that burn hotter than a forest fire, arcs of electricity that strike with the force of a lightning bolt, and sub-zero blasts of hail and **Frost** like a blizzard.

Dragons are solitary creatures. A single dragon may lord over a territory hundreds of miles wide, driving off all others that dare to intrude. Controlling expanses of land this large requires flight. Dragons are either born with large, taloned, wings or an innate magical ability to fly. Flightless dragons often die young as their rapidly increasing bulk outstrips the ready availability of prey.

At the center of its demesne lays the dragon’s hoard, for wyrms are all at heart driven by avarice. Dragons have been known to amass piles of treasure equal to an entire kingdom’s wealth in their bloody careers, some of which span centuries. All dragons are possessed of keen animal cunning, a few even having great intellects. Their hoards are hidden within secret lairs filled with lurking danger. Be it in labyrinthine beast-haunted catacombs far below the earth, or at the highest frost-blasted peak of an inhospitable mountain, reaching their plunder is no easy task.

The table below contains strange twists on the dragon to pit against the dungeon delvers who’ve seen it all. Roll on the table when the group encounters a dragon during the course of an adventure. Then replace the description of the dragon with the table entry while using the dragon’s original stat block. With some minor adjustments, you can also use the table description as read-aloud text.





Roll d10	D-1: TEN TWISTED DRAGON TEMPLATES
1	Disabled dragon: Left to die at birth and preyed upon in its youth, this behemoth has become thrice as brutal as its upbringing. Its well-muscled hide is crisscrossed by battle scars. The dragon's foreparts are exceedingly robust while its legs have languished from disuse. Its hip is fused to the spine at a right angle causing the dragon to move with a hopping gait while holding its head near the ground. The hobbled beast prefers spending much of its time in the air, thus it flies with a speed and dexterity unmatchable by others of its species. The dragon deals from the same deck it has been dealt. Expect no quarter.
2	Zombie dragon: Black magic rots this once-powerful dragon's mind and body. The flesh drips with oozing sores and intestines drag behind in a black slick. The zombie dragon paws mindlessly at its treasure, only shambling away from its hoard to feast on the flesh of the living. Its breath glands have decomposed beyond functionality; using a breath attack spews putrescent bile wriggling with maggots. The source of the dragon's misfortune is a golden skull among its heap of lucre. The jeweled skull slowly saps stamina of those who remain in close proximity until they are infected with the curse of undeath.
3	Wolf serpent: A giant serpent as thick as a castle turret with a wolf's head rises before you. A rattle shakes with menace at the end of its tail. Sssssaroo-oo-oo! The beast tosses back its head and releases a hiss-like howl before flying into the air in a looping spiral. You hear a faint howl a moment later. Was that an echo or the serpent's brethren?
4	Prehistoric dragon: An ancient ancestor of dragons steps through a doorway from the distant past. Prehistoric dragons are smaller than their modern cousins and walk upright. They have wide-set eyes, large heads, and small arms. Their wings are plumed with long feather-like scales. Consult **Jurassic** for further details.
5	Invisible dragon: A rush of wind buffets your face and the earth shudders beneath your feet. Huge clawed footprints appear out of nowhere on the ground before you, then you feel the hot breath and hear the unmistakable roar of challenge. Dragon!
6	Double dragon: From mated pairs to siblings, young dragons sometimes lair together for mutual protection. Though rare, this behavior sometimes extends into later life. The most successful partnerships are between dragons with complementary powers, such as fire and frost attacks.
7	Insect dragon: An armored titan clad in iridescent chitinous plates towers before you. Its long, segmented, neck is topped by green multi-faceted eyes and a pair of clacking pincers. With a deafening buzz, the creature takes to the air on four giant odonate wings.
8	Dragon man: The townsfolk lied. No dragon lairs here, only a naked dark-skinned human sitting atop a mound of gold coin. Suffering from a powerful curse, the former dragon has been polymorphed into a human, but still with the appetites and powers of an elder wyrm. The dragon man demands all interlopers lay down tribute in exchange for their lives. He retains use of his breath weapon, can jump 50' into the air, and punches with the force of a dragon's tail swipe.
9	Clockwork dragon: A reanimated dragon brain is a jar has commanded his growing cult of kobold minions to excavate his body and create a new vessel worthy of his magnificence. Clattering gears and the hiss of steam herald the great dragon's rebirth. Scaffolding falls away to reveal the new body, a gleaming framework of copper tubing, iron plates and polished bone. The clockwork dragon unfurls his canvas wings with a crisp snap. Long live the new flesh!
10	Pygmy dragon: Also known as the mosquito dragon, this creature is the smallest species of the genus. The dragon's fast-beating wings appear as a blur and allow hovering flight. A solitary pygmy is no danger—their area attacks never spread further than 5 feet and their bite inflicts very mild damage—but these dragons never travel alone. A swarm can chew through a band of hardy warriors faster than a school of ravenous piranha.





is for Eyeball

It has been oft remarked that the eyes are the windows to the soul. Surely this truism was first uttered after locking gaze with a monstrous beast. Behind every writhing eyestalk, hideous leer, and baleful glare, there is but an endless chasm of perfect midnight that ever hungers to be filled. No matter the amount of bloodshed, mayhem, and plunder heaped upon it, the ravenous void is never slaked.

Before rolling on the table below, determine the number of eyes for the monster. Look at a calendar. Roll 2d3 on odd-numbered days of the month and 2d10 on all others. Then roll on the table below to determine the characteristics. The table is rolled on using six-sided dice as percentile dice, giving results between 11 to 66. It is easier to use two different colored dice and designate one as the tens place. When a color is needed, roll a d10: 1 – Black; 2 – White; 3 – Red; 4 – Yellow; 5 – Blue; 6 – Purple; 7 – Green; 8 – Orange; 9 – Brown; 10 – Metallic (Roll a d8 for hue).



Roll d6x10+d6	E-1: A PACK OF PITILESS PEEPERS
11	Smoking crater hole.
12	A slit-pupilled reptilian eye.
13	Long, thin prehensile eyestalk.
14	Jet black eye.
15	Eye is located in the palm of hand or at the end of an appendage. Roll d6x10+d4 on table again.
16	Eye shines like a lamp. Roll d6x10+d4 on table again.
21	Piercing white eye without pupil.
22	Painted-on or tattooed eye.
23	Vertically oriented eye.
24	Eye spike, pupil at tip.
25	Giant. Twice the size of typical creature's eye. Roll d6x10+d4 on table again.
26	Detachable. Can be removed and replaced at will. Roll d6x10+d4 on table again.
31	Bulbous toad-like eye.
32	Ear hole or eye gill. Sees with echolocation.
33	Short eye stump.
34	Intelligent simian eye.
35	Multicolored. Add 1 to number of eyes. Each eye has different pigment. Roll d6x10+d4 on table again.
36	Cyclopean. Has a single eye regardless of previous rolls. Roll d6x10+d4 on table again.
41	Huge orb on short eyestalk like a baby with an apple in its fist.
42	Giant saucer-like eye.
43	Empty socket.
44	Fleshy lumps.
45	Dark vision. Sees 1d20 x 10 feet in total darkness Roll d6x10+d4 on table again.
46	Cataract. Sees with blindsense. Roll d6x10+d4 on table again.
51	Compound fly eye.
52	Precious gemstone. Roll d6 for type: 1 – Ruby; 2 – Emerald; 3 – Diamond; 4 – Topaz; 5 – Sapphire; 6 – Amethyst.
53	Beady rat-like eye.
53	Glowing eye.
54	Discolored eyespot on skin.
55	Multiple eyes in one socket. Roll 1d3+2 for number of eyes. Roll d6x10+d4 on table again.
56	Eye cluster spread over area. Roll 3d4 for number of eyes. Roll d6x10+d4 on table again.
61	Pink albino eye.
62	Glassy, lidless, fish eye.
63	A dead eye dangling from socket.
64	Central eye. Add 1 to number of eyes. Eyes are small and arranged around a large central orb.
65	Gaze attack. Roll d6 for attack type: 1 – Charm; 2 – Turn to stone; 3 – Paralysis; 4 – Sleep; 5 – Fear; 6 – Blinding. Roll d6x10+d4 on table again.
66	Ray attack. Roll d6 for attack type: 1- Heat; 2 – Cold; 3 – Lightning; 4 – Slow; 5 – Madness; 6 – Death.







is also for Extraplanar

The universe is static. Everything that was and will be, already is. At least that's how it was explained two centuries ago in the writings of the wizard-philosopher Molonyx who mysteriously vanished after the release of his seminal work Encyclopaedia Universalis.

Oft discussed yet seldom read, the tomes recount Molonynx's decades-long arcane research into the nature of the reality. Molonynx outlined a theory of the universe that is largely accepted today. Everything in the universe is constructed from tiny particles of matter called phlogiston. The phlogiston is basically a fixed point of stasis between the competing elemental planes of fire, water, earth, and air that Molonyx visualized as an enormous cylinder with gradations of law-energy and chaos-negativity. The application of heat releases the phlogiston into the air. Eventually, the phlogiston will once again reach a point of stasis and become matter.

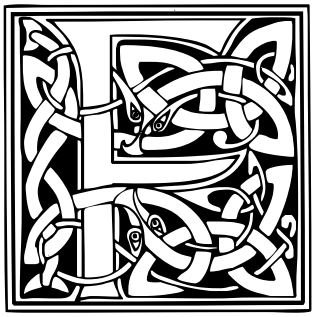
Much of Encyclopaedia Universalis is heatedly discussed to this day. The most contentious debates revolve around the purported transcriptions of conversations with extraplanar beings. Depending on the viewpoint, the writing is either evidence for the existence of parallel worlds, or the ramblings of a lunatic interrogating his own diseased psyche.

Molonyx believed that every possible position of every single particle of matter in the universe has already been calculated and exists in parallel simultaneously. The universe is static; the only thing that changes is the perception of a sentient being as it speeds through the immutable states of the continuum of space-time-perception.

The wizard-philosopher insisted on the existence of alternate dimensions and higher intelligences that see all the possible states of the universe at any given point in the continuum. These beings sift through the myriad perceptions of their extradimensional analogues and choose which to perceive at the next tick of the great universal clock. Molonyx asserted there were even powerful entities that could discern states of matter that violate the observable laws of phlogiston conservancy.



Roll d8	E-2: EIGHT EXTRAORDINARY EXTRAPLANAR ENDOWMENTS
1	Plane shifter: The monster can make short jaunts to the higher planes in their purest form: fire, water, earth, and air. The shifter along with anything or anyone it touches arrives in that plane, bodily taking damage from the inhospitable elements for one round.
2	Blink: The beast reflects itself off a lower plane of gradation, which creates a delay in perception. The beast appears to vanish and reappear a short distance away. The blinking power can be used to quickly move over an area or to avoid an attack.
3	Transmutation: The creature can briefly swap physical forms with an analogue from a random pure elemental plane. Roll a d4: 1 – Fire, all attacks deal 1d4 fire damage; 2 – Water, creature takes half damage from all attacks; 3 – Earth, creature gains burrowing ability; 4 – Air, creature gains flight.
4	Energy drain: The monster can drain energy from an opponent by opening a direct channel to the negative plane. The attack can cause weakness, reduce ability score points, or drain levels of experience. The effects are generally temporary, and disappear after one full day of rest.
5	Astral blow: The beast can transform a portion of its body out of phase just before making an attack. The beast uses the ability to great effect by striking blows directly against internal organs. Critical hits do an additional 1d6 points of damage and impose a stunned or similar condition.
6	Mirror image: Multiple, exact, holographic duplicates of the creature appear spread across a small area. All attacks have a 50% chance of missing the intended target.
7	Gravity bender: The monster can rapidly increase and decrease its mass. Impossible bounding leaps through the air, floating in mid air, or causing the floor to collapse beneath its feet are all par for the course.
8	Dimension door: The beast can open a linked pair of large or small wormholes within a 100' radius. A small hole might allow a spear attack to hit a foe from across the battlefield. A large hole might allow the beast to travel to an inaccessible location such as to the top of a cliff. The hole is usable by any adjacent creature and remains open for an entire round.

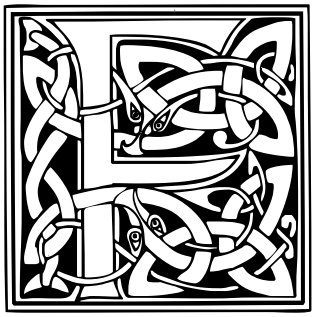


is for Flame

In the brutish prehistories of humans and demi-humans alike, learning to control fire was the critical first step that allowed the races to rise above a life of simple subsistence. Fire turns back darkness, provides warmth, and can be wielded as a weapon. But there are those with even more ancient relationships with fire — **Dragons**, **Infernals**, and more — monstrous kin whose very destinies have become inextricably intertwined with the element. Frost and rain be damned! The raw power of the daystar courses through the veins of these undisputed masters of flame who bend fire as an extension of their own bodies. Stand for the demon of fire!

Roll d14	F-1: FOURTEEN FIERY POWERS
1	By some mysterious property of planar travel, the creature can open a portal to an infernal plane inside its throat. Fire demons and flaming devils pull themselves from the open mouth (as one would exit a manhole) before expanding to full size.
2	The monster has the blood of fire elementals. Its hair is burning flame and its eyes glow like embers. Intense heat radiates around the creature at all times. The heat transfers to metal weapons wielded by the monster, which inflict additional damage.
3	The monster spews gobs of sticky gel from its mouth that combust when exposed to the air. The substance clings to anything it touches and cannot be extinguished, burning for several rounds.
4	Two long whip-like tendrils of flame coil and twist at the monster's feet. The tendrils can strike foes up to 15' away, holding them fast in a searing vice grip. Roll a d4 for the manifestation: 1 – Fire tendrils replace arms; 2 – Summoned flame whips; 3 – Tendrils mounted on back; 4 – Flaming tail.
5	The creature knows the secret language of fire. With a word, it can command an open flame within 100': a torch could be extinguished as easily as it is caused to flare and ignite its wielder, walls of flame part to allow the creature safe passage, and fire-based spells turn back on their caster.
6	Lava flows move over the creature's body at thought's command. The flows can be hardened into rock hard armor plates.
7	The creature lobs fiery bombs that explode on impact. The bombs take different forms depending on the creature's physiology: glowing hot coals, balls of molten rock, or flaming flasks of oil.
8	The monster has limited spellcasting ability, possibly the result of arcane corruption, a rune carved in its flesh, serving under a powerful magic-user, or studying a stolen spell book. Regardless of the origin, the monster has managed to polish one spell to absolute perfection, casting it with the same power as an archmage. Roll d6 to determine spell: 1 – fireball; 2 – meteor swarm; 3 – flaming hands; 4 – wall of flame; 5 – fire resistance; 6 – scorching ray.
9	The entire surface of the creature's hide is pitted by smoldering spiracles. The creature releases short bursts of flame from the holes in all directions to drive back melee attackers.
10	Wisps of smoke forever linger around this creature. The beast fires a cone-shaped blast of searing flame from its (roll d4: 1 – mouth; 2 – hands; 3 – eyes; 4 – tail).
11	The normal effects of fire are reversed in the creature's hands: flames appear as normal but burn blue; the blue fire causes cold damage instead of heat damage; and burning effects are replaced by slowing or freezing effects. Roll on this table again and replace heat powers with cold powers.
12	This creature attacks with an item that harnesses the power of the sun. It could be a giant with a magnifying glass, a prism mounted on a pole, or a crystalline structure at the end of a long tail. A focused beam of light burns any foes that don't move during a round.
13	Every blow against the beast creates orange glowing fissures accompanied by hissing steam. A whistling screech increases in pitch with every fresh wound. The killing blow triggers an explosion of fire and charred flesh inflicting damage to all adjacent creatures.
14	The monster can transform into living flame. When in flame form, the monster can fly, hurl balls of fire, and set foes and combustible items on fire by moving through them. The monster takes half-damage from melee weapons and is immune to fire. The transformation takes a great toll. After every two rounds in flame form, the creature must return to normal for a round to recover.

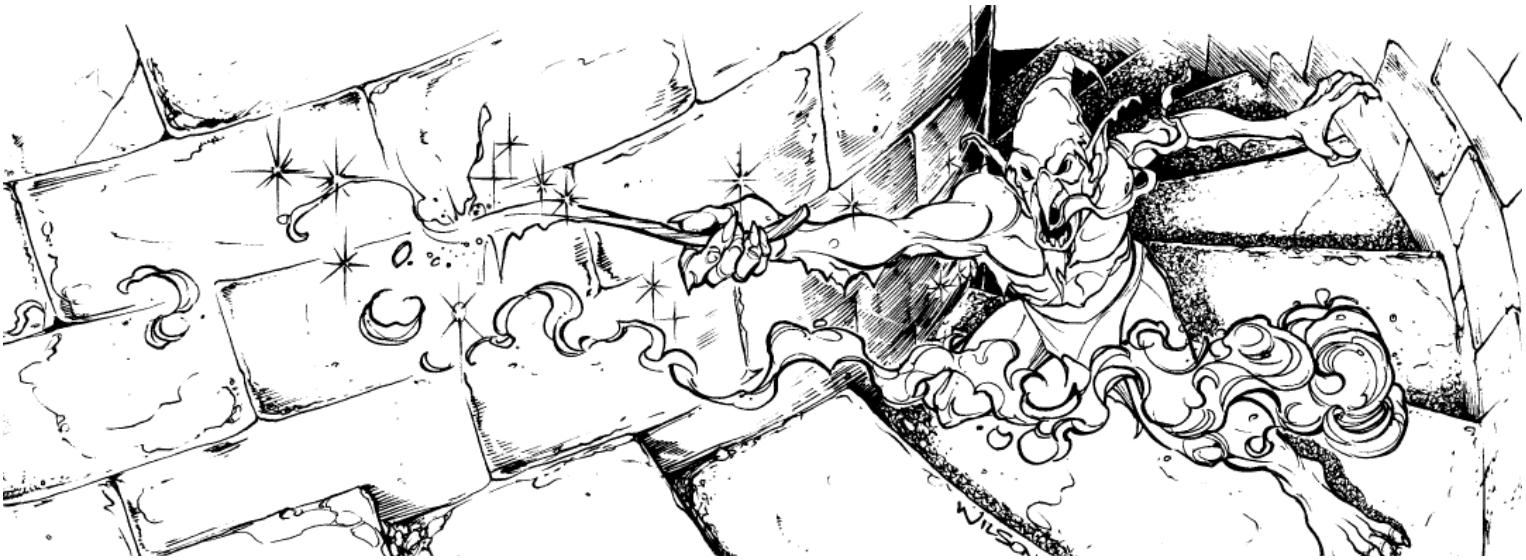




is also for Frost

Beware the killing frost - even when the summer winds blow. Drawing their power from either the elemental planes or from the frigid grip of Death, some monsters use cold to slay their opponents, killing them quickly or dooming them to a prolonged demise. One advantage of killing with cold is that the monster's victims tend to be preserved from decay, and many cold-using threats possess well-stocked larders of victims for when lean times threaten their survival. Experienced adventurers know that fire often trumps the powers of cold-using monsters, but caution must be taken, for this is not always the case when the creature has unearthly frosty capabilities.

Roll d14	F-2: FOURTEEN FRIGID POWERS
1	The monster is born of elemental ice and can create icy weapons and armor on its body at will (sheets of dense rime frost form to provide protection in combat, sharp icicles emerge from the skin to augment attacks, etc.).
2	The monster's touch is frigid, cold enough to freeze the blood of opponents, causing them to move slower and suffer penalties to attack rolls and armor class.
3	The monster causes nearby metal to grow incredibly cold, injuring those who carry metallic arms and armor. If the weapon or item is knocked from the owner's grasp abruptly (such as through a disarming attack), the wielder suffers additional damage as his skin is stripped away. Heavy blows on frozen metal increase the chance of it breaking when struck.
4	The monster is constantly surrounded by or can conjure forth an intense sleet storm that injures opponents closing to engage it in battle, limits vision, and provides cover against missile attacks and spells.
5	The creature can manipulate nearby ice and snow to its advantage, forming walls of ice, rising pillars of snow, entrapping cages around enemies, and other similar effects.
6	The monster is capable of shifting into a cloud of glittering frost similar to gaseous form. While in this form, the creature is immune to non-magical attacks, can move through small apertures, and is difficult to detect in icy conditions.
7	The monster can create a blast of freezing air around it. In addition to inflicting frost-based damage, the blast freezes potions, holy water, and other liquids, and causes metal to stick together, making it difficult to draw weapons from scabbards or move in metal armor with agility.
8	The creature can "freeze dry" enemies with its attack, forcing them into a coma or hibernation. In its most deadly form, this attack causes desiccation and near-mummification of opponents as it freezes all moisture in their bodies.
9	The creature's control of snow is powerful enough to summon an avalanche of icy death upon the heads of its enemies. In most cases, snow and ice must already be present to use this ability (from a nearby mountain top, for example), but a few powerful creatures can conjure the frozen landslide from thin air.
10	The monster attacks with a frigid gale that cuts unprotected flesh to ribbons, shreds clothes, furs, and hide, and potentially knocks foes prone.
11	By amplifying ambient light on surrounding snow and ice, the monster causes "snow blindness" in its enemies, forcing them to fight by sound alone. The monster is either immune to this effect or takes special precautions to protect itself against the glare.
12	The creature's attack causes uncontrollable shivering to its foes. Although not cold enough to inflict direct damage, the irresistible shaking penalizes attack and damage rolls, saving throws, and spellcasting attempts until the victim's body temperature is restored to normal.
13	The monster's attack transforms flesh into snow, causing the victim to lose ability scores and possible entire limbs as their body melts away.
14	The monster can craft or conjure dense, oversized snowflakes with razor-sharp edges, allowing it to hurl these "throwing flakes" as a ranged attack like shuriken.



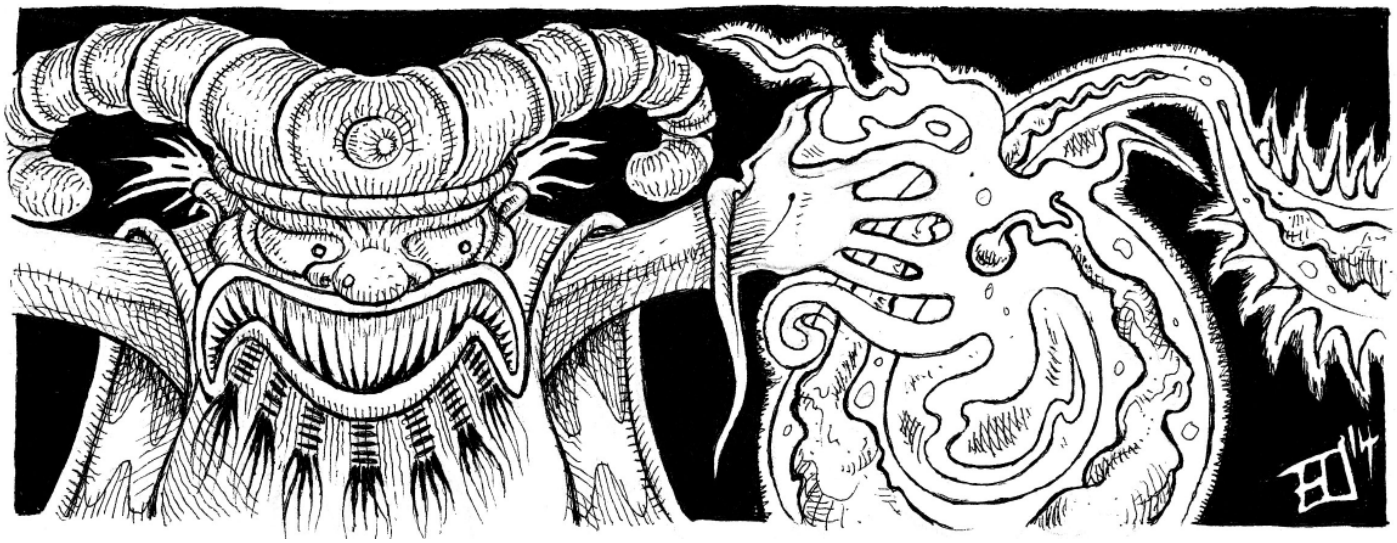


is for Geas

While many would agree that the motivations of monsters are difficult to understand, a geas is easily comprehended. A geas is a magical command – some would call it a curse – that the monster must obey no matter how long it takes. The command can be any conceivable task. The task can carry the risk of death or grievous bodily harm, but the creature cannot be ordered to kill itself, or take an action that will undoubtedly result in death, such as jumping into a volcano. The creature is also magically prevented from speaking of their task to anyone or revealing they are under a geas.

The table below contains magically compelled behavioral archetypes for monsters. Some archetypes may be unsuitable for unintelligent creatures, or creatures who cannot speak the common tongue. For those monsters, roll a d3 on the table below. For all others, roll a d8 and follow the directions.

Roll 1d3 or 1d8	G-1: EIGHT QUINTESSENTIAL QUESTERS
1	Assassin: The assassin has one purpose in life: to exterminate its chosen target without question. The geas vanishes as soon as the assassin touches the corpse. Roll d8 for target: 1 – Regicide, kill the king; 2 – Hosticide, murder a troublesome enemy; 3 – Feticide, slaughter an unborn ursurper; 4 – Episcopicide, snuff a prominent clergyman; 5 – Mariticide, put down Master's spouse; 6 – Hereticide, slay a blasphemer; 7 – Phytocide, put a sacred wood or garden to the torch; 8 – Omnicide, the destruction of everything that is.
2	Guardian: The guardian stands watch over a special location. The location must be clearly defined and not cover more than a few acres. The door to the treasure vault, the haunted forest, or the Temple of Sev are good examples. The curse lasts until the location is destroyed.
3	Protector: The protector is compelled to fight to the death to guard a person or an item. The protector must remain within sight of its ward at all times. If the object of protection is an item, the protector might wear the item on a chain or sewn inside its body. The protector only takes orders from Master. Protected persons other than the master hold no sway. The geas expires when the protected object is killed or destroyed.
4	Seeker: The seeker is tasked with retrieving one thing. It could be a magic item or a piece of information. The geas fades with the night on the first sunrise after the item rest comfortably in Master's hand. Roll d8: 1 – a stolen item; 2 – a virgin sacrifice; 3 – a powerful magic weapon; 4 – the identity of a shadowy figure; 5 – an ancient artifact; 6 – the location of a fabled city; 7 – a unicorn's horn; 8 – a tome of black magic; 9 – the secret of eternal youth; 10 – an absconder unharmed.
5	Proselyte: The proselyte is bound to spread the glory of Master's name or the name of someone of Master's choosing such as a deity. The proselyte must mention the hallowed name once in every conversation. If merriment is at hand, the proselyte will belt out songs in praise of the Hallowed. When passing through the town square, the proselyte will stand on a soapbox exalting the Hallowed. The geas is broken by the light of the first full moon after the Hallowed's death.
6	Harbinger: The harbinger travels to a specific location and performs a single task or delivers a message. Setting the grand cathedral in the capitol city on fire, returning a spy's severed head to an opposing wizard, or casting a holy artifact into the destructive fires of Slag Mountain are all acceptable tasks. Successful completion of the assignment dispels the geas.
7	Polymorph: The polymorph is twice cursed. The creature was first blighted with a powerful geas, and then transformed into a monstrous beast. Roll a d6 on this table again to determine the exact nature of the geas. Ending the geas also reverses the physical transmogrification. If needed, roll d10 to determine the creature's original form: 1 – Elf maiden; 2 – Puppy; 3 – Donkey; 4 – Human woodcutter; 5 – Missing heir to the throne; 6 – Ogre; 7 – Grizzly bear; 8 - Dwarf fighter; 9 – Dragon; 10 – Tomb robber.
8	Taskmaster: The taskmaster does not suffer from a geas; it bestows one. The curse may be invoked when the creature is in its death throes, or in exchange for sparing a player character's life. Roll a d7 and consult this table to determine the character's affliction.





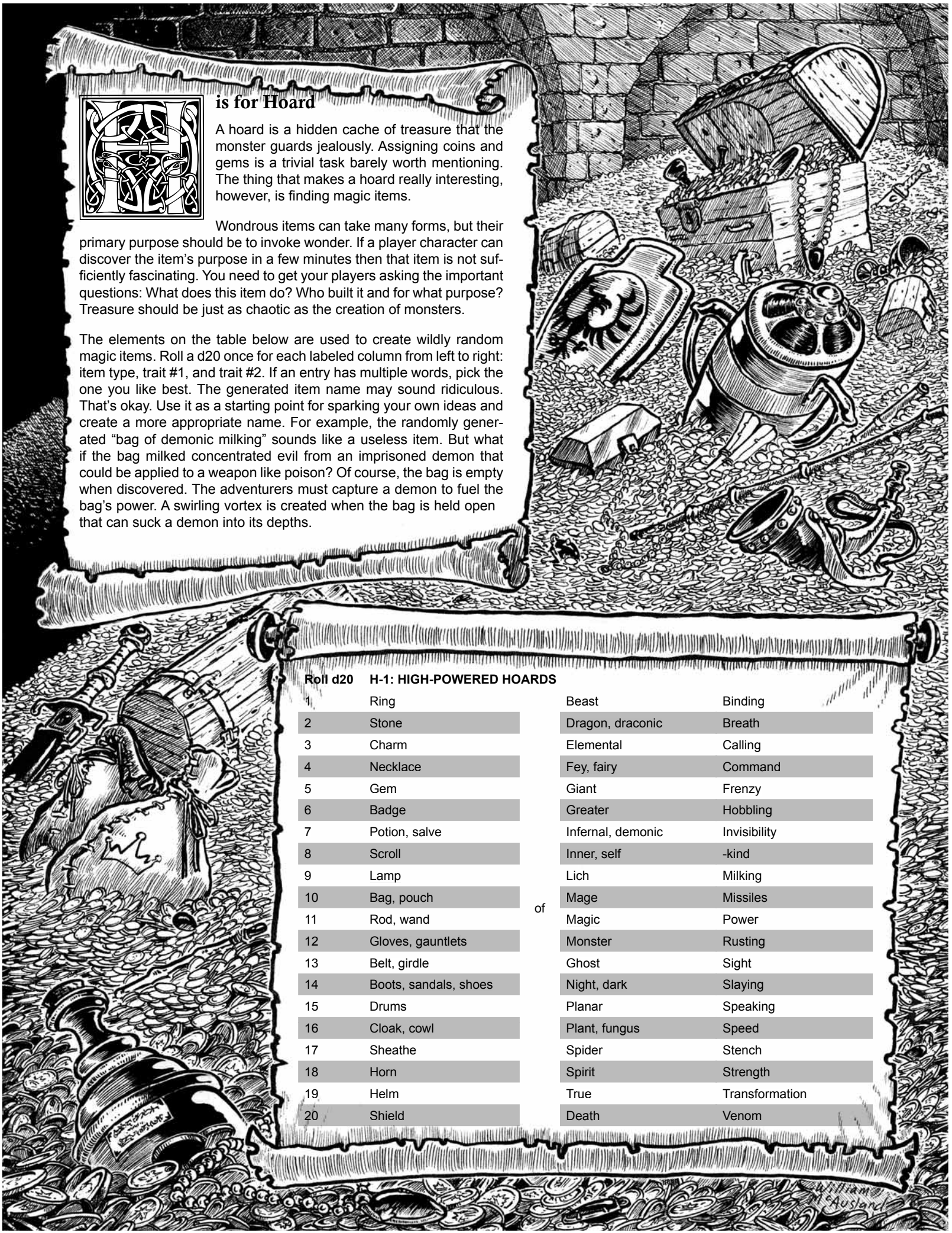


is also for Giant

Some historians claim that giants are the world's first race. All the various strains of humanity and demihumanity, they argue, find common ancestry in giantkind. Giants would find this notion preposterous were they to stoop so low as to read the prattle of the infantile underraces. Giants consider themselves undisputed rulers of the land. The small folk exist only to fatten their bellies or serve them as slaves. Giants will parley with beasts of similar stature, but expect deference.



Roll d8	G-1: EIGHT TOWERING TITAN TALENTS
1	Localized gigantism: The diluted blood of giants pumps through the monster's heart. It shares a distant kinship with the hot-blooded titans, which shows up in its bloodline as a single gigantic physical trait on a smaller body. Roll a d6: 1 – Fist, an oversized fist and forearm coupled with a devastating right hook; 2 – Arms, arms are longer than its legs which dangle while it walks on its giant hands; 3 – Head, head is as large as its torso; 4 – Neck, a giraffe-like neck topped by an oversized head; 5 – Legs, normal torso attached to massive tree trunk legs that make bounding leaps and shake the ground; 6 – Eye, a single giant eye dominates a bulbous skull with the ability to clearly see distant objects like a telescope.
2	Elemental powers: The elemental powers of giants are both well known and feared, though little understood. Giants have circuitous, overlapping lineages with mysterious ties to the elemental planes. Whether the races of giantkind originated in other planes or their titan ancestors invaded the planes to plunder the secrets of elemental power is a source of disagreement among their most sages. Roll d5: 1 – Stone: Grey-skin nomads who isolate themselves among mountain passes. They have the ability to phase through stone. 2 – Frost: Blue-tinted brutes with hoary beards and ice spears. They take no damage from cold. 3 – Fire: Flame-haired warriors with skin black as cinder. They often wield flaming weapons as they are immune to the effects of fire. 4 – Cloud: Albino overlords with pink eyes the color of a majestic sunset. They can levitate indefinitely and build their strongholds among the clouds. 5 – Storm: Pale-skinned titans with piercing blue eyes. They can breathe underwater and hurl lightning bolts like javelins.
3	Spatial distortion: This diminutive beast appears no larger than a sewer rat from a distance. The closer one gets, the larger it appears to grow as the result of a magical aura that shrinks all creatures in a 20' radius. At melee range, the beast towers at a relative height of d20+20 feet to a medium-sized creature. Moving away reverses the effect.
4	Keen smell: Some giants have a highly refined sense of smell that they use to track food. Unless enemies make an effort to cover their scent, a giant can sniff out hidden foes with ease. Likewise, a giant can target invisible targets without penalty by using their nose.
5	Cursed treasure: It is said that giants always carry small fortunes in their belt pouches, but tragedy is sure to befall anyone who steals it. Giant blood gives off damaging elemental radiation that is absorbed over time by carried items. Within hours, the cursed lucre will sicken the looter, reducing all saves by -2. After a day, the looter becomes too weak to move and maximum hit points are reduced by half. There is a 75% chance a merchant will be able to discern the true nature of the treasure and refuse to accept it. The debilitating health effects can be reversed with rest and healing magic, but cursed treasure can never be purified.
6	Giant poetry: The brute cannot resist the urge to speak in the inane rhyming couplets so loved by giantkin. The poetry has a very simple form. The giant utters a string of four nonsensical monosyllabic phonemes that start with the same letter, and then ends its next sentence with a word that rhymes with the last syllable. Roll a d6: 1 – Fee fie foe fum; 2 – Hee haw hoo hay; 3 – Doo dah dee dill; 4 – My meh mik muk; 5 – Gup gal gul gig; 6 – Wig wam woe wat.
7	Regeneration: The giant's body brims with life-restoring magic. Flesh wounds knit themselves closed on their own accord and severed limbs spontaneously grow back. The regenerative effect does have one weakness. The powers do not function under special circumstances or in response to certain types of damage. Roll a d8: 1 – Cannot heal when wet; 2 – Ice or cold-based attacks; 3 – Necrotic damage; 4 – Fire or heat-based attacks; 5 – Cannot heal in sunlight; 6 – Cannot heal in darkness; 7 – Damage from holy powers; 8 – Electrical and energy-based attacks. The creature will return from the dead if the killing blow does not exploit this weakness.
8	Beard magic: Among many giant clans, beards and other facial hair are ritualistically styled to display status and honor ancestors. This powerful warrior owes much of its prowess to the many fetishes and arcane runes braided into its long beard. A direct attack against the creature's beard immediately reduces its defense and attack bonuses. (Substitute long, braided hair for non-hirsute female monsters).



H is for Hoard

A hoard is a hidden cache of treasure that the monster guards jealously. Assigning coins and gems is a trivial task barely worth mentioning. The thing that makes a hoard really interesting, however, is finding magic items.

Wondrous items can take many forms, but their primary purpose should be to invoke wonder. If a player character can discover the item's purpose in a few minutes then that item is not sufficiently fascinating. You need to get your players asking the important questions: What does this item do? Who built it and for what purpose? Treasure should be just as chaotic as the creation of monsters.

The elements on the table below are used to create wildly random magic items. Roll a d20 once for each labeled column from left to right: item type, trait #1, and trait #2. If an entry has multiple words, pick the one you like best. The generated item name may sound ridiculous. That's okay. Use it as a starting point for sparking your own ideas and create a more appropriate name. For example, the randomly generated "bag of demonic milking" sounds like a useless item. But what if the bag milked concentrated evil from an imprisoned demon that could be applied to a weapon like poison? Of course, the bag is empty when discovered. The adventurers must capture a demon to fuel the bag's power. A swirling vortex is created when the bag is held open that can suck a demon into its depths.

H-1: HIGH-POWERED HOARDS

Roll d20			
1	Ring	Beast	Binding
2	Stone	Dragon, draconic	Breath
3	Charm	Elemental	Calling
4	Necklace	Fey, fairy	Command
5	Gem	Giant	Frenzy
6	Badge	Greater	Hobbling
7	Potion, salve	Infernal, demonic	Invisibility
8	Scroll	Inner, self	-kind
9	Lamp	Lich	Milking
10	Bag, pouch	Mage	Missiles
11	Rod, wand	Magic	Power
12	Gloves, gauntlets	Monster	Rusting
13	Belt, girdle	Ghost	Sight
14	Boots, sandals, shoes	Night, dark	Slaying
15	Drums	Planar	Speaking
16	Cloak, cowl	Plant, fungus	Speed
17	Sheathe	Spider	Stench
18	Horn	Spirit	Strength
19	Helm	True	Transformation
20	Shield	Death	Venom

of



is for Infernal

Devil, demons, and infernal creatures hail from the Abyss and even darker planes, thick with the stink of smoke and brimstone. Infernals are usually part human, as humans are the most easily corrupted race. They twist the mind to dark thoughts. They seek to corrupt children, and tempt the weak of will. Their mere existence is an affront to all that is holy.

Use the table below to create new infernal creatures. Begin your creature with the body of a human male or female. Roll a d14 on the table below 1d6 times or until you are satisfied with your creation.

Roll d14	I-1: FOURTEEN INIQUITOUS TRAITS OF THE INFERNAL
1	Head: The beast wears many faces. (Roll d7: 1 – Goat; 2 – Snake; 3 – Human; 4 – Octopus; 5 – Cat; 6 – Skull; 7 – Wolf.)
2	Aroma: An unholy stench is often the first sign that an infernal creature is near. Roll d8: 1 – Sulfur; 2 – Vomit; 3 – Raw sewage; 4 – Burning flesh; 5 – Fresh blood; 6 – Rotting meat; 7 – Livestock; 8 – Brimstone.
3	Tail: Abominations from the Abyss often try to conceal their tails. Roll d6: 1 – Spade-tipped; 2 – Cat; 3 – Goat; 4 – Elongated tailbones; 5 – Barbed stinger; 6 – Dragon.
4	Every time the beast draws near, horses, dogs, and familiars are spooked.
5	Favored weapon: Abyssal beings grow fond of the weapons they use to torture the souls of the damned. Roll d6: 1 – Pitchfork; 2 – Whip; 3 –Man catcher; 4 – Cat o' nine tails; 5 – Trident; 6 – Scythe.
6	Unusual markings: Roll d6: 1 – Tattoo on face or head of numerological significance; 2 – Bloody pentagram carved into flesh. 3 – Metal spikes pushed through flesh; 4 – Glowing sigils; 5 – Ritual scarification; 6 – Festering piercings.
7	Cloven hooves replace the beast's usual feet.
8	Known tricks: Roll d6: 1 – Twist perception, 2 – Mass hysteria; 3 – Possession; 4 – Seduction; 5 – Curse; 6 – Offer Faustian bargain.
9	A forked snake tongue darts from the beast's lips.
10	Wings: Roll d6: 1 – Leathery bat wings; 2 – Raven wings; 3 – Skeletal wings with cobweb membranes; 4 – Spectral wings; 5 – Angular dragon wings; 6 – Insect wings.
11	Horns: Roll d10: 1 – Goat; 2 – Crystal Shard; 3 – Unicorn; 4 – Triceratops; 5 – Bull; 6 – Antelope; 7 – Rhinoceros; 8 – Buffalo; 9 – Stag; 10 – Manx Loaghtan.
12	A pointy, well-manicured beard tips the beast's chin.
13	Lower body: Roll d8: 1 – Satyr; 2 – Falcon; 3 – Boa constrictor; 4 – Tarantula; 5 – Skeletal; 6 – Iguana; 7 – Hound; 8 – Shadowy.
14	Eyes: Roll d4: 1 – Vertically oriented; 2 – Nails in eye sockets; 3 – Smoldering; 4 – Glowing red.





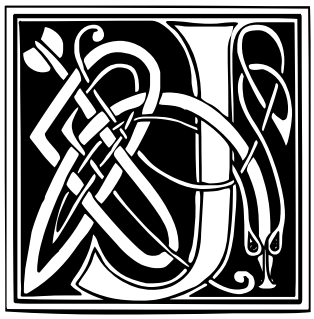


is also for Insectoid

Over the eons, insects have proven themselves to be nature's most successful predators. The endless clacking pincers, stabbing poison stingers, and buzzing wings create a diminutive interlocking battlefield that stretches around the entire planet. The insect mind is an unforgiving computer of death performing millions of deadly calculations per day.

Roll d12	I-2: TWELVE INSIDIOUS INSECT ATTACKS
1	A blood-sucking proboscis juts from the creature's face, the size and length of an épée. The creature feasts on the precious life juices of any prey it can pin down long enough to pierce with it.
2	The creature's appendages are adorned by serrated chitinous ridges. The creature saws through flesh and bone like so much tenderized meat.
3	Poison saliva slavers from a pair of vicious fangs. A single envenomed bite can cause instant paralysis.
4	Elongated, segmented legs work over a spinneret gland with a practiced grace. The creature attacks with its silk by (roll 2d3): 2 – attaching a line then running away at high speed, dragging the victim to death; 3 – luring prey into its web; 4 – firing a volley of sticky webbing; 5 – slipping a woven bag over its quarry; 6 – silken garrote.
5	Timbals on the creature's abdomen emit a chittering shriek just before it attacks, deafening everyone in the area.
6	The creature skewers its prey with armor spikes. (roll 1d4 twice) 1 – Rhinoceros-like horn; 2 – Hooked hands; 3 – Central chest spike; 4 – Dorsal knife-like protrusions.
7	A cone-shaped fontanelle on the creature's skull shoots a stream of a glue-like substance that immobilizes targets.
8	Usually of smaller size, the creature picks a single target to overpower as part of a deadly swarm.
9	A razor-sharp stinger glistens at the end of a segmented tail. The stinger delivers a virulent toxin and penetrates metal armor. The creature's sting has been likened to having red-hot nails driven through one's flesh.
10	The creature's pinch attacks have awesome crushing might; (roll d4) 1 – Large hooked mandibles around mouth; 2 – Forceps pincers located on the abdomen; 3 – Oversized scorpion claws; 4 – Scissor action toothed mandible.
11	The creature deposits eggs under the target's skin with a needle-like ovipositor. Larvae hatch several days later and consume the surrounding flesh. After a week, the young burst from the skin, take wing, and attack the host.
12	Yellow acidic blood courses through the creature's veins. Whenever wounded, the corrosive blood spews in all directions, inflicting massive damage to nearby foes and corroding metal armor and weapons.





for Jurassic

Scholars of natural history claim that the entire globe was once ruled by the Old Dragons, giant reptilian creatures related to modern-day dragons. Ancient fossils show that the megacarnivores were as plentiful as birds and taller than castle walls. The titan beasts waged epic battles to establish dominance. The Old Dragons mysteriously died out millions of years ago, but legends say there are isolated islands and lost jungles where the behemoths still roam.

Use the table below to generate a scientific name for your Old Dragon. Roll the die indicated at the top of each column proceeding from left to right. Jot down the Greek root and translation for each die roll. If a column does not include certain numbers, ignore that result. For example, a roll of 1-18 on the first column does not have any significance; move on to the next column. After you are complete, read the scientific name back. Then, use the translated words to imagine the Old Dragon's physical features. For example, rolling from left to right (19, 13, 15, 9, 7) gives us a di- (two) cryo- (ice) machaera- (large knife) -physis (form). I imagine the dicryomacharaphysis as an enormous reptilian beast with two large icy blades on its back. Perhaps the beast snatches its prey in its jaws and tosses it high into the air, impaling it on the ice blades when it comes back down.





J-1 JURASSIC JUXTAPOSITIONS									
Roll d24		Roll d24		Roll d24		Roll d12		Roll d24	
19	di (two)	7	acantho- (spiny)	1	bactro - (club)	1	-don (tooth)		
		8	algo- (pain)	2	bronto - (thunder)				
		9	allo- (other)	3	cephalo - (head)	2	-gnathus (jaw)		
		10	anklyo- (bent)	4	cera - (horn)				
20	tri (three)	11	baro - (heavy)	5	corinth - (helmet)	3	-lestes (robber)		
		12	brachy - (short)	6	cranio - (skull)				
		13	cryo - (ice)	7	cyon - (dog)	4	-mimus (mimic)		
		14	drypto - (wounding)	8	doru - (spear)				
21	Tetra - (four)	15	necro- (dead)	9	draco - (dragon)	5	-onyx (claw)		
				10	dromeo - (runner)				
				11	helminth - (worm)	6	-pod (foot)		
		16	ortho- (straight)	12	kentro - (spur)				
22	penta - (five)			13	kopi - (curved sword)	7	-tops (face)	24	Rex (king)
				14	lopho - (crest)				
		17	osto- (bone)	15	machaera - (large knife)	8	-ornis (bird)		
				16	pelta - (shield)				
23	oligo- (few)			17	prio - (saw)	9	-physis (form)		
		18	peloro- (monstrous)	18	rhahbdo - (rod)				
		19	plateo- (flat)	19	rhino - (nose)	10	-pogon (beard)		
		20	proto- (earlier)	20	smilo - (knife)				
24	poly- (many)	21	pyro- (fire)	21	thyro - (chest, shield)	11	-raptor (thief)		
		22	steno- (slender)	22	thoraco - (breast)				
		23	strepto- (reversed)	23	toxo - (arrow, poison)	12	-saurus (lizard)		
			tyranno- (tyrant)	24	xipho - (two-edged sword)				



is for Kryptonite

Even the most powerful monster sometimes has a hidden weakness. The creature tries to conceal its vulnerability as best it can. If the knowledge became widespread, the monster would be undone.

Roll 2d8	K-1: SIXTEEN SECRET WEAKNESSES
2	The monster cannot bear to see its own hideous image. Reflecting the monster's countenance back at it with a mirror or polished surface causes it to flee or drop dead from fright.
3	Salt causes the monster's skin to rash and burn.
4	The monster can refuse no wager. It will cease combat and by abide by the terms of the bet which it relishes negotiating. Losing to the monster usually means being eaten alive or submitting to a **Geas**.
5	The light of day burns the monster's flesh like a thousand suns.
6	The monster has a bane. Weapons forged from or coated in the following materials cause additional damage: (roll d6) 1 – Silver; 2 – Gold; 3 – Holy water; 4 – A child's tears; 5 – Sacrificial blood (chicken, goat, etc.); 6 – Wood.
7	The monster is cold-blooded. Ice and low temperatures make it sluggish.
8	Fire and extreme heat decimate the monster's defenses.
9	The monster has a weak link in its armored hide located: (roll d6) 1 – Under the neck; 2 – On its back; 3 – At a missing scale over its heart; 4 – On the rear of its heel; 5 – Within a festering sore; 6 – Under the jewel embedded on its forehead. Direct hits to the vulnerable spot are difficult to land, but cause quadruple damage.
10	Holy symbols and the recitation of religious text cause the monster to flee.
11	The monster will not cross running water including rivers, streams, and canals.
12	The monster has a secret name. It can be controlled by speaking its true name aloud.
13	Smooth talking will get you far. The monster is placated by flattery. It will cease aggression and even give treasure to foes that sufficiently stroke its ego.
14	The monster loses all its power for an entire day and night after the new moon.
15	Water melts the monster into a puddle of ichor.
16	Riddles stay the monster's hand. The monster will not slay a foe that poses a riddle it cannot solve.





is for Lair

Every scurrying zerch and skulking night skag has a home—usually a muddy hole or a ramshackle affair built from twigs and trash. Only legendary monsters and villains have lairs. A lair is an abode that serves as equal parts vault and base of operations. Located centrally in its territory, the lair dweller carves out a space for itself by virtue of its greater malice and skills of intimidation. The area takes on an almost sacred tone, shunned by beings of lesser substance. Some lairs can contain riches so vast their masters must employ Minions and Constructs to protect them in their absence. The lofty designation of lair should be reserved for the habitations of the most feared and respected monsters and archvillains.

To generate a lair for your monster or villain, roll a die with a number of sides equal to the creature's hit dice on each of the tables below.

Roll SP	LL-1: LAIR LOCATIONS
1	Below ground in a dark cave, decrepit dungeon, or sunless black lake.
2	In the streets of a forgotten city or the sewers beneath.
3	At the shadowy heart of a skeletal deadwood forest.
4	The lair moves around at the whims of its owner. Roll d5 for means of locomotion: 1 – Clawed bird legs; 2 – Wings; 3 – Levitation; 4 – Atop beast of burden; 5 – Carriage wheels drawn by horses.
5	Secreted deep within the bowels of the hollow earth.
6	Atop a high craggy mountain peak.
7	Half-buried in the scorching sand dunes of an arid desert.
8	In the center of an active volcanic island surrounded by treacherous reefs.
9	Beneath a giant dome at the bottom of the sea.
10	On a floating island hovering 100 yards beyond the edge of the world.
11	In a crater on the dark side of the moon.
12+	The lair exists in a parallel dimension and only appears in the Prime Plane once per 1d12 months. Roll a d10 on this table to discover its location.



Roll SP	LL-2: BASES & BUNKERS
1	Subterranean: Roll a d10: 1 – Large, defensible cavern; 2 – Abandoned mine; 3 – Sprawling cave system; 4 – Buried fortress; 5 – Large crevasse; 6 – Bone pit; 7 – Catacombs; 8 – Burrow of a giant beast; 9 – Canyon or ravine; 10 – Crater.
2	Buildings: Roll a d10: 1 – Small keep; 2 – Wizard's tower; 3 – Wooden fort; 4 – Foreboding spire; 5 – Unholy temple; 6 – Castle ruin; 7 – Forsaken inn; 8 – Longhouse; 9 – Thatch hut; 10 – Eerie shrine.
3	Forest: Roll a d12: 1 – Haunted wood; 2 – Copse swaddled in spider webs; 3 – Secret garden; 4 – Tallest sequoia at center of forest; 5 – Hedge maze; 6 – A river dam of logs and gnarled roots; 7 – Forbidden orchard; 8 – Elevated platform village; 9 – Fungal forest; 10 – Hollow in an old tree; 11 – Nest of sticks; 12 – Behind a waterfall.
4	More buildings: Roll a d7: 1 – Well-fortified barbican; 2 – Rotting manor; 3 – Stone fortress surrounded by moat; 4 – Dilapidated hovel; 5 – Tipi wrapped in animal hides; 6 – Abandoned siege tower; 7 – Beneath a bridge.
5	Seaworthy: Roll a d6: 1 – Coral keep on the back of a giant turtle; 2 – Longship with a square sail; 3 – Caravel equipped with two lateen-rigged sails; 4 – Stronghold carved from lava rock; 5 – Lean-tos on floating platforms lashed together with jute rope; 6 – Submerged fastness held together by silk rope, magic, and surface tension.
6	Strange abodes: Roll a d7: 1 – Giant egg; 2 – Efreeti bottle; 3 – Fossilized corpse of a fallen titan; 4 – Buried in a garbage pile; 5 – Within the stomach of a living creature; 6 – Through a magic mirror; 7 – Floating mote of earth.
7	Death cults: Roll a d8: 1 – Ossuary chapel; 2 – 1,000 steps leading to a necropolis; 3 – Burial cairn; 4 – Graveyard; 5 – Charnel house; 6 – Burial mound; 7 – Black citadel that drips blood; 8 – Mausoleum of the Damned.
8	Hoary habitats: Grant the creature a Frost power and roll a d5: 1 – Igloo; 2 – Ice shard fortress; 3 – Beneath the surface of a frozen lake; 4 – Iceberg; 5 – Glacial rift.
9	Stranger abodes: Roll a d6: 1 – In a marsupial pouch; 2 – Pocket dimension entered through a magic treasure chest; 3 – Cauldron gurgling with strange liquid; 4 – Metallic structure constructed by a technologically advanced civilization; 5 – Massive polyhedral shape pulsating with colored light. 6 – Dukes of Hazzard lunchbox.
10	Monumental structures: Roll a d8: 1 – Pyramid; 2 – Black chapel; 3 – Multi-story pagoda; 4 – Inside a giant animated statue; 5 – Ziggurat; 6 – Stepped temple surrounded by marble columns; 7 – Stone monoliths arranged in a circle; 8 – Massive droning obelisk with no obvious entrance.
11	Otherworldly: Roll a d10: 1 – Rune-carved portal to another plane; 2 – Cloud palace; 3 – Spectral alcazar; 4 – Pan-dimensional tear in the fabric of space; 5 – Space station in low orbit; 6 – Terraformed asteroid; 7 – Astral lighthouse; 8 – Orgone chamber; 9 – Tesseract; 10 – Dimensional skiff.
12+	The lair is invisible to the naked eye until one enters through a door, window, or other portal. Roll a d10 on this table to determine the type.

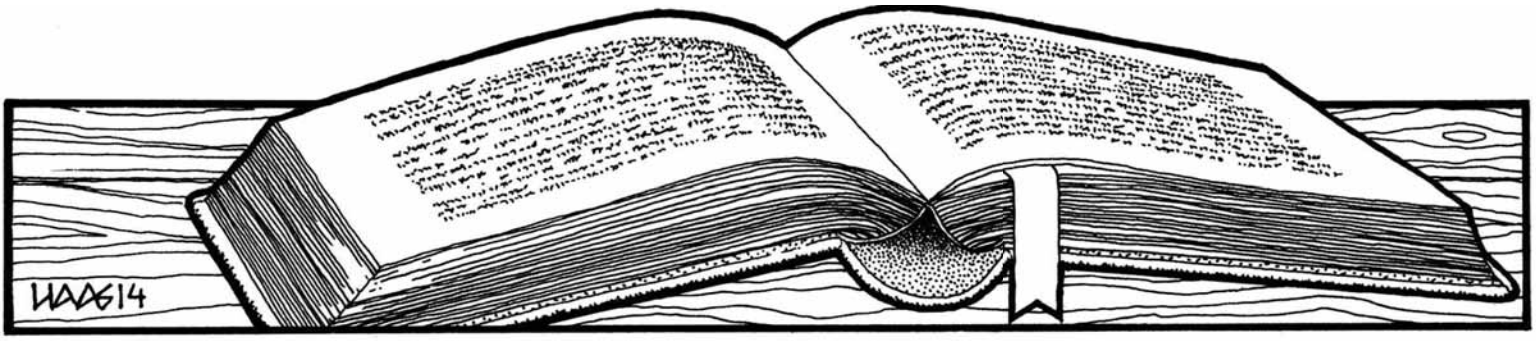




is also for Lore

Monster lore is lousy with the half-truths of well-meaning peasants and the embellishment of old wives' tales. Stories of fabulous monsters tend to slightly change with each telling until they no longer resemble the truth. There is a 50% chance that any one of the rumors and lore entries below is a complete fabrication.

Roll d30	L-1: LORE & RUMORS
1	The creature has the power to control the weather.
2	Drinking the blood of this creature allows one to speak with birds.
3	The rendered fat of this monster restores lost sight.
4	The creature's hide is so thick no earthly weapon can pierce it.
5	The monster sleeps at the bottom of the sea.
6	Horns of the slain thing can be affixed to warriors' armor.
7	The beast has sunken ships and eaten entire crews.
8	A gem located inside the beast's head cures disease.
9	The damned thing is born from the blood of the gorgon's eyes.
10	Birds in flight drop dead from the monster's stench.
11	The beast is afraid of weasels and cocks.
12	The monster cleans itself by lying in fire.
13	Powerful healing salves can be distilled from the monster's liver.
14	Reflecting the creature's image back at it with a mirror will kill it instantly.
15	Ashes of the beast's corpse can be used to ward off venomous spiders.
16	The monster lives in forges and volcanoes.
17	A drinking vessel made from the beast's horn or talon changes color in the presence of poison.
18	The monster's mortal enemy is the horse.
19	Born from a rooster's egg, hatched by a toad.
20	The monster devours all who cannot answer its riddle.
21	The beast dies if its horn is removed.
22	The monster's hide cannot be pierced by neither arrow nor crossbow bolt.
23	The smell of fresh meat attracts the beast.
24	The monster's powdered horn is worth its weight in gold.
25	The beast keeps its treasure hidden under its tongue.
26	If the creature's head is removed, two more spring up in its place.
27	The creature moves by biting its tail or hindquarters and rolling.
28	The creature bestows gems on those who garner its favor.
29	Carrying a rooster in the monster's presence ensures safe passage.
30	Touching the beast causes one to lose hair and rash up.





is also for Lycanthrope

Though the most popular image is that of the werewolf, a lycanthrope can be any werebeast or half-bestial creature. The lycanthrope suffers under a powerful curse–usually linked to the phases of the moon–that causes involuntary transformation into a savage beast. The transformation is usually accompanied by indiscriminate murder and memory loss. The shapeshifter awakes in the morning naked and covered in dried blood, unaware of the previous night's events.

The curse is transferred to others through a bite. If the wound is not quickly treated with curative magic, the victim will usually suffer the first transformation on the next full moon. Removing the affliction is nearly impossible. However, a direct strike to the heart with a silvered weapon will end the curse and the creature's life.

When creating a new lycanthrope, roll a d30 on the table below to determine what beast is linked with the curse. Next, roll a d20 on the "Special Trait" table to add an extra trait.

Roll d30	L-2: LABILE LYCANTHROPES				
	Beast		Beast (cont.)		Beast (cont.)
1	Baboon	11	Gorilla	21	Raven
2	Badger	12	Halfling	22	Rhinoceros
3	Bat	13	Horse	23	Shark
4	Bear	14	Hyena	24	Snake
5	Boar	15	Lion	25	Tiger
6	Cheetah	16	Minotaur lizard	26	Toad
7	Crocodile	17	Octopus	27	Weasel
8	Dog	18	Orca	28	Wolf
9	Donkey	19	Owl	29	Wolverine
10	Eagle	20	Rat	30	Roll again twice



Roll d20	L-3: LYCANTHROPIC SPECIAL TRAITS
1-10	The light of the full moon transforms the creature into lycanthropic form.
11	Heavy drinking triggers this lycanthrope's transformation. The colloquial term for the monster is a tavern terror.
12	The lycanthrope is meek and unassuming in normal form. Strong emotions trigger this creature's transformation. The lycanthrope may appear weak and flee at the first sign of aggression. When cornered or angry, the beast changes shape and goes into a blood rage, granting +2 to all attack and damage rolls.
13-15	Rather than lycanthropy, the beast's bite infects the target with the curse of undeath. Unless magically reversed, the victim receives half the normal effects of healing magic, can no longer recover hit points by resting, and stinks of the grave. When victims are reduced to zero hit points, they rise as zombies on the next round and cannot be restored to life short of resurrection.
16-18	No chain or prison can hold this lycanthrope. A strange power allows it to slip any bonds placed on it, no matter how impossible this may seem. Spells inexplicably lose any effects that hinder movement. Even if the lycanthrope is petrified, it can still move; its flesh might turn to stone, but the lycanthrope can continue to move as if it was an animated statue.
19	Every poor soul felled by the lycanthrope becomes bound to the mortal world until the beast is slain. Apparitions haunt the countryside by night wherever the lycanthrope travels. Some are aggressive, most are ambivalent, and a few might even aid those who seek to destroy their oppressor. The lycanthrope is always accompanied by 1d6 spectral guardians.
20	The lycanthrope is on a bloody killing spree that has the entire city on lockdown, but the targets of the bloodshed are not as random as they first seem. A distant magic user weaves dark enchantments, taking on the skin of the lycanthrope to exact bloody **Revenge**. Non-player characters drop subtle clues that the murder victims have a hidden link between them. The lycanthrope also has runes branded directly into its flesh that would be a dead giveaway to another spellcaster.

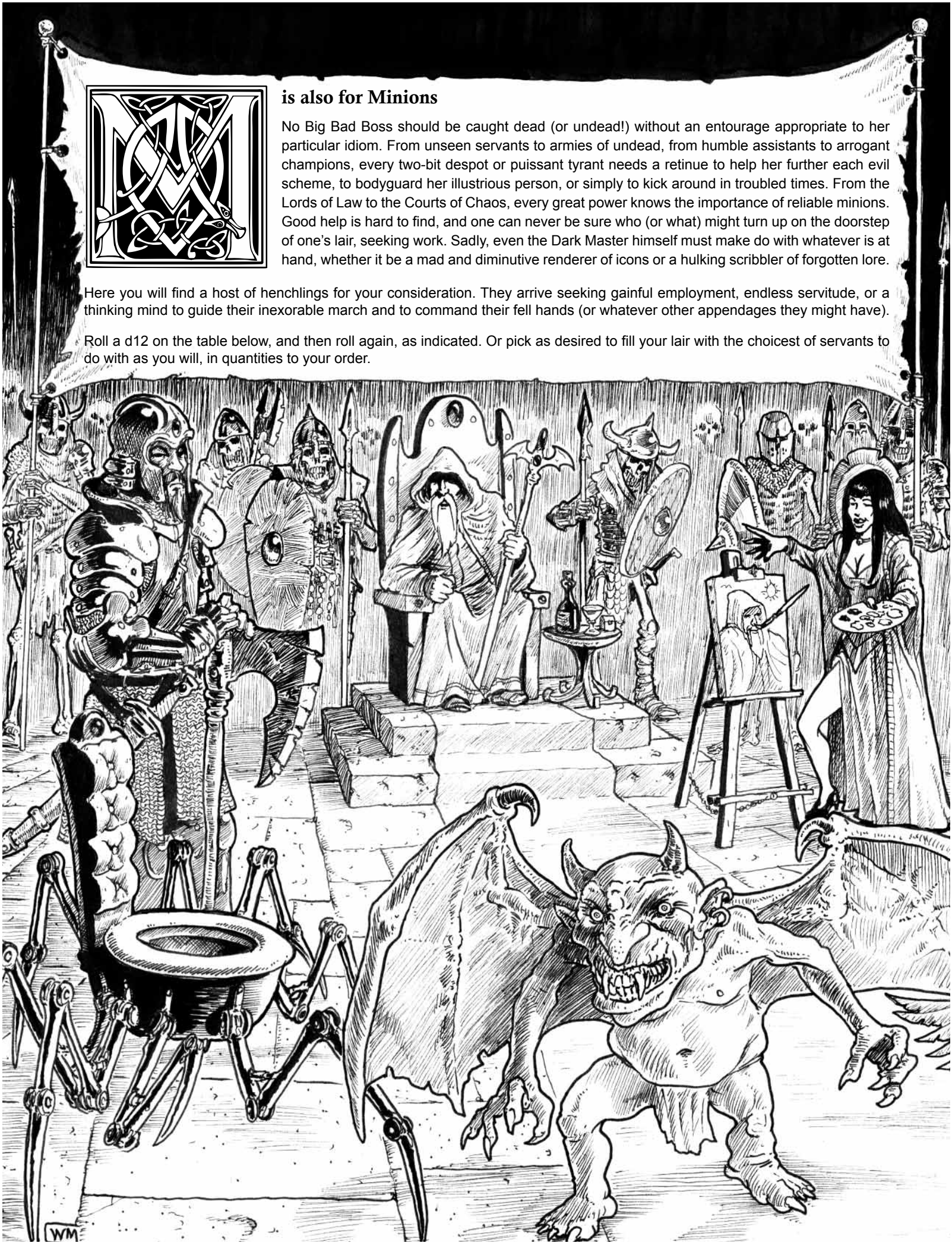

MONSTERS



is for Mimic

Mimicry is perhaps the deadliest form of flattery. Doubles, clones, and doppelgangers abuse trust to victimize their prey. The random table below contains a list of new mimics that are sure to challenge your players.

Roll d8	M-1: EIGHT DUPLICITOUS DUPLICATES
1	Tadlock's parrot: Known not only for their uncanny ability to perfectly repeat spoken words, the "Tadlock's parrot" breed possesses the unique trait of imitating the gestures of the speaker as well. The breed is often worn on the shoulders of archvillains and the wealthy as protection against magic users, along with a cuttlebone adorned with spell components. Once per round, the parrot repeats a spell immediately after hearing it, targeting the original caster. With its admittedly limited powers of gesticulation, the parrot only has a 50% chance of recasting the spell. Failed attempts to weave arcane energy can be disastrous. (roll d100) 1-79 – Spell fizzles; 80-89 – Half spell effects; 90-94 – Double spell effects; 95-97 – Spell becomes fireball; 98-99 – Summon 1d6 type d4 demons; 00 – Parrot explodes causing 10d10 to all targets within 20'.
2	Dunamiphage: The carnivorous dunamiphage is difficult to identify because its appearance is in continuous flux. The creature takes on the physical as well as magical characteristics of any creature it consumes. One week, a dunamiphage may resemble a centaur with a manticore's tail possessing the powers of each beast. After a steady diet of dwarves, it might become indistinguishable from the delectable demi-humans. However, the creature does have one dead giveaway. The dunamiphage sweats profusely at all times and has a foul body odor—a byproduct of its unusual metabolic power.
3	Deranged sycophant: While the threat of doppelgangers is well known to seasoned adventurers, they may be less aware of the danger presented by overzealous followers. Non-player characters and hirelings have been known to dote on a player character to the level of obsession. The sycophant becomes servile to the character, showering him or her with constant praise and little gifts. Gradually, the sycophant takes on the appearance of the target of affection: cutting hair in the same style, wearing similar clothing or armor, and copying mannerisms and speech. The conclusion is always the same; the master is murdered in a manner most craven, and the mad follower sets off into the world, laying claim to the master's name and deeds.
4	Malevolent hole: This being hails from a negative energy plane, and thus has strange properties. It moves through rock and stone as if it were water, creating empty air in the space where its body intersects with inorganic material. The being has a roughly 20x20' volume that it can reform into any contiguous shape. Its favorite environments are dungeons, sewers, and caverns. The malevolent hole gets its moniker from its favorite ruse. It duplicates the appearance of a pit trap, complete with rocky spikes at the bottom. When an adventurer jumps over the hole, it moves position to cause the jumper to fall. The malevolent hole cannot be damaged by non-magical metal weapons, but wooden clubs, staffs, and other weapons fashioned from organic materials inflict normal damage. Interestingly enough, arrows cause full damage; while the metal points pass through harmlessly, the wood shafts wreak havoc on the beast. This creature rarely kills, as it feeds off the experience of other's pain and suffering. It will reduce a character to nearly zero hit points, and then flee hoping to feed again later.
5	False wisp: The false wisp is a giant slate-colored ursine beast covered with scales the shade of foggy midnight. A long spine extends from the forehead tipped by a luminescent sphere dangling from a filament. The monster stalks dark forests on moonless nights. The false wisp lures victims by shaking its glowing orb and walking in reverse at a slow pace. At a distance, the light appears to be a lantern or will o'wisp. The beast extinguishes the light and lunges at the first warm-blooded creature to approach.
6	Mirror prison: Condemned by an alien civilization eons ago, this thick mirror imprisons a group of intergalactic criminals with the ability to reshape their bodies at the speed of thought. The mirror reflects an image of the surrounding environment as normal; however, the prisoners can change appearance and freely move around the scene. The criminals are quite harmless while sealed within the mirror. However, they long for freedom. They often duplicate the appearance of those that approach. They make insulting hand gestures and strike menacing poses with their weapons as if they are about to attack since no sound escapes the silvered glass. The mirror shatters when struck, releasing the clones who attack while maintaining their distracting appearance.
7	A murder of mimics: The alehouse buzzes with tales of an empty tower that materialized just outside the village last night. The front door stands ajar, and the structure appears uninhabited, yet strange noises echo from the upper reaches. The tower holds a sinister secret. Every appurtenance—from the tiniest thimble to the large mahogany desk in the study—is a disguised mimic. The murder of mimics waits in stasis up to three days, biding time until a large group enters. False riches and phantom sounds lure the victims ever higher until the mimics erupt into a blood feast. If the prey somehow escapes, they are in for a final surprise. The entire tower is a gargantuan mimic. The tower bounds like a giant coiled spring that crushes escapees like ants.
8	Extraplanar twins: The player characters' entire existences are cosmic jokes perpetrated by a fickle deity. Every aspect of the adventurers' lives, from birth to the circumstances of their assemblage, has been guided by a divine hand. The god has sculpted the characters in the image of a despised group of adventurers in a higher plane that—by the analogous property of interplanar thermodynamics—diminishes their power. The original group is from the Plane of (roll d8): 1 – Air; 2 – Law (righteous angels); 3 – Chaos (demons); 4 – Feyfolk; 5 – Fire; 6 – Ice; 7 – Negation; 8 – The Dead; 9 – Waterlandia; 10 – Multiple clone groups, roll two more times. The original group has traveled to the material world to eliminate their flesh and blood mockeries. Whenever a clone is destroyed, the surviving twin absorbs its life force, immediately gaining a level of experience.



is also for Minions

No Big Bad Boss should be caught dead (or undead!) without an entourage appropriate to her particular idiom. From unseen servants to armies of undead, from humble assistants to arrogant champions, every two-bit despot or puissant tyrant needs a retinue to help her further each evil scheme, to bodyguard her illustrious person, or simply to kick around in troubled times. From the Lords of Law to the Courts of Chaos, every great power knows the importance of reliable minions. Good help is hard to find, and one can never be sure who (or what) might turn up on the doorstep of one's lair, seeking work. Sadly, even the Dark Master himself must make do with whatever is at hand, whether it be a mad and diminutive renderer of icons or a hulking scribbler of forgotten lore.

Here you will find a host of henchlings for your consideration. They arrive seeking gainful employment, endless servitude, or a thinking mind to guide their inexorable march and to command their fell hands (or whatever other appendages they might have).

Roll a d12 on the table below, and then roll again, as indicated. Or pick as desired to fill your lair with the choicest of servants to do with as you will, in quantities to your order.

Roll D12	MM-1: A MOB OF MALEVOLENT MINIONS
1	Machine-men. Roll d6: 1 – Cloisonné clockwork creatures; 2 – Massive mechanical robots; 3 – Terrifying bio-mechanical hybrids; 4 – Steam-powered murder-machines; 5 – Suspect devices; 6 – Spy drones.
2	A List of Lurking Lackeys. Roll d8: 1 – The chief of your secret police; 2 – A professional poisoner; 3 – An incompetent body-servant; 4 – A shifty-looking black lotus dealer; 5 – A fawning sycophant; 6 – Yes-men; 7 – Tittering peanut gallery; 8 – The voice of your magnificence.
3	A Plentitude of Performers. Roll d12: 1 – Several dancers from exotic lands; 2 – A brace of rival bards seeking to out-do each other; 3 – An assortment of acrobats and contortionists; 4 – Several incredibly talented jongleurs; 5 – An array of living statues; 6 – A ribald jester and her bitter rival; 7 – A truly terrible poet (though he doesn't know it); 8 – A gifted puppeteer (they seem so alive!); 9 – A filthy fire-eater; 10 – A demonic dog-trainer; 11 – A chorus of eternal children; 12 – A crass caricaturist.
4	A Gallery of Guardians. Roll d10: 1 – Twin masked killers; 2 – Mercenary company from across the sea; 3 – Devoted guardian spirit; 4 – Corrupted court wizard; 5 – Temple priestess; 6 – A troop of winged monkeys; 7 – Metallic mantises; 8 – Tiny men; in cloaks of shadow; 9 – An overly-protective throne; 10 – The duelist.
5	Courageous Champions. Roll d10: 1 – Amros Blood-blade; 2 – Sal the Skirted Scourge; 3 – Red Varza the Pirate Queen; 4 – Mrazak the Wanderer; 5 – Gorgo the Gigantic; 6 – Graki Deathstalker; 7 – Zarthan the Drunkard; 8 – Baron Severus the Blackheart; 9 – Quiet Tom; 10 – Steve. Just Steve.
6	Stalwart Staff. Roll d10: 1 – Illiterate court scribe possessed by a great poet; 2 – Ambitious household cleric; 3 – Personal grape peeler; 4 – World's least efficient major domo; 5 – Master of hounds who hates dogs; 6 – Notorious chef de cuisine whose food is disturbing; 7 – Mad fortune teller; 8 – Assistant pig-keeper with oracular pig; 9 – Portrait artist with a magical brush; 10 – Vermin-catcher who refuses to kill.
7	Myriad Messengers. Roll d8: 1 – Twins who speak through each others' mouths; 2 – A spectral herald; 3 – An ancestral spirit imprisoned in all the world's mirrors; 4 – An ill-tempered imp; 5 – A self-sending letter; 6 – Singing light show; 7 – An ill wind; 8 – Slow-talking man on a fast horse.
8	Unreliable Understudies. Roll d8: 1 – The third offspring of your least-favorite step-sister; 2 – Your untalented bastard child; 3 – An overweening cousin who seeks to supplant you; 4 – An ambitious but incompetent childhood friend; 5 – A vat clone of yourself; 6 – That person whose name you never can remember; 7 – A narcoleptic intern from the head office; 8 – A homicidal dwarf with too many knives.
9	Assorted Talking Animals. Roll d12: 1 – Sarcastic bird; 2 – Nervous cat; 3 – Laconic dog; 4 – Philosophical goat; 5 – Oracular pig; 6 – Phlegmatic pony; 7 – Conscientious insect; 8 – Pessimistic raven; 9 – A snail gifted with hindsight; 10 – Bardic snake; 11 – Style-conscious ape; 12 – Telepathic fish.
10	Creatures from the Crypt. Roll d8: 1 – Several skeletal soldiers; 2 – Deceased relatives with strong opinions; 3 – Mummified ancient nobles of a lost empire; 4 – Aloof ghostly courtiers; 5 – Painted corpses of the conquered dead; 6 – Bog zombies crowned with living cranberry vines; 7 – Floating skull of Elomo the Broken King; 8 – A shelf full of bottled spirits.
11	Mysterious Malignancies. Roll d8: 1 – Living doll of troubling aspect; 2 –Formless mass; 3 – Swirling gaseous passions; 4 – Minor demon bound in a golden circle; 5 – Avatar of corruption; 6 – Extraplanar prankster; 7 – Faceless man; 8 – Animated scarecrow.
12	Stalwart Steeds. Roll d8: 1 – A skeletal warhorse with bones of rusted iron; 2 – A horseless carriage made of petrified wood; 3 – A half-acre-sized palanquin with 100 liveried bearers; 4 – A winged creature from a child's nightmare; 5 – A bearer-golem with a riding bucket on its back; 6 – An argumentative flying carpet; 7 – A walking privy with 8 mechanical legs; 8 – A cloud chariot.





is for Noxious

Foul-smelling winds and poisons are the favorite weapons of cowards. Attacks that overpower the senses are as unfair as they are hated. Roll 2d5 on the table below to add a noxious power to your monster.



Roll 2d5	N-1: NINE NOXIOUS ASSAULTS
2	The beast's fangs inject the world's most toxic poison. A direct strike can kill outright, with a 90% chance of immediate cardiac arrest. The venom is so potent that if the beast bites a weapon, the wielder is poisoned.
3	A swollen bladder on the monster's chest is bursting with acrid liquid. Once per week, the monster can release the contents in a cone-shaped torrential geyser. The oily spray enflames mucus membranes with a concentrated extract equivalent to a thousand chili peppers, stunning or incapacitating all targets for 2d4 rounds.
4	The beast relies on speed and lightning reflexes to strike with a poisoned implement at the onset of combat. (roll a d6 for implement) 1 – Dagger; 2 – Sword arm; 3 – Ventral spike; 4 – Raptor talons; 5 – Hook hand; 6 – Tail. The poison's debilitating effects set in rapidly, sapping the target's strength.
5	The damned thing creates a swirling noxious cloud that obscures vision. (roll d6 for manifestation) 1 – Summoned shadow; 2 – Green mist; 3 – Dust devil; 4 – Spore bloom; 5 - Prismatic smoke; 6 – Sand storm. All foes within the cloud choke and wheeze.
6	The creature sprays a foul-smelling liquid from an anal pouch. Anyone hit by the spray will be detectable from 100' away for 1d4 days. Until the stench fades, the target has no chance of making surprise attacks.
7	A repugnant odor emanates from the creature in a 30' radius. The stink could be anything relevant to the creature, for example: the overpowering scent of roses, the stench of the grave, or rotting fish. The noisome odor belabors breathing; all spell checks are performed with a -2 penalty.
8	With a sputtering hiss, the monster launches a volley of frothy spittle. The saliva bubbles with scintillating particles that sink into exposed flesh, causing a variety of temporary effects. (roll d8) 1 – tumors; 2 – paralysis; 3 – dementia; 4 –blindness; 5 – mind control; 6 – sleep; 7 – fear; 8 – uncontrollable bowel movements.
9	The beast is being consumed by a wasting disease. It has an unhealthy pallor, and is wracked by bloody coughing fits. Every round spent in the beast's consumptive aura holds a chance of contracting the contagious disease.
10	Despite its ferocious nature, shamans consider this monster to be sacred. Its skin secretes a psychoactive contact poison when threatened, inducing hallucinations lasting 2d4 hours (no save). Affected targets simultaneously perceive reality and apparitions from the spirit world through a kaleidoscopic lens. Until effect ends, roll a d12 every 20 minutes and at start of combat: 1-4 – No effect; 5 – Delusion, +5% chance any attack hits random target (cumulative); 6 – Sleep (10 minutes); 7 – Fear (1d3 rounds); 8 – Unable to comprehend speech or speak (until effect ends); 9 – Nausea (-1 all saves, cumulative to -5 max); 10 – Clumsy, drop held items; 11 – Crying jag, blindness (1 round); 12 – Insight, +2 bonus to next skill check (cumulative). After recovering, there is a 5% chance that the target gains a permanent +1 bonus to Wisdom (one time only).

is for Ongoing Damage

Monsters possess many fearsome means of slaying their foes: tearing claws, slashing teeth, deadly gazes, toxic venoms, and lethal breath weapons are just a small sample of ways an adventurer can perish when confronting malicious creatures. But as terrifying as those attacks may be, the worst of them is the attack that can kill even after the monster itself has been slain.

Some monsters are armed with the horrible capability of inflicting ongoing injury to their enemies. Anything from a wound that will not heal to a slowly creeping disease that robs the victim of life and limb may stem from a monster's attack. Many stalwart adventurers have passed from this life surrounded by comrades who strove in vain to heal or remove a wound whose nefarious affliction continued to rob the victim of their life long after the creature who struck the fateful blow was no more. The following are but a small selection of fearful effects that might plague an unlucky adventurer…and speed him to an early grave.



Roll d12	O-1: TWELVE UNCANNY ONGOING AFFLICTIONS OR CONDITIONS
1	The monster's attack implants a larva in the body of its enemy. This awful infant derives sustenance from its host until removed either surgically or magically, or it grows large enough to fend for itself and emerges from the host's body. While implanted, the larva siphons away health, ability scores, or even magical abilities from its incubator's body.
2	The creature can cause ongoing ossification of an enemy's body with a successful attack. Over time, the victim's flesh hardens into bone-like material, causing a loss of agility and reduced movement until he can no longer move under his own power. Death by internal constriction of the organs soon follows.
3	The creature inflicts an aggressive form of magical cancer on its opponents. The disease robs the victim of strength and stamina as it spreads throughout his body and eventually kills him when it reduces these abilities to zero. Due to its magical nature, the disease is highly resistant to magical cures, and only rare, hard to obtain, substances can stem the disease.
4	The monster can cause minute alterations to an enemy's aura and magical metabolism. Although unnoticeable at first, these changes cause any attempt to use magical energy to backlash against the victim, doing physical harm. Any time the victim attempts to cast a spell, he suffers damage dependent on the power level of the incantation attempted.
5	The monster causing physiological changes to the victim, turning his sweat glands into virulent poison factories. Whenever the subject engages in strenuous activities that cause him to perspire, he must save against poison or suffer detrimental effects. This poison seldom kills outright, but gradually debilitates the victim until his body fails or the condition is cured.
6	The monster causes its victim's blood to catch fire, boiling inside his veins. The pain of this process causes damage each round and forces the victim to make a saving throw to stay conscious in the face of such agonizing pain. The blood cools over time, but may catch alight at the judge's discretion, starting the process over again.
7	The monster causes its victim's flesh to turn gaseous and slowly drift away. The transformation is minor at first and the victim loses a digit or similar small body part, but increases in scope as the change progresses. Not only does the lost flesh cause ability score loss and physical damage, but, unless means are taken to capture the gaseous flesh, the victim can never be restored to full health.
8	The creature's touch produces weeping sores in the target's skin. These sores are grotesque to the eye and harmful to the victim, causing a steady loss of health every minute, hour, or day at the judge's choosing.
9	The creature's victim suffers a "short circuiting" of his central nervous system, producing uncontrollable spasms whenever in a stressful condition (combat, being chased, in dangerous environments, etc.). The victim must make a saving throw to avoid being incapacitated by fits until the threat passes or he is physically restrained and calmed.
10	The monster's claws/teeth/horns/etc. produces a natural anti-coagulant, inflicting wounds that continue to damage its victims via blood loss. The bleeding can be staunched by magical healing or by cauterizing the wound with fire or red-hot iron (which inflicts additional damage, but stops the ongoing health loss).
11	All wounds caused by the monster glow with an eerie incandescent luminance. This magical aura either prohibits magical healing or transforms curative spells into harmful ones, causing further injury to the victim when healing is applied.
12	Vermin erupt from the victim's flesh in the wake of the monster's attack. This infestation can be anything from minor (causing itchiness and discomfort) to severe (the vermin gradually strip the flesh from the victim's bones).

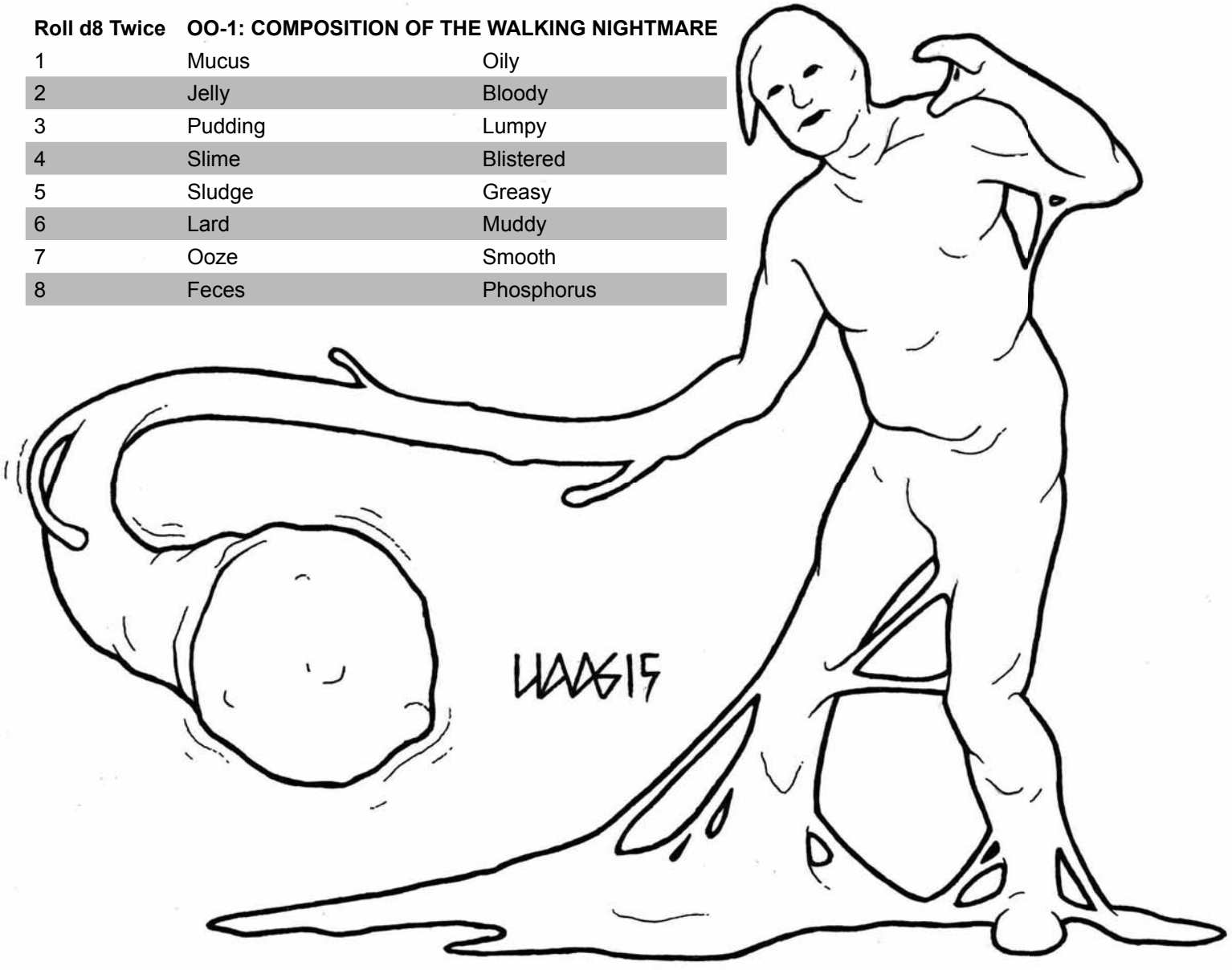
is for Ooze Lords

Foul masters of the dark and wet, ooze lords are intelligent abominations of slime. Uplifted from primordial sludge, these gluttonous creatures exist to consume and destroy. Some believe ooze lords to be particularly depraved demons, cast out of the Abyss to wreak havoc on the mortal plane, while others surmise that slimes have finally evolved into horrors that walk. Pity the band of dungeoneers that meet an ooze lord, for they are dissolved.

Like their protoplasmic brethren, ooze lords come in a variety of colors and textures; be it noxious yellows, oranges, and reds, or sickly greens, blues, and violets. They can even be transparent, translucent, or completely opaque. Ooze lords, by their very nature, are incredibly ductile and elastic; they walk upright as a mockery to mankind, but are also able to reshape themselves in a variety of ways, and are able to hold that form for a prolonged period of time. Like all primordial slimes, an ooze lord's form is remarkably resistant to the weapons coveted by man; all ooze lords take half damage from slicing and piercing weapons. Additional special abilities and possible weaknesses are available on the tables below. In addition to their special abilities, each ooze lord can strike out with a single pseudopod slap for 1d6 damage.

Ooze lords come in many colors: Roll 2d6: 2 – Pale Yellow; 3 – Ochre; 4 – Grey; 5 – Violet; 6 – Green; 7 – Black; 8 – Umber; 9 – Blue; 10 – Rust; 11 – White; 12 – Chameleon. They also have varying transparencies: Roll a d4: 1 – Transparent to the point of near invisibility (ignore the Color roll); 2 – Transparent with a hint of color; 3 – Translucent; 4 – Opaque.

Roll d8 Twice	OO-1: COMPOSITION OF THE WALKING NIGHTMARE	
1	Mucus	Oily
2	Jelly	Bloody
3	Pudding	Lumpy
4	Slime	Blistered
5	Sludge	Greasy
6	Lard	Muddy
7	Ooze	Smooth
8	Feces	Phosphorus



To determine the number of powers on the table below, roll 2d6: (2-3) 1 Power & 1 Weakness, (4-6) 2 Powers & 1 Weakness, (7-8) 3 Powers & 2 Weaknesses, (9-10) 3 Powers & 1 Weakness, (11-12) 2 Powers & 0 Weaknesses.

Roll d16	OO-2: SIXTEEN FETID POWERS THE OOZE LORDS WIELD
1	Infection: The infection manifests on the victim with a pale yellowing and white blisters on the skin. Infected victims continue to grow weaker and frailer; they die in 1d4+2 days. The infection cannot be healed naturally; it can only be cured with the combination of magical healing and a clerical blessing. If the victim dies from the infection, then their body converts into a yellow slime monster 1d3 days later.
2	Quickling: This lord is able to melt down into a 5' x 5' pile that flows like a torrent of water across the floor, walls, and ceiling. It then reforms into the sickly shape of a man once it reaches its destination.
3	Acid Breath Weapon: This lord can spend two combat rounds churning and boiling acidic juices within itself, which resembles a sphere of boiling water if the adventurers are able to see insides of this lord. It then expels the boiling acid as a breath weapon on the third combat round, doing 2d8 acid damage. This lord is automatically immune to acid attacks.
4	Multiple Attacks: This lord is able to make 1d4+2 attacks in a single round.
5	Noxious: Whenever this lord hits a creature, that victim must make a successful endurance-like saving throw, or become incapacitated due to feeling sick to their stomachs. The victim is noxious for 2d3 rounds.
6	Gnashing Teeth: This lord can spontaneously manifest a huge mouth with nasty jagged teeth. A successful bite inflicts 1d8+1 damage.
7	Eye Orbs: This lord has 1d6 pliable fist-sized orbs suspended inside its body. This lord can push one or more orbs to any surface area on its body, where it is revealed to be a monstrous eye. Each eye is able to cast a specific spell as an 8th level wizard. The game master must determine this lords spell list.
8	Subdivisions: This lord can divide itself into halves, thirds, or quarters. The divisions are as equally divided as possible, with as even a distribution of hit points as possible. As long as one section survives, the lord itself survives.
9	Regeneration: This lord regenerates hit points at the astounding rate of 1d8 per round, including the round it is killed. This lord can only be killed if the damage reduces it to a negative value from which it cannot regenerate to a positive number within a round.
10	Engulfment: This lord can fully engulf a man-sized creature. Beginning with the next round of combat, the lord inflicts 1d6+1 crushing damage. Engulfed victims can take no other action other than attempting to free themselves with an opposed strength test; the victim and the lord each roll one die to resolve the test.
11	Acidic Globs: This lord is able to fling a head-sized glob of acidic ooze at a target. The glob is extremely acidic, burning everything it touches with 1d8+1 acid damage.
12	Methane Gas: This lord vents methane from orifices or bubbles that burst on the surface of the lord. If an adventurer attempts to set this lord on fire, the methane ignites granting the lord an additional 1d8 in fire damage. This lord is innately immune to fire-based attacks.
13	Paralyzing Touch: If this lord strikes a target it must make a successful endurance-like saving throw, or be paralyzed for 2d6 rounds.
14	Rotting Touch: This malignant lord stinks of death, and its touch rots organic tissue. Struck creatures must make a successful endurance-like saving throw, or be sapped of their strength for 1d3 rounds and become infected with rot. The rot does 1d4 damage each week, and it does not heal naturally; it can only be cured through magical healing.
15	Sulfurous Gas: This lord vents sulfur, a highly volatile gas. Adventurers can smell the sulfur as soon as they come within 250' of the lord; when they are within 50' any open flame begins to burn blue with the tip of the flame sparking. If an open flame gets within 10' of the lord, then the air around the lord explodes causing 6d10 damage to everything within a 10' radius, 3d10 damage from a 10' to 30' radius, and 1d10 damage from a 30' to 50' radius. The lord's form is utterly obliterated with the explosion, spraying bits of the ooze lord everywhere within a 50' radius of the explosion. The lord loses no hit points in the explosion, but it must spend 3d6+3 rounds reforming itself.
16	Roll twice on the Powers table. Ignore any additional rolls of #16. If a Power is rolled twice, the Game Master can roll again or double the damage and/or halve the infection rate of that ability.

Roll d6	OO-3: THE WEAKNESSES AND FRAILTIES OF SLIME
1	Psionics: This lord suffers double damage from attacks of the mind.
2	Sonics: When confronted with attacks of sound, this lord is forced to attack last, and can have a maximum of one attack or one move, not both.
3	Petrification: Ooze Lords are elastic; they are soft. Each attack that changes their make-up to a solid reduces their current hit points by half, and they miss their attacks 50% of the time.
4	Elemental: This lord suffers double damage from an attack from a specific element. Roll d4: 1 – Air; 2 – Earth; 3 – Fire; 4 – Water.
5	Greedy: This lord covets gold and silver, and sparkling jewels. If treasure is spilled on the ground, this lord will ignore any aggressors in order to collect the treasures into itself. Once the treasure is collected, it returns to face the adventurers.
6	Magical Weapons: This lord suffers triple damage from a specific magically enchanted weapon type. Roll d4: 1 – Swords and Daggers; 2 – Hammers and Maces; 3 – Bolts and Arrows; 4 – Staves and Clubs.



is also for Ordinary

To create the extraordinary, one must first start with the ordinary. This section is a starting point for creating extraordinary new monsters. You will find the table below consists entirely of generic monsters from folklore and history. These are the sorts of monsters one would expect to see in the monster supplement of every role playing game. Roll a d100 and consult the table below. This is the monster on which you will base your new creation. Next, roll on the following table d3 times and flip to the corresponding section of the book: 1 – **Breath weapon**; 2 – **Eyeball**; 3 – **Extra-planar**; 4 – **Flame**; 5 – **Frost**; 6 – **Geas**; 7 – **Giant**; 8 – **Infernal**; 9 – **Insectoid**; 10 – **Kryptonite**; 11 – **Lore**; 12 – **Noxious**; 13 – **Psionic**; 14 – **Plant**; 15 – **Quills**; 16 – **Revenge**; 17 – **Resistance**; 18 – **Sorcery**; 19 – **Tail**; 20 – **Wings**; 21 – **Xenotransplantation**, 22 – **Yuck**. Alternately, roll a d26 and convert to the corresponding letter of the alphabet.

Roll d100 O-2: MASTER LIST OF MYTHIC AND MONSTROUS MUNDANITIES

1	Angel	26	Gargoyle	51	Lich	76	Selkie
2	Ant, giant	27	Ghost	52	Maenad	77	Scorpion, giant
3	Basilisk	28	Ghoul	53	Manticore	78	Shade
4	Banshee	29	Giant	54	Medusa	79	Siren
5	Bat, giant	30	Gnome	55	Merfolk	80	Skeleton
6	Beastman	31	Goblin	56	Minotaur	81	Slime
7	Behemoth	32	Gorgon	57	Mummy	82	Sphinx
8	Boggart	33	Golem	58	Naga	83	Spider, giant
9	Brownie	34	Gremlin	59	Nightmare	84	Succubus
10	Catoblepas	35	Griffin	60	Nymph	85	Tarrasque
11	Centaur	36	Grim reaper	61	Ogre	86	Tengu
12	Chimera	37	Harpy	62	Oni	87	Thunderbird
13	Cockatrice	38	Hell hound	63	Pegasus	88	Troll
14	Cyclops	39	Hippogriff	64	Peryton	89	Undine
15	Daeva	40	Hobgoblin	65	Phoenix	90	Unicorn
16	Demon	41	Hydra	66	Pixie	91	Vampire
17	Djinn	42	Imp	67	Plant, carnivorous	92	Water spirit
18	Doppelgänger	43	Kelpie	68	Python, giant	93	Werewolf
19	Dragon	44	Kitsune	69	Quetzalcoatl	94	Worm, giant
20	Dryad	45	Kobold	70	Rat, giant	95	Wraith
21	Dwarf	46	Kraken	71	Redcap	96	Will o'Wisp
22	Elemental	47	Lamia	72	Roc	97	Wraith
23	Elf	48	Leprechaun	73	Sasquatch	98	Wyvern
24	Fairy	49	Leshy	74	Satyr	99	Yeti
25	Frog, giant	50	Leviathan	75	Sea serpent	100	Zombie



is for Psionic

Psionics are unsettling brain powers that allow one to rearrange matter at the atomic level with nothing more than mental concentration. While psionic powers resemble magic, they require no spoken incantations or somatic components. Psionicists are usually born with their psychic abilities and spend a lifetime refining them.

Psionics have a mysterious origin. Some say the eerie powers come from extraplanar bloodlines, while others believe all creatures have latent psionic powers. Regardless of the source, all creatures have a small chance of manifesting psionics. Roll percentile dice. A roll of 97-00 indicates psionic abilities. Roll a d8 on table P-1 for each point over 96. (e.g., roll once for 97, twice for 98, and so on.) Then, roll 1d3 times on table P-2 to determine defining physical traits.

Roll d8	P-1: EIGHT SERIOUS PSIONIC SKILLS
1	Telekinesis: The monster can manipulate any matter nearby at the atomic level. Roll a d4: 1 – Telekinetic missile, unsecured objects in the area are hurled at target with great force; 2 – Telekinetic shield, an invisible wall of force blocks incoming attacks or movement; 3 – Flight, the monster soars through the air without wings; 4 – Levitate, the monster can lift one item up to 100 lbs times its hit die within line of sight. Useful for sealing off escape routes and dropping heavy objects on opponents.
2	Energy conversion: Without effort, the creature converts incoming magic attacks into life-restoring energy. Wounds miraculously knit closed. Damage from spell attacks is negated, and the creature heals the equivalent amount in hit points. Magic weapons inflict normal weapon damage, but any magic bonuses and effects becoming healing energy (e.g. an attack with a +2 flaming longsword might do 4 points of damage, but after healing 2 points for the weapon's magic bonus and adding another 1d6 for the sword's flame damage, the attack may actually heal the creature by several hit points). The creature cannot heal more than its maximum hit points.
3	Pyrokinesis: Some psionic creatures learn to attune their powers to the elements. The pyrokineticist excites nearby atoms and molecules to create quantum friction with amazing precision. This ability allows the creature to create a variety of effects: open flames grow and spread quickly; items spontaneously burst into flame; metal weapons become too hot to hold; and fire takes strange shape to put up flame walls or even form into fiery beasts.
4	Empathy: The beast has no language. Its kind communicates with emotions that they psychically invoke in nearby creatures. Roll a d4: 1 – Transference, the beast transfers its pain to another. For every wound the beast suffers, the target takes half the total in psychic damage. A target reduced to zero hit points falls into a coma for 1 hour, recovering any hit points lost to psychic damage when they awake; 2 – Pacify, the creature can inhibit one aggressor at a time from being able to attack; 3 – Cause fear, the beast inspires blind terror. Foe must save or run in opposite direction for 1d3 rounds; 4 – Mental shock, the beast invokes an emotional overload in a foe, leaving then stunned for a round.
5	Etherealness: The creature can flip the quantum states of itself and any carried items in the blink of an eye, essentially becoming a wave or a particle. In wave state, the creature takes on a transparent ghostly appearance, suffers half damage from all attacks, and phases through solid objects.
6	Telepathy: Telepathy is commonly misconstrued as the ability to communicate between minds via extrasensory means, but sending remote messages is but a single facet of the eerie power. The telepath can remotely inject sounds, images, and other sensory information directly into the nervous systems of others. Roll d5: 1 – Mind blast, a synaptic overload causes an intense migraine and inflicts psychic damage. On a critical hit, there is a 1% chance the target's head explodes like a warhammer smashing a watermelon; 2 – Mind shield, the creature takes half damage from psychic attacks and gains +2 to all saves against mind altering attacks (e.g., charm, sleep, etc.); 3 – Mind control, the creature can control 1d4 creatures with 2d6 hit die or less. Targets make an opposed save every round; 4 – Phantasmal chasm, the target's mind is assaulted by terrifying imagery such as falling from a great height. The target is immobilized with fear until they save against the effect; 5 – Mind transfer, the creature transfers its mind to the target, and then falls unconscious. The transference ends when the creature releases the target or the target is knocked unconscious.
7	Psychophage: Thought eaters are the deadliest of all psionicists. The psychophage peruses a brain as casually as one would flip through a book by a warm hearth – except the eater of thoughts tears out chapters and lustily gorges itself on the pages. After initiative, roll a 2d4 for the number of thoughts the creature can consume during the combat. The psychophage can selectively erase thoughts and interrupt cognition, cancelling out an enemy's action at any time. The target stares blankly, and the action is expended without happening. The effect can neither be saved against nor mitigated.
8	Precognition: As the result of latent precognitive powers, the beast has uncanny luck. The flight of an arrow soaring directly at its heart is pushed off course by a sudden wind. Sneaking up from behind, a thief trips on her cloak just before striking with a devastating backstab. The creature has a pool of luck points that it recovers each day. Roll a d12 to determine the number of luck points at the beginning of combat. The creature can expend luck points to increase any die roll including initiative rolls, attack rolls, damage rolls, and saves.

Roll d20	P-2: PHYSIOGNOMY OF THE PSIONICIST		
1	Large unblinking eyes	11	Third eye
2	Tall and gangly	12	Long stare, or unfocused gaze
3	Wears spectacles or monocle	13	Thin arched eyebrows
4	Exposed brain	14	Garbed in strange clothing
5	Goatee, or thin waxed mustache	15	Big hands with long fingers
6	Octopus-like head with mouth tentacles	16	Glowing gem set in forehead
7	Wears a medallion with a large eye	17	Facial tattoo
8	Elongated forehead	18	Bald-headed
9	Brightly colored halo	19	Wear headband
10	Large bulbous head	20	Floats just above ground



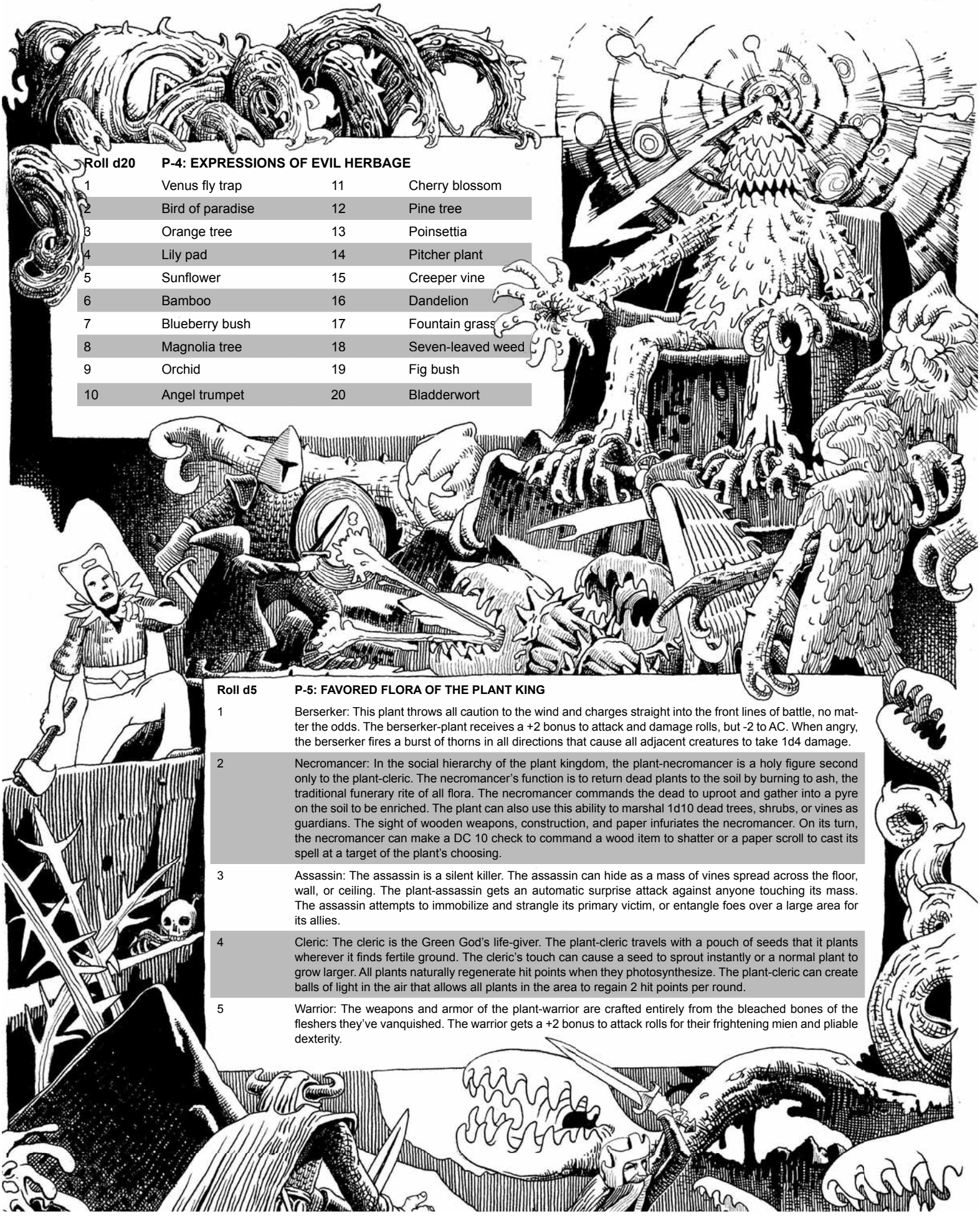
is also for Plant

Fear the foliage. The Plant King is coming and with him comes a real rain to wash all the parasites off the earth. The blood of the “fleshers” will water the soil and the thornblights will grow in every fallow field. Salt the land and raze your crops. The Plant King rides tonight.

The Plant King’s minions are legion. To create a follower, roll once on table P-3 and twice on table P-4. To create a leader, roll additionally on table P-5 to determine the plant’s archetype.

Roll d8	P-3: EIGHT PERNICIOUS POWERS OF PLANT LIFE
1	The plant is covered in sharp spikes that can lacerate and entangle, such as thorns, cactus needles, and serrated razorleaf. Grabbing, grappling, pushing, or touching the plant causes 1d3 damage per round.
2	The monster manipulates and accelerates plant growth, wielding it as a weapon. Brambles spring up to sting foes. Roots grasp and pull at enemy boots. Saplings quickly grow from the ground to whip opponents.
3	The plant is laden with plump fruit. The fruit takes on a bright red color as it ripens then ferments on the branch. Fermentation causes volatile changes in the magic fruit. The plant attacks by lobbing the fruit that explodes on any impact, causing fire damage to anyone adjacent to the blast. There is a 25% chance that a successful attack against the plant triggers a fruit explosion that causes damage to the plant as well as adjacent targets.
4	The creature can walk through trees and other large vegetation. The plant walker enters the greenery as if phasing whereupon it becomes a pure green energy that can zoom through the vast interconnected network of roots beneath the earth. The creature is nearly indestructible when it skulks in deep forests. Luring the creature into grassland or prairie is the best battle strategy as it can only enter and exit plants that are equal or greater in size.
5	This plant feeds off the dead, spreading its roots through a corpse as if it were soil. Once it has spread through the entire body, the plant can control the corpse like a giant puppet. Leafy branches poke at random angles from the corpse as the plant slowly consumes it. Once ambulatory, the plant searches for other dead bodies to seed.
6	Knobby vines hang limp, dragging behind the beast. When the creature’s ire is in full blood, the vines writhe in the air like angry snakes ready to strike. In addition to its main attack, the creature can also grab a victim with one of its 1d8 vines (immobilize target), or constrict a grabbed morsel (1d6 points of damage). A vine can be severed with a targeted attack that does at least 5 points of damage.
7	The plant exudes skin-irritating oils from its leafy structures. Adventurers that do not make a concerted effort to avoid physical contact with the plant will develop a painful rash 2 hours after exposure. The rash confers a cumulative -1 penalty to skill checks per day until the rash clears up (1d3 days). The rash can be treated by magic that cures poison or applying a healing potion topically.
8	Turgid flower bulbs dangle from thick stems sprouting from the monster’s back. The monster unleashes a massive wave of pollen that chokes air-breathing creatures in a 20’ cone-shaped area. The pollen does no direct damage, but opponents in the cloud must save or suffer debilitating effects: after the first failed save, watering eyes blind the victim; after the second failed save, the target is unable to move due to a uncontrollable coughing fit; after the third failed save, airways are blocked from swelling, and the victim falls unconscious, losing 2 hit point per round from asphyxia until aided by another or it makes a successful save.





Roll d20	P-4: EXPRESSIONS OF EVIL HERBAGE		
1	Venus fly trap	11	Cherry blossom
2	Bird of paradise	12	Pine tree
3	Orange tree	13	Poinsettia
4	Lily pad	14	Pitcher plant
5	Sunflower	15	Creeper vine
6	Bamboo	16	Dandelion
7	Blueberry bush	17	Fountain grass
8	Magnolia tree	18	Seven-leaved weed
9	Orchid	19	Fig bush
10	Angel trumpet	20	Bladderwort

Roll d5	P-5: FAVORED FLORA OF THE PLANT KING
1	Berserker: This plant throws all caution to the wind and charges straight into the front lines of battle, no matter the odds. The berserker-plant receives a +2 bonus to attack and damage rolls, but -2 to AC. When angry, the berserker fires a burst of thorns in all directions that cause all adjacent creatures to take 1d4 damage.
2	Necromancer: In the social hierarchy of the plant kingdom, the plant-necromancer is a holy figure second only to the plant-cleric. The necromancer's function is to return dead plants to the soil by burning to ash, the traditional funerary rite of all flora. The necromancer commands the dead to uproot and gather into a pyre on the soil to be enriched. The plant can also use this ability to marshal 1d10 dead trees, shrubs, or vines as guardians. The sight of wooden weapons, construction, and paper infuriates the necromancer. On its turn, the necromancer can make a DC 10 check to command a wood item to shatter or a paper scroll to cast its spell at a target of the plant's choosing.
3	Assassin: The assassin is a silent killer. The assassin can hide as a mass of vines spread across the floor, wall, or ceiling. The plant-assassin gets an automatic surprise attack against anyone touching its mass. The assassin attempts to immobilize and strangle its primary victim, or entangle foes over a large area for its allies.
4	Cleric: The cleric is the Green God's life-giver. The plant-cleric travels with a pouch of seeds that it plants wherever it finds fertile ground. The cleric's touch can cause a seed to sprout instantly or a normal plant to grow larger. All plants naturally regenerate hit points when they photosynthesize. The plant-cleric can create balls of light in the air that allows all plants in the area to regain 2 hit points per round.
5	Warrior: The weapons and armor of the plant-warrior are crafted entirely from the bleached bones of the fleshers they've vanquished. The warrior gets a +2 bonus to attack rolls for their frightening mien and pliable dexterity.



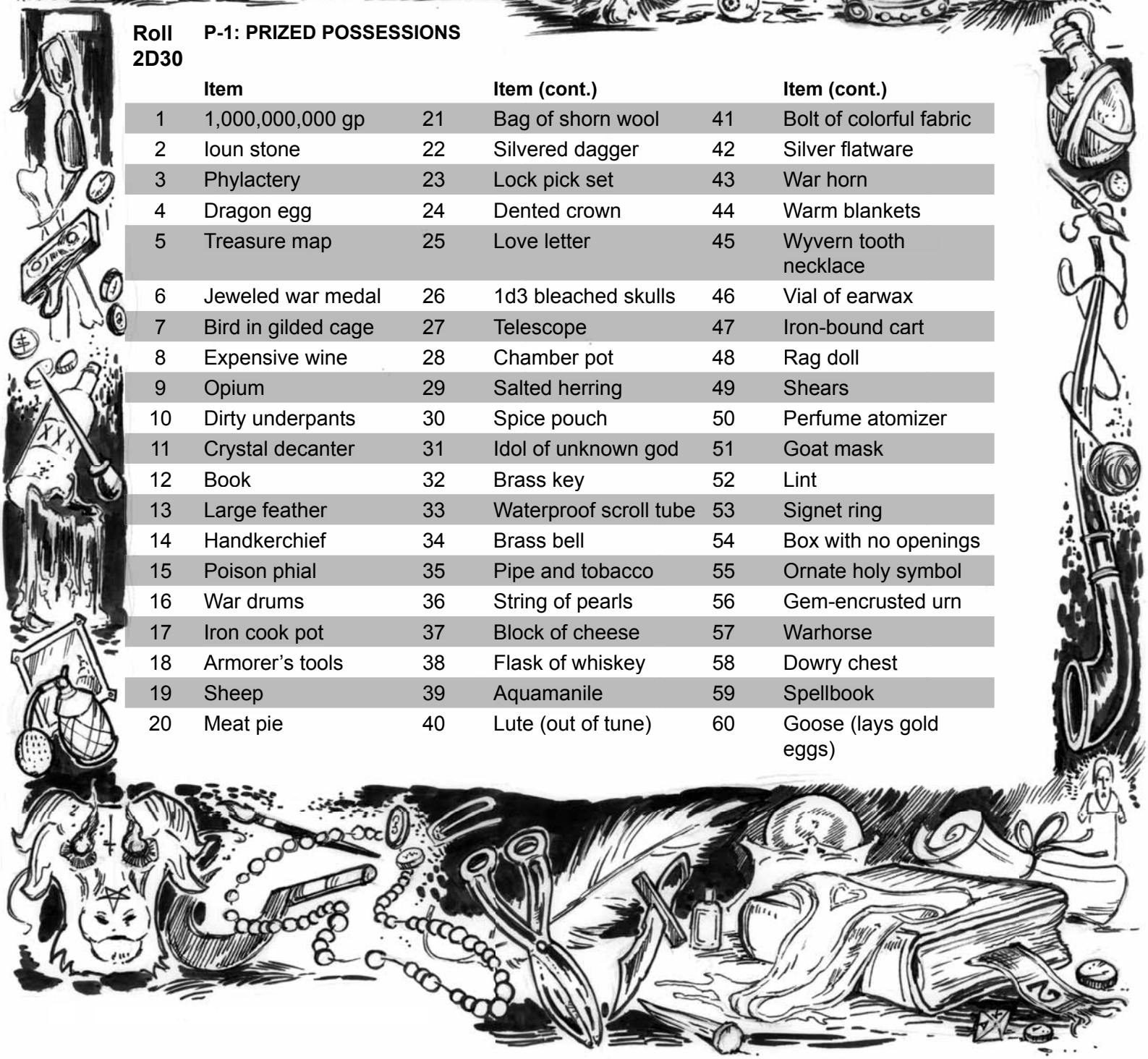
is also for Possessions

Shiny trinkets and gewgaws have a power of attraction that even uncivilized brutes and mindless beasts cannot resist. Strange objects are bound to turn up in any monster's hoard stuffed at the bottom of a pocket, clenched in a dying fist, woven into a giant nest, encrusted in a behemoth's scat, hanging from a string around its neck, or secreted in a hidey hole. Roll on this table to add a queer object to a monster's stash.



Roll 2D30 **P-1: PRIZED POSSESSIONS**

	Item		Item (cont.)		Item (cont.)
1	1,000,000,000 gp	21	Bag of shorn wool	41	Bolt of colorful fabric
2	Ioun stone	22	Silvered dagger	42	Silver flatware
3	Phylactery	23	Lock pick set	43	War horn
4	Dragon egg	24	Dented crown	44	Warm blankets
5	Treasure map	25	Love letter	45	Wyvern tooth necklace
6	Jeweled war medal	26	1d3 bleached skulls	46	Vial of earwax
7	Bird in gilded cage	27	Telescope	47	Iron-bound cart
8	Expensive wine	28	Chamber pot	48	Rag doll
9	Opium	29	Salted herring	49	Shears
10	Dirty underpants	30	Spice pouch	50	Perfume atomizer
11	Crystal decanter	31	Idol of unknown god	51	Goat mask
12	Book	32	Brass key	52	Lint
13	Large feather	33	Waterproof scroll tube	53	Signet ring
14	Handkerchief	34	Brass bell	54	Box with no openings
15	Poison phial	35	Pipe and tobacco	55	Ornate holy symbol
16	War drums	36	String of pearls	56	Gem-encrusted urn
17	Iron cook pot	37	Block of cheese	57	Warhorse
18	Armorer's tools	38	Flask of whiskey	58	Dowry chest
19	Sheep	39	Aquamanile	59	Spellbook
20	Meat pie	40	Lute (out of tune)	60	Goose (lays gold eggs)

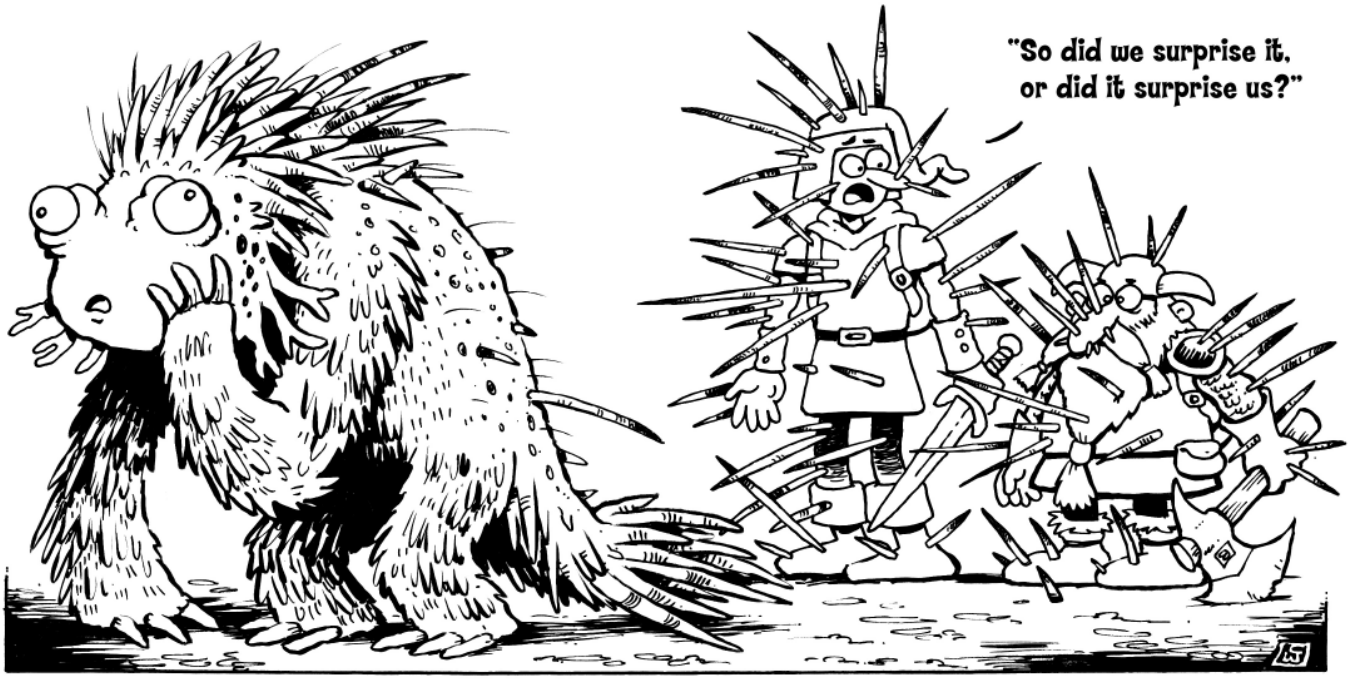




is for Quill

Quills are the ultimate defense. An aggressor has little chance of avoiding the spiky protuberances without taking damage in the processes. When a quilled beast is on the attack, it can also puff up its quills to inflict extra damage.

Quilled creatures tend to be solitary and shy away from direct confrontation. When threatened, many vigorously shake their bodies to ward off would-be attackers. The clacking sound produced by their quills hit each other sends a clear message: Back off now or feel the pain.



Roll d8	Q-1: TEN QUARRELOUS QUILLS
1	A speckled pattern of large pores runs from the creature's head downward. The pores fire volleys of darts in a massive cloud, making them difficult to avoid.
2	The monster's entire hide is covered in tall branchy spikes. A melee attacker cannot wound the monster without a reach weapon such as a spear or halberd.
3	Razor sharp spikes lurk just beneath the beast's coat of shaggy fur. The beast excels at grappling opponents and impaling them repeatedly.
4	The monster wears curious armor that looks like a leather harness hanging with gleaming dagger blades. The monster makes flowing almost ritual-like motions in battle that cause the blades to spin. The razor points inflect painful lacerations on adjacent combatants.
5	Spurs on the beast's bones grow uncontrollably. The spurs elongate into bristles and keeping growing until they poke through the flesh, giving the appearance of stiff white hair. Touch attacks cause 1d3 points of damage to the attacker.
6	The creature takes down prey with its excellent camouflage. It digs a small hole and covers itself beneath a layer of dirt in a well traveled area. When a suitable meal approaches, the creature extends long sharp filaments to impale its victim.
7	The monster has two large curved retractable spikes in an unexpected place (i.e. tips of elbows, in the place of eyes, palms of hands) that it strikes with at close quarters. A successful hit sucks hit points (equivalent to one of the monster's hit dice) from the target and transfers half back to the monster
8	The damnable creature's quills are tipped with barbs. Roll a d7 again on this table for the actual appearance of the quills. A successful hit with the quill attack also grapples the target until they can disengage the barbs.



is for Reaction

Outside their fortified communities, many adventurers make the horrifying discovery that their position in the food chain is plummeting precipitously. Perhaps, they have blundered into enemy territory; or the scent of blood dripping from a staunched wound has been carried on the wind; or prey has become scarce across the hunting grounds. Jubjubs and bandersnatches skulk in every darkened corner. Are they ready to pounce on their next meal or cowering in fear?

Two systems for resolving a monster's reaction to adventurers are detailed below:

The "Classic Monster Reaction Table" is a venerable table to determine newly encountered creatures' dispositions though it is unfortunately weighted toward pacifism. The "Nested Monster Reaction Table" is the starting point for a series of interconnected tables. After rolling on the first table, follow the arrows to the more specific emotional response table.

2D6	R-1: CLASSIC MONSTER REACTION TABLE
2	Blood lust. Monster immediately attacks.
3-5	Hostile. Displays of enmity or weakness provoke attack.
6-8	Uncertain. Creatures are cautious or confused.
9-11	No attack. Beasts flee, leave, or consider offers.
12	Friendly. Monsters are willing to parley, trade, or join forces.

2D6	R-2: NESTED MONSTER REACTION TABLE
2	Fearful
3-5	Wary (-2 to next roll.)
6-8	Hostile
9-11	Confused (+2 to next roll.)
12	Friendly

D10	R-3: FEARFUL REACTION TABLE
1	Fall to knees and beg for mercy. Will perform a task in exchange for life.
2	Roll around on the ground, crying and pleading to the gods.
3	Raise hands in the air and surrender.
4	Drop all treasure. Flee in opposite direction.
5	Drop weapons on ground and flee by most direct route.
6	Throw a coin purse or a single valuable item in PCs direction and run away.
7	Hide behind nearest cover. Flee if party approaches.
8	50% of creatures flee every round.
9	In a group encounter, one leader stands ground while the troops flee. Otherwise, creature flees.
10	Continue fight, but trembling with fear. -4 penalty to all attacks.

D10	R-4: WARY/CONFUSED REACTION TABLE
1	Cautious. Hunkers down behind nearest cover, aiming weapons, which gives a +2 bonus to next attack. Refrains from attack as long as PCs do.
2	Broken line. 50% of group becomes fearful (Roll on Table R-3). Remainder of group attacks (Roll on Table R-5).
3	Alarmed. Blow a war horn or wail to alert nearby creatures or allies. Keeps distance until reinforcements arrive. Roll on Table R-5 if attacked.
4	Curious. Quickly retreat, then follow the party from a safe distance. At each PC battle, roll on Table R-2: A hostile reaction causes the monsters to attack PCs; A friendly reaction causes the monsters to aid PCs.
5-7	Frozen. Stop mid-step and stare at PCs for 1 round, but will respond to attack. Next round, roll on Table R-2.
8	Runner. 1 monster freaks out (Roll on Table R-3). Rest of group does nothing for 1 round.
9	Spooked. 50% of group become fearful (Roll on Table R-3). Remainder has no reaction at all for 1 round, then roll on Table R-2.
10	Stunned. No reaction at all for 1 round, then roll on Table R-2.

D10	R-5: HOSTILE REACTION TABLE
1	Intimidate. Taunt and jeer at PCs, but do not attack. If PCs retreat, creatures do not give chase.
2	Take cover and pepper the party with missile attacks while retreating until the PCs close the distance. If no missile attacks, charge.
3	Spook PC's mounts, which must succeed a morale check or flee. Monster rush PCs.
4-7	Charge! Rush directly at the PC's front line, weapons drawn.
8	Form phalanx and rush PC's front line behind shield wall. Missile attacks on monsters incur -2 penalty until close range.
9	You killed my father! One monster has a personal vendetta. It focuses all attacks on 1 PC and gains +2 bonus to all attacks on its target. Fights to death.
10	Ambush. 1d3 additional allies hidden in a flanking position. Coordinated attack.

D10	R-6: FRIENDLY REACTION TABLE
1	Misunderstanding. Make an offer to purchase a PC as a slave or spouse or otherwise misattributes PC motivations. 25% chance of a rebuffed offer provoking a hostile reaction; Roll on Table R-5.
2	Begrudging respect. Realize they are evenly matched. Allow PCs to pass and do not attack unless threatened.
3	Starving. Gives useful information about surrounding area in exchange for food or water.
4	Sheathe weapons and warily approach. PCs receive -2 to any skill checks during parley. Willing to trade information.
5-7	Sheathe weapons and approach party with open arms. Open to selling, or buying equipment, or trading information about surrounding hazards.
8	1d3 monsters (4 HD or less) offer services as hirelings.
9	Offer to join forces to fight a shared threat. The group leaves after threat is defeated or after 1d4+1 joint battles.
10	One of the monsters has a personal connection to a PC (e.g. saved life, former hireling or guide, polymorphed cousin, from same region, etc.) and convinces other monsters to stand down. +2 to any skill checks during parley.



is also for Revenge

Revenge. Jealousy. Envy. Powerful emotions fuel hideous motivations. The random table below contains the seeds of motivation for a monster or villain. Roll a d30 and consult the table. Each entry contains two open-ended motivations or reasons for a creature's action. Pick one of the two and adjust it to match your monster.

Roll d30	R-1: MURDEROUS MOTIVES AND VINDICTIVE VENDETTAS
1	A lover scorned, or unrequited love.
2	A magical experiment gone wrong, or conducting abstract scientific research.
3	Thrill killer, or religious fanatic.
4	A false friend, or wronged by an unforgivable betrayal.
5	Starving to death, or looking for dessert.
6	The death of offspring, or "You killed my father!"
7	Bloodthirsty nature, or must drink blood to survive.
8	Under order of a ruler, or by decree of a church.
9	Hates elves, or hates self.
10	Breaking bad, or just plain bad.
11	Under a Geas, or cursed by a powerful sorcerer.
12	Sibling rivalry, or hunting rival gang members.
13	Blind avarice, or wide-eyed idealism.
14	A bitter orphan, or an unfortunate childhood.
15	Sold soul to a dark patron, or has demon blood.
16	Marking its territory, or guarding its young.
17	Monster equivalent of a murder hobo, or an actual murder hobo.
18	Infected with rabies, or guided by voices.
19	An unfaithful mate, or cuckoldry most cruel.
20	Masked bandit, or bald-faced thief.
21	Born from a militaristic order, or seeking a challenge.
22	Unwanted associate, or angered by an ally.
23	Being blackmailed, or seeking revenge.
24	Moralistic vendetta, or curious how you taste.
25	Envious of a possession, or feeds on a carried item.
26	Delusions of grandeur, or paranoid delusions.
27	Indentured servant, or lost a bet.
28	Seeking a fabled item, or tracking an illusive person.
29	Perceived slight, or passed over for promotion.
30	Born under ill portents, or suffering from the blood curse.

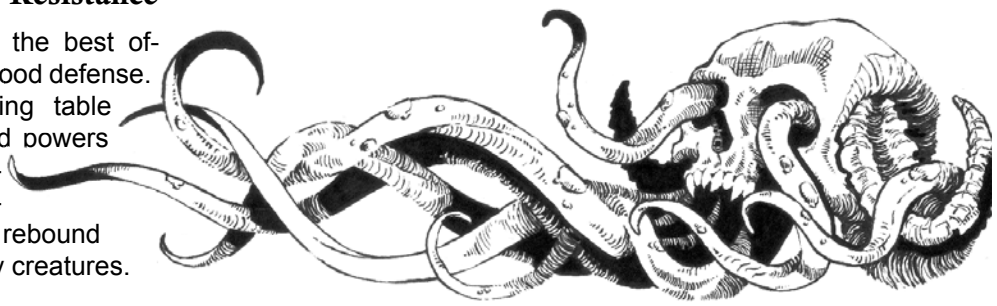




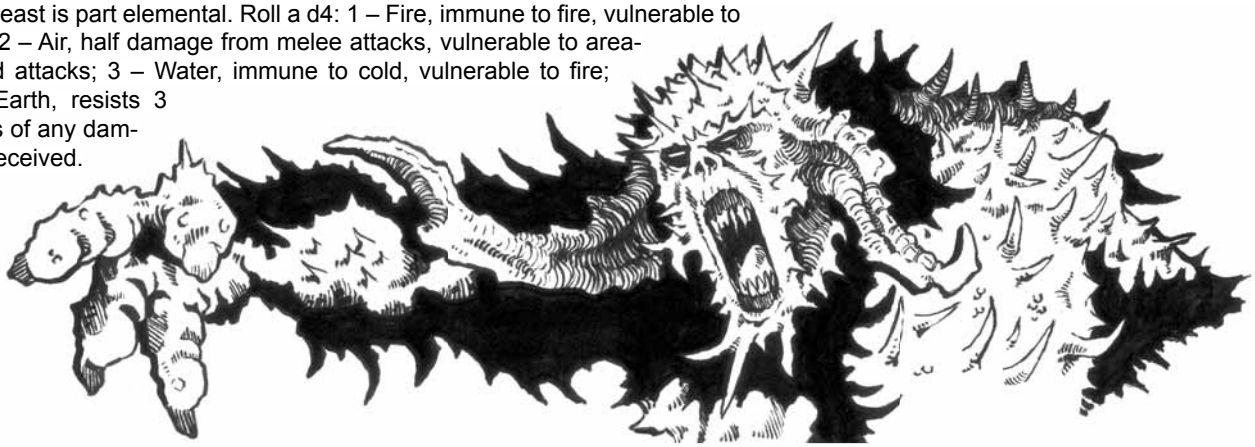


is also for Resistance

Sometimes the best offense is a good defense. The following table of traits and powers details abilities that repel harm or rebound it on nearby creatures.



Roll d8	R-2: EIGHT RECONDITE RESISTANCES
1	The monster is armored with magnetic plates or scales. A magic field centered on it instantly anti-polarizes any ferrous materials within a 10' radius. Incoming arrows change flight in midair. Swords and other metal weapons are repelled with great force requiring an ability check to keep them from flying from the wielder's grasp. Those wearing metal armor are repelled with double the force and knocked prone. Any affected metal items are magnetized for 1d3 hours. A warrior in full plate charging into the field with a battle axe might be surprised to find himself thrown backwards to the ground, his axe glued to his helm, and his armored arms and legs pinned together.
2	The creature wears a shell that can be naturally grown, fabricated, or found. The creature can retreat into the carapace for protection or camouflage. Roll a d12: 1 – Turtleshell; 2 – Corpse or dead husk; 3 – Bivalve; 4 – Giant skull; 5 – Constructed metal shape; 6 – Tempered blown glass; 7 – Thorny seed; 8 – Spiraled horn; 9 – Snail; 10 – Invisible cone; 11 – Extradimensional vessel (e.g., bag of holding, portable hole); 12 – Conch.
3	The beast bends light to create a limited form of invisibility. As long as it remains motionless, it cannot be seen with the naked eye. The power does have one flaw. The beast still casts a shadow. Veteran adventurers may wave a light source back and forth to uncover its location.
4	A 10' transparent blue sphere surrounds the creature at all times. The sphere acts as a barrier to magic; spells cannot enter or exit the sphere. The sphere is permeable and can be traversed by assailants. Magic items lose their magic properties within the sphere. However, a magic user can cast spells within the sphere as long as the incantation is initiated within the sphere's confines.
5	Razor-sharp projections poke from every surface of the monster's flesh. Roll a d8: 1 – Dagger blades; 2 – Rusty nails; 3 – Crystal shards; 4 – Fangs and teeth of various size; 5 – Cactus spines; 6 – Bone shards; 7 – Poisoned barbules; 8 – Razorscale.
6	The beast's hide is pocked by craters the size of a clenched fist that are connected to a pocket dimension. The beast lives in symbiosis with a hideous abomination that lives in the demiplane, the mutated bastard progeny of rutting lesser gods hidden away from the prying eyes of the pantheon. The abomination ever hungers. Finned tendrils and skeletal ten-fingered claws launch from the craters to make quick attacks against adjacent opponents. Roll a d6 once per round: 1-3 – Slash, abomination makes two claw attacks; 4-5 – Snatch, tendril wraps around arm or leg. Target is grabbed; 6 – Pilfer, hand tries to grab a random item and drag it back into the pocket dimension.
7	Seven crystalline spurs circle the monster's midsection, pulsating with mysterious violet light. The crystals' purpose becomes clear as soon as a ranged attack is made. A beam of purple light flashes and obliterates incoming missile weapon ammunition, such as sling stones and crossbow bolts. Each crystal can activate its power once per day. The crystals can be cut from the monster's corpse and affixed to armor or other items. Each crystal will automatically activate against an incoming missile weapon only one time before their dim light goes out forever.
8	The beast is part elemental. Roll a d4: 1 – Fire, immune to fire, vulnerable to cold; 2 – Air, half damage from melee attacks, vulnerable to area-based attacks; 3 – Water, immune to cold, vulnerable to fire; 4 – Earth, resists 3 points of any damage received.





is for Sonic

While people use sound primarily for communication, monsters have sonic abilities far beyond the capabilities of the common humanoid (though spellcasters may beg to differ). As long as there is something for it to travel though, a sound wave can carry vast amounts of energy, regardless of whether it can be heard. Monsters utilize this energy in many ways. As an attack, they use sound to break bone, paralyze victims, shatter glass, cause earthquakes, throw objects, and, in rare cases, inflict death. As a defensive tool, some creatures use sound to make themselves invulnerable to certain attacks, to find things buried, submerged, or hidden, and to heal their own wounds. Regardless of combat utility, sounds can make monsters more interesting. They may make noises that sound like those of a different creature, such as the Questing Beast of Arthurian legend, or even a yowling cat, mewling like a baby. Additionally, sounds do not have to come from the creature's mouth; there are many other ways a monster may make sounds that invoke the imagination.

The tables below may be used a few different ways: roll 1d20 to randomly determine a sonic attribute; roll 1d8 to determine a sonic attack; roll 1d8+8 to determine a sonic defense or vulnerability; roll 1d4+16 to determine a sonic descriptor. Deafness, or plugging the ears, does not help against sonic effects unless otherwise noted; indeed, "sound" can include vibrations that are beyond one's range of hearing. Magical silence is specifically noted as negating some abilities, but the Judge may choose to further expand or limit these consequences.

Roll d8	SS-1: EIGHT EAR-SPLITTING ACOUSTIC ASSAILMENTS
1	Bio-destructive Resonance: The monster emits a dissonant screeching that makes flesh, blood, and bone vibrate with enough intensity to cause physical damage, with flesh ripping, blood boiling, and bones breaking. Roll 3d6: 3-7 – Light hp damage; 8-13 – Moderate hp damage; 14-16 – Heavy hp damage; 17-18 – Heavy hp damage, and a random limb shatters.
2	The Elgad Lazif'rel Effect: A wanderer with a famous voice, Elgad Lazif'rel could shatter glass just by singing. This monster does not sing, but does emit pure, harmonic tones that shatter objects. Roll 1d6: 1 – Any wooden item forms cracks and weakens, with weapons doing less damage, and armor providing less protection; 2-5 – Any glass item held by a PC (potion bottle, vial, lantern lens, drinking glass, etc.) shatters; 6 – Any iron or steel item forms cracks and weakens, with weapons doing less damage, and armor providing less protection.
3	A Wail for O'Keefe: Roll 3d6: 3-17 – Reroll 1d8 on table SS-1; 18 – The monster emits a haunting wail that causes instant death on a failed saving throw.
4	Concussive Blast: The monster creates a booming sound followed by an intense wave of air pressure. Roll 1d5: 1 – Candles, torches, and campfires are blown out; 2 – Previous results plus small, loose objects are hurled; 3 – Previous results plus PCs must make a saving throw to hold onto any objects in hand; 4 – Previous results plus PCs must make a saving throw to avoid being thrown 10' and knocked prone; 5 – Previous results plus PCs must save or be permanently deafened.
5	Begin the Beguiling: PCs must make a successful saving throw to avoid the enchanting effects of the monster's sounds. Plugging one's ears helps defend against these attacks, and deafness renders one immune. Roll 1d6: 1 – PCs are lulled to sleep; 2 – PCs are paralyzed and cannot act; 3 – PCs are beckoned to the monster, and are compelled to approach it; 4 – PCs consider the monster a friend, and will not attack it; 5 – PCs feel intense sorrow, believe their existences are futile, and incur offensive and defensive combat penalties; 6 – PCs are terrified and flee.
6	Neural Noise: The monster produces static and buzzing noises that directly affect the nervous system. PCs must save to avoid the following effects. Roll 2d4: 2 – Permanent blindness 3-5 – Stunned with pain; 6-7 – Unconsciousness; 8 – Permanent insanity.
7	Sonorous Summoning: The monster creates a cacophony that alerts all nearby creatures to the PCs' presence. The monster magically summons creatures even if none are near. Roll 1d10: 1-5 – A wandering monster encounter occurs; 6-7 – A swarm of rats; 8-9 – Flesh-eating insects; 10 – Undead assailants erupt from the ground.
8	Tremor Tones: The monster makes deep, rumbling noises that cause the ground to quake, buildings to shake, etc. PCs must make a saving throw to avoid the following. Roll 1d10: 1-6 – Fall prone; 7-9 – Dodge falling rocks or stones from the ceiling; 10 – Fall into a 10' deep chasm that opens beneath them.



Roll d8+8	SS-2: EIGHT DISSONANT DEFENSES AND SONIC SHIELDS
9	Healing Harmonics: The monster emits sounds that heal its wounds. Roll 3d6: 3-7 – Light healing; 8-13 – Moderate healing; 14-16 – Heavy healing; 17-18 – Heavy healing, and a severed body part regenerates.
10	Bio-sonar: The monster emits clicking sounds of various pitches that enable it to employ echolocation and "hear" the densities of various materials. The monster not only "sees" invisible and hidden objects (even in total darkness), but also can identify items buried within 30 feet of earth or submerged within 60' of water. For example, it can tell the difference between gold, copper, platinum, and silver coins buried in the ground. Magical silence negates this ability.
11	Sonic Silhouette: The creature's body makes a humming noise as it vibrates with rapid expansions and contractions. At the beginning of each round, it may choose a collection of frequencies that completely protects it against attacks from a single material type (e.g., iron, steel, mithril, wood, flesh, etc.). However, it takes increased damage from other materials. For example, it could choose to be invulnerable to iron weapons, but would take increased damage from a wooden club.
12	The Sound of One Hand Clapping: The creature emits various forms of silence (yes, that's right) that cannot be heard, but are felt on emotional and spiritual levels. The effect surrounds the creature in a 100' radius sphere, and negates all spell effects within. Furthermore, PCs must make a saving throw to avoid being pacified and contemplative. Spending a full day in the effect grants profound insight into one campaign issue or problem.
13	Fyfub's Gentles: Creatures descended from the so-called "Gentle" constructs of the archmage (and vampire hunter) Fyfub take massive damage from a particular type of sound. Roll 1d8: 1 – A human scream; 2 – A halfling crying; 3 – A dwarf laughing; 4 – An elf whispering; 5 – A baby belching; 6 – A particular song from the campaign; 7 - A longbow breaking; 8 – Make up your own!
14	Feedback Armor: Each time the creature is successfully hit with a non-spell attack, the sound of impact is successively louder, more so than it should be. The sound is accompanied by a thickening of the creature's skin, and an increase in its defenses (e.g., AC). The more hits the monster takes, the harder it becomes to hit. Magical silence negates this effect.
15	Ventriloquistic Vantage: The monster is able to create sounds that mimic a flanking attacker, either of the monster's species or a completely different being. PCs must make a saving throw or be distracted by perceived sounds behind them, while incurring offensive and defensive combat penalties (to hit, damage, AC, etc.). If not seen, the monster may use this ability to sound like it is in a different location. Magical silence negates this effect.
16	Aura of Contradiction: Some monsters have the magical ability to audibly change the meaning of the words spoken by PCs. A PC within 60' of such a creature must make a saving throw to avoid saying the exact opposite of what he means to say, although the PC hears himself saying what he meant. The monster hears both versions and knows which is altered. This ability has disastrous effects on spellcasting. Abilities such as telepathy will negate the ruse.





Roll d4+16	SS-3: FOUR DESCRIPTORS OF VARIOUS VIBRATIONS
17	Sonic Origin: The sounds described in these table entries do not necessarily come from the creature's mouth (at least, not the one it eats with). Roll 1d8 to determine the sonic source: 1 – the same mouth used for eating; 2 – an auxiliary mouth above the eating mouth; 3 – a specialized dorsal orifice; 4 – tiny "sound holes" along the torso's sides; 5 – sounds are heard from the creatures belly; 6 – specialized limbs or wings rub rapidly rub together; 7 – vibrating antennae; 8 – noise producing appendage or orifice at the rear of the creature (tip of tail, etc.).
18	Abrasive Ambulations: Whenever the creature moves its body, the sounds it makes are uncomfortable and "chill" inducing. Roll 1d6: 1 – Fingernails on a chalk board; 2 – Dull knife scraping glass; 3 – Screaming infant; 4 – Squeaking Styrofoam; 5 – Screeching sound of a misbowed violin string; 6 – Metallic friction, like squealing brakes. Use props to make the sounds, but do not harm any infants!
19	Animal Sounds: The creature emits sounds of mundane animals that are quite different from its nature. Roll 1d10: 1 – Sixty barking, questing hounds; 2 – Purring kitten; 3 – Bird chirping; 4 – Mosquito buzzing; 5 – Lion roaring; 6 – Snake hissing; 7 – Frogs croaking; 8 – Goats bleating; 9 – Eagle screaming; 10 – Hyena laughing.
20	Humanoid Sounds: The creature emits sounds of humanoids that are quite different from its nature. First, roll 1d4: 1 – Man; 2 – Woman; 3 – Baby; 4 – Crowd. Second, roll 1d5 for the sound: 1 – Sobbing; 2 – Laughing; 3 – Screaming; 4 – Whispering; 5 – Moaning.



is also for Sorcery

Sorcery is a grey art that can be twisted for black magic almost as easily as it can for white magic. The tables below contains spells that a monsters or villainous non-player character can use to harry the adventurers, as well as magic items and suggestions on appearance. For each sorcerous opponent, roll once each on tables S-1, S-2, and S-3.

Roll d24	S-1: TWENTY-FOUR PAGES FROM STRANGE BOOKS OF BLACK MAGIC
1	Raise dead: The caster animated 1d4 corpses on the battlefield. Each corpse has a quarter of its original hit points, moves at half speed, and makes a single melee attack.
2	Harmful cantrip: The mage conjures a wisp of scintillating mist, puff of burning embers, or other unimpressive magic display that causes a piddling 1d4-1 of damage to one target.
3	Destroy armor: The next piece of armor the caster touches crumbles to dust.
4	Invisibility: The magic user fades away for 1d3 rounds, immediately reappearing if he makes an attack.
5	Celerity: The caster's touch confers a sudden swiftness of movement to one creature or himself. The target gets an extra attack every other round.
6	Evil eye: The caster delivers a withering stare that spooks all but the most stalwart adventurers. Service animals, mounts, familiars, and hirelings must make an immediate morale check. Those that fail flee from combat by the most direct means possible. Retainers are unaffected.
7	Mirror image: The mage's image is duplicated 1d6 times. Each image exactly mirrors the actions of the others. Targeting one of the images has a 25% of hitting the mage. Each duplicate is destroyed after a successful hit. The spell ends once the real mage is hit or only a single image remains.
8	Rot food: The caster showers a single target with a foul miasma, spoiling 1d3 days worth of rations.
9	Regeneration: One target is surrounded by green sparks, and regains 2 hit points per round up to its maximum for ten minutes.
10	Insect plague: The mage summons a swirling cloud of insects – flies, locusts, scarabs, or cicadas – thick enough to blot out the sun. All enemy attacks are penalized by 1 point.
11	Pillar of flame: A column of fire appears from thin air. As long as the caster maintains concentration, the column can be moved 15' per round. Anyone the column moves over takes 1d6 fire damage and is set ablaze.
12	Summon demon: A single "Type 1d4" demon is summoned from a circle of powdered cinnabar. Reducing the demon to zero hit points or breaking the circle immediately banishes the beast.
13	Word of Negation: The caster ends a single spell or spell effects with her sight by uttering a blasphemous power word.
14	Corrupt animals: The magic user abruptly changes the nature of 1d4 animals of a single type within 100' for 1 round: Nearby ravens dive at enemies; a warhorse bucks unseating its rider; or a wizard's familiar makes an unexpected attack on its master.
15	Song of pain: The caster sings a lament while drawing a bow across a traditional stringed instrument. Enemies within earshot move slowly and feel weak (save ends).
16	Summon mount: The magic user blows a tiny whistle to summon a monstrous mount. Roll a d10: 1 - Giant bat; 2 – Worg; 3 – Flying carpet; 4 – Nightmare; 5 – Dragon; 6 – Panther; 7 – Ethereal shark; 8 - Skeletal warhorse; 9 – Broom; 10 – Giant eagle; 11 – Animated barding; 12 – Black unicorn. Spells cast while mounted incur a -2 penalty. Roll on the table again if the magic user lacks a ranged offensive spell.
17	Life leech: The mage temporarily draws life force from the target in the form of 1d3 ability score points, experience levels, or maximum hit points. The life force returns after 10 minutes.
18	Mist form: The caster dissolves into smoky vapors. The caster is immune to all damage except area-based attacks. The caster can fly and squeeze through any crack that air can pass.
19	Animate object: The magic user animates one object within her sight. The objects moves as if carried by an unseen servant. For example, a longsword slashes and parries from midair, or a pail could drop over an enemy's head.
20	Teleport: The caster disappears in a puff of smoke and reappears within 100'. The scent of brimstone lingers in the air.
21	Toxic missile: A glowing sickly green arrow of light flies unerringly at its target. The arrow automatically hits caused 3 points of damage and injects a potent toxin. Each turn, the target takes an additional 1d6 poison damage (save ends).
22	Shapeshift: The magic user polymorphs into another shape. Roll a d10: 1 – Grizzly bear; 2 – White tiger; 3 – Giant spider; 4 – Roper; 5 – Tenebra Complexor; 6 – Dire wolf; 7 – Owlbear; 8 – Xenotransplantation.
23	Psi bolt: The mage touches her brow unleashing a burst of mental energy that causes 1d8 psychic damage.
24	Red temple prayer: The dark priest chants a bilious malediction in an infernal tongue, peppered with profanity and rising in crescendo. Allies receive a +1 bonus to attack and damage rolls as long the prayer is uninterrupted.

Roll d7	S-2: WANDS, RODS, & TOOLS OF THE TRADE
1	Effigy: The magic user carries a crude effigy and a handful of pins. The effigy can be bound to one enemy at a time. Jamming a pin into the effigy inflicts a debilitating condition for one round. (Roll d6) 1 – blindness; 2 – weakness; 3 – mute; 4 – deaf; 5 – immobilized; 6 – slowed.
2	Potion: Corked bottles and vials adorn the caster's belt filled with mysterious brews. Roll a d8: 1 – Healing, caster recovers 1 hit die of hit points; 2 – Haste, caster gains 1 additional non-spellcasting action for 1d3 rounds; 3 – Incendiary flask, thrown as a missile weapon causing 1d6 damage and chance to ignite target. 4 – Invisibility, caster turns invisible and can remain so for 1 turn or until initiating an attack; 5 – Climbing, caster sprouts spider legs, and can scale walls and ceilings for 1d6 rounds; 6 - Strength, the caster is as strong as an ogre for 1d4 rounds; 7 – Potionoholic: the caster wears a bandolier lined with stoppered vials, and derives all spell casting abilities by quaffing the contents. Replace any spells with potions with same effect. Any looted potions have a 50% chance of having different effects than observed due to miscibility effects in the potionoholic's bloodstream; 8 – Roll two more times.
3	Twin rods: The magic user dual wields magic rods, each with imbued with 1d3 charges of a spell. Roll twice on table S-1.
4	Power rune: The mage carries 1d3 clay runes. A tossed rune shatters releasing a trapped spell's power in a 10' radius. Roll d6: 1 – Rune of Ice, ice shards cause 1d4 damage and slow targets; 2 – Rune of Bedazzling, a brilliant flash blinds target for 1d3 rounds; 3 – Rune of Desecration, holy effects are dispelled, and lawful creatures cannot walk on the desecrated ground. 4 – Rune of Fire, target bursts into flame, 1d6 fire damage every turn (save ends); 5 – Rune of Repulsion, a shock wave forces a difficult ability check or target is pushed to the ground 10' away from the point of impact; 6 – Rune of Randomness, roll on table S-1 for effect.
5	Obsidian wand: The mage wields an ebon wand crackling with energy. The wand holds a single charge of a powerful spell. Roll on table S-1, and double the spell effects.
6	Magic ring: The caster wears an ornate ring set with a softly glowing gemstone. Roll d6: 1 – Protection, +1 AC bonus; 2 – Striding, wearer moves at double speed; 3 – Missile Deflection, wearer gains +2 AC bonus against arrows and bolts; 4 – Illusions, wearer can change appearance to resemble any creature of equivalent size; 5 – Feather falling, wearer falls at half-speed; 6 – Force shield, once per day, wearer summons a 30' wide x 20' tall invisible rectangular wall of force for 1d6 rounds. All attacks from outside the barrier hit the force shield first; AC 18, 20 hp. Attacks from inside the barrier pass freely through the barrier.
7	Volley of Vermin: The magic user loads her sling with strange ammunition: poison toads, hissing cockroaches, gnawing rats, and clacking centipedes. A successful hit either does 1d4 damage, or 1 point of damage and a non-damaging condition.
8	Roll d6 twice on this table.



Roll d6	S-3: WIZARDLY APPEARANCES & APPURTENANCES
1	Hat: Roll d5: 1 – Metal circlet; 2 – Horned headdress; 3 – Conical wizard hat; 4 – Cowl; 5 – Tufted roundlet.
2	Traits: Roll d10: 1 – Eyes without pupils; 2 – Glowing stones orbit the head; 3 – Long white beard and/or hair; 4 – Grips a glowing crystal ball in one hand; 5 – Infernal; 6 – Flaming hands; 7 – Luminous skin; 8 – Sparks dance in the air around caster; 9 – Carries a large tome; 10 – Black halo.
3	Garments: Roll d6: 1 – Flowing silk robe; 2 – Shadowy cloak; 3 – Tight-fitting leather cuirass and pants; 4 – Tattered robe; 5 - Cheap burlap frock; 6 – Fur loincloth or bikini.
4	Familiar: Roll d7: 1 – Black cat; 2 – Owl; 3 – Raven; 4 – Ferret; 5 – Toad; 6 – Quasit; 7 – Young dragon.
5	Staff: Roll d6: 1 – Gnarled wood with thick head; 2 – Metal rod with leather hand grips; 3 – Shaft of light; 4 – Simple wood set with a large crystal; 5 – Blackened iron decorated with pulsing runes; 6 – Ornate carved with a cobra head.
6	Roll a d5 twice.



is for Tail

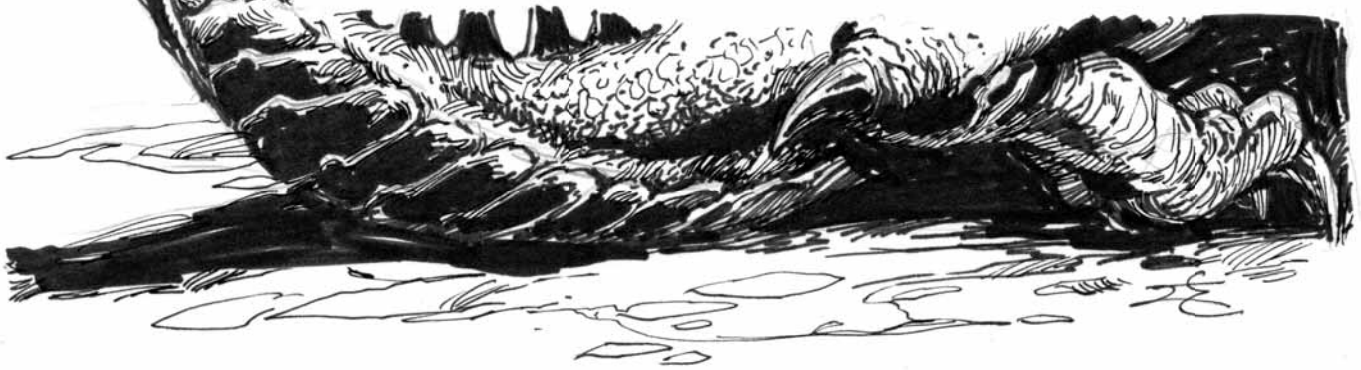
Monsters use their tails in many ways. Tails help large creatures balance their weight. They can be used as protection. Some even swing by their tails and wield weapons with the tails.

Roll on the table below to determine the creature's tail. The table is rolled on using five-sided dice as percentile dice. Roll one d5, multiply it by 10, and then add the other d5. It's easier to use two different colored dice and designate one as the tens place.





Roll d5x10+d5	T-1: TWENTY-FIVE TROUBLESOME TAILS
11	Whip-like flagellum.
12	Forked tail.
13	Mesmerizing fan of brilliant plumage.
14	Swinging club-like tail adorned with spikes.
15	Single eye at end of tail. Roll d5x10+d4 on table again for appearance.
21	Furry prehensile tail can wield weapons and choke enemies.
22	Ursine bobtail.
23	Hissing cobra connected where tail should be.
24	Grasping tendrils.
25	Fluffy bunny tail.
31	Alligator tail that can be used for swimming and swatting attacks.
32	Stretched neck-like appendage topped by a sentient head. (Roll d6 for variety: 1 – Has a **Breath Weapon**; 2 – Knows 1d3 spells; 3 – Crying baby head; 4 – Fanged bite attack; 5 – Yammers in tongues; 6 – Disturbing **Eyeballs**).
33	Knotted tree branch that fires thorny spikes.
34	Elongated abdomen capped by a clacking pincer.
35	Spiny barbs run the length of tail. Roll d5x10+d4 on table again for appearance.
41	Two-tone fox tail.
42	Forward arched scorpion tail.
43	Serpent tail with menacing rattle.
44	Animated iron chain.
45	Many tailed monstrosity. Roll d5x10+d5 on table twice.
51	Mermaid fins and tail.
52	Sun-bleached vertebral column with bone spurs.
53	Tentacle tipped by a clawed hand.
54	Snarling muzzle in place of a tail.
55	Can leap by bouncing on its tail like a spring. Roll d5x10+d4 on table again for appearance.





is for Unexpected

Veteran adventurers (and players, for that matter) believe they've seen it all when it comes to monstrous opponents. Either through direct experience or from perusing bestiaries, these overconfident souls think they know every possible power or threat a monster of a given type has to offer. The world's cemeteries are filled with such fools.

Either by magical experimentation, weird mutation, or simple judge's whim, any monster may possess a unique ability or attack unforeseen by even the most knowledgeable adventurer. A wise fortune hunter will never assume a goblin is always a goblin or that every ogre is the same throughout the world. The table below is just the tip of the iceberg when designing new and unique properties to attribute to a dungeon's monstrous residents and there is no limit to what bizarre capabilities a creature may have, other than the game master's imagination.

Roll d12	U-1: A DOZEN UNEXPECTED POWERS AND PROPERTIES OF MONSTERS
1	The monster's attack "scrambles" its victim's class abilities, imparting a penalty on any attempts to use them. Warriors suffer negative modifiers to attack rolls and combat maneuvers, wizards' spells are not as effective, clerical powers fail when called upon, and thieves fumble with even the simplest of locks. This "scrambling" may fade in time or require powerful restorative magics to remove.
2	The monster's physical attack appears to disintegrate whomever it touches. In truth, the victim is thrown bodily forward or backward in time, reappearing at the same location at a later date. There, no longer in the company of his allies, the victim is overwhelmed and devoured by the creature.
3	The monster is possessed by an evil entity, ghost, or other non-corporeal threat. This possessing entity moves from host to host with a physical touch, jumping from one body to another, leaving its former victim stunned, confused, and typically slain before it has a chance to defend or explain itself. The entity continues its evil inside its new host until it chooses to move on to another body by touching a prospective vessel.
4	The monster's attack seems to have no physical effect, but its touch siphons off its victim's luck or good fortune. The victim becomes more prone to mishaps, catastrophes, and abilities going awry, while the monster enjoys increased good fortune. This drain can be either temporary, returning if the monster is slain, or permanent, requiring the victim to go to great lengths or achieve hazardous goals to replenish his consumed luck.
5	Although seemingly physically normal when first viewed, the monster only exists in two-dimensions, allowing it to slip through small spaces, ignore damage caused by non-magical weapons, and escape the brunt of area of effect spells. It is also extremely stealthy, easily concealing itself by turning sidewise towards potential observers. This two-dimensional nature might be naturally occurring, hinting at an extra-planar origin, or the product of powerful magics.
6	The monster has the power to infect a person's dreams—even after its mortal death. A victim who survives the monster's attacks may find himself experiencing horrible nightmares in which he encounters the creature again and again, leading to a lack of sleep's restorative properties. These dreams may fade with time. If the victim killed the monster, however, a portion of its psyche has slipped into the character's mind where it now takes up residence, embarking on long-term vengeance that will destroy the character's sanity and body given enough time.
7	The monster doesn't exist and is merely the result of the collective unconscious of the area's inhabitants. Believing that such a monster dwells where it is encountered, locals have conjured this creature from their imaginations and given it a semblance of life. As a collective hallucination, the monster may not possess its "typical" powers, but rather the abilities attributed to it by a dozen half-true legends and rumors. Also, permanently slaying this monster would require convincing its neighbors it no longer exists (or never did in the first place!).
8	The monster is several creatures in one, similar to an unholy "nesting doll." Killing the monster simply causes its flesh to fall away, revealing a smaller and slightly less powerful monster inside it. This new threat could be of the same type or an utterly new creature. To permanently slay the creature, all of its component monsters must be killed, and these can number up to a dozen or more.
9	The monster's blood has special properties that manifest whenever it bleeds. The blood's effect might be inherently dangerous (acidic, poisonous, corrosive, etc.) or wondrous (the creature bleeds molten gold, gemstones, curative elixir, etc.). However, given its strange origin, even apparently beneficial effects of the monster's spilled blood may be dangerous over time (the molten gold is highly radioactive, for example).
10	The monster can transfer its wounds to another, allowing it to both heal itself of damage and injure others in the process. By touching a victim, the creature gives its opponent a wound it has previously suffered. Some monsters with this power can do so at a distance or as an area of effect attack that instantaneous transfers its various injuries to everyone in a radius around it. Killing this creature must be done quickly or its attackers are likely to die by the fruit of their own efforts.
11	The monster gains the abilities of its victims, usually by eating them. A creature that dines regularly on trolls may have their regenerative properties, while one who has consumed a mighty warrior is most formidable in battle. The monster may or may not keep these consumed abilities permanently and might be limited to only a single victim's special powers at a time.
12	The monster can merge with others of its ilk to creature a larger, more deadly whole. A score of goblins might assimilate their bodies to create a giant-sized goblin warrior, capable of doing massive damage and surviving more punishment than any single member of their species. A quartet of giants might in turn become a titan, looming a hundred or more feet above the land and acquiring a ravenous appetite to match its increased stature.



is for Vampire

As a disease, vampirism primarily infects humanoid races, though there are rare cases of other creatures becoming afflicted. Once the disease takes hold, the victim dies and begins to decay. The creature must feed on the life force of other creatures to sustain itself.

Vampires have long lived in hidden enclaves, just beyond the cities of men. There is still much we do not know about the secretive blood drinkers. Perhaps everything we think we know is all an elaborate ruse perpetrated by the vampires themselves.

When creating a new vampire, roll for race (Roll d6: 1 – Human; 2 – Elf; 3 – Dwarf; 4 – Halfling; 5 – Half-orc; 6 – **Ordinary**). Roll twice on table V-1 to determine physical traits. Roll once on table V-2 to add a new power to the normal powers attributed to vampires. Finally, roll once on table V-3 for startling new lore about the unholy creatures.

Roll d14	V-1: FOURTEEN VAMPIRIC VISAGES		
1	Large bat ears.	8	**Wings**.
2	Walrus-like feeding tusks.	9	Black cloak with a popped collar.
3	Widow's peak in hair or fur.	10	Stirge-like proboscis.
4	Pale complexion.	11	Overlarge, sharp teeth that jut from the mouth.
5	Long pointy ears.	12	Smoldering eyes.
6	Immaculate, expensive clothing.	13	Perfectly white teeth with sharp incisors.
7	Black, saucer-like eyes.	14	Demon seed; Roll one **Infernal** trait.



Roll d8	V-2: EIGHT UNKNOWN POWERS OF NOSFERATU
1	A vampire can tread on any surface it chooses. Vampires have been witnessed by guards crawling up castle walls like spiders, and walking on waves by sailors deep at sea.
2	All Vampires can shapeshift twice per day. Roll d6: 1 – Hell hound; 2 – Bat; 3 – Cloud of flies; 4 – Wolf; 5 – Puma; 6 – Giant rat or 4d10+10 rats.
3	Glamour and seduction are but a taste of a vampire's formidable **Psionic** powers. All vampires are gifted with telekinetic powers by virtue of being extraplanar blood parasites.
4	The moniker Fang Lord is given to vampires with the ability to use their powers of mental domination on animals and magical beasts. Those bearing the title command 1d10 creatures with hit dice less than half of the vampire's hit dice. Curiously, the power only affects animals with fangs: badgers, bats, wolves, etc.
5	Blood is much too thick for a vampire to easily consume. The vampire's fangs inject a long-lasting anticoagulant. Those bitten by a vampire will find it difficult to staunch wounds for several day; all damage rolls do an additional 1d4 points of damage. Repeated exposure to the anticoagulant eventually causes irreversible hemophilia.
6	Vampires can levitate hundreds of feet in the air indefinitely. Many vampires exploit this ability to gain a sort of flight by hovering to great height and freefalling. The vampire glides by careful manipulation of an outstretched cloak. In this way, the undead predators silently assault their victims in the dead of night.
7	Sunlight transforms vampires into solid stone. The stone form confers 10 points of resistance against all damage. When night falls, the vampire once again becomes flesh. Breaking a vampire statue into pieces will kill it when darkness comes.
8	Despite their prominent fangs, vampires feed on blood by absorbing it through their skin–an act that restores their health. A vampire with ample time will hang prey upside down and drain their blood into a bathing tub. In combat, the vampire fights bare-chested and targets major arteries so that it may bathe in the arterial spray, or roll around on the blood slick floor.



Roll d6	V-3: SIX TERRIFYING TRUE FACTS ABOUT VAMPIRES
1	A vampire can never truly be slain. However, silver spikes driven through the heart and head will incapacitate it indefinitely.
2	Universally despised and driven from society, the Ang Mo are a devilish race of bloodsuckers that prey on the weakest members of society. It is common to find one of their bloated corpses swinging from a tree or prostrate beneath the headsmen's axe. Fortunately, they are easy to identify. The Ang Mo are nocturnal creatures leaving them with an unnatural pallor. Their most recognizable feature is their hair which many try to keep concealed beneath a wimple or hood. It is said that when the Ang Mo drink blood their hair takes on a fiery red tone and freckles appear on their alabaster skin. The blood of newborn babes gives them ringlets and curls. The crown has decreed that any man may put a red haired stranger to the sword without fear of reprisal.
3	A vampire can never harm a virgin or feed on their blood without consent. That doesn't stop it from attempting the vampiric embrace through coercion, deceit, or seduction. Innocent blood is powerful intoxicant to the evil creatures. After drinking it, a vampire might pass out, stumble around, or sing songs like a tavern drunk.
4	Vampires are unworthy of their own classification. The bloodsuckers are merely lycanthropic bats. Vampires cannot feed unless they are in werebat form.
5	Vampires have no fangs and little taste for blood. They feed solely on the water and moisture they extract while smothering their thrashing victim with membranous skin wings. When the bodies are discovered, they are little more than mummified husks.
6	At night, vampire flesh gives off more light than a will o'wisp.



is for Weird

By James Edward Raggi IV

There are certain things that are easy to forget when one often plays fantasy role-playing games. As a rule, magic is ubiquitous and every player has experience wielding it, or using a device empowered by it. Creatures from myth, legend, literature, and imagination inhabit most game sessions, and even if the odd fiend causes grief and retreat, it's a pretty sure bet that most such enemies can be vanquished by our heroes during play, one way or another.

The point is that it all becomes rather mundane. When you start role-playing, everything seems so dazzling and strange and baffling. That it gets "diminished", so that the social experience eclipses the in-game content, is a shame.

The very existence of a book like the Monster Alphabet demonstrates that game producers perceive a need to do more with monsters. The fact that you're reading these words means you do too, because it's not like hundreds of game books all about new monsters for your game didn't already exist for you to use.

So here we are. A full book all about freshening up monsters, making sure players are kept on their toes and aren't bored by yet another familiar monster taken from yet another familiar manual.

But there's more to be done. Always more to be done. New concepts, combinations, game mechanics, special powers, all good and well. But do they rise above the description of a monster to reach the truth about monsters?

Monsters are abominations. Their very appearance should be disruptions to your game's setting, their actions shaking the calm demeanor of your players. When a monster is encountered, it shouldn't simply be an event within the game, it should be a game-changing event.

In other words, monsters should be Weird.

But role-playing games are procedure- and rules-governed beasts, and no matter how wild monsters get, they don't tend to upset the natural order of the game world. They're part of the game, they follow the game's rules, and often those rules were created specifically for them. How could a monster disrupt reality in a game where magic and monsters already exist as a staple of every session?

They alter the rules, of course. They make new ones. And the players don't know. They're not told that things are going to be different, they're shown it is so when abilities are activated in play.

This is particularly fertile ground in Dungeon Crawl Classics because of all the unique rules elements to play with.

Weird creatures are at first created just as any other creatures, using the helpful guidelines in the Monster Alphabet and/or the Dungeon Crawl Classics rulebook. Then, to make any monster a reality-bending, rule-breaking terror, simply roll on Table W-1 below (it will tax your sanity!) until your wrist gets tired and apply all the results when play concerns the monster.

And no fudging. The very point of applying these results is to create chaos. To lose control. To decide to roll on the table is to let go and give control of your game to the alien Other. If you fudge, or ignore results, I'll know. And I'll break you and your game worse than any result the table will.

So this is no frivolous decision. Choose, right now, whether you want to throw aside all laws and morals while you shout and kill and revel in joy. Roll the dice and be taught new ways to shout and kill and revel and enjoy yourself, letting your campaign flame with a holocaust of ecstasy and freedom.

Or not. Put the dice down. Don't roll on this chart. Have fun playing your fun and reliable little game. But it is just the beginning. There is so much more. Seize the true power!



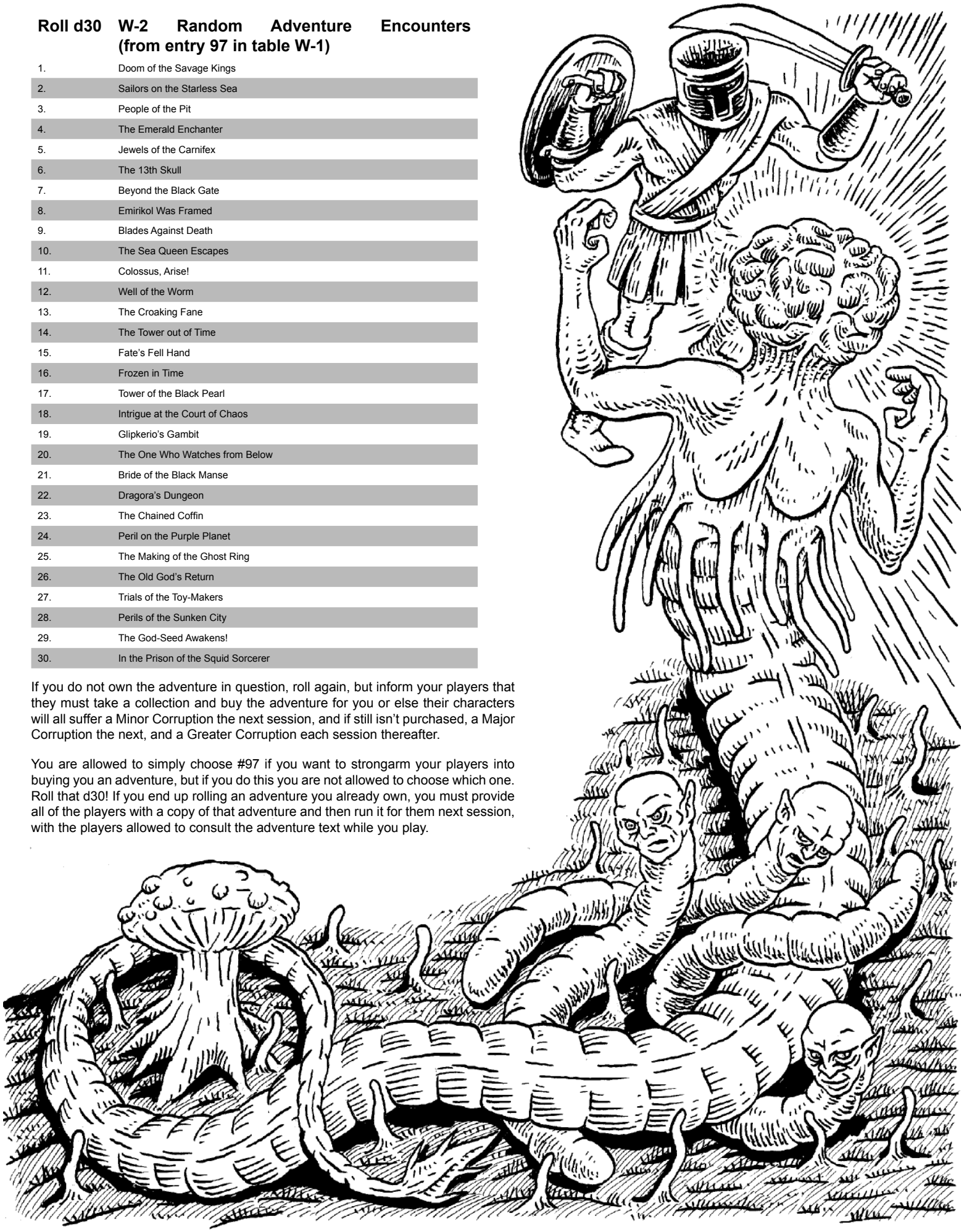
Roll d100	W-1: Weird Creature Properties
1.	Performance Enhancer: All die rolls in the presence of or involving the creature will be made with an improved die. Even if the roll is already improved (or even reduced!), use the die one step up the dice chain. There is a 50% chance this applies to the creature itself.
2.	Depressive: All die rolls in the presence of or involving the creature will be made with a reduced die. Even if the roll is already reduced (or even improved!), use the die one step down the dice chain. There is a 50% chance this applies to the creature itself.
3.	Lucky Breaks: You know that rule that says, “the lucky roll modifier does not change over time as the character's Luck changes?” It does now. Any character in the presence of the creature has their roll modifier changed to match the character's current Luck score.
4.	Whammy!: A random amount of Luck is drained from everyone in the presence of the creature.
5.	From Each According to Their Ability...: The Luck scores of all characters in the presence of the creature are added together and then redistributed to them equally. Any excess Luck points are lost.
6.	Life Has it Out For You: Burning Luck for any roll involving the creature has a negative, not a positive, effect on the roll.
7.	No Fate!: Burning Luck is only half as effective as normal (burning 2 points is necessarily to get a +1 bonus) in the presence of the creature.
8.	Harsh Reality: Luck checks in the creature's presence automatically fail.
9.	Contagious!: Burning Luck works as normal, but any bonuses generated are also gained by the creature for its next roll.
10.	What If?: Time rewrites and characters lived different lives! All characters must reroll their background Occupations and Birth Augur/Lucky Rolls. This does not change what equipment they are currently carrying.
11.	They Changed What “It” Was: The fundamental morals and alliances of the universe change around the characters! Their values and alignment do not change for themselves, but all magic and greater entities will treat them as if they had a different alignment! Roll for a new random effective alignment for each character. Because of these special circumstances, while Clerics will lose spells and the support of his god, gods matching the new alignment will offer their support to this one so involved at the center of universal flux.
12.	Conspiracy!: Cosmic forces align against the characters. Each character's XP Level Thresholds will increase by a random amount, making gaining a level more difficult, potentially even impossible.
13.	Are We There Yet?: Cosmic forces are warped: no character will receive more than 1 XP per encounter until that character levels up.
14.	Celestial interference: Effective Caster Levels of Clerics are decreased by d4 levels. The Cleric will not know this before casting a spell.
15.	Celestial static: Effective Caster Levels of Clerics are decreased a random amount. The cleric will not know this before casting a spell.
16.	Direct Line to God: Effective Caster Levels of Clerics are increased by d4 levels. The Cleric will not know this before casting a spell.
17.	Celestial Broadband: Effective Caster Levels of Clerics are increased by a random amount. The Cleric will not know this before casting a spell.
18.	Damn This Creature: Clerics will have a random amount added to their Spell Checks.
19.	Grounded!: Just being in the monster's presence is making your god unhappy: Clerics will have a random amount subtracted from their Spell Checks.
20.	Celestial Telephone: This creature is warping all requests from Clerics to their gods; the Range of Disapproval is increased by d4.
21.	Redacted: Mere knowledge of this creature is forbidden, and any Cleric who learns about this creature must roll d12 on the Deity Disapproval table. Actually seeing the creature means an additional d20 roll on the table.
22.	Feedback!: This creature is annoying to the gods, and a Cleric acts as a direct conduit, delivering that annoyance twice as hard. For going anywhere near the creature a Cleric must roll on the Deity Requests chart to make up for it.
23.	Disturbing the Priest: Holy symbols of a particular alignment (determine randomly) will melt or burn or otherwise be destroyed in the creature's presence.
24.	Disturbing All Priests: All holy symbols in the creature's presence will be destroyed.
25.	Don't Touch!: All Laying of Hands is considered to be “opposed.”
26.	How Generous!: Laying of Hands will instead heal the creature instead of the intended character.
27.	Feeble Deeds: Any attack which has been declared a Mighty Deed of arms is instead a Fumble.
28.	Denied: The creature cancels out all uses of level-based Action Dice in its presence.
29.	Swingy: In combat involving this creature, all failed attack rolls are considered Fumbles.
30.	Magnificent: All successful attack rolls are considered Critical Hits.
31.	Butterfingers: The chances of Fumbles in combat involving this creature are doubled (natural 1 or 2).
32.	Does This Change Anything?: Fumbles happen on any roll of 1 or lower, not just a natural 1, in combat involving this creature.
33.	Time to Flip the Table: The creature's presence makes it possible for magical weapons to break as a result of a Fumble.
34.	Murphy's Law: Fumbles are rolled on the table using an improved die.
35.	I Meant to Do That!: Fumbles are rolled on the table using a reduced die.
36.	Control Yourself!: Fumbles are rolled on the table using a random die instead of the usual die.
37.	Right Back At Ya: Any Critical Hit against the creature instead happens to the character who inflicted the blow—you can't be too good against this creature.
38.	Focused: The chances of Critical Hits in combat involving this creature are doubled (natural 19 or 20).
39.	Call the Doctor!: Critical Hits happen on any roll of 20 or higher, not just a natural 20, in combat involving this creature.
40.	You Can Even Slice a Tin Can With It: Critical Hits are rolled using an improved die.
41.	But You Wouldn't Want To: Critical Hits are rolled using a reduced die.
42.	Undisciplined, but Talented: Critical Hits are rolled using a random die instead of the usual die.
43.	Reversal: A natural 1 is now a Critical Hit and a natural 20 a Fumble in combat involving this creature.
44.	Like a Rookie: All Critical Hits in combat involving this creature, no matter who is attacking, are rolled on Crit Table I.
45.	Sneaky Bastard: All Critical Hits in combat involving this creature, no matter who is attacking, are rolled on Crit Table II.
46.	Proper Killer: All Critical Hits in combat involving this creature, no matter who is attacking, are rolled on Crit Table III.
47.	Pro Shot: All Critical Hits in combat involving this creature, no matter who is attacking, are rolled on Crit Table IV.
48.	Master's Strike: All Critical Hits in combat involving this creature, no matter who is attacking, are rolled on Crit Table V.
49.	Needs a Mint: All Critical Hits in combat involving this creature, no matter who is attacking, are rolled on Crit Table DR.
50.	Diabolical Strike!: All Critical Hits in combat involving this creature, no matter who is attacking, are rolled on Crit Table DN.

51.	Tall Order: All Critical Hits in combat involving this creature, no matter who is attacking, are rolled on Crit Table G.
52.	Death Touch: All Critical Hits in combat involving this creature, no matter who is attacking, are rolled on Crit Table U.
53.	Generic yet Mean: All Critical Hits in combat involving this creature, no matter who is attacking, are rolled on Crit Table M.
54.	That's Gonna Hurt: All damage dice are rolled with an improved die in combat involving this creature.
55.	My Grandma Hits Harder Than You: All damage dice are rolled with a reduced die in combat involving this creature.
56.	Santa Claus Doesn't Give Any Breaks: There is no Bleeding Out buffer in combat involving this creature: 0 hit points means death, no matter what level a character is.
57.	Tempt Fate: The Bleeding Out buffer is a random amount of points in combat involving this creature, no matter what level a character is.
58.	Can You Cast At Me Now?: Any spell cast against the creature causes a Phlogiston Disturbance—a “Spells Merge” result just doubles the effect of the spell cast against it.
59.	Hypermagic I: The DC of all Spell Checks involving or in the presence of the creature is 10 + (Spell Level).
60.	Hypermagic II: The DC of all Spell Checks involving or in the presence of the creature is 10.
61.	Hypermagic III: The DC of all Spell Checks involving or in the presence of the creature is 10 – (Spell Level).
62.	Hypermagic IV: The DC of all Spell Checks involving or in the presence of the creature is 10 – random amount.
63.	Hypermagic V: Spellburn yields twice the bonus to a Spell Check involving or in the presence of the creature.
64.	Depressed Magic I: The DC of all Spell Checks involving or in the presence of the creature is 10 + (Spell Level x 4).
65.	Depressed Magic II: The DC of all Spell Checks involving or in the presence of the creature is 15 + (Spell Level x 2).
66.	Depressed Magic III: The DC of all Spell Checks involving or in the presence of the creature is 20 + (Spell Level).
67.	Depressed Magic IV: The DC of all Spell Checks involving or in the presence of the creature is 10 + a random amount.
68.	Depressed Magic V: Spellburn yields half the bonus to a Spell Check involving or in the presence of the creature.
69.	Depressed Magic VI: Spellburn yields no bonus to Spell Checks involving or in the presence of the creature.
70.	BURN!: Ability scores sacrificed for Spellburn do not recover.
71.	Altered Unreality: Every Wizard in the presence of the creature must roll on the Mercurial Magic table for every spell they know. All adjustments are based on the Wizard's capabilities before the roll is made.
72.	Ch-ch-ch-Changes: Characters are altered by the mere presence of the creature. All characters must suffer effects rolled on the Minor Corruption table.
73.	Run Away!: Characters are substantially altered by the mere presence of the creature. All characters must suffer effects rolled on the Major Corruption table.
74.	Things Man Was Not Meant To Know: Characters are inexorably altered by the mere presence of the creature. All characters must suffer effects rolled on the Greater Corruption table.
75.	Triple Decker Sandwich!: All characters in the presence of the creature must suffer Minor, Major, and Greater Corruptions!
76.	Mortal's Choice: Each character must roll on the Minor, Major, and Greater Corruptions charts. The player gets to choose which one the character suffers.
77.	Brain Cloud: All spellcasting in the presence of or relating to the creature results in a Generic Spell Misfire in addition to its normal effects.
78.	MagicKill: All spellcasting results in a Misfire; no spell will be successfully cast.
79.	Eldritch Interference: Effective Caster Levels of Wizards are decreased by d4 levels. The Cleric will not know this before casting a spell.
80.	Eldritch Static: Effective Caster Levels of Wizards are decreased a random amount. The Wizard will not know this before casting a spell.
81.	Direct Line to the Greater Chaos: Effective Caster Levels of Wizards are increased by d4 levels. The Wizard will not know this before casting a spell.
82.	Eldritch Broadband: Effective Caster Levels of Wizards are increased by a random amount. The Wizard will not know this before casting a spell.
83.	Blast This Creature: Wizards will have a random amount added to their Spell Checks.
84.	Cosmic Entropy: Just being in the monster's presence is making energy break down. Wizards will have a random amount subtracted from their Spell Checks.
85.	Reality is Bleeding: All Wizard spellcasting in the monster's presence or relating to the creature causes a Corruption roll in addition to the spell's normal effect.
86.	I'll Be Back: If the creature is killed, it is not actually dead, but retained by the universe as a potential being. If a Wizard present at its “destruction” casts Find Familiar, this creature is summoned, at full power, instead of a familiar and will seek revenge.
87.	Demonling Rivalry: Any attempt to Invoke or Bond with a Patron in the presence of this creature will result in Patron Taint as the creature creates distracting interference in the communications.
88.	You Broke the Deal: This creature has non-interference agreements with the Patrons of the campaign, and the characters' presence triggers a Patron Taint as the Patron attempts to apologize to the creature for the transgression.
89.	We Meet at Last: Characters' Patrons have been aching to get at this creature for quite some time. Invoke Patron spell results are increased by a random amount.
90.	Headhunting: Any attempt to Invoke or Bond with a Patron in the presence of this creature will be in a right fix, as the creature becomes the Patron in question.
91.	For Two Draft Picks to be Determined Later: Merely being in the presence of this creature increases the value of all characters—any character with a Patron finds that their Patron has instantly changed due to higher-dimension politics (a trade, or gambled away...). Each Patron which exists in the campaign has an equal chance to be the character's new Patron.
92.	Free Agent: Any character with a Patron may choose another Patron, without penalty and abandoning any obligations the character had to the old Patron. Any character without a Patron may freely select one now, rolling on the Patron Bond spell result table using d30+Luck Modifier. Non-Wizards learn Invoke Patron as if they were Wizards if so directed by the table.
93.	You're Fired: The presence of the creature undoes any Patronage bonds characters may have.
94.	Bleed: All spellcasting causes a magical Side Effect (DCC RPG p358) in addition to normal effects.
95.	Uplift: In the presence of this creature, each character's primary weapon becomes Intelligent and fearful of the creature—they refuse to be used to attack it.
96.	Convergence of Destiny: Every weapon possessed by characters in the presence of the creature gains a Special Purpose, and will not allow itself to be used except in direct pursuit of that purpose. The weapons otherwise remain unintelligent.
97.	Oh, This Is Ridiculous: The creature causes a rift in time and space, resulting in one random encounter area from another Dungeon Crawl Classics adventure to be transported to the location where the characters are encountering this monster. All details from both locations, including inhabitants, now exist in the same place at the same time! To determine which adventure to pull a location from, roll d30 and consult the table W-2.
98.	Unstable Elements: The effect the creature has on the universe changes constantly. Roll each round to determine the creature's effects. Previously suffered consequences remain.
99.	Cosmic Awareness: Roll twice on this table. Inform the players of both choices, and let them decide which they want to be in effect.
100.	Total Universal Breakdown: Each character in the presence of the creature rolls on this table, and this is now the effect they have on the world around them forevermore.

Roll d30	W-2 Random Adventure Encounters (from entry 97 in table W-1)
1.	Doom of the Savage Kings
2.	Sailors on the Starless Sea
3.	People of the Pit
4.	The Emerald Enchanter
5.	Jewels of the Carnifex
6.	The 13th Skull
7.	Beyond the Black Gate
8.	Emirikol Was Framed
9.	Blades Against Death
10.	The Sea Queen Escapes
11.	Colossus, Arise!
12.	Well of the Worm
13.	The Croaking Fane
14.	The Tower out of Time
15.	Fate's Fell Hand
16.	Frozen in Time
17.	Tower of the Black Pearl
18.	Intrigue at the Court of Chaos
19.	Glipkerio's Gambit
20.	The One Who Watches from Below
21.	Bride of the Black Manse
22.	Dragora's Dungeon
23.	The Chained Coffin
24.	Peril on the Purple Planet
25.	The Making of the Ghost Ring
26.	The Old God's Return
27.	Trials of the Toy-Makers
28.	Perils of the Sunken City
29.	The God-Seed Awakens!
30.	In the Prison of the Squid Sorcerer

If you do not own the adventure in question, roll again, but inform your players that they must take a collection and buy the adventure for you or else their characters will all suffer a Minor Corruption the next session, and if still isn't purchased, a Major Corruption the next, and a Greater Corruption each session thereafter.

You are allowed to simply choose #97 if you want to strongarm your players into buying you an adventure, but if you do this you are not allowed to choose which one. Roll that d30! If you end up rolling an adventure you already own, you must provide all of the players with a copy of that adventure and then run it for them next session, with the players allowed to consult the adventure text while you play.







is also for Wings

Wings come in many shapes and sizes. Creatures can glide from tree to tree, flap to great heights, and dive at enemies at high velocity.

Roll on the table below to determine the creature's wings. The table is rolled on using five-sided dice as percentile dice. Roll one d5, multiply it by 10, and then add the other d5. It's easier to use two different colored dice and designate one as the tens place.



Roll d5x10+d5	W-1: FREAKY FEATHERED FIGHTERS
11	Scaly flying fish fins.
12	Fast-beating hovering hummingbird wings.
13	Expansive pterodactyl wings.
14	Razor sharp ridges slice flesh. Roll d5x10+d3 on table again for appearance.
15	Swoop attack can hit multiple adjacent targets. Roll d5x10+d3 on table again for appearance.
21	Alabaster swan wings.
22	Swollen gasbag.
23	Flaming phoenix wings.
24	Gale force wind attack from beating wings. Roll d5x10+d3 on table again for appearance.
25	Vicious gripping claws. Roll d5x10+d3 on table again for appearance.
31	Hairy black bat wings.
32	Skin webbing extending from wrists to ankles.
33	Shimmering phantasmal wings.
34	Additional pair of wings. Roll d5x10+d3 on table twice for appearance
35	Flightless. Roll d5x10+d3 on table again for appearance.
41	Flapping cowl.
42	Black crow wings.
43	Beetle wings.
44	Vestigial wings only capable of short flight. Roll d5x10+d3 on table again for appearance.
45	Flapping shakes loose burrowing mites. . Roll d5x10+d3 on table again for appearance.
51	Brightly plumed, exotic bird wings.
52	Dragon wings.
53	Mechanical glider wings fashioned from canvas, metal struts, and pulleys.
54	Wings wrap around to smother prey. Roll d5x10+d3 on table again for appearance.
55	Wings composed of metallic substrate that reflects blinding light. Roll d5x10+d3 on table again for appearance.



is for Xenotransplantation

Among all the specializations of magic, no discipline is as little understood as biomancy. There are no treatises or tomes of reference available to inform the neophyte. The knowledge is hard won through years of painstaking research and every scrap of information is guarded jealously. For in the hands of the biomancer rests a power normally restricted to the gods – the power to reshape life itself.

The most difficult effect to achieve is xenotransplantation, the implantation of organs and body parts from and into different species. Grafting the tail of a giant scorpion onto a warhorse, for example, requires intimate knowledge of anatomy, surgery, and spellcraft to manipulate the applicable skeletal, muscular, and vascular systems. Never mind the inherent difficulty of conjoining a vertebrate mammal and an arachnid exoskeleton.

Though less frequent, xenotransplantation can also occur as the result of a curse, deific fiat, spell taint, and prolonged exposure to otherworldly magic. No matter the cause, the effect is unsettling.

Roll d24	X-1: TWENTY-FOUR FEARSOME EXTRA BODY PARTS		
1	Manticore tail	13	Bear claws
2	Breath Weapon	14	Gorgon hair
3	Crab claw	15	Vampire fangs
4	Rhino horn	16	Sword arm
5	Stirge proboscis	17	Roper tentacles
6	Eyestalks that fire magic rays	18	**Tail**
7	Ettercap spinners	19	Siren's larynx
8	**Quills**	20	Pegasus wings
9	Kraken beak	21	Griffon talons
10	Double all appendages	22	Giant scorpion tail
11	Jellyfish tendrils	23	**Wings**
12	Hook hands	24	Assassin vines



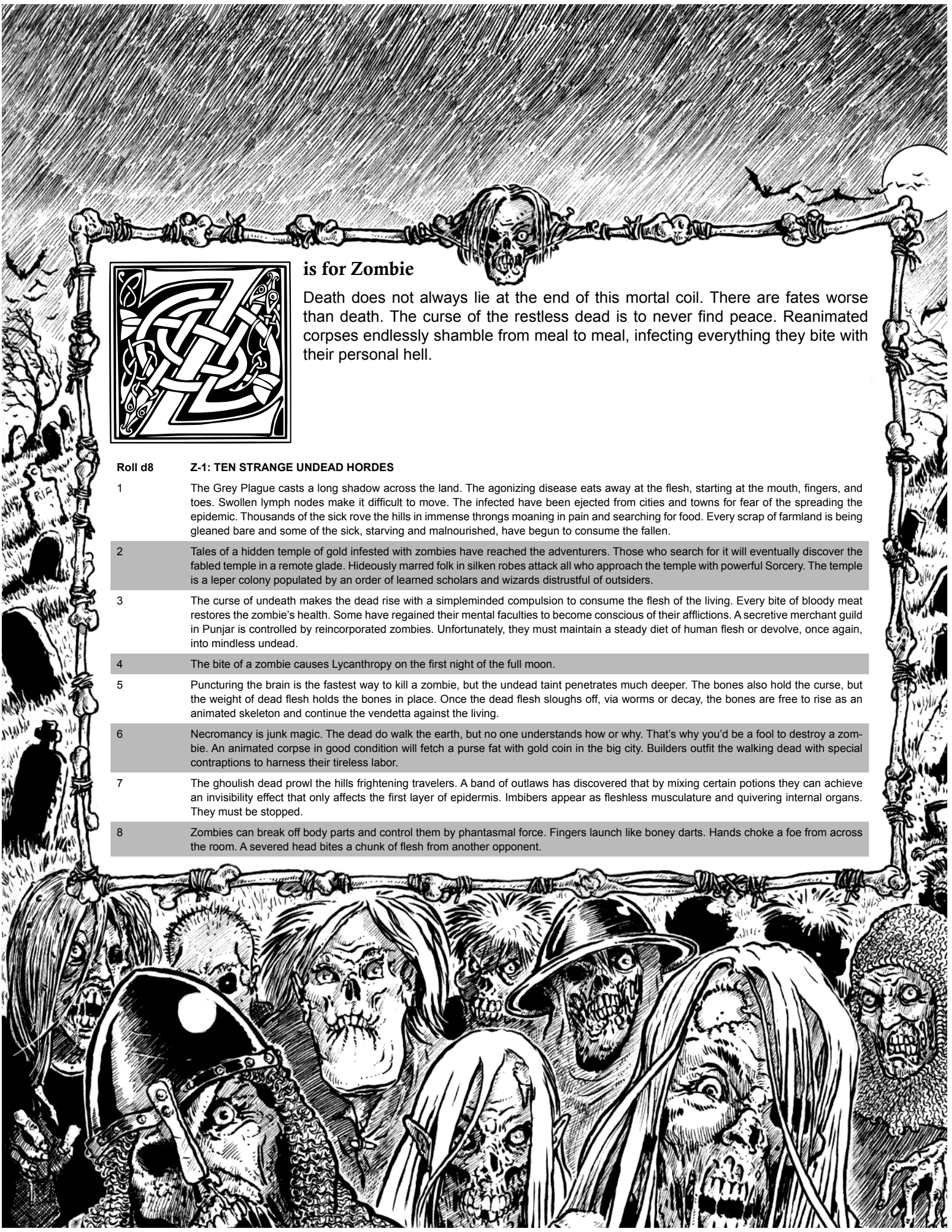


is for Yuck

Untold are the number and variety of abominations in the world. The strongest and the fastest are not always the most successful. Some creatures are foul enough to turn the stomachs of even the most jaded adventurers. Be it a revolting stench, or attacks of a disgusting nature, or a preference for filthy lairs, the entire party would rather turn tail and run than spend another moment in the beast's vile presence.

d10 Roll	Y-1: TEN DISGUSTING ADAPTATIONS
1	The creature attacks with an acidic projectile vomit attack. The acid is strong enough to melt flesh, armor, and weapons into pools of gurgling slurry.
2	The beast's entire body is covered in oozing sores, boils and swollen blisters. Any attack has a chance of causing a blister to burst, spewing disease on everyone within melee range.
3	To drive off attackers, the monster smears itself with rotting offal and its own excrement.
4	The creature hoards piles of trash in its lair. It will fight to the death to protect each rusty dagger and moldy ration. It considers every last item to be more precious than gold.
5	The beast rips out an eye of its still-living victim, simultaneously secretly implanting a tiny egg. The victim's head explodes when the young hatches a week later.
6	The monster lairs in a nest made from the rotting corpses of previous victims.
7	The beast is a freakish oddity. It may have partially absorbed a sibling in the womb, leaving a functioning arm or face in a bizarre place, or is conjoined to the desiccated husk of a dead twin.
8	The body of the creature is covered in a thick layer of mucus, making it difficult to grab.
9	Like a starfish, the beast attacks by pinning down its victim and puking up its own stomach to digest its prey outside of its body. Once partially dissolved, it swallows its meal and stomach in a single slurp.
10	The monster's mouth is filled with festering wounds and rotting chunks of meat. A single bite is able to transfer virulent bacteria that eat away the target's flesh over the course of several days.





Z is for Zombie

Death does not always lie at the end of this mortal coil. There are fates worse than death. The curse of the restless dead is to never find peace. Reanimated corpses endlessly shamble from meal to meal, infecting everything they bite with their personal hell.

Roll d8	Z-1: TEN STRANGE UNDEAD HORDES
1	The Grey Plague casts a long shadow across the land. The agonizing disease eats away at the flesh, starting at the mouth, fingers, and toes. Swollen lymph nodes make it difficult to move. The infected have been ejected from cities and towns for fear of the spreading the epidemic. Thousands of the sick rove the hills in immense throngs moaning in pain and searching for food. Every scrap of farmland is being gleaned bare and some of the sick, starving and malnourished, have begun to consume the fallen.
2	Tales of a hidden temple of gold infested with zombies have reached the adventurers. Those who search for it will eventually discover the fabled temple in a remote glade. Hideously marred folk in silken robes attack all who approach the temple with powerful Sorcery. The temple is a leper colony populated by an order of learned scholars and wizards distrustful of outsiders.
3	The curse of undeath makes the dead rise with a simpleminded compulsion to consume the flesh of the living. Every bite of bloody meat restores the zombie's health. Some have regained their mental faculties to become conscious of their afflictions. A secretive merchant guild in Punjar is controlled by reincorporated zombies. Unfortunately, they must maintain a steady diet of human flesh or devolve, once again, into mindless undead.
4	The bite of a zombie causes Lycanthropy on the first night of the full moon.
5	Puncturing the brain is the fastest way to kill a zombie, but the undead taint penetrates much deeper. The bones also hold the curse, but the weight of dead flesh holds the bones in place. Once the dead flesh sloughs off, via worms or decay, the bones are free to rise as an animated skeleton and continue the vendetta against the living.
6	Necromancy is junk magic. The dead do walk the earth, but no one understands how or why. That's why you'd be a fool to destroy a zombie. An animated corpse in good condition will fetch a purse fat with gold coin in the big city. Builders outfit the walking dead with special contraptions to harness their tireless labor.
7	The ghoulish dead prowl the hills frightening travelers. A band of outlaws has discovered that by mixing certain potions they can achieve an invisibility effect that only affects the first layer of epidermis. Imbibers appear as fleshless musculature and quivering internal organs. They must be stopped.
8	Zombies can break off body parts and control them by phantasmal force. Fingers launch like boney darts. Hands choke a foe from across the room. A severed head bites a chunk of flesh from another opponent.



is also for Zoomorphic

Cursed are the beastmen. Punished by angry gods and fickle patrons, these once-intelligent humanoids slowly devolve into feral animal hybrids. The tortuous, continual, transformation shatters the psyche, leaving only base instincts and a wild lust for blood. In the final, agonizing, stage of the curse, the creatures' skeletal structure can no longer support their weight. The hybrids collapse into a pile of quivering flesh and appendages until they eventually asphyxiate or are consumed by other predators. Roll on each table below to reveal the cursed creature's doom.

Roll D4	Z-2: BASE RACE
1	Elf
2	Dwarf
3	Halfling
4	Human

Roll D6	Z-3: HUMANOID TRAITS
1	Strange eyes; Roll on Eyeballs (Table E-2).
2	Gender. Roll a d4: 1 – Male; 2 – Female; 3 – Androgynous; 4 – Hermaphroditic.
3	A forked, serpent tongue flicks from the beast's mouth.
4	Wearing partial armor. Roll a d7: 1 – Loin cloth; 2 – Chainmail hauberk; 3 – Buckler; 4 – Scalemail skirt; 5 – Leather jerkin; 6 – Steel chestplate; 7 – Tower shield.
5	Body proportions. Roll a d10: 1 – Wiry; 2 – Tiny arms; 3 – Well-muscled; 4 – Full-figured; 5 – Small head; 6 – Tall and slender; 7 – Overlarge head; 8 - Bulky with an enormous paunch; 9 – Giant ears; 10 – Arms hang to the floor.
6	Frightening markings of the flesh. Roll a d6: 1 – Hooks in flesh; 2 – Hooped, ear gauges; 3 – Leopard spots; 4 – Facial tattoo; 5 – Stripes; 6 – Ritual scars.

Roll D10	Z-4: BESTIAL NATURES
1	Some kind of birdman with (Roll a d7: 1 – Eagle head; 2 – Dropping vulture neck; 3 – Owl head; 4 – Brightly-colored cockscomb and bulging eyes; 5 – Raven head; 6 – Ostrich legs; 7 – Covered in feathers from head to toe.)
2	The humanoid's head has been replaced with an insect's. Roll a d7: 1 – Bullet ant; 2 – Grasshopper; 3 – Scarab; 4 – Cockroach; 5 – Mosquito; 6 – Giant hornet; 7 – Bot Fly. It also has one Insectoid feature; Roll once on Table I-2.
3	An ophidian head sprouts from the monster's neck. Roll a d7: 1 – Spitting cobra; 2 – Boa constrictor; 3 – Coral snake; 4 – Horned viper; 5 – Black mamba; 6 – Rattlesnake; 7 – Snake tail instead of head; Roll a d6 on this table entry to determine type.
4	A snarling canine face locks your gaze. Roll a d6: 1 – Dog; 2 – Wolf; 3 – Fox; 4 – Jackal; 5 – Coyote; 6 – Hyena.
5	The beast has waterlogged flesh and a piscine visage. Roll d7: 1 – Octopoidal head with tentacle mouth; 2 – Grouper; 3 – Black eel with long neck; 4 – Hammerhead; 5 – Overturned starfish with a beak mouth; 6 – Barracuda; 7 – Squid with humanoid legs.
6	Horns jut from the damned thing's head. Roll d10: 1 – Rhinoceros; 2 – Water buffalo; 3 – Antelope; 4 – Ram; 5 – Deer; 5 – Moose; 6 – Yak; 6 – Stag Beetle; 7 – Goat; 8 – Bull; 9 – Unicorn; 10 – Caribou.
7	Moulting scales cover the creature's clawed extremities. An oversized reptilian head sits atop its shoulders. Roll a d6: 1 – Iguana; 2 – Velociraptor; 3 – Crocodile; 4 – Gecko; 5 – Komodo dragon; 6 – Frilled lizard.
8	A pair of **Wings** slowly flex open and closed. Determine Wings. Then, roll a d7 on this table again.
9	The beastman has one feature of another species. Determine **Xenotransplantation**. Then, roll a d7 on this table again.
10	This shamanic creature wields an effigy and has learned a small bit of dark magic. Determine the manner of **Sorcery**. Then, roll a d7 on this table again.









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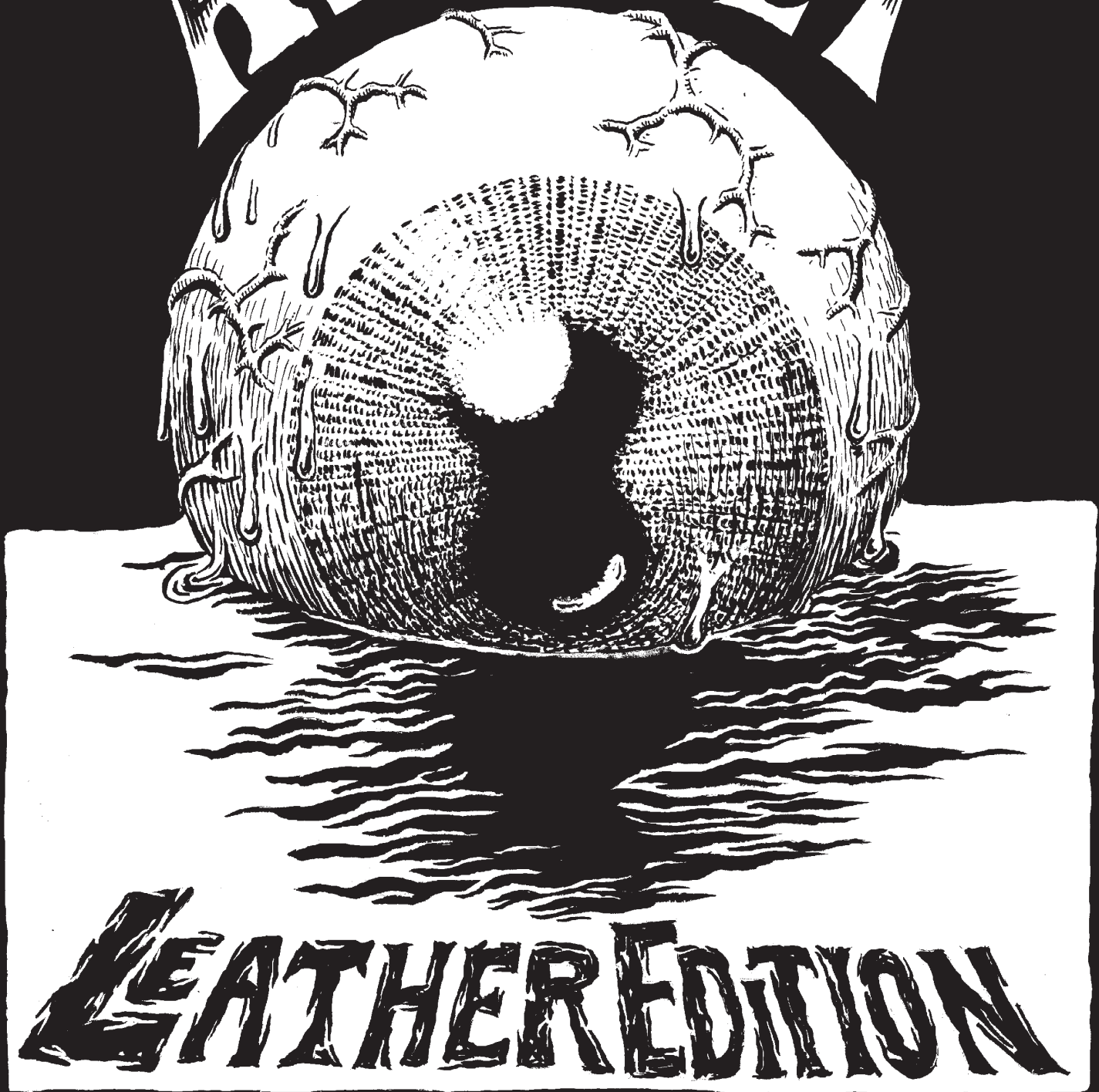

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