



# d30 Fiend Generator II

## LPC9: HEAD

### Roll Description

|    |                    |
|----|--------------------|
| 1  | ape-like           |
| 2  | bear-like          |
| 3  | boar-like          |
| 4  | bullish            |
| 5  | cat-like           |
| 6  | crocodilian        |
| 7  | dog-like           |
| 8  | draconian          |
| 9  | eagle-like         |
| 10 | elephantine        |
| 11 | fish-like          |
| 12 | frog-like          |
| 13 | goat-like          |
| 14 | horse-like         |
| 15 | humanesque         |
| 16 | insect-like        |
| 17 | lionesque          |
| 18 | lizard-like        |
| 19 | monkey-like        |
| 20 | rat-like           |
| 21 | rooster-like       |
| 22 | serpentine         |
| 23 | spider-like        |
| 24 | turtle-like        |
| 25 | vulture-like       |
| 26 | weasel-like        |
| 27 | wolf-like          |
| 28 | worm-like          |
| 29 | 2 like heads*      |
| 30 | 2 different heads* |

## LPC10: HEAD TRAITS

### 1s Digit: Adornment 10s Digit: Look

|   |                                    |       |           |
|---|------------------------------------|-------|-----------|
| 1 | none                               | 1-10  | skeletal  |
| 2 | antlers                            | 11-20 | average   |
| 3 | crest/peak                         | 21-30 | grotesque |
| 4 | horns, arced (2 bull-like)         |       |           |
| 5 | horns, curved (2 ram-like)         |       |           |
| 6 | horns, straight (1d5 unicorn-like) |       |           |
| 7 | knobs (1d10)                       |       |           |
| 8 | ridges                             |       |           |
| 9 | ruff                               |       |           |
| 0 | spine                              |       |           |

## LPC11: EYES

|             |       |       |      |       |          |                 |
|-------------|-------|-------|------|-------|----------|-----------------|
|             | Color |       |      |       |          |                 |
|             | amber | black | blue | green | metallic | Eyes            |
| Roll on d30 | 1     | 2     | 3    | 4     | 5        | bulbous         |
|             | 6     | 7     | 8    | 9     | 10       | round/flat      |
|             | 11    | 12    | 13   | 14    | 15       | slitted, horiz. |
|             | 16    | 17    | 18   | 19    | 20       | slitted, vert.  |
|             | 21    | 22    | 23   | 24    | 25       | stalked         |
|             | 26    | 27    | 28   | 29    | 30       | multi-faceted   |

## LPC12: EARS/MOUTH

|             |          |          |             |       |              |             |
|-------------|----------|----------|-------------|-------|--------------|-------------|
|             | Ears     |          |             |       |              |             |
|             | bat-like | dog-like | elephantine | large | trumpet-like | Mouth       |
| Roll on d30 | 1        | 2        | 3           | 4     | 5            | fanged      |
|             | 6        | 7        | 8           | 9     | 10           | mandibled   |
|             | 11       | 12       | 13          | 14    | 15           | sucker-like |
|             | 16       | 17       | 18          | 19    | 20           | toothed*    |
|             | 21       | 22       | 23          | 24    | 25           | toothless   |
|             | 26       | 27       | 28          | 29    | 30           | tushed      |

\* Roll as needed to determine appearance of each.

\* Roll 1d3: 1=small, 2=medium, 3=gaping

## LPC13: SPECIAL ABILITIES (Roll 1d6 for number. Roll as indicated. Ignore duplicates.)

| Roll | Ability                 | Roll | Ability                            |
|------|-------------------------|------|------------------------------------|
| 1    | breath, cold            | 1    | immunity: poison                   |
| 2    | breath, electricity     | 2    | immunity: weapons, non-magical     |
| 3    | breath, flame           | 3    | immunity: weapons, normal          |
| 4    | breath, gas             | 4    | immunity: weapons, normal & silver |
| 5    | cannot be surprised     | 5    | poisonous                          |
| 6    | gaseous discharge       | 6    | psionics                           |
| 7    | gaze, charm             | 7    | regeneration                       |
| 8    | gaze, paralytic         | 8    | spell-like abilities               |
| 9    | generation, cold (area) | 9    | spell use                          |
| 10   | generation, heat (area) | 10   | summon/gate                        |
| 11   | immunity: acid          | 11   | touch, drain ability               |
| 12   | immunity: cold          | 12   | touch, drain energy                |
| 13   | immunity: electricity   | 13   | touch, drain life level            |
| 14   | immunity: fire          | 14   | touch, energy type                 |
| 15   | immunity: gas           | 15   | touch, paralytic                   |



## SUGGESTED DAMAGE BY TYPE

|             | Attack Type | 1     | 2   | 3   | 4   | 5   | 6    | 7    | 8    | 9    | 10   |
|-------------|-------------|-------|-----|-----|-----|-----|------|------|------|------|------|
| Hand/Arm*   | claws       | 1d3   | 1d3 | 1d4 | 1d4 | 1d6 | 1d6  | 1d8  | 1d8  | 1d10 | 1d10 |
|             | hook        | 1d3   | 1d4 | 1d6 | 1d8 | 1d8 | 1d10 | 1d12 | 2d6  | 2d8  | 3d6  |
|             | pincer      | 1d3   | 1d4 | 1d6 | 1d6 | 1d8 | 1d8  | 2d6  | 2d6  | 2d8  | 2d8  |
|             | talons      | 1d4   | 1d4 | 1d6 | 1d6 | 1d8 | 1d8  | 1d10 | 1d10 | 1d12 | 1d12 |
|             | tentacle    | 1d2   | 1d3 | 1d4 | 1d6 | 1d8 | 1d10 | 2d6  | 2d6  | 2d6  | 2d8  |
| Head**      | antlers     | 1d6   | 1d6 | 2d4 | 2d4 | 2d6 | 2d6  | 2d8  | 2d8  | 2d10 | 2d10 |
|             | horns       | 1d2   | 1d4 | 1d4 | 1d6 | 1d6 | 1d6  | 2d4  | 2d4  | 2d6  | 2d6  |
|             | fangs       | 1d2   | 1d2 | 1d4 | 1d4 | 1d4 | 1d6  | 1d6  | 1d6  | 1d8  | 1d8  |
|             | mandibles   | 1d2   | 1d4 | 1d4 | 1d6 | 1d6 | 2d4  | 2d4  | 2d6  | 2d6  | 2d8  |
|             | tusks       | 1d4   | 1d4 | 1d6 | 1d6 | 2d4 | 2d4  | 2d6  | 2d6  | 2d8  | 2d8  |
|             | small bite  | 1 pt. | 1d2 | 1d3 | 1d4 | 1d4 | 1d6  | 1d6  | 1d6  | 1d8  | 1d8  |
|             | medium bite | 1d2   | 1d3 | 1d4 | 1d4 | 1d6 | 1d6  | 1d6  | 1d8  | 1d8  | 1d10 |
| gaping bite | 1d4         | 1d4   | 1d6 | 1d6 | 2d4 | 2d4 | 2d6  | 2d6  | 2d8  | 2d8  |      |

\* Damage per appendage \*\*2 head attacks may not be combined during a single round