

## Motif Type & Number

The tables below are for determining random monster motifs, both quantity and type. Roll 3d on the row corresponding to the class of monster than was called for on the Fumble table. Find the range that your dice roll falls within, beneath that number is a result in the form of a dice roll. That dice roll is used to generate the results on the following table, which will give the type of motif(s) to be rolled for. All results that are lower than the final roll are also implemented. *Ex: If you had a Class 6 creature and rolled a "13" you would have one motif rolled with 7d but you would also have one 6d, 5d, 4d 3d and 2d motif, thus giving the creature a total of 6 motifs.*

### Roll 3d

<b>Class 1</b>	<b>3 - 14</b>	<b>15 - 16</b>	<b>17 - 18</b>
<b>Motif Dice Roll</b>	<b>2d</b>	<b>3d</b>	<b>4d</b>



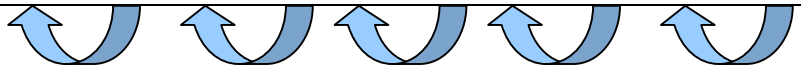
<b>Class 2</b>	<b>3 - 12</b>	<b>13 - 14</b>	<b>15 - 16</b>	<b>17 - 18</b>
<b>Motif Dice Roll</b>	<b>2d</b>	<b>3d</b>	<b>4d</b>	<b>5d</b>



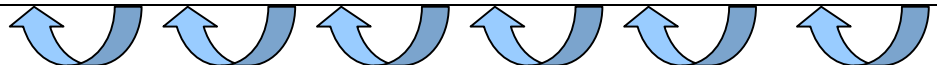
<b>Class 3</b>	<b>3 - 10</b>	<b>11 - 12</b>	<b>13 - 14</b>	<b>15 - 16</b>	<b>17 - 18</b>
<b>Motif Dice Roll</b>	<b>2d</b>	<b>3d</b>	<b>4d</b>	<b>5d</b>	<b>6d</b>



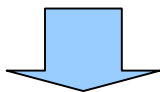
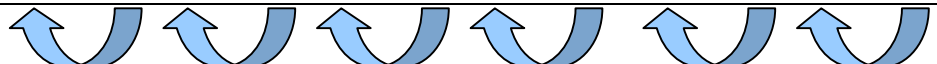
<b>Class 4</b>	<b>3 - 8</b>	<b>9 - 10</b>	<b>11 - 12</b>	<b>13 - 14</b>	<b>15 - 16</b>	<b>17 - 18</b>
<b>Motif Dice Roll</b>	<b>2d</b>	<b>3d</b>	<b>4d</b>	<b>5d</b>	<b>6d</b>	<b>7d</b>



<b>Class 5</b>	<b>3 - 6</b>	<b>7 - 8</b>	<b>9 - 10</b>	<b>11 - 12</b>	<b>13 - 14</b>	<b>15 - 16</b>	<b>17 - 18</b>
<b>Motif Dice Roll</b>	<b>2d</b>	<b>3d</b>	<b>4d</b>	<b>5d</b>	<b>6d</b>	<b>7d</b>	<b>8d</b>



<b>Class 6</b>	<b>3 - 4</b>	<b>5 - 6</b>	<b>7 - 8</b>	<b>9 - 10</b>	<b>11 - 12</b>	<b>13 - 14</b>	<b>15 - 18</b>
<b>Motif Dice Roll</b>	<b>2d</b>	<b>3d</b>	<b>4d</b>	<b>5d</b>	<b>6d</b>	<b>7d</b>	<b>8d</b>



### Type of Motif (roll as per results above)

Dice Roll	Motif Table to roll on
2 - 4	c) Talking Animals
5 - 7	a) Animals that Curse or Bring Luck
8 - 9	b) Hybrid Animals
10 - 11	h) Giant Animals
12 - 13	n) Animals that Transform
14 - 15	e) Animals with Unusual Powers of Flight
16 - 17	f) Animals with Multiple or Unusual Heads
18 - 19	g) Animals with Multiple or Unusual Limbs
20 - 21	l) Animals that are Part Human
22 - 23	d) Animals with Many Lives
24 - 25	m) Animals with Magical Powers
26 - 27	i) Unnaturally Venomous Animals
28 - 29	j) Unnaturally Carnivorous Animals
30 - 31	k) Animals with Full or Partial Invulnerability
32 - 33	o) Animals with Devastating Breath or Looks
34+	p) Animals that are Part Mineral