d30 Fiend Generator II

1 none

2 antlers

3 crest/peak

7 knobs (1d10)

LPC10: HEAD TRAITS

4 horns, arced (2 bull-like)

5 horns, curved (2 ram-like)

6 horns, straight (1d5 unicorn-like)



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

poisonous

regeneration

spell-like abilities

summon/gate

touch, drain ability

touch, drain energy

touch, drain life level

touch, energy type

touch, paralytic

4

1d4

1d8

1d6

1d6

1d6

2d4

1d6

1d4

1d6

1d6

1d4

1d4

1d6

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

psionics

spell use

immunity: poison

immunity: weapons, non-magical

immunity: weapons, normal & silver

Hit Dice

6

1d6

1d10

1d8

1d8

1d10

2d6

1d6

1d6

2d4

2d4

1d6

1d6

2d4

7

1d8

1d12

2d6

1d10

2d6

2d8

2d4

1d6

2d4

2d6

1d6

1d6

2d6

8

1d8

2d6

2d6

1d10

2d6

2d8

2d4

1d6

2d6

2d6

1d6

1d8

2d6

9

1d10

2d8

2d8

1d12

2d6

2d10

2d6

1d8

2d6

2d8

1d8

1d8

2d8

10

1d10

3d6

2d8

1d12

2d8

2d10

2d6

1d8

2d8

2d8

1d8

1d10

2d8

5

1d6

1d8

1d8

1d8

1d8

2d6

1d6

1d4

1d6

2d4

1d4

1d6

2d4

immunity: weapons, normal

Roll Ability

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

3

1d4

1d6

1d6

1d6

1d4

2d4

1d4

1d4

1d4

1d6

1d3

1d4

1d6

2

1d3

1d4

1d4

1d4

1d3

1d6

1d4

1d2

1d4

1d4

1d2

1d3

1d4

Roll Ability

breath, cold

breath, flame

breath, gas

gaze, charm

gaze, paralytic

immunity: acid

immunity: cold

immunity: fire

immunity: gas

Attack Type

claws

hook

pincer

talons

tentacle

antlers

horns

fangs

tusks

mandibles

small bite

medium bite

gaping bite

breath, electricity

cannot be surprised

generation, cold (area)

generation, heat (area)

immunity: electricity

SUGGESTED DAMAGE BY TYPE

1

1d3

1d3

1d3

1d4

1d2

1d6

1d2

1d2

1d2

1d4

1 pt.

1d2

1d4

gaseous discharge

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

Hand/Arm*

LPC9: HEAD

Roll Description

- 1 ape-like
- 2 bear-like
- 3 boar-like
- 4 bullish
- 5 cat-like
- 6 crocodilian
- dog-like 7
- 8 draconian
- 9 eagle-like
- elephantine 10
- fish-like 11
- 12 frog-like
- 13 goat-like
- horse-like 14
- 15 humanesque
- insect-like 16
- 17 lionesque
- 18 lizard-like
- 19 monkey-like
- rat-like 20
- 21 rooster-like

- 22 serpentine
- 23 spider-like

- 24 25

26

27

28

29

30

- turtle-like

vulture-like

weasel-like

wolf-like

* Roll as needed to

worm-like

2 like heads*

2 different heads*

determine appearance of each.

Roll 27 28 29 26 **LPC12: EARS/MOUTH** Ears

on d30

d30

B

Roll

6

11

16

21

26

7

12

17

22

27

- 2 5 4 1 3 7 8 9 6 10 11 12 13 14 15
- 8 ridges 9 ruff **0** spine

1s Digit: Adornment 10s Digit: Look

1-10 skeletal

11-20 average

21-30 grotesque

- LPC11: EYES metallic Color amber Eves
- round/flat 16 17 18 19 20 22 23 25 stalked 21 24 30 multi-faceted

- bulbous
 - slitted. horiz.
- slitted, vert.

8

13

18

23

28

HUMPOCIAL dephantine doglike batilite Var0ge Mouth 2 3 4 5 fanged 1

9

14

19

24

29

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

10

15

20

25

30

mandibled

sucker-like

toothed*

toothless

tushed