

Random Monster Motifs

a) Animals that Curse or Bring Luck

Roll 2d

- 2= Curses it's slayer (roll below at +4) Blesses those who help it (roll below at +4)
- 3= Curses it's slayer (roll below at +3) Blesses those who help it (roll below at +3)
- 4= Curses it's slayer (roll below at +3) Blesses those who help it (roll below at +2)
- 5= Curses it's slayer (roll below at +2) Blesses those who help it (roll below at +1)
- 6= Curses it's slayer (roll below at +1) Blesses those who help it (roll below with no modifier)
- 7= Viewing is good omen and it curses it's slayer. (roll below with no modifier)
- 8= Viewing is bad omen and it curses it's slayer (roll below at +1)
- 9= Viewing is bad omen and it curses it's slayer (roll below at +1)
- 10= Viewing is bad omen and it curses it's slayer (roll below at +2)
- 11= Viewing is bad omen and it curses it's slayer (roll below at +3)
- 12= Viewing is curse (roll with no modifier) and it curses it's slayer (roll below at +4)

Type of Curse/Blessing; Roll 1d (plus modifiers)

- 1= 1 point Curse -or- 1 point Blessing (Magic 129)
 - 2= 1 point Curse -or- 1 point Blessing (Magic 129)
 - 3= 1 point Curse -or- 1 point Blessing (Magic 129)
 - 4= 2 point Curse -or- 2 point Blessing (Magic 129)
 - 5= 2 point Curse -or- 2 point Blessing (Magic 129)
 - 6= 3 point Curse -or- 3 point Blessing (Magic 129)
 - 7= 3 point Curse -or- 3 point Blessing (Magic 129)
 - 8= Unluckiness -or- Luck
 - 9= Divine Curse (pick something appropriate) -or- Extraordinary Luck
 - 10= Cursed -or- (roll 1d) 1-5= Ridiculous Luck, 6= Super Luck
- Results of 8+ "wear off" at a rate of one "level" per week.

b) Hybrid Animals

Roll 2d (try to choose the most noteworthy or interesting feature(s) of the creature(s) in question)

- 2= Combination of 1d+2 creatures (alternately, treat as shifting from form to form, or an amorphous blob)
- 3-4= Combination of 1d (min 2) creatures
- 5-6= Combination of 1d-2 (min 2) creatures
- 7= Combination of 2 creatures
- 8-9= Combination of 1d-1 (min 2) creatures
- 10-11= Combination of 1d+1 creatures
- 12= Combination of 2d creatures (alternately, treat as shifting from form to form, or an amorphous blob)

c) Talking Animals

Roll 2d

- 2= Animal only speaks false prophecy, otherwise it has only animal intellect.
- 3-4= Animal can speak and is 50% smarter than a human (IQ 15). (Also roll on Magical Animals table [*m*])
- 5-6= Animal can speak and is 50% smarter than an average human (IQ 15).
- 7= Animal can speak and has an intellect equal to the average of that animal and a human.
- 8-9= Animal can speak and is as intelligent as a human.
- 10-11= Animal can speak and is as intelligent as a human. (Also roll on Magical Animals table [*m*])
- 12= Animal only speaks prophecy, otherwise it has only animal intellect.

d) Animals with Many Lives

Roll 2d (roll 3d-3 (0 = 3d hours) for the number of days it takes to come back to life)

- 2-5= 2d lives (if odd roll = can be permanently killed; roll on invulnerability table [*k*])
- 6-8= 1d lives (if odd roll = can be permanently killed; roll on invulnerability table [*k*])
- 9-11= 2d lives (if odd roll = can be permanently killed; roll on invulnerability table [*k*])
- 12= 3d lives (if odd roll = can be permanently killed; roll on invulnerability table [*k*])

e) Unnatural Powers of Flight

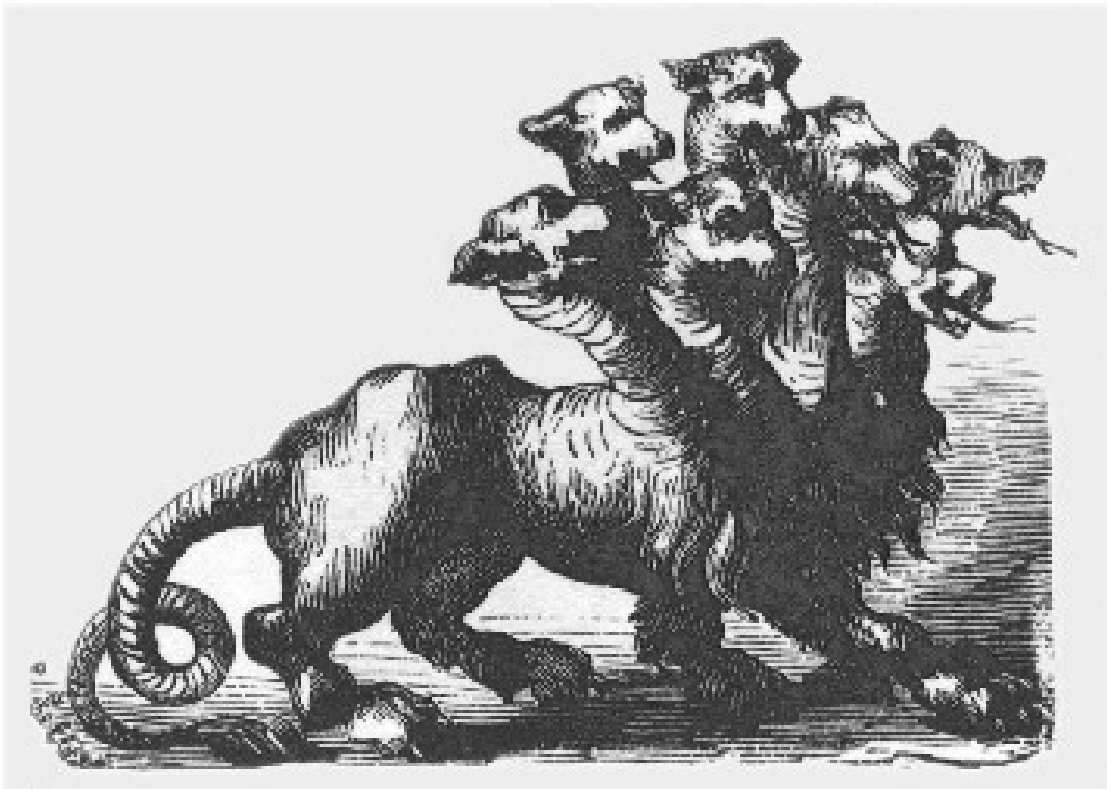
Roll 2d

- 2= No wings, flies at 5d yards per second
- 3-4= No wings, flies at 3d yards per second
- 5-6= Wings, flies at 2d+2 yards per second
- 7= Wings, flies at 2d yards per second (this can result in some verrrry sloooooow fliers)
- 8-9= Wings, flies at 2d+2 yards per second
- 10= Wings, flies at 3d+1 yards per second
- 11= Wings, flies at 4d yards per second
- 12= Wings, flies at 5d yards per second

f) Animals with Multiple or Unusual Heads

Roll 2d

- 2-3= 2d+1 heads, not coordinated
 - 4-5= 1d+1 heads, not coordinated
 - 6-8= 2 headed, (roll 1d; 1-3= not coordinated, 4-6= full coordination)
 - 9-10= 1d+1 heads, full coordination
 - 11-12= 2d+1 heads, full coordination
- Roll 2d (types of heads)*
- 2-4= 1d+1 different animals heads
 - 5-6= 1d-2 (min 2) different animals heads
 - 7= Same as original head, (roll 1d 1-3= no special attack, 4-6= special attack)
 - 8-9= 1d-2 (min 2) different heads, special attack [o].
 - 10-12= 1d+1 different heads, special attack [o].



g) Animals with Multiple or Unusual Limbs

Roll 3d

3= Roll twice and combine results

4= Arms are 3 times as long as normal **-or-** normal move x 3

5= Gain 1d-2 (min 1) striking limbs (Roll 1d; 1-2= crushing, 3-4= cutting, 5-6= impaling)

6= Arms are tentacular (Extra-Flexible) and twice as long as normal **-or-** normal move doubled

7= Arms are twice as long as normal **-or-** normal move x 1.5

8= A 1d-2 (min 1) extra pair of limbs (Roll 1d 1-2= legs, 3-6= arms, check for each pair)

9= A 1D6-3 (min 1) extra pair of limbs (Roll 1d 1-2= legs, 3-6= arms, check for each pair)

10= An extra pair of limbs (Roll 1d 1-2= legs, 3-6= arms, check for each pair)

11= A 1D6-3 (min 1) extra pair of limbs (Roll 1d 1-2= legs, 3-6= arms, check for each pair)

12= A 1D6 extra pair of limbs (Roll 1d 1-2= legs, 3-6= arms, check for each pair)

13= Arms are twice as long as normal **-or-** normal move x 1.5

14= Prehensile tail (Extra-Flexible and Weak) (tail length = body height/length)

15= Tail gains snake's head (treat as a Rattlesnake B458) (tail length = 1/2 body height/length) **-or-** as # 14

16= Gain eyes on limbs (Roll 1d 1-2= legs, 3-6= arms)

17= Gain a single extra arm (Roll 1d 1-3= from upper torso, 4-6= from tail)

18= Roll 3 times and combine results

h) Giant Animals

Roll 2d (each level of scale is a multiple of normal size, find the SM with the chart on B19)

2= Scale + 6

3= Scale + 5

4= Scale + 4

5= Scale + 3

6= Scale + 2

7= Scale + 1

8= Scale + 1d-3 (min 1)

9= Scale + 1d-2 (min 1)

10= Scale + 1d-1 (min 1)

11= Scale + 1d+2

12= Scale +2d

Treat a 1 as 1.5

i) Unnaturally Venomous Animals

Roll 2d (use the damage roll as a benchmark of potency, the details should be designed by the GM)

2-4= Creature has poisonous spines (damage 2d)

5-11= Bite of creature is venomous (damage 3d)

12= Flesh, blood or certain organ of creature is highly poisonous (damage 6d)

Roll 2d

2= Poison type = Magical poison (shrinking, madness, fear, etc)

3-5= Poison type =Paralyzing venom

6-8= Poison type = Rattlesnake type venom (fairly immediate damaging effects)

9-11= Poison type = Slow acting poison

12= Poison type = Nerve gas type effects

j) Unnaturally Carnivorous Animals

Roll 2d

2= As 12, and is immune from any "normal" animal control spells.

3-5= Normal teeth and feet replaced by carnivorous teeth and claws.

6-8= Normal teeth replaced by sharp, carnivore type teeth.

9-11= As 3-5, but mouth is larger than normal allowing a much larger bite radius.

12= As 9-11, and also goes berserk at the scent of blood.

k) Animals with Full or Partial Invulnerability

Roll 3d

3-6= Certain spot on its body is the only location that can be harmed)

(Roll on the Hit Location Table from Martial Arts [to allow for specific organs to be the result])

7-10= Certain Weapons or Magic (Roll 1d 1-4= weapon, 5-6= magic)

Roll 2d

2= Very specific. (Ex: a unique greatsword, a spell designed to kill this beast)

3= Specific make and type. (Ex: steel greatswords, fireball)

4= Specific type or college. (Ex: greatswords, damaging fire magic)

5-6= Certain class or type of spell. (Ex: swords, damaging elemental spells)

7= A broad category. (Ex: cutting weapons, any damaging spell)

8-9= Certain class or type of spell. (Ex: swords, elemental spells)

10= Specific type. (Ex: greatswords, fire magic)

11= Specific make and type. (Ex: steel greatswords, fireball)

12= Very specific. (Ex: a unique greatsword, a spell designed to kill this beast)

11-13= Certain People

Roll 2d

2= A specific individual (usually fated to battle creature)

3= A member of a small group of people (Ex: seventh sons of a seventh son)

4= A member of a medium group of people (Ex: mercenaries, red-heads)

5-6= A member of a large class of people (Ex: soldiers, brunettes)

7= A member of a certain gender (roll 1d 1-3= male, 4-6= female)

8-9= A member of a large class of people (Ex: a particular race or religion)

10= A member of a medium group of people (Ex: virgin females, a specific nationality)

11= A member of a small group of people (Ex: albinos, epileptics)

12= A specific individual (usually fated to battle creature)

14-17= Certain Situations

Roll 2d

2= Extremely limited time frame (Ex: during an eclipse)

3= Very limited time frame (Ex: only during one minute of each day, on the equinoxes)

4= Limited time frame (Ex: the hour from midnight til one, one day per month)

5-6= Moderate time frame (Ex: while it is asleep, while raining)

7= Fifty percent or so of the time (Ex: during daylight)

8-9= Specific situation (Ex: while singing, dress all in white)

10= Dangerous situation (Ex: two people holding hands)

11= Very dangerous or difficult situation (Ex: while blindfolded, in running water)

12= Rare situation (Ex: naked in rain and carrying the skull of a relative)

18= Total Invulnerability

Roll 2d

2= No physical damage taken at all (choking, drowning will still work)

3-5= All physical damage divided by 2d before armor applied

6-8= All physical damage divided by 1d (min 2) before armor applied

9-11= All physical damage divided by 3d before armor is applied

12= Creature cannot be harmed by any physical means (no fire, drowning, etc)

l) Animals that are Part Human

Roll 2d

2= Centaur-like arrangement, full human intellect.

3-4= Human body with animal head, normal human intellect, few animal traits.

5-6= Human body with animal head, some reasoning power and will have many traits of the animal form (average of animal and human intellect).

7= Human body with animal head, no reasoning power beyond the norm for that animal.

8-9= Animal body with human head, some reasoning power and will have many traits of the animal (average of animal and human intellect).

10-11= Animal body with human head, no reasoning power beyond the norm for that animal.

12= Normal animal body with normal human intellect.

m) Animals with Magical Powers

(Very Minor= 1 FP, Minor=2-3 FP, Moderate=4-6 FP, Powerful=7+ FP)

Roll 3d

3= Has 1d+2 moderate combat spells that can be used 3d times with an hour to "recharge" each use. A minor permanent spell may also be chosen.

4= Has 1d-1 (min 1) moderate combat spells that can be used 1d+2 times with an hour to "recharge" each use. A minor permanent spell may also be chosen.

5= Has 1d-3 (min 1) moderate combat spells that can be used 1d times with an hour to "recharge" each use. A minor permanent spell may also be chosen.

6= Has 1d+2 minor combat spells that can be used 2d+2 times with an hour to "recharge" each use. A very minor permanent spell may also be chosen.

7= Has 1d minor combat spells that can be used 2d times with an hour to "recharge" each use. A very minor permanent spell may also be chosen.

8= Has 1d-2 (min 1) minor combat spells that can be used 1d+2 times with an hour to "recharge" each use. A very minor permanent spell may also be chosen.

9= Has 1d-4 (min 1) minor combat spells that can be used 1d times with an hour to "recharge" each use. A very minor permanent spell may also be chosen.

10= Has one fairly minor spell that can be used 1d times with an hour to "recharge" each use.

11= Has 1d-4 (min 1) minor non-combat spells that can be used 1d times with an hour to "recharge" each use. A very minor permanent spell may also be chosen.

12= Has 1d-2 (min 1) minor non-combat spells that can be used 1d+2 times with an hour to "recharge" each use. A very minor permanent spell may also be chosen.

13= Has 1d minor non-combat spells that can be used 2d times with an hour to "recharge" each use. A very minor permanent spell may also be chosen.

14= Has 1d+2 minor non-combat spells that can be used 2d+2 times with an hour to "recharge" each use. A very minor permanent spell may also be chosen.

15= Has 1d-3 (min 1) moderate non-combat spells that can be used 1d times with an hour to "recharge" each use. A minor permanent spell may also be chosen.

16= Has 1d-1 (min 1) moderate non-combat spells that can be used 1d+2 times with an hour to "recharge" each use. A minor permanent spell may also be chosen.

17= Has 1d+1 moderate non-combat spells that can be used 2d times with an hour to "recharge" each use. A minor permanent spell may also be chosen.

18= Has 1d-3 (min 1) powerful non-combat spells that it can cast an unlimited number of times

n) Animals that Transform

Roll 3d

3= Animal cannot stay in any one form and changes to whatever is beneficial to it at the time.

4= Animal can change into some beneficial animal for humans that please it

5= Animal can change into smaller, fleeter animal for purposes of escape

6= Animal can change into a much larger animal (at least 10 times bigger)

7= Animal can change into a larger, predatory animal

8= Animal can change into human form and gain some human intellect (average of intellects).

9= Animal can change into human form and has human intellect all the time.

10= Animal can change into human form and gain some human intellect (average of intellects).

11= Animal can change into human form retaining only animal intellect.

12= Can change size. Roll 1d 1-2= (+1d x 100%) 3-4= (-3d+2 x 5% [max -99%]) 5-6= Both

13= Changes into rocks at either sunup or sundown. They don't look like an animal while stone.

14= Can change size. Roll 1d 1-3= (+2d x 100%) 4= (-3d+4 x 5% [max -99%]) 5-6= Both.

15= Can change into a tree or shrub.

16= Can change size. Roll 1D6 1-3= (+3d x 100%) 4= (-2d+8 x 5% [max -99%]) 5-6= Both.

17= Can change into rocks at any time.

18= Can change into gaseous form.

o) Animals with Devastating Breath or Looks

Roll 2d (*Damage is given as average damage, figure the total and divide by 3.5*)

- 2= Gaze attack (turns target to stone, bronze, dust, etc)
- 3= Gaze attack (roll for poison type, damage 5)
- 4= Breath attack (damage 10 times weight/100)
- 5= Breath attack (damage 10 times weight/250)
- 6= Breath attack (damage 10 times weight/500)
- 7= Breath attack (damage 10 times weight/1000)
- 8= Breath attack (damage 10 times weight/500)
- 9= Breath attack (damage 10 times weight/250)
- 10= Breath attack (damage 10 times weight/100)
- 11= Gaze attack (damage 5)
- 12= Gaze attack (damage 10)

Roll 2d

- 2= Breath Type = Acid with corrosive gas cloud (25% acid's damage if breathed, 10% acid's damage from contact with gas cloud)
- 3= Breath Type = Acid
- 4= Breath Type = Liquid contact poison, 200% effectiveness (roll for type)
- 5= Breath Type = Poison gas cloud, 150% effectiveness (roll for type)
- 6= Breath Type = Poison gas cloud (roll for type)
- 7= Breath Type = Fire
- 8= Breath Type = Fire with 150% effectiveness
- 9= Breath Type = Fire with gaseous poison cloud (roll for type)
- 10= Breath Type = Fire with 200% effectiveness
- 11= Breath Type = Napalm type burning fluid, with 150% effectiveness
- 12= Breath Type = Napalm type burning fluid, 200% effectiveness, and poison gas cloud

Roll 2d

- 2= Poison type = Magical poison (shrinking, madness, fear, etc)
- 3-5= Poison type = Paralyzing venom
- 6-8= Poison type = Rattlesnake type venom (fairly immediate damaging effects)
- 9-11= Poison type = Slow acting poison
- 12= Poison type = Nerve gas type effects

p) Animals that are Part Mineral

Roll 2d (*GM should modify physical attributes (speed, DEX, etc) based on relative encumbrance of the results. (Ex: A stone animal might be slower than normal)*)

- 2= Creature is made of metal (armor & hit points +20d x 10%) also add # 11
- 3= Creature is made of metal (armor & hit points +10d x 10%) also [Roll 1d 1-4= add # 11, 5-6= nothing extra]
- 4= Creature is made of stone (armor & hit points +6D6 x 10%) also [Roll 1d 1= add # 11, 2-6= nothing extra]
- 5= Hide made of stone or non-precious metal (armor value +6d x 10%)
- 6= Hide made of stone or non-precious metal (armor value +4d x 10%)
- 7= Hide made of stone or non-precious metal (armor value +2d x 10%)
- 8= Hide made of stone or non-precious metal (armor value +3d x 10%)
- 9= Hide made of stone or non-precious metal (armor value +5d x 10%)
- 10= Hide made of semi-precious gems or precious metal (armor value +2d x 10%)
- 11= Creature has organ made from a large precious gem. (roll 1d; 1-3= gem is magical, 4-6= non-magical)
- 12= Creature is made of a precious metal (armor & hit points +3d x 10%)

Monstrous Plants

Roll 2d

- 2= Plant has magical fruit (roll on magical fruit table)
- 3= Plant can speak (roll on talking plant table)
- 4= As in # 7, but plant is fully mobile.
- 5-6= As in # 7, but only in self defense.
- 7= Otherwise sessile plant can move (branches, vines, etc) to capture fertilizer on the hoof.
- 8-9= As in # 7, but plant is actively carnivorous and has some way to eat it's prey.
- 10= As in # 8-9, but plant is fully mobile.
- 11= Plant has active poisonous attack (roll on poisonous plant attack table)
- 12= As in # 8-9 and # 11.

Roll 2d (Magical Fruit Table)

- 2= Fruit has very powerful beneficial effect (Wish, Resurrect, etc)
- 3= Fruit has multiple beneficial effects (choose 1d-1 [min 2] interesting, complimentary spells)
- 4= Fruit has beneficial effect (choose an interesting spell of moderate power)
- 5= Fruit has curative power (choose a minor healing type spell)
- 6= Fruit has some mild curative power (choose a very minor healing type spell)
- 7= Fruit is unnaturally tasty and filling (one fruit acts as a whole meal)
- 8= Fruit has some mild unpleasant effect (choose a very minor deleterious spell)
- 9= Fruit has some beneficial effect followed by a deleterious effect (choose appropriate spells that complement each other {Ex: Increased strength followed by berserker}).
- 10= Fruit has some unpleasant and dangerous effect (choose a moderate deleterious spell)
- 11= Fruit is incredibly tasty, but devastatingly poisonous (long term 50 points of toxic damage)
- 12= Fruit has very powerful deleterious effect (choose a powerful evil spell)

Roll 2d (Talking Plant Table)

- 2= Plant only speaks prophecy.
- 3-4= Plant can speak and is 50% smarter than a human, and has a beneficial spell.
- 5-6= Plant can speak and is as intelligent as a human.
- 7= Plant can speak and has an intellect equal to 1/2 the average human.
- 8-9= Plant can speak and is as intelligent as a human.
- 10-11= Plant can speak and is 50% smarter than an average human, and has an evil spell.
- 12= Plant only speaks false prophecy.

Roll 2d (Poisonous Plant Attack Table)

- 2= Fruit explodes and emits poison gas (damage 1d-1 toxic)
- 3-4= Plant can squirt contact poison (skill 10) (damage 1d toxic)
- 5-6= Plant can emit a cloud of poison gas (damage 1d+1 toxic)
- 7= Plant can emit a cloud of poison gas (damage 1d-1 toxic)
- 8-9= Plant can emit a cloud of poison gas (damage 3d toxic)
- 10-11= Plant can fire envenomed dart/thorns (skill 8) (damage 1d-3 sm piercing each + 1 pt toxic)
- 12= Plant can fire envenomed dart/thorns (skill 10) (damage 1d-1 sm piercing each + 1d-3 toxic)