

Issue Four  
MONSTER MENAGERIE

# CROWN COMPENDIUM



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# Monster Variants

Goblins, trolls, zombies - any player worth their salt already knows about them. Everyone has heard that kobolds are small, scaly reptilians that worship dragons. The secret riddle of the Sphinx has long since become common knowledge. Sometimes, you have to surprise your players with a little monster variation. Most goblins are cowardly and only attack in great hordes of chaff, *these* goblins are fanatic berserkers hopped up on noxious alchemy. Interesting twists on familiar monsters can make the game feel newer and more fantastic. Even simple things like introducing a “boss” version of the typical creatures can make things more intriguing to the players.

## MONSTER TEMPLATES

Any monster, as described in the bestiary, is a blank slate for the Game Master to build upon. It gives the basic statistics and brief overview of the creature in question. Sometimes, those statistics don't fit the situation at hand; a group of goblins lead by a fanatical goblin priest ambush the characters, that goblin priest has different statistics compared to the common goblins that they have surrounded themselves with.

## Organized Monsters

Monsters that have societies and use weapons are generally more similar to the characters than they are to a mindless ooze, or a bestial hydra. They come in a multitude of varieties and skill levels, equipped with a wild arrange of weapons and tactics. These different styles can be represented by using a template on top of the monster in question; a template alters the way that a monster is used in combat and recommends how you change their basic statistics (if you need to change them at all).

*Archer:* A creature with the archer template should be equipped with a missile weapon. They stay at the back of the combat and lob shots at the characters from afar. Low hit points and AC.

*Assassin:* A creature with the assassin template deals lots of damage, but is relatively weak on the defense. Increase the creatures AV and DMG, lower their hit points and AC.

*Brute:* A creature with the brute template is particularly difficult to kill. Equip them with heavy armor and increase their hit points. They should deal the normal amount of damage.

*Minion:* A creature with the minion template has only one hit point. For the purposes of calculating AV, ST, etc. they have zero hit die.

*Support:* Support creatures offer assistance to their allies and hinder their enemies. They are often mages of some kind. When making a support monster give it 1-2 abilities at most, otherwise they become too much of a hassle to run. A good rule of thumb is to give them one power that helps their allies and one power that can hinder/attack the enemies. Support creatures should fight from the rear avoiding combat.

*Troops:* This is less of a template than the absence of one. This is the normal monster.

## Leaders

Leaders are higher quality monsters leading a group. They should have higher HD (which also increases the rest of their statistics) and be armed with better weapons. They may have powers from a character class; warrior leaders do well with *Battlecry* or *Second Wind*, mage leaders do well with *Magic Missile* and *Hex*. A leader can have a template.

Leaders tend to get focused on by the characters in combat. Make sure that they have what they need to survive such an onslaught, high AC, max hit points, and recovery abilities such as *Second Wind* can do wonders. Generally, troops fighting near their leader will not suffer morale penalties until their leader falls, but if their leader falls early they may flee.

## Specialist Monsters

These are particularly rare versions of common monsters. Apply these templates sparingly, it shouldn't be very common to encounter these creatures unless they are specifically being looked for (if one is attacking a cultist lair, one should expect some fanatics).

*Fanatic:* A creature with the fanatic keyword is completely immune to morale. They will fight to the bitter end without regard for their own life, and they seek to deal maximum damage.

*Mutant:* These creatures are aberrations, they have been exposed to corrupting magic, alchemy, or were simply born strange. They have unique abilities (one active ability at most, the rest should be passive things like resistance to fire damage or immunity to poison) and should present the characters with a different challenge than their mundane counterparts.

*True Mage:* These creatures have access to many spells and are trained in their use. They are difficult to run if you load them down with too many spells, so choose at most 5; a simple spread would be 2 combat (one that targets AC and the other that forces a saving throw), 1 recovery (a self-heal or defensive spell), 1 control (slow enemies, stun them, etc.), and 1 unique utility (teleportation, invisibility, etc.).

*Solo Creatures:* These creatures are so powerful they pose a threat to an entire party by themselves. Needs to be able to survive attacks from the entire group. Give them three to five abilities to help them remain a threat.

## SAMPLE MONSTER ABILITIES

Here are some sample monster abilities that you can use in your own games, or use as inspiration to create your own. These abilities are kept short and sweet, the implementation at the table should be something that you can remember to do without having to keep track of complicated usage or activation rules. A couple of sentences should be enough to summarize the intent of the ability for your own use.

## Aura

Just being near this creature is inherently dangerous. Characters within the aura of this creature must make a saving throw or take damage.

## Bloodthirsty

This creature has advantage on all damage rolls made in melee combat.

## Counterstrike

Good for solo creatures. When brought to half health, this creature immediately takes a turn.

## Deathblow

When this creature is killed it may immediately make an attack against an adjacent enemy.

## Ethereal

Non-magical attacks against this creature only deal 1 damage per attack.

## Fearsome

This creature causes Fear (see Crown).

## Masochist

When this creature is brought to half health its AC and AV both increase (amount varies).

## Master of Dark Arts

Good for solo true mage. Disadvantage on saving throws caused by this creature.

## Poison

A successful attack by this creature causes the victim to make a saving throw or suffer the effect of the poison.

## Resistance

This creature takes half damage from a particular source (fire, magic, physical, etc.).

## Shield Wall

When next to another of its kind, this creature has increased AC (+1 or +2 usually).

## Sniper

Advantage and deals sneak attack damage like a rogue (see Crown) on ranged attacks.

# Monster Creation

The fear of the unknown heightens tension. Using a monster from classic fantasy media is all well and good, but if you really want to capture the feeling of something monstrous and unseen you need to create it yourself. Don't name it, describe it. It is something new, something terrible to behold. The players will surely name it themselves, should they survive.

## MONSTER STATISTICS

Don't get hung up on how to "stat" your unique monsters. The actual statistics of a creature aren't where they get interesting; it's how you play them. It is the abilities, behavior, and ambiance that make them memorable.

The easiest way to give a weird monster statistics is to just re-skin an existing monster; choose something simple like an animal and simply use the statistics for that. Change the methods that the creature uses to attack, layer on some abilities, and perfect the description. If you really need to tinker with the statistics, using an existing monster will make it easier.

## THE WEIRD

Giving an old monster a "makeover" requires that you add something to the monster, the weird. These are things inherent to the creature and often unique to it. Imagine the monster abilities mentioned earlier but much more specific and (hopefully) strange.

The weird should make the players stop for a moment and consider. Things that you might associate with a horror creature, or a monster actually from mythology (not the milquetoast powers that many monster books have attributed to creatures from their favorite legends). Don't feel like every creature needs the weird. Less is more when it comes to truly strange things; their rarity heightens the experience. Seeing a goblin for the umpteenth time doesn't faze anyone, if you use too many horrid and vicious things they become mundane.

The weird can be good and bad. It can make monsters immune to certain things, but vulnerable to others. Here are some samples that you can use or build from:

### Fluttering Twitch

Every few seconds it twitches; as it twitches it teleports 1d6 × 10 feet in a random direction. It doesn't seem to notice the movement. Occasionally its twitch brings it into another dimension; leaving the world completely behind (for at least some time).

### Gluttonous & Vile

It oozes fitfully, pus and bile. Its attacks sting and blacken; Constitution checks against diseases. It eats while fighting, regenerating; if it kills a creature it stops to consume them. Pestilent mist weeps from its pores; being near it causes 1 damage a turn.

### Grasping Hands

Constructed of broken porcelain and enchanted to hunt. Its body is covered in thousands of small doll hands. Get too near and they reach out to grasp you. It grapples its prey like a starfish, dragging them slowly to its hideous beak mouth.

### Mind-Sharp

Just looking at it hurts; Wisdom checks against having disadvantage. Awkward angles of reflective surfaces jut out of the creature's core. A golem made of shattered glass. Its attacks ignore armor, damaging the psyche directly. A critical hit damages Wisdom or Intelligence.

### Whispering Mist

Its form is surrounded by the ghosts of those it has slain. They murmur and whisper of their doom, giving good advice and bad advice in equal turn; Intelligence check to gain advantage or disadvantage. The creature can absorb the spirits into its cavernous, skeletal form to increase its power or health.

## USING SPELL TABLES

An easy way to create a monster, or a variation of an existing monster is to roll on the tables for magic. A simple combination of elements from the Spell Generator table found in *Crown* can create interesting modifications to existing monsters.

## Applying Mutations

Using a normal animal and rolling once or twice on the Random Magic table found in *Crown* can give a creature strange mutations which can inspire you to create a weird for that creature. It can also differentiate that creature from its mundane cousins.

## USING THE CHARTS

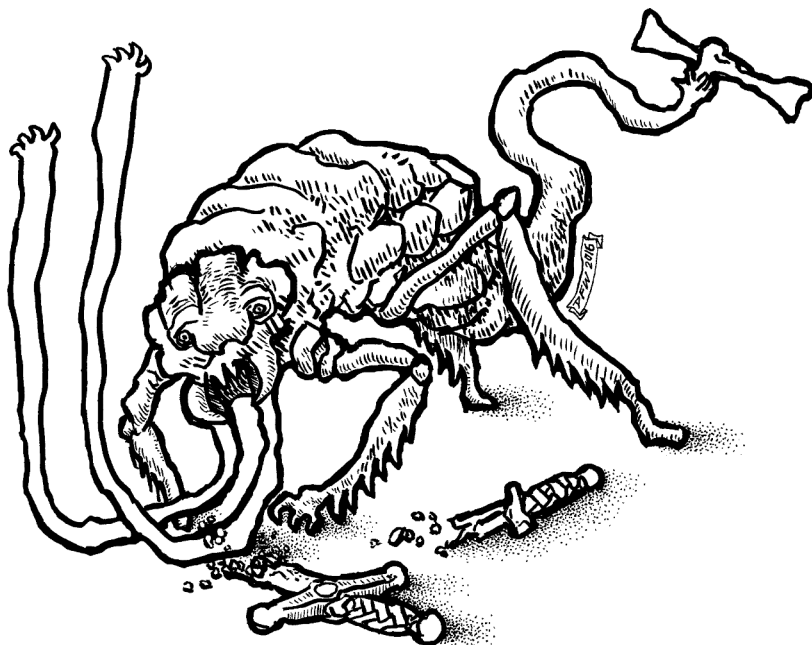
Start with the basic charts on this page; roll 1d6 for each chart. Then go to the appropriate page (based on the monster's basic form) to determine its other peculiarities. Roll on the 1d6 tables before the d66 tables; the 1d6 tables give you the gist of your monster, the d66 table gives specifics. Combine the different attributes and create a name - you now have a monster.

## Starting Tables

d6	BASIC FORM
1	Aberrant
2	Animal
3	Insect
4	Humanoid
5	Mechanical/Inorganic
6	Undead

d6	HABITAT
1	Aquatic or Semi-Aquatic
2	Desert
3	Forest
4	Grassland
5	Mountain
6	Underground

d6	SIZE
1	Hand-sized
2	Dog-sized
3	Human-sized
4	Bear-sized
5	Elephant-sized
6	Larger than reasonable



## ABERRANT FORMS

d66	SIGHTS	SMELLS	SOUNDS
11	Amoebic, Clear Skin	Bleach and Steam	Chittering and Shushing
12	Aquamarine Scales	Burning Charcoal	Clinking of Metal
13	Baggy Leather Skin	Burnt Flesh	Cracking Bones
14	Blinding Light	Citrus	Crackling of Flame
15	Broken Chains and Hooks	Clean Rain	Creaking of Dead Wood
16	Bulbous and Pink	Cloying Stench	Crunching of Dry Leaves
21	Cloven Hooves and Horns	Coarse Sand in the Wind	Distant Voice Calling
22	Corded Muscle on Skeleton	Decaying Cloth	Drawn Out Moans
23	Faces Erupting onto Skin	Dried Peppers	Drops of Liquid
24	Filthy, Fat, and Oozing	Fermented Vegetables	Dull Throbbing
25	Formless, Sloshing, Stirring	Fresh Blood	Growls
26	Gaunt, Elongated, Pale	Fresh Bread	Harsh Grumbling
31	Glowing Harshly	Fruity Musk	Heartbeat
32	Grasping Tongues and Cheeks	Hospital Sickness	Heavenly Choir
33	Grey-Green Mottled Skin	Industrial Smog	Heavy Breathing
34	Harsh Angles Shifting	Kerosene Oil	High Pitch Keening
35	Jerky, Uncanny Valley	Musty Dust	Horns Calling
36	Many Hands, Few Limbs	Old Age	Incessant Buzzing
41	Neon Green and Slimy	Old Wood	Insects Skittering
42	Only See Its Shadow	Open Sewage	Low Level Hum
43	Proud and Tall	Ozone	Monstrous Roar
44	Pseudopods Form and Flail	Paper and Parchment	Mumbling Gibberish
45	Scarred Grey Bark	Rotting Corpse	Oily Clapping
46	Serrated Tentacles	Salt of the Ocean	Rasping Breath
51	Seven White Wings	Smell of Iron and Metal	Scraping on Stone
52	Shuddering and Phasing	Spoiled Meat and Fish	Scratching Nails
53	Slim and Sharp as Glass	Strong Alcohol	Sharp Whistles
54	Slithering Skin Warping	Sulfur	Shattering Glass
55	Stiff Fur, Black as Night	Swamp and Bog	Shuffling Steps
56	Stooped and Crawling	Sweat and Bodies	Sizzling of Burning Flesh
61	Thousand Goat Eyes	Sweet Drinks and Desserts	Soft Breeze through Trees
62	Ultraviolet Scales	Untouched Forest	Squelching and Slopping
63	Utter Perfection to the Beholder	Vinegar	Tormented Shrieks
64	Vines Growing In and On It	Wet Wood and Mold	Waves on Pebbles
65	Wreathed in Darkness	Wild Flowers	Wheezing
66	Writhing Tumorous Mass	Winter Wind	Whispering Whorls

d6	ABERRANT BEHAVIORS
1	Growing, Searching
2	Guarding, Testing
3	Escaping, Fighting
4	Stalking, Tempting
5	Wandering, Eating
6	Watching, Waiting

d6	ABERRANT ORIGINS
1	Angelic
2	Demonic
3	Experiment
4	Extra-Dimensional
5	Ooze
6	Plant

## ANIMAL FORMS

D66	BODY	HEAD	LIMBS
11	Bipedal, Grotesque	Beak	Amputated
12	Bloated Blubber	Bleeding Maw	Backwards
13	Broad and Canine	Crown of Horns	Bludgeoning and Broad
14	Cadaverous	Drooling Tongue	Boneless
15	Chameleon Scales	Elongated Snout	Bulging
16	Constantly Mutating	Eyes Constantly Weep	Covered in Chitin
21	Covered in Carapace	Flicking Forked Tongue	Dolls Hands
22	Daggers of Bone	Hairless and Smooth	Dripping Acid
23	Elephantine and Grey	Harsh Dry Scales	Grasping
24	Feathered	Heavy Crested Brow	Long and Thin
25	Fluid and Feline	Missing Face	Many-Jointed
26	Gore Crusted	Molting Antlers	Massive and Deadly
31	Grey, Overlapping Scales	No Ears	Mind-of-their-Own
32	Half-Shedding and Molting	No Eyes	Mismatched
33	Hollow-Boned and Light	No Mouth	Missing
34	Luxurious Coat of Fur	Nodules of Bone	Only Legs
35	Massive Tail, Aquatic	Oversized Ears	Prehensile Tail
36	Matted Fur and Parasites	Oversized Eyes	Razor Sharp
41	Metallic Skin	Oversized Mouth	Serpentine, Poisonous
42	Obscenely Muscular	Piercing Eyes	Shriveled and Decrepit
43	Organs Hanging Out	Pinched and Sour	Skeletal, Gaunt
44	Protruding Bones	Red and Slick	Spindly and Thorny
45	Pus Filled Sores	Rows of Shark Teeth	Stiff and Unmoving
46	Scales Peek Through Feathers	Scarred	Thick, Muscular
51	Scales Peek Through Fur	Sewed Together	Tipped in a Fanged Maw
52	Semi-Aquatic, Crocodylian	Skeletal	Tipped in a Single Eye
53	Sinuuous, No Limbs	Slathering Maw	Tipped with Claws
54	Smaller Creatures Scuttle on it	Slit Nose and Eyes	Tipped with Hands
55	Smooth and Slick	Thick Coarse Fur	Too Human-like
56	Spineless	Too Large	Too Many
61	Squat and Tense	Too Many Eyes	Too Small
62	Striped with Muted Colors	Too Many Mouths	Too Large
63	Sweaty and Hairy	Too Small	Twitching, Quick
64	Thick Sepia Fur	Toothless	Twisted, Useless
65	Vegetation Clings to it	Tusks Breaking Skin	Vestigial
66	Weeping Wounds	Twists and Changes	Winged

D6	ANIMAL BEHAVIORS
1	Aggressive, Hungry
2	Belligerent, Protective
3	Calm, Apathetic
4	Curious, Friendly
5	Defensive, Shy
6	Stealthy, Violent

D6	ANIMAL BASES
1	Amphibian
2	Bird
3	Fish
4	Mammal
5	Mythical
6	Reptile

## INSECT FORMS

D66	BODY	HEAD	LIMBS
11	Air Bubble Surrounds It	Armored and Sheltered	Brittle
12	Albino, Pulsing Veins	Chelicerae	Covered in Fine Hairs
13	Bright Thorax	Chewing Maxilla	Crushing Claw
14	Camouflage Pattern	Compound Eyes	Curling Arms and Legs
15	Covered in Eyes	Crushing Mandibles	Digging Legs
16	Curls Up Into Itself	Cutting Mandibles	Dotted with Bright Blue
21	Dull Brown, Dusty	Digging Jaws	Extra Antennae
22	Flat, Elongated	Doesn't Need Head	Feathered Legs
23	Folded Wings	Dripping Fangs	Filled with Caustic Fluid
24	Glow in the Dark	Duller Color than Body	Flexible Whip
25	Hairy Antenna Covered	Eyes on Stalks	Folding Blades
26	Hides Extra Limbs	Feathery Mouth Parts	Heavily Armored
31	Hides Extra Mouths	Feeler Antennae	Hollow Limbs
32	Hooks and Thorns	Gills	Hundreds of Legs
33	Hypnotic Patterns	Grasping Palps	Hundreds of Phalanges
34	Iron Exoskeleton	Horns and Spikes	Jumping Legs
35	Looks like Bark	Hundreds of Feeling Hairs	Manipulating Digits
36	Looks like Stone	Long Neck and Small Head	Marked with Eyes
41	Massive Stinger	Long Proboscis	Mismatched Claws
42	Pitch Black Exoskeleton	Many Antenna	Mismatched Colors
43	Red and Blue Shell	Many Eyes	Needle Legs
44	Secreting Acid	Multiple Mouths	No Limbs
45	Secretes Oil	Multiple Sets of Mandibles	Odd Number of Limbs
46	See-Through Abdomen	Mutation Extra Heads	Pointed Claws
51	Segmented Armor	Needle-like Proboscis	Predatory Grasping Arm
52	Sharp Spines	Numerous Antennules	Retractable Arms
53	Shifting Chitinous Shell	Only a Mouth	Rough like Sandpaper
54	Squishy, Wet	Parasitic Bladed Mouth	Serrated Blades
55	Too Thin	Pharyngeal Jaw	Spiky Limbs
56	Unreasonably Flexible	Retracts into Body	Spring-loaded Clubs
61	Violent Color Patterns	Secreting Water	Swimming Legs
62	Web Spinnerets	Spits Caustic Acid	Tipped in a Chitin Spike
63	White Flesh Pulled Taut	Thin Antennae	Tipped in Poisonous Claws
64	Wings Never Stop	Tusk-like Protrusions	Undulating Limbs
65	Wrapped in Cocoon	Venomous Bite	Vestigial Wings
66	Yellow, Black, Smooth	Vestigial Eyes	Water Running Legs

D6	INSECT BEHAVIORS
1	Attack, Defend
2	Carry, Move
3	Follow, Work
4	Gather, Sleep
5	Search, Track
6	Swarm, Consume

D6	INSECT BASES
1	Aquatic
2	Arachnid
3	Crustacean
4	Terrestrial
5	Winged
6	Worm



## HUMANOID FORMS

D66	APPEARANCE	UNIQUITIES	WANTS
11	Always Moist	Abhor Magic	Apotheosis
12	Always Shadowed	Adopt Defeated Enemies	Birth Right
13	Anthropomorphized Animal	Alien Morals System	Contentedness
14	Apathetic, Ennui	Alternate Speech System	Deicide
15	Arrogant, Beautiful	Alternate Writing System	Fame
16	Broad and Proud	Body Piercings	Family
21	Coarse Sandy Skin	Cannibals	Food
22	Color Changing Skin	Daily Prayer	Forgiveness
23	Completely Hairless	Demon Worshipers	Glory
24	Cute and Plays it Up	Doesn't Sleep	Honor
25	Cute but Hates It	Extreme Modesty	Immortality
26	Emotional Caricature	Extremely Short-Lived	Knowledge
31	Feral, Unkempt	Hedonists	Land
32	Fiery Hair (or Fire Hair)	Hive-Mind	Love
33	Glitter Dust Falls From It	Isolationist	Magic Item
34	Hairy	Luddites	Peace
35	Jerky, Too Many Joints	Never Ages	Pleasure
36	Just like a Human	No Marriage	Power
41	Large and Too Quick	No Nuclear Families	Progeny
42	Lean and Wiry	Nocturnal	Purpose
43	Magical Sparks Color It	Nomadic	Recognition
44	Manic	Obligate Carnivores	Revenge
45	Metallic Tinged Skin	Pacifists	To Build
46	Overly Muscular	Polygamy/Polyandry	To Conquer
51	Politely Uninterested	Puritan Morals	To Control
52	Ponderous	Ritual Body Paint	To Destroy
53	Short and Lithe	Ritual Scarification	To Die
54	Short and Rotund	Secret Language	To Discover
55	Slimy Scales	Slavers	To Escape
56	Slouched and Tired	Strictly Honor-bound	To Heal
61	Solid Color Eyes	Subterranean	To Humiliate
62	Stocky and Slow	Telepathic	To Kill
63	Tall and Fat	Traditional Tattoos	To Rebel
64	Tall, Ethereal Beauty	Vegetarians	To Restore
65	Twitchy, Skulking	Xenophilic	To Worship
66	Uncanny Valley	Xenophobic	Wealth

D6	GROUPS AND CIVILIZATION
1	Clans or Tribes
2	Family Groups
3	Kingdoms or Empires
4	Live Among Humans
5	Solitary
6	Villages and City-States

D6	HUMANOID BASES
1	Animal-Folk
2	Centaur-oid
3	Giant-Folk
4	Half-Human
5	Magic-Folk
6	Small-Folk

# MECHANICAL or INORGANIC FORMS

D66	INORGANIC	MECHANICAL	OBSESSION
11	Amalgamation of Items	Abandoned AI Drone	Absence of Magic
12	Awakened Item	Animate Scarecrow	Absolute Order
13	Bound Fire	Animate Wood Construct	Basis of Morality
14	Bound Wind	Autonomous Machine	Calculations
15	Bound Water	Awakened Vehicle	Collecting Organic Parts
16	Burning Script	Brain-in-Machine	Collecting Trinkets
21	Captured Steam	Brass Construct	Conservation of Momentum
22	Carved Granite	Calculation Mind	Counting
23	Chained Thought	Coal Furnace Robot	Deep Places
24	Chiseled Runes	Coursing Lightning	Emotions
25	Cloud of Sulfur	Cyberbeing Possession	Ethical Dilemmas
26	Cloven Obsidian	Cyborg	Essence of the Self
31	Concept Given Form	Derelict Automaton	Forgotten Memories
32	Construct of Sand	Diesel Walker	Higher Dimensions
33	Corporeal Blessing	Digitized Consciousness	Laws of Nature and Life
34	Corporeal Curse	Dissociated Machine Psyche	Logical Fallacies
35	Crawling Sludge	Ego Possession	Lower Dimensions
36	Dark Basalt	Electromagnetic Drone	Nature of Dreams
41	Dried Mud	Feral AI	Nature of Elements
42	Flitting Spark	Gear Shifting Robot	Nature of Matter
43	Gemstone Construct	Gold Construct	Origins of Life
44	Glowing Petroglyphs	Iron Construct	Origins of Magic
45	Grown Ice	Linked Mind Autonomy	Origins of Sin
46	Liquid Metal	Machine Spirit	Perfection
51	Living Stone	Magic Circuit Board	Procreation
52	Marble Statue	Magic-Eating Construct	Prophecy
53	Painted Hieroglyphs	Magical Sentience	Randomness of the Universe
54	Petrified Organic	Mechanical Beast	Rebirth
55	Sandstone Colossus	Mind-Slaved Device	Revenge and Forgiveness
56	Sculpture of Salt	Post-Corporeal AI	Shifting Planets
61	Shackled Lightning	Robotic Animal Droid	Souls and Spirits
62	Shaped Clay	Roving Construct	The Afterlife
63	Shattered Glass	Silver Clockwork	The Moment of Death
64	Spirit-Housing	Spring Loaded Mechanism	The Stars
65	Soul-in-a-Jar	Steam-Driven Pistons	Truth about Divinity
66	Unrefined Ore	Thinking Machine	Universal Expansion

D6	PRIME DIRECTIVES
1	Build
2	Defend
3	Manage
4	Record
5	Survive
6	Teach

D6	MECHANICAL/INORGANIC BASES
1	AI, Cyberbeing
2	Construct, Clockwork
3	Elemental
4	Golem
5	Robot
6	Sentient Item

## UNDEAD FORMS

D66	APPEARANCE	BEHAVIOR / PERSONALITY	FORM IN LIFE
11	Alluring	Affable	Bear
12	Ancient Armor	Ambush, Hit and Run	Cat
13	Animalistic, Feral	Arrogant	Centaur
14	As it Looked in Life	Bargaining with Fate	Chimera
15	At the Moment of Death	Childish, Mischievous	Crocodile
16	Bloated with Water	Cowardly	Deer
21	Bone Dust Given Form	Crazed	Dragon
22	Burned	Desperately Hungry	Drake
23	Cannot Look at Directly	Duty-Bound	Dwarf
24	Covered in Tar	Fearful	Elephant
25	Desiccated	Feral	Elf
26	Destroyed Finery	Friendly	Fish
31	Dragging Entrails	Guiding the Living	Giant
32	Dry Bones	Haughty, Rude	Gnoll
33	Dusty and Creaking	Hedonistic	Gnome
34	Ethereal Body	Imposing	Goblin
35	Falling Apart	Manipulative	Griffon
36	Flesh Falling Off	Masochistic	Halfing
41	Glowing Vision	Mindless	Harpy
42	Hovering, Incorporeal	Mourning	Hippogriff
43	Jutting Bones	Repeats Conversation	Horse
44	Mark of Necromancer	Sadistic	Human
45	Mismatched Amalgam	Self-Loathing	Hydra
46	Moldy and Plant Covered	Servile	Insect
51	Mutated Flesh Arisen	Shrieking, Crying	Manticore
52	Nebulous Form	Stalking	Minotaur
53	Pale and Beautiful	Talkative	Ogre
54	Rotting Flesh	Trapped in Memory	Orc
55	Shadowed Form	Unaware it is Dead	Rat
56	Shards of Bone	Unaware of its Surroundings	Sea Serpent
61	Smokey and Unclear	Undead Automaton	Shark
62	Spell Covered Flesh	Unyielding	Snake
63	Spiraling Script	Vengeful	Troll
64	Static, Unchanging	Violent	Whale
65	Stitched Parts	Wandering	Wolf
66	Wrapped in Linen	Warning	Wyvern

D6	FLAVORS OF UNDEATH
1	Ambient Magic Corpse-Puppet
2	Built from Corpses
3	Cursed with "Immortality"
4	Raised by Necromancer
5	Summoned Once More...
6	Turned by Vampire or the like

D6	UNDEAD BASES
1	Ghost
2	Lost-Soul
3	Memory
4	Mummy
5	Skeleton
6	Zombie

CROWN COMPENDIUM is a collection of tools and advice for Game Masters and players. The material within each issue is optional; it can be dropped into an existing game, used for inspiration, or simply read for enjoyment.

In this issue, MONSTER MENAGERIE, you'll find rules and guidance on customizing your monsters and creating new ones.

