

# Monster Extractor III: GIANTS & GIANT CREATURES

for The Dungeon Crawl Classics Role Playing Game

This generator is designed to help jump-start your brain when you need something that reaches the sky and stomps on buildings, but can't dredge up anything from the Monstrous Island of your creative centers. Running through the charts will give you a set of stats and some 'nukes' to drop. Then you'll need to look at everything you've rolled and 'sing' this thing awake – but you may well start to have gigantic ideas along the way, and that is exactly the point of the Extractor: to help you find fun ideas when your giant-robot whistle falters.

**HOW TO START** • The expected number of PCs (#PCs) in the group your monster opposes is used as a baseline to generate some stats (for each Level above 4, add a "half a PC" (e.g., 4 6th Level characters = 8 PCs) • If you already have an idea for some aspect of your monster, don't bother to roll that part • If an idea for the creature strikes you along the way, allow that idea to influence remaining results • Don't re-roll anything during the process; instead, tinker at the end • Don't read the charts all the way across; make a roll for each header.

**ARMOR CLASS** = 1d30+1d6+3

**INITIATIVE** = +1d6-3

**HD TYPE** = Triple the number of PCs and use the die-type nearest to that number.

**QUANTITY OF HD** = 2x to 4x [#PCs] – and add 2[#PCs] as a fixed amount of hp.

**SAVES:** Roll 1d30 for Fort Saves, 1d4 for Reflex Saves, and 1d20 for Will Saves.

**ALIGNMENT:** Roll 1d20: 1-6 Chaotic • 7-17 Neutral • 18-20 Lawful

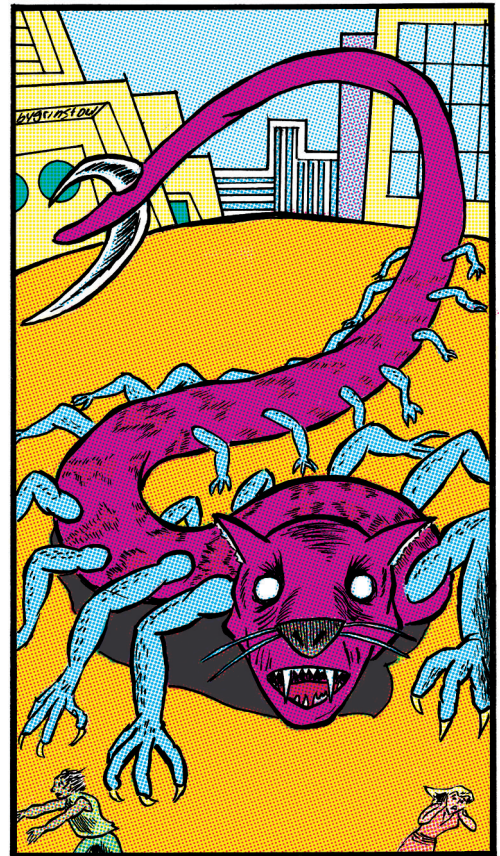
1d8+ #PCs	ACTION MOVE	DICE	# of ATK	ATTACK BONUS	DAMAGE DIE	HEIGHT or LENGTH in ft.
1-4	40	1d20+1d16	1	#PCs	1d12	1d20 +1d8 +10
5-7	50	2d20	1-2	#PCs +1	1d16	2d50 +10
8-10	60	2d20+1d16	2	#PCs +1d3	1d20	1d100 +20
11-13	70	3d20	2-3	#PCs +1d4	1d24	2d100 +30
14-16	80	5d20	3	#PCs +1d5	1d30	3d100 +30
17-19	100	3d24+2d20	3	#PCs +1d6	1d50	4d100 +40
20+	120	5d24	3	#PCs +1d7	1d100	(#PCs)d100 +100

1d10	APPEARANCE	INSPIRATION LIFE-FORM	BASIC MOVEMENT	# OF LIMBS	SPECIAL ATTRIBUTE
1	Scaled	Man/Ape	Crawls	1d3	Turn to Mist & Back
2	Exoskeleton	Reptile	Walks/Runs	1d5	Absorbs Energy
3	Feathered	Amoeba	Slithers	2d3	Wings/Can Fly
4	Furred	Big Cat	Rolls	2d3	Gills/Swims
5	Powdery	Sea Life	Hovers	2d3	Heals Slowly/Never
6	Gel-coated	Primate	Crawls	2d4	Rapid Burrowing
7	Hairless	Dinosaur	Walks/Runs	2d4	Turn to Stone & Back
8	Metallic	Insect	Slithers	2d4	Mighty Leaps #PCs mi
9	Transparent	Micro-animals	Teleports	2d6	Odorous (hallucinogenic?)
10	Mixed or Rocky	Mixed or Robot	Hybrid	1d24	Nocturnal

## TYPES OF ATTACKS

Roll 1d8 for each Attack indicated above:

- Breath Weapon** – Beyond those you know: 1) Carbon Monoxide (lingers in area; 1d3 STA choking damage, ongoing), 2) 1000 Emms of Pure Kirby Energy (demolishes things [2-4 dice], but just pitches living beings around [1 die + movement]), 3) Goblins! (qty = damage die), 4) Sap/Tar -like Goo (1 die + adhesive qualities)
- Tail Smash** – 3 damage dice in a big line or 1 damage die to everything in an arc.
- Destructive Scream (Sonic)** – 1 damage die to everything in a radius, +1-2 dice in a front-facing arc.
- Standard Weapon** – Or equivalent, like a mace for a tail, or arrow-shooting eyes.
- Bite or Grip or Crush** – Just what is says.
- Deadly Exfoliation** – Blankets creature's path. Reactive for 1dHD weeks (or months) thereafter. Causes 1 damage die per Turn (or round) of exposure.
- Random Attack Spell As Inborn Ability** – Use damage dice from above, as desired.
- Movement is Attack** – Causes 1-3 damage dice to everything in path of movement.



• Ranged attacks can reach up to 1d8 x1d8 x1d8 feet away • All attacks cover an area based on 11-40% of the height/length of the creature • If the same result comes up more than once, the range & area for that attack is multiplied by the number of times it is generated (& uses the higher attack bonus).

## POST-ROLLING TINKERING:

- Nothing this size could ever address all potential possibilities. Adjust results as needed to be useful/memorable.
- Don't necessarily strengthen a weakness – add more strength elsewhere instead.
- If the monster seems too weak to be a threat, have 2 or more show up.
- The Extractor gets very eccentric at higher levels. You may need to further adjust monsters for high-level play.

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COMPATIBLE WITH  
**DCC  
RPG**

This product is compatible with the Dungeon Crawl Classics Role Playing Game.

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NAME: \_\_\_\_\_

Inspiration & Appearance: \_\_\_\_\_

Height or Length: \_\_\_\_\_ # of Limbs: \_\_\_\_\_

Attacks Init \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ ( \_\_\_\_\_ )

\_\_\_\_\_ + \_\_\_\_\_ ( \_\_\_\_\_ )

\_\_\_\_\_ + \_\_\_\_\_ ( \_\_\_\_\_ )

AC \_\_\_\_\_ HD \_\_\_\_\_ hp \_\_\_\_\_ Act \_\_\_\_\_

MV Type(s): \_\_\_\_\_ Speed: \_\_\_\_\_

Fort + \_\_\_\_\_ Ref + \_\_\_\_\_ Will + \_\_\_\_\_ AL \_\_\_\_\_

Special Attributes & Notes \_\_\_\_\_  
*sketch*

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AC \_\_\_\_\_ HD \_\_\_\_\_ hp \_\_\_\_\_ Act \_\_\_\_\_

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Special Attributes & Notes \_\_\_\_\_  
*sketch*

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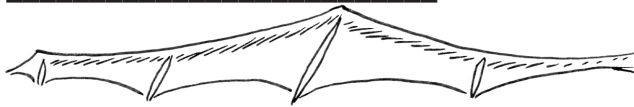
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