

RANDOM MONSTERS

by Paul Montgomery Crabaugh

No, I don't mean wandering monsters — I mean *random* monsters.

One of the problems with D&D is that the players always know too much. This is news? "You obtain surprise over three Clickclicks."

"Clickclicks? Oh, yeah, they're in Supplement Three. Hand it to me. And where's Greyhawk? It had a note about them." A pause. "We shout out 'November'."

"That's right, the Clickclicks fall over dead."

Sound familiar?

The answer is to occasionally throw a monster at the party that keeps them on their toes, one that they have never seen before because it is unique. No rules cover it, so they have to find out the hard way what it's like.

And how do you do that? By taking the following tables and rolling dice. Just work your way through the tables one by one, and you will end up with a guaranteed original, unknown, random monster.

This table is suited for the local group's dungeons, and I should warn you that we around here fall somewhere between Lake Geneva and CalTech in philosophy. These tables are therefore geared to a 20-level dungeon, with each level being typically populated by monsters of the same level. (Goblins on first level, Gnolls on second, and so forth.) Obviously, if you are running a five-level dungeon and the first monster your parties find is a very old Green Dragon, you'll have to compress the tables somewhat. If you're running a 60-level dungeon — I don't want to know about it.

Now that that's over, here come the tables. Just take them in order.

INTELLIGENCE

Die	Intelligence
1-3	Highly intelligent
4-5	Semi-intelligent
6	Unintelligent

ALIGNMENT

Die	Alignment	
1	Law	Undead are always Chaotic.
2-3	Neutrality	
4-8	Chaos	

SPEED

Die	Speed
1-3	6
4-7	9
8-10	12
11-12	15

TYPE

Die	Type
1-4	Mammal
5-7	Reptile
8	Undead

ARMOR CLASS

Die	AC/M	AC/R
1	3	2
2-3	4	3
4-6	5	4
7-9	6	5
10-11	7	6
12	8	7

M = Mammal

R = Reptile

Undead AC = (1-8)+ 1

HIT DICE

Die	Hit Dice
1	Level +3
2-3	Level +2
4-5	Level +1
6-9	Level
10-11	Level-1*
12	Level-2*

"Level" is the level of the dungeon, on this table only.

*If result is non-positive, treat as 1/2 hit die.

HIT DICE MODIFIERS

Die	Modification
1	+2
2-3	+1
4-5	0
6	-1

UNDEAD

Undead are turned by Clerics as if they were Undead of level HD/2; i.e., a 2HD Undead saves as a Zombie. Undead of level 17+ are treated as Vampires.

SPECIAL CHARACTERISTICS

HD	1	#Sp. Ch.	2	3
0-2	80	90	00	
3-5	50	80	95	
6-8	40	75	90	
9-12	30	60	80	
13-16	20	50	75	
17-20	10	40	60	
21+	01	30	50	

The number shown is the % score needed to have that # of Special Characteristics.

DAMAGE DONE

Die	Level of Monster					
	1-4	5-8	9-12	13-16	17-20	21+
1	1-3	1-6	1-8	1-10	2-16	2-20
2	1-4	1-8	1-10	2-12	2-24	2-24
3	1-6	1-8	2-12	2-16	2-24	3-30
4	1-6	1-10	2-12	2-16	3-30	4-40
5	1-8	2-12	2-16	2-24	3-30	5-50
6	1-8	2-12	2-16	2-24	5-50	1-100

Damage done by intelligent monsters is by weapon type; by unintelligent monsters is by bite; and by semi-intelligent monsters is 50% chance of each.

SPECIAL CHARACTERISTICS II

The Special Characteristics are organized by type (mammal, reptile, undead). If a given number has several characteristics grouped thusly: n/m/o/p/q/r, it means that the exact characteristic is determined by the level of the monster: 1-4/5-8/9-12/13-16/17-20/21+.

MAMMALS

1	Hostile to Dwarves
2	Hostile to Elves
3	Hostile to Hobbits
4	Hostile to Magic Users
5	Hostile to Clerics
6	Hostile to Paladins

(Cont. overleaf)



MAMMALS (Cont.)

- 7 Regenerates 1-3/1-4/1-6/1-8/1-10/1-12 hits/turn.
- 8 Does double damage
- 9 Only silver/magic weapons effective
- 10 Silver/magic weapons do double damage
- 11 Has poison whip, does 1-4/1-8/1-12/1-20/death/death
- 12 Flier, speed 24
- 13 Bite is poisonous, does 1-3/1-6/1-8/1-12/1-20/death
- 14 Bite causes disease, fatal in 1-20 days
- 15 Gaze causes Stun 1-4/Stun 1-8/Stun 1-12/paralysis/stone/stone
- 16 Web
- 17 Monster has horn, does 1-6
- 18 Claws do 1-4 each
- 19 Missiles ineffective
- 20 Silent movement
- 21 Proboscis does blood drain, 1-4/turn
- 22 Has Charm Person spell
- 23 Has nothing/Magic Missile/3-dice FBM-dice FB/5-dice FB/6-dice FB
- 24 Has antimagic shell

REPTILES

- 1 Paralysis touch/Paralysis gaze/Stone touch/Stone breath/Stone gaze/Disintegrate touch
- 2 Poison bite, does 1-4/1-6/1-10/1-12/1-20/kill
- 3 Sting in tail, does 1-6/1-8/1-10/1-12/paralysis/kill
- 4 Breathes cold, does 1-3 hits/every four levels
- 5 Breathes lightning, does 1-6 hits/four levels, kills at 17 +
- 6 Breathes fire, does 1-8 hits/four levels
- 7 Increase AC by 1 (i.e., from AC6 to ACS)
- 8 Increase AC by 2
- 9 Add 1 HD
- 10 Add 2 HD
- 11 Movement -3
- 12 Flier, speed 18
- 13 Flings 1-4 tail spikes/four levels
- 14 Regenerates 1-3 hits/four levels
- 15 Commands snakes: 1-6/2-12/3-18/1-6 Giant/2-12 Giant/3-18 Giant
- 16 Does double damage
- 17 Legless, speed + 3
- 18 Bite causes disease, fatal in 1-10 days
- 19 Magic/Silver weapons do double damage
- 20 Fangs do 1-4/bite extra
- 21 Gaze causes confusion
- 22 Slow spell has double effect
- 23 Claws do 1-4 each
- 24 Tongue is whip, does 1-4

UNDEAD

- 1 Missiles ineffective
- 2 Only magic weapons effective
- 3 Only magic/silver weapons effective
- 4 Only magic/silver weapons effective and at ½ damage
- 5 Destroyed by fire
- 6 Destroyed by sunlight
- 7 Destroyed by running water
- 8 Destroyed by holy water
- 9 Destroyed by cold
- 10 Turned by cross
- 11 Turned by mirror
- 12 Turned by garlic
- 13 Turned by wolvesbane
- 14 If human killed by undead, becomes undead
- 15 Undead is Lawful (and not affected by Clerics)
- 16 Turns/dispers Clerics*
- 17 Charms Person
- 18 Touch does nothing/paralysis/rotting disease, 1-12 turns/ drains 1 level/ drains 2 levels/drains 3 levels
- 19 Commands Rats: 1-20/1-100/1-4 Giant/1-8 Giant/1-12 Giant/1-20 Giant
- 20 Commands Wolves: 1-4/ 1-6/ 1-8/1-8 Dire/ 1-10 Dire/1-20 Dire
- 21 Flier, speed 18
- 22 Gaze does nothing/confusion/confusion/paralysis/paralysis/stone
- 23 Destroyed only by fire
- 24 Invisible

*This Undead is not affected by Clerics; instead, Clerics are affected by the Undead. Divide the level of the Undead by 2 and treat this as the level of Cleric the Undead corresponds to on the Undead table. Divide the level of the Cleric by two and treat this as the type-level of Undead on the Undead table to which the Cleric corresponds. Use the table normally to find out if the Cleric is turned or dispelled, (Turnabout is fair play.)

OTHER CHARACTERISTICS

Roll % dice: a score of 01-70 means no more characteristics; 71-85 means one other characteristic; 86-95 is two; and 96-00 is 3.

Die Other Characteristic

1	No head
2	3 eyes
3	4 eyes
4	Stalk eyes
5	Unusually long fangs
6	Unusually long claws
7	Antennae
8	3-segment body

PHYSICAL DESCRIPTION

You should also know what the monster looks like. Undead do not have a physical description (assume a figure under a cloak if you wish). For everything else, start rolling on these tables.

SIZE

HD	Small	Medium	Large
1-4	1-4	5-11	12
5-8	1-2	3-9	10-12
9-12	1	2-8	9-12

Roll on a 12-sided

Small = 0-3 feet (approx)

Medium = 3-12 feet (approx)

Large = 12 + feet (approx)

HD	Small	Medium	Large
13-16	1	2-7	8-12
17-20	1	2-6	7-12
21+	1	2-5	6-12

LIMBS

Die	# legs	Die	# arms
1	1	1	1
2-5	2	2-4	2
6-7	3	5-7	2 tentacles
8	4	8	3

EXTERIOR COVER

Die	Mammals	Reptiles
1-4	Hair	Scales
5-7	Skin	Skin
8	Feathers	Hair

COLORING

Die	Mammals	Reptiles
1-6	gray	green
7-10	white	gray
11-12	black	gray-green
13	brown	blue
14	green	red
15	blue	black
16	red	yellow
17-18	striped	striped
19-20	spotted	spotted

For stripes or spots, roll the die again twice. Ignore further stripe or spot results, unless a stripe result gets another stripe, in which case you have a triple-stripe scheme. For spots, the first color rolled is the background; the second is the color of the spots.

