



## RANDOM GENERATION OF CREATURES FROM THE LOWER PLANES

by Gary Gygas

When I read Gregory Rihn's "Demonology Made Easy" in TD 20 it got me to thinking, and I immediately re-read Jon Pickens' article on random demons (TD 13). Population of the many planes of AD&D will be a problem in the future; most of the monsters now available are designed for the Prime Material world, and when play moves to the various planes, DMs are going to be very busy trying to come up with the creatures who inhabit these strange places. As some start has been made on the lower planes, I thought it would be most helpful to offer a system to aid in the development of more such monsters, for that would help round out those areas rather than sketch in small parts of others. What follows is the current "official" approach, and what you read here will be included in the forth coming DUNGEON MASTERS GUIDE. My thanks to both Greg and Jon!

At times it might be useful to have an unrecognizable creature of evil from the planes of the Abyss, Tarterus, Hades, Gehenna, or Hell. It is no great matter to sit down and design a fairly interesting one given an hour or so, but time or desire lacking, the following will enable you to create one or several such monsters in but a few minutes. The format is straight from the AD&D MONSTER MANUAL for ease of recording and handling the creature(s) developed.

FREQUENCY: Common, uncommon, or rare (d6= 1,2-3, 4-6)

NO. APPEARING: 1 to 2-8 (circumstances must dictate)

ARMOR CLASS: 0 to -3 (d4)

MOVE: 6", 9", 12", 15", or 18" (d8,6-8 = roll d4 for move and creature also has swimming or flying ability; roll d6, 1-2 = swimming, 3-6 = flying, and as a rule these speeds will be greater than land move speed — add 1-4 3" increments as you see fit or by random determination using d4)

HIT DICE: 7 to 10 (d4 + 6, roll a second d4, and on a 4 the creature has 1-4 additional hit points per hit die, as determined by another roll of the d4)

% IN LAIR: (circumstances must dictate)

TREASURE TYPE: low value if any (circumstances must dictate)

NO. OF ATTACKS See **APPEARANCE TABLE** below

DAMAGE/ATTACK: See **ATTACK TABLE** below

SPECIAL ATTACKS: See **SPECIAL ATTACKS TABLE** below

SPECIAL DEFENSES: See **SPECIAL DEFENSES TABLE** below

MAGIC RESISTANCE: 5% per hit die (to vary use d6,1= -5%, 2 = -10%, 3 = +5%, 4 = +10%, 5 = +15%, and 6 = STANDARD magic resistance)

INTELLIGENCE: Low, average, very, or high (d4)

ALIGNMENT: According to plane of origin

SIZE: S, M, or L (d8, 1 = S, 2-4 = M, 5-8 = L)

PSIONIC ABILITY: Nil (90%) or 96 - 115 (d20 + 95)

Attack/Defense Modes: A-D (d4)/F-H (d6,1-2 = F, 3-4 = F and G, etc.)

### APPEARANCE TABLE:

Head	Head Adornment	Overall Visage
1. bat-like	1. antlers	1. gibbering-drooling
2. bird-like*	2. crest or peak	2. glaring-menacing
3. crocodilian	3. horns (1-4)	3. rotting
4. horse-like	4. knobs	4. skeletal
5. human-like	5. ridge(s)	5. twitching-moving
6. monkey-like	6. ruff	6. wrinkled-seamed
7. snake-like	7. spines	
8. weasel-like	8. none	

#### Ears

1. dog-like
2. elephant-like
3. human, tiny
4. human, huge
5. trumpet-like
6. none

#### Eyes

(d6, 1 + 1, 2-4 = 2, 5-6 = 3-4)

#### Eye Color

- |                         |               |
|-------------------------|---------------|
| 1. small, multi-faceted | 1. amber      |
| 2. small, slitted       | 2. black      |
| 3. swivel-socketed      | 3. blue       |
| 4. stalked              | 4. green      |
| 5. huge, flat           | 5. metallic   |
| 6. huge, protruding     | 6. orange-red |

#### Nose

(if necessary)

1. flat, misshapen
2. huge, bulbous
3. slits only
4. snouted
5. tiny
6. trunk-like

#### Mouth

(d6,1 = tiny, 2-3 = average, 5-6 = huge)

1. fanged
2. mandibled\*\*
3. sucker-like\*\*
4. toothed, small or ridged
5. toothed, large
6. tusked

### BODY ATTRIBUTES

(d6, 1-4 = bipedal, 5-6 = quadrupedal etal)

#### Bipedal Torso

1. ape-like
2. bear-like
3. bird-like
4. human-like
5. pig-like
6. rat-like

#### Quadrupedal or Other Torso

1. amoeba-like
2. bison-like
3. crab-like
4. horse-like
5. insect-like
7. serpent-like or reptilian
8. spider-like



**General characteristics**

- |          |            |
|----------|------------|
| 1. fat   | 5. broad   |
| 2. long  | 6. muscled |
| 3. short | 7. narrow  |
| 4. thin  | 8. rubbery |

**Back**

1. humped-hunched
2. maned
3. normal
4. spiked-spined-ridged

**Wings, (if Any)**

1. bat-like
2. bird-like
3. insect-like
4. membranous or fan-like

**Skin**

1. bald-smooth
2. furred
3. hairy-bristled
4. leathery-leprous
5. scaled
6. slimed
7. warted-bumpy
8. wrinkled-folded
9. feathered
10. translucent

**Predominate Color**

1. blackish
2. bluish
3. brownish
4. grayish-whitish
5. greenish
6. orangy
7. pinkish
8. purplish
9. reddish
10. yellowish-tannish

**Tail** (d6, 1-4 = tail)

1. barbed\*\*
2. dog-like
3. goat-like
4. horse-like
5. lion-like
6. pig-like
7. prehensile
8. stingered\*\*

**Body Odor**

1. bloody
2. fishy
3. fecal
4. gangrenous
5. moldy
6. sweaty
7. urine
8. vomit

**Arms**

(2 or 4 if bipedal; 2,4, or 6 if otherwise)

1. animal-like
2. human-like
3. insect-like
4. tentacles

**Hands**

(d6, 1-3 = all alike, 4-6 = different)

1. clawed
2. human nailed
3. pincerd
4. taloned
5. tentacle fingered
6. withered and boney



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**Legs and Feet**

(as applicable)

1. clawed
2. hooved
3. human-like
4. insect-like
5. snake-like
6. suctioned
7. taloned
8. webbed (all swimmers)

\*1. duck-like

2. hawk-like

3. owl-like

4. pelican-like

5. stork-like

6. turkey-like

\*\*Optionally poisoned (or 4 in 6)

1. +1 on save

2. normal

3. -1 on save

4. -2 on save

5. insanity for 1-4 rounds

6. weakness, 1 point per hit permanently lost

A bit of imaginative creation is helpful in using the tables above. For example, if the creature's body is amoeba-like, you might well decide to give it scores of tiny, bubbling sucker mouths over its entire body, and omit any mouth on the head; of course, body covering would have to be adjusted accordingly, and appendages selected to suit the monster. Likewise, you should feel at ease adding to or amending the tables as you desire in order to arrive at still more diverse and unexpected lower planes' creatures. (Df. *THE DRAGON*. Vol. III, No. 6, whole number 20: "Demonology Made Easy." Gregory Rihn. This excellent article gives some interesting thoughts on variant creatures of the lawful evil planes!) When you have the form and appearance of the creature, determine strength, if necessary, and then attack capabilities.

Strength	"To Hit"	Damage
01-25 = 17	+1	+1
26-45 = 18	+1	+2
45 - 60 = 18 (01-50)	+1	+3
61-70 = 18 (51-75)	+2	+3
71- 80 = 18 (76-90)	+2	+4
81- 90 = 18 (91-99)	+2	+5
91- 95 = 18 (00)	+3	+6
96-98 = 19	+3	+7
99-00 = 20	+3	+8

**ATTACK TABLE**

antlers or horns = 1 attack each, damage 1-2 to 2-8

mouth = 1 attack each, damage from 1 to 3-12

tail = special attacks only, damage from 1 to 1-6

hands = 1 attack each possible if no weapon use, strength bonus

applicable if used as clubbing weapon, damage from base 1-2 to 2-12

feet = 1 attack each if applicable (flyer, leaper, etc.), damage from 1-2 to 3-12

Damage amount is determined by overall size of creature, with strength bonuses where applicable, and the size and type of body weaponry, i.e., a huge creature with clawed hands would get damage ratings of at least 2-8 per hit. Constriction or hugging damage would be commensurate with a kept creature of the same approximate size. Incidental spine-type damage is best kept relatively low — 1-3, 1-4, or 1-6 range.

Special effects from these attack forms — poison, energy drain, heat, cold, electrical discharge, paralysis, or whatever—should be kept to a minimum.

*Special attacks* and *special defenses* can't be dealt with in as much detail as would be desirable in a work of unlimited length. The tables below will suggest various magical attack/defense forms, and the DM is urged to add others of his own creation as appropriate to the plane and the creature.

**SPECIAL ATTACKS (1-3)**

1. ability drain
2. energy drain (cold)
3. gaseous discharge or missile discharge
4. heat generation
5. life level drain
6. spell-like abilities
7. spell use
8. summon/gate

*Spell-like* and *spell use abilities* should be based upon intelligence level and relative strength in hit dice. Compare daemons, demons, devils, and night hags, From 1-2 spells and a like number of spell-like abilities is sufficient for lesser creatures, while the more powerful and intelligent will get a total of 2-5 of each, some being of higher level (telekinesis, teleportation, etc.).

**SPECIAL DEFENSES (1-4)**

- |                        |                     |
|------------------------|---------------------|
| 1. acid immunity       | 6. metal immunity   |
| 2. cold immunity       | 7. poison immunity  |
| 3. electrical immunity | 8. regeneration     |
| 4. fire immunity       | 9. spell immunity   |
| 5. gas immunity        | 10. weapon immunity |

Immunities above four are possible only if the general class (demons, devils, etc.) has more. Metal immunity can pertain to iron, silver, steel, or any other, including combinations, but excluding magical weaponry. Regeneration base is 1 hit point per turn, with exceptional creatures having a maximum of 1 per round. *Spell* immunity must be limited to 1-4 pre-determined spells. Weapon immunity refers to creatures hit only by magical weapons of a certain value, i.e. + 1, +2, etc.

#### OTHER ABILITIES (Optional)

1. audial superiority
2. surprise capability
3. visual superiority

Audial or visual superiority will tend to negate surprise and enable detection of creatures through sound or vision. Surprise capability relates to special movement ability and possibly other factors. Visual superiority refers to infravisual and ultravisual capabilities.

To avoid having nothing more than different mixtures of the same old ingredients, be certain that you put a bit of personal creativity into each monster. A list of new and different factors should be started, perhaps in the margin, and then fresh ideas added as they come. When a monster is devised, cross off the unique features from the marginal list.

## Convention Schedule 1979

**Mon Con III** (March 30 - April 1) at Morgantown WV. Science Fiction. Fantasy. Comix. Movies. Games. Star Trek. Contact: Mon Con III, Conference Center, West Virginia University, Morgantown, WV 26506.

**Spring Revel** (March 31- April 1) at American Legion Hall, 735 Henry Street, Lake Geneva, WI 53147. Dungeons and Dragons. Miniatures. Boardgames. FITS. Rail Baron. The whole TSR crowd will be there. Registration Fee \$2.00. No game fees. Contact Joe Orłowski, Spring Revel, P.O.B. 110, Lake Geneva, WI 53147.

**Tri-State Con** (April 20-22) Cincinnati OH, Contact the Queen City Gamers for further information. Eric Franz, Secretary.

**Tippacanoe (and Fantasy Too) Game Convention.** (May 4-6) Guest Speakers include Gene McCoy (Wargamers Digest), Duke Siegfried (Heritage), Tom Shaw & Don Greenwood (Avalon Hill), Bob Blake (Winner of the 1st D&D Masters Tournament), Lou. Zocchi (Designer of Luftwaffe, and Battle of Britain). Contact: John Hill, P.O.B. 2071, W. Layfayette, IN 47906.

**The Great Canadian Games Adventure** (May 18-21) at Ottawa University, King Edward Street, Ottawa Ontario, CANADA. Tournaments. Seminars. Games from Europe, England, and Canada (as well as the U.S.). Dealers. Films. Auctions. 100 rooms on campus, costing from \$6.00 to \$12.00 a night. Room reservations must be made before May 1. Registration fees are \$8.00 before April 1 and \$10.00 thereafter. Phone (613) 745-2073 for details or write: CANGAMES 79,201-360 Dundas St., Vanier Ontario, CANADA, K1L 7W7.

**MichiCon VIII** (June 1-3) sponsored by the Metro Detroit Gamers at Oakland University, Rochester, MI (Just North of Detroit). Over 25 board game tournaments, 10 role-playing game tournaments, over 60 miniatures tournaments and demonstrations, seminars/panels/workshops, auctions, flea markets and over 50 exhibit booths. For more information and pre-registration flier send a SASE to Metro Detroit Gamers, MichiCon VIII, P.O.B. 787, Troy, MI 48099. Pre-registration deadline is May 10, 1979.

**GLASCON IV** (June 15-17) sponsored by CSUN Simulation Gamers' Association. \$3.00 Pre-registration Fee. \$5.00 at the door. For more information write CSUN-S A, 7133 Reseda Blvd., Reseda, CA 91335.

**Origins '79** (June 22-24) at Widener College, Chester, PA. For more information write: Origins '79, P.O.B. 282, Radnor, PA 19087.

**GENCON XII** (August 16-19) at University of Wisconsin-Parkside, Wood Rd., Kenosha, WI 53140. This could be THE convention of 1979. Over 20 dealers. Over a hundred tournaments. Not to mention seminars, open gaming, and workshops. Pre-registration before July 25 — \$10.00. At door — \$15.00. Special GENCON XII Information Packet available in April. Contact Joe Orłowski, GENCON XII Coordinator, POB 756, Lake Geneva, WI 53147.

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