



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

Roll on d30	Color					Eyes
	amber	black	blue	green	metallic	
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

Roll on d30	Ears					Mouth
	bat-like	dog-like	elephantine	large	trumpet-like	
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	Hit Dice									
	1	2	3	4	5	6	7	8	9	10
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
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