

## Random Creatures

This is a simple system for randomly creating creatures for Mazes & Monsters adventures. It requires a number of dice rolls, the Creatures chapter of the main rules, a combination of reason and imagination, and possibly the access to MYTH & MAGIC and HEKATOTERATOS.

### Category

Roll 1d10 to determine the category of creature. (No Beasts are included, because Beasts, per definition, are natural beings that really exist – so to make a natural animal, you just grab one from a zoological textbook.)

1d10:	Category:
1-2	Folk
3-6	Monster
7-9	Spirit
10	Animate

### Size

Roll 2d10 to determine the size of the creature, or 2d6+2 for Folk.

2d10:	Size:	Hits:	Movement:	Damage:
2-4	Tiny	2	30 feet	1
5-8	Small	4	60 feet	1d3
9-12	Medium	8	120 feet	1d6
13-16	Large	16	180 feet	2d6
17-20	Gigantic	32	240 feet	3d6

### Ferocity, Cunning and Mystique

Roll 1d10, three times, to determine the Ferocity, Cunning and Mystique of the creature.

1d10:	Ferocity:	Cunning:	Mystique:	Score:
1-2	Peaceful	Average	Normal	0
3-6	Aggressive	Alert	Weird	+1
7-9	Dangerous	Clever	Eldritch	+2
10	Deadly	Crafty	Unearthly	+3

### Special abilities

See next page for a table. Roll 2d6 and divide by 2 (rounding up); this is the number of special abilities the creature has.

### Number appearing

Roll 1d10 on the following table. Modify it as follows: Folk –1, Spirit +1, Tiny –2, Small –1, Large +1, Gigantic +2, Peaceful –1, Deadly +1, Average Cunning –1, Crafty +1, Normal Mystique –1, Unearthly +1.

1d10+ mod.	No. Appearing
0	2d6
1-2	1d10
3-5	1d6
6-8	1d3
9+	1

**Special abilities: Roll 2d6 and divide by 2; that's how many special abilities the creature has.**

Ability:	Type (1d100):			
	Folk	Monster	Spirit	Animate
Amphibian	01-02	01-04	01	01
Aquatic	03	05-06	02	02
Breath Weapon	04	07-09	03	03-04
Charge into battle <sup>1</sup>	05-06	10-12	04	05
Crushing missile <sup>2</sup>	07	13	05	06
Entangle	08 (fight with nets) 09 (natural)	14-16	06	07 (fight with nets) 08 (natural)
Fearsome	10	17-18	07-11	09-10
Gallop <sup>3</sup>	11	19-21	12	11
Grapple	12-13	22-23	13	12-13
Insubstantial	14	24	14-24	-
Invulnerability <sup>4</sup>	15	25	25	14-18
Life Energy Drain	16	26	26-30	19-20
Lifeless	-	-	31-40	21-35
Lightning Fast	17-20	27-30	41-42	36
Magic Resistance	21-25	31-35	43-50	37-45
Marksmanship <sup>5</sup>	26-27	36	51	46
Mindless	-	37	52-53	47-65
Missile Weapons	28-40	38	54	66-67
Multiple Heads <sup>6</sup>	41	39-40	55	68
Natural Armor <sup>7</sup>	42-43	41-44	56-57	69-75
Nature's Gifts <sup>8</sup>	44-45	45	58-61	-
Petrification	46	46	62	76
Poison <sup>9</sup>	47 (natural) 48-55 (on weapons)	47-55	63	77 (natural) 78 (on weapons)
Psychic Powers	56-58	56	64-73	79
Regeneration	59	57-60	74-75	80
Sharp senses	60-64 65 (specific) <sup>10</sup>	61-65 66 (specific) <sup>11</sup>	76	81
Sixth Sense	66-69	67-69	77-78	82
Stealthy	70-75	70-73	79	83
Supernatural Vigor	75-79	74-79	80-84	84-89
Tough Skin <sup>12</sup>	80-84	80-85	85-88	90-93
Uncanny Agility	85-90	86-90	89-92	94
Wallcrawling	91-92	91-93	93-94	95
Winged	93-95	94-97	95-96	96
Magic powers <sup>13</sup>	96	98	97-98	97
Camouflage	97-99	99	99	98-99
Special	00	00	00	00

<sup>1</sup> If Amphibious or Aquatic, change into Cruising. If Tiny or Small, reroll. Roll 1d10, subtract 2 if medium, add 2 if Gigantic; if 4+, has Crushing attack (trample).

<sup>2</sup> If Gigantic, otherwise change to Charge into battle.

<sup>3</sup> Automatically a quadruped; reroll if Tiny or Gigantic. Roll 1d10, subtract 2 if small, add 2 if Large; if 4+ has Crushing attack (bear hug).

<sup>4</sup> Reroll if already has Natural Armor or Toughness

<sup>5</sup> Add Missile Weapons if they don't have it.

<sup>6</sup> Tiny: 1 extra head; Small: 1 extra head; Medium: 1d3 extra heads; Large: 1d6 extra heads; Gigantic: 2d6 extra heads

<sup>7</sup> Reroll if already has Invulnerability or Toughness.

<sup>8</sup> As nymph of natural habitat; roll 1d6 on table on p. if unsure of habitat.

<sup>9</sup> Roll on this subtable (1d10): 1-2 Paralysis for 1d6 minutes, 3-6 Death in 1d6 minutes, 7-9 Death in 1d6 rounds, 10 Instant death.

<sup>10</sup> Double the effect of Sharp Senses, but for a single sense only (1d10): 1-4 Sight, 5-6 Hearing, 7-8 Smell, 9 Taste, 10 Touch.

<sup>11</sup> Double the effect of Sharp Senses, but for a single sense only (1d10): 1-4 Sight, 5-6 Hearing, 7-8 Smell, 9 Taste, 10 Touch.

<sup>12</sup> Reroll if already has Invulnerability or Natural Armor

<sup>13</sup> Roll 1d10: 1-2 Priest (roll randomly to determine deity), 3-6 Elementalist (roll randomly to determine element(s)), 7-8 Lyrical, 9 Oracle, 10 Shapeshifter.

## Examples of random critters

Category – 2: Folk (OK, so they are humanoid...)

Size – 13: Large (Some kind of giants, or large beastmen...)

Ferocity – 4: Aggressive +1 (Slightly dangerous...)

Cunning –8: Clever +2 (But more sneaky)

Mystique –4: Weird +1 (And just a little mystical, or maybe just lucky)

Special abilities – 4 abilities:

58: Psychic Powers – Being Clever and Weird, they have the powers of a 3<sup>rd</sup> level Sorcerer – so they can confuse people, create simple illusions and become *invisible* – practical for giants.

69: Sixth Sense: +4 to Danger Evasion. Fits well with being Clever and sorcerous...

55: Poison – on weapons: Evil bastards! The poison (1d10 – 9) causes death in 1d6 rounds...

90: Uncanny Agility: Agile giants! +2 Defense Class and +2 Danger Evasion...

Number Appearing – 9 – 1 appears at a time.

Hm... What should we call them...? (*sees The Book of Imaginary Beings on its shelf and throws around the syllable of the author's name*) The... Yoborglus?

OK – here we go, trying to make sense of the above:

## Yoborglu

**Description:** The Yoborglu are emaciated, skeletal giants who live in the high mountains. They mostly live by hunting giant animals and monsters for meat and skin, using venoms they brew from giants snakes to poison their huge spears (Reach III). They also have mystical abilities, which they use to lurk invisibly – they are very careful. The sweet flesh of humans, especially soft non-barbarians, are a rare treat to the Yoborglu.

**Number appearing:** 1

**Size:** Large

**Ferocity:** Aggressive

**Cunning:** Clever

**Mystique:** Weird

**Movement:** 180 feet

**Initiative:** +3

**Melee Attack:** +4

**Damage:** 2d6 (spears, usually with poison)

**Defense Class:** 15/13 vs missiles

**Hits Total:** 16

**Danger Evasion:** +10

**Mystic Fortitude:** +2

**Special abilities:** Poison (on weapons, causes death in 1d6 rounds), Psychic Powers (as level 3 Sorcerer, 15 Power Points total), Sixth Sense, Uncanny Agility

**Glory Award:** 120

**Wisdom Award:** 160

Whee! That was fun! Lets do another one!

Category – 4: Monster!

Size – 15: Large

Ferocity – 1: Peaceful 0 (Aha! A non-violent monster...)

Cunning –2: Alert +1 (Just a little more aware than average)

Mystique –9: Eldritch +2 (But very magical!)

Special Abilities: 5 (I keep rolling high on this...)

70: Stealthy (Yeah, makes sense for a peaceful creature...)

97: Winged (! OK, a large beast which is stealthy and can fly...)

83: Tough Skin (Not strange for a large beast...)

69: Sixth Sense (Maybe mystical, with being Eldritch and all...)

42: That's Natural Armor – so I'll reroll since I've already got Tough Skin – 24: INSUBSTANTIAL?!

Mehercle! OK, lets think this through: Most Insubstantial beings in the books have some mystical attack abilities – that's the only way they can attack – and they can only be harmed by magic. However, this being has no special attacks whatsoever... hm. Lets give it one of those mystical attacks... and remove Tough Skin (why should it need it?) OK, here we go: It has the abilities of a Priest...ess of Artemis, of level 3. So its only working attack is cursing people (reducing their First Reaction and Missile Attack). It will be able to use its other priestly abilities to help people. It looks like a huge moth glowing like the moon, a Moonmoth, and is sacred animal that lives in certain temples. Because of its powers, it will be served by 1d6 female warriors devoted to Artemis (count as Seasoned Retainers with bows and spears). I wont roll Number Appearing.

## Moonmoth

**Description:** Moonmoths are huge, glowing moths that literally come down from the Moon to serve their goddess, Artemis. They act as healers and oracles to peasants and countryside people in remote temples in the wilderness.

**Number appearing:** 1, +1d6 female Seasoned Retainers with bows and spears

**Size:** Large

**Ferocity:** Peaceful

**Cunning:** Alert

**Mystique:** Eldritch

**Movement:** 180 feet, 360 feet while flying

**Initiative:** +1

**Melee Attack:** +1

**Damage:** 2d6 (only to other insubstantial beings)

**Defense Class:** 14, 12 vs missiles, 14 while flying

**Hits Total:** 16 (can only be damaged by magic and the attacks of other insubstantial beings)

**Danger Evasion:** +6 (+10 stealth)

**Mystic Fortitude:** +4

**Special abilities:** Divine Prodigies (as level 3 Priestess of Artemis, 16 Power Points total), Insubstantial, Sixth Sense, Stealthy, Winged

**Glory Award:** 240 Glory, but anyone slaying one will be cursed by Artemis, gaining a permanent –2 penalty to all Missile Attack and First Reaction rolls.

**Wisdom Award:** 180 Wisdom, but anyone slaying one will be cursed by Artemis, gaining a permanent –2 penalty to all Missile Attack and First Reaction rolls.