

THE RANDOM ESOTERIC CREATURE GENERATOR

FOR CLASSIC FANTASY ROLE PLAYING GAMES
AND THEIR MODERN SIMULACRA



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DISTINCTIVE FEATURES

The key to making a creature truly memorable is in its physical description. Once the dice start rolling and people start taking damage, the in-game mystique often takes a turn toward practical combat matters ... which might be a good thing, and “realistic,” as that adrenaline rush certainly removes all distracting factors in the real world, right? So the moment to burn a new creature into your players’ memories is when you describe it to them for the first time. Roll on the following table until the creature feels complete. And yes, there is a “multiple features” entry which would seem to make that statement redundant, but that roll should force some added creativity ... perhaps.

d%		
01 – 02	Beak	Instead of (in addition to?) teeth, the creature has a sharp stabbing surface around its mouth. At minimum, the creature will have a bite attack.
03 – 04	Blood-Drenched	The creature is continually covered in blood, which it secretes much in the same the way people sweat. Every movement the creature makes, every attack it makes, and every blow it takes will spatter blood around the battlefield.
05 – 06	Boiling/Steaming Body	The creature has a ridiculously high body temperature, emitting steam constantly, along with occasional jets of boiling water. Any bite it has is increased by one die type (boiling saliva), and any hold attacks are increased by one additional die. Any cold-based spells only have one-half their normal effect, or no effect at all if a save is made.
07 – 08	Constantly Shedding	The creature loses its skin at a rapid rate, making it very easy to track and making its lair very distinctive. The shed skin should be repulsive. Until the characters see the creature itself, the true nature of the discarded skin should be a macabre mystery.
09 – 10	Distinctive Markings	The creature has some sort of distinctive markings or patterns on its body. Roll a 1d20:
	1 – 3	Spots
	4 – 6	Stripe
	7 – 10	Stripes
	11	Tattoos
	12	Shifting patterns
	13 – 15	Colored bands
	16 – 18	Geometric patterns
	19 – 20	Colored patches

11	Elongated Neck	The creature's neck is long and articulated, so it may attack past the front rank of foes much as a spear can.
12	Hood	When the creature enters combat, a hood of skin (much like a cobra, but not limited to such a shape) expands behind the creature's head, giving it a more fearsome appearance.
13	Expanded Bone Structure	The creature's bones are outside of the body as well as inside, giving it a 1d6 bonus to its AC.
14	Albino	The creature's outer surfaces and hair are extremely pale (often white), and its eyes are pink or red.
15 – 16	Eye Stalks	The creature's eyes are outside of its head, allowing for a greater field of vision. Its chances of being surprised are reduced by 1 in 6.
17 – 18	Glowing Eyes	The creature's eyes glow in the dark. This gives it a 1 in 6 less chance to surprise foes that do not have the ability to see in the dark – but no penalty to surprise those that can!
19 – 20	Hair	The creature has hair of some sort, even if totally inappropriate for its body type or other characteristics. Roll a d10 to determine how hairy it is, a 10 meaning it is completely covered with long, thick fur.
21	Horns	The creature has large horns on its head, although it does not use these for combat purposes.
22	Fin	The creature has a large fin across its head and back, as some lizards do.
23	Fin	The creature, even if land-based, has fins much like those of a fish or shark.
24	Icy/Cold Body	The creature's body is so cold that the moisture in the surrounding air freezes and forms a solid layer of ice around the creature's body. Any magical cold attack does –1 damage per die, and the first fire-based attack of a combat does no damage, but it does remove the ice. While the ice is present, the creature receives a 1d4 AC bonus.
25 – 26	Illusionary Features	Roll again on this table to determine another feature. There is a 25% chance it will have a special attack associated with it. The thing is, it isn't real. It's just an illusion.
27 – 28	Metal-Like Features	The creature's hide resembles a hard metal surface. It receives a 1d4+4 bonus to AC.
29 – 30	Multiple Arms	The creature has double the number of arms, or one set of arms if the body type usually has none. Add one bashing attack or double the usual number of attacks delivered by limbs as appropriate.
31	Multiple Heads	The creature has an additional head. Its chances of being surprised are reduced by 1 in 6 per additional head. If it has a bite attack, it gains an additional such attack for each additional head.
32	Antlers	The creature has a large rack of antlers on its head.
33 – 34	Multiple Legs	The creature has double the usual number of legs. Increase all land movement rates by 20'.
35 – 36	Multiple Eyes	The creature's chances of being surprised are reduced by 1 in 6..



37 – 38	Stinger	The creature has an additional attack, doing standard damage from a stinger located on its tail or backside area. If the creature already has a tail attack, this replaces that attack. This stinger will automatically deliver some sort of special attack.
39 – 40	Odor	The creature emits a strong, recognizable odor. This decreases its chance of surprising opponents by 1 in 6.
41 – 42	On Fire!	The creature is actually on fire, and any attack it makes, or any physical contact made against it, results in the touched opponent taking damage as if getting splashed by burning oil. Flammable items (clothing, wooden weapons, etc.) may also catch fire.
43 – 44	Oozing Sores	The creature is covered with slime, pus, and foul goop streaming from open sores on its body. If the creature has a special attack, then coming into physical contact with the ooze is a good way to deliver the attack.
45 – 46	Plant Features	The creature has characteristics of plant matter: leaves, branches, roots, and/or vines growing out of random places on its body. Perhaps there is even fruit or berries growing on the creature. What happens if you eat it?
47 – 48	Prehensile Tongue	The creature's tongue is able to grab things. If the creature is Enormous or Run! It's Godzilla!, this gives the creature a hold special attack.
49	Pulsating Skin	The creature's skin constantly shifts and bubbles and throbs disturbingly.
50	Faces	The creature has 1d4 additional nonfunctional faces on its body. If a 4 is rolled, roll again; if a 4 comes up again, then the creature is <i>covered</i> with faces.
51 – 52	Rocklike Features	The surface of the creature's body resembles rocky formations more than skin. This gives it a 1d4+2 AC bonus.
53 – 54	Rubber-Boned	The creature's bones are soft and pliable and impossible to break – or perhaps it doesn't have any real bones at all. Blunt weapons do no damage to the creature (although any magical bonuses do count toward damage).
55 – 56	Rubbery Body	The creature's internal structure is more or less normal (or better yet, recognizable), but its skin is very rubbery and things tend to bounce off of it. If the attack is successful, but the rolled damage is less than half the weapon's natural maximum (for example, a roll of 1–3 for a weapon that does d6 damage, before any modifiers), then the weapon bounces off and does no harm to the creature. Missile weapons that bounce off have a 10% chance of bouncing directly at another randomly chosen combatant, and if this happens, the original attacker should make new to-hit and damage rolls against the new target.
57 – 58	Scales	The creature has scales on the surface of its body, giving it a 1d4 bonus to its AC.
59 – 60	Serpent Appendages	The creature has snakes coming out of certain parts of its body in addition to its normal characteristics. The referee should decide where the snakes are. This gives the creature an additional attack in melee, and anyone being hit by this attack must save versus poison or die.
61 – 62	Shade Form	The creature can become a living shadow. It becomes effectively invisible in low lights or shadowy environments, and has a 5 in 6 chance of surprising foes. Note that while in this form, it cannot attack physical beings, and can only be attacked by magical effects or magic weapons.
63 – 64	Shambling Gait	The creature moves in a jerky, unpredictable manner. The creature's movement is decreased by 10'.
65 – 66	Shell	The creature has a shell similar to that of a turtle or crab, giving it a 1d4+2 bonus to its AC.
67 – 68	Shimmering Body	The creature's hide reflects light in a way similar to an oil/water mixture, with shifting, kaleidoscope-like colors.
69 – 70	Skeletal Appearance	The creature's appearance is so lean and drawn that the internal bone structure is the most striking visible feature.
71 – 72	Slimy	The creature is covered in a thick, viscous ooze that trails behind it.
73 – 74	Speech	The creature can speak in a language at least one of its foes can understand. This does not mean the creature has any measurable intelligence, but merely is able to parrot what it has heard before. The referee should do his best to unnerve the players with what this thing says. Likely the only speech it has ever heard is what its previous prey has said (and screamed) before being devoured. Imagine what a parrot would have picked up in Jeffrey Dahmer's apartment and embellish from there.
75 – 76	Suction Cups on Limbs	The creature automatically has wall-crawling ability.

77 – 78	Tail	The creature has a tail that can be used to make an extra attack.			
79 – 80	Tentacles	The creature has tentacles that can be used to attack and/or entangle enemies. The creature gains an additional attack, which allows it to use the hold special attack, and there is a 50% chance the tentacles can give the same effect as a tail attack and the creature gains two additional such attacks.			
81 – 82	Transparent	The creature's outer features are completely transparent, allowing all of its internal structure to be seen. This is very unpleasant to look at.			
83 – 4	Unusual Color	The creature's pigmentation is unusual. Roll 1d10 twice, once for primary color and second for "detail" color. Roll another die if you wish to judge brightness (lower roll means darker color).			
		1	Red	6	Violet
		2	Yellow	7	Black
		3	Orange	8	White
		4	Green	9	Gray
		5	Blue	10	Brown
85 – 86	Weapons for Hands	Instead of its standard mauling paws, claws, talons, or thorny fronds, the creature strikes with a randomly chosen non-dagger or non-staff melee weapon in its place. This weapon is an intrinsic part of the creature, and does damage as the weapon normally does (adjusted for the creature's size). If the weapon would do less damage than the creature's normal claw attack, use the creature's existing damage value. Beware The Bardiche-Handed Terror!			
87 – 88	Wet/Drenched Body	The creature sweats or otherwise is perpetually soaked to such a degree that it leaves a wet trail everywhere it goes. Any place it sleeps quickly becomes a pool. Any fire- or heat-based spells only have one-half their normal effect, or no effect at all if a save is made.			
89 – 90	Wings	The creature has wings of a type appropriate to its form (or not, as the referee desires) and automatically has flight as a movement method.			
91 – 92	Mechanical Features	The creature is in some way mechanical, whether being clockwork, steam-powered, or fueled by another source determined by the referee. Movement is reduced by half and AC is increased by 1d4+2.			
93 – 99	Multiple Features	Re-roll twice and combine the results. If this result comes up again, keep making additional rolls and combining the rolls. If the combinations make no sense ... good. Use all modifiers for all options.			
100	Special!	The creature has some <i>very</i> special qualities about it. Roll 1d6:			
		1	The creature is merely a baby, and if it is defeated, its mother is going to be <i>pissed</i> . At some point, 1d4 weeks in the future, the creature's enemies will be attacked by this larger version of what they have just defeated, which will have half-again the HD, be one size category larger, and it will be in quite a foul mood.		
		2	The creature is actually a polymorphed adventurer of a random class and level. This character has no control over his actions, and only if the polymorph is dispelled will the character regain his or her faculties.		
		3	The creature is an infernal being from the pits of hell, or some lower dimension of evil. It has all the abilities such creatures possess in a particular game system.		
		4	The creature is protected by some unholy power, and whoever strikes the killing blow upon it will suffer some horrible curse that can only be removed by a high-level priest ... and only after the character has gone on a dangerous quest.		
		5	The creature is a mad elder god that is not happy with his current form. The first character to do damage to the creature has his soul linked with the creature's own, although the character will be unaware of this development ... briefly. Each retains control of their original body, but the creature will no longer attack that character. If the creature's body dies, then the elder god's soul will transfer to the character and take control of his body – and it will seek to hide the change until such time it can leave the party peacefully to rebuild its lost cult. Likewise, if the character dies before the elder god, then he takes control of the monster's body, but remember it won't be able to speak (unless the creature has the speech feature) and possibly not even gesture, depending on what limbs it has.		
		6	The creature is a gate to another plane, and killing the creature will open the gate.		



SPECIAL ABILITIES

The base chance of a creature to have a special ability is its HD x 10%. To determine how many special abilities a creature has, roll percentile dice. For every full 10% under its base chance, the creature has one special ability. Special abilities marked with an asterisk will have a specific way they are performed; roll on the Delivery of Special Attacks table for each ability.

Some of the abilities talk about saves. As each individual game handles saves somewhat differently, exact information on what type of saves are not given, but referees should use common sense and common traditions for the game. If saves are based on attributes, then match the attack to the attribute as best as possible. If the game uses a more classic save table, start at the left-most save category and move to the right, using the first save category that fits for the attack.

2d%		
2	Drain: Charisma: 2 points*	Characters subjected to this attack lose two points of charisma with no save. The lost points return at a rate of 1 per hour.
3	Drain: Charisma: 3 points*	Characters subjected to this attack lose three points of charisma with no save. The lost points return at a rate of 1 per hour.
4	Drain: Constitution: 2 points*	Characters subjected to this attack lose two points of constitution with no save. The lost points return at a rate of 1 per hour.
5	Drain: Constitution: 3 points*	Characters subjected to this attack lose three points of constitution with no save. The lost points return at a rate of 1 per hour.
6	Drain: Dexterity: 2 points*	Characters subjected to this attack lose two points of dexterity with no save. The lost points return at a rate of 1 per hour.
7	Drain: Dexterity: 3 points*	Characters subjected to this attack lose three points of dexterity with no save. The lost points return at a rate of 1 per hour.
8	Drain: Intelligence: 2 points*	Characters subjected to this attack lose two points of intelligence with no save. The lost points return at a rate of 1 per hour.
9	Drain: Intelligence: 3 points*	Characters subjected to this attack lose three points of intelligence with no save. The lost points return at a rate of 1 per hour.
10	Drain: Strength: 2 points*	Characters subjected to this attack lose two points of strength with no save. The lost points return at a rate of 1 per hour.
11	Drain: Strength: 3 points*	Characters subjected to this attack lose three points of strength with no save. The lost points return at a rate of 1 per hour.
12	Drain: Wisdom: 2 points*	Characters subjected to this attack lose two points of wisdom with no save. The lost points return at a rate of 1 per hour.
13	Drain: Wisdom: 3 points*	Characters subjected to this attack lose three points of wisdom with no save. The lost points return at a rate of 1 per hour.
14	Absorption	All damage rolled against the creature add to its hit point total rather than subtract from it. The creature can never inflict harm upon itself to increase its hit points (such as jumping off of a cliff) ... or maybe it can, if the referee wishes. There will always be one sort of attack that will cause the creature actual harm (nothing lame like healing spells – some actual damaging sort of attack) to the creature.