

Chaos Limb: Monster Maker



OSR Monsters

Remember the first time you played the game? You had no idea what you were up against. Would you fall beneath the rending fangs and piercing claws of some unholy abomination or would you rise victorious from the battle field, raising your blade and your voice in triumph, that even the gods might witness your shining glory?

Make your monsters unique. Surprise your players. Every monster encounter should be a meeting with the unexpected, with the unknown. Players and characters should not have a "manual" that tells them the strengths and weaknesses of the monsters they encounter.

I created the Monster Generator by breaking down the monsters in the Holmes Basic Set into their constituent parts and arrange them in numbered tables. In theory, any of the monsters in Holme's basic could have been created using this tool. In some cases, when I had to decide between fidelity with the source and usability, I erred on the side of usability.

How to use the Monster Generator:

Take a handful of die including 1d20, 1d12, 2d10, 1d8, 1d6, 1d4. Roll them all and then assign each one to a table. Use this for inspiration only. Modify any die as you see fit.

Note for HD of Damage, I use 1d6/HD of Damage but you can vary by size of monster if you prefer.

Appearance (1d20)

1. Humanoid
2. Lizard
3. Blob/slime/ooze
4. Canine/Dog/Wolf
5. Worm
6. Goat/Ram
7. Feline/Lion/Tiger
8. Snake
9. Raptor/Eagle/Hawk
10. Insect/Arachnid/ Crustacean
11. Equine/Horse
12. Porcine/Boar
13. Ursine/Bear
14. Bovine/Bull
15. Cephalopod/ Octopus/Squid
16. Bat
17. Hybrid - roll twice and combine: head & body
18. Hybrid - roll twice and combine: body & limbs
19. Hybrid - roll twice and combine: shape & skin
20. Hybrid - roll twice and combine: merging of forms

Size (1d4+1)

1. Tiny (-2 on hit dice and damage, +2 on number appearing)
2. Small (-1 on hit dice and damage, +1 on number appearing)
3. Medium
4. Large (+1 on hit dice and damage, -1 on number appearing)
5. Giant (+2 on hit dice and damage, -2 on number appearing)
6. Colossal (+3 on hit dice and damage, -3 on number appearing)

No Appearing (1d10)

1. One
2. 1-2
3. 1-3
4. 1-4
5. 2-5
6. 1-6
7. 2-7
8. 3-12
9. 4-16
10. 5-20
11. herd/army/swarm

HD (1d12)

1. 1
2. 2
3. 3
4. 4
5. 5
6. 6
7. 7
8. 8
9. 9
10. 10
11. 11
12. 12

AC (1d8)

1. Incorporeal, swarm, or cannot be hit with normal melee weapons
2. 2
3. 3
4. 4
5. 5
6. 6
7. 7
8. 8
9. Always hit (immobile)

Damage (1+size modifier)

1. 1 HD
2. 2 HD
3. 3 HD
4. 4 HD

Special attacks/defenses/vulnerabilities (d6&d10)

10. Undead
11. Unaffected by charm
12. Can be turned
13. Multiple heads
14. Additional limbs (roll on appearance to see what kind)
15. Petrification (gaze/breath/touch/blood)
16. Rage
17. Dissolves wood
18. Dissolves leather
19. Dissolves cloth
20. Corrodes metal
21. Corrodes stone
22. Acid attack
23. Killed only by fire
24. Splits into smaller versions if attacked
25. Limited teleport during combat
26. Stealth/surprise attack (from ceiling)
27. Stealth/surprise attack (from shadows)
28. Paralysis (gaze/breath/touch/blood)
29. Conjure things out of thin air (food/soft goods/wooden goods/semi-permanent metal)
30. Create illusions (visual/audial/both)
31. Invisibility (at will)
32. Invisibility (always on)
33. Take gaseous form
34. Change into a whirlwind (2 HD dmg)
35. Shape changer (roll again on appearance)
36. Breath weapon (cold/acid/fire/sleep/fear)
37. Immune to paralysis
38. Immune to sleep
39. Can hide in wilderness
40. Immune to fire
41. Immune to cold
42. Immune to lightning
43. Immune to most spells
44. Immune to normal weapons
45. Missile weapon (stones/spikes/
46. Cause disease (gaze/breath/touch/blood)
47. Draining after successful attack (1 HD per 1-4 rounds/1 pt strength/1-2 levels)
48. Darkvision (-1 attack in full daylight)

49. Can detect invisible
50. Multiple attacks
51. Vulnerable to fire (does double damage)
52. Charm
53. Breathe water
54. Only be killed by fire or cold
55. Allies (work with other monsters)
56. Constricting/crushing/bear hug attack
57. Poison (stinger/bite/touch)
58. Swallow opponents whole (if attack is 2 over min needed to hit)
59. Characters killed by them become minions under their control
60. Regeneration
61. Magic resistance (+2/+4 to saving throw)
62. Spell casting once per day (roll on spell table)
63. Killed by sunlight
64. Killed by running water
65. Vulnerable to wooden weapons
66. Vulnerable to iron weapons
67. Vulnerable to silver weapons
68. Spore attack (asphyxiating if fail save)
69. Slow (1 attack every 2 rounds)

Still not satisfied? Roll again on appearance and combine. Roll again on special attacks, defenses, vulnerabilities. Modify according to your own whim.

29 Sample Monsters

The monsters in this list have been created using the Chaos Limb Monster Generator and are meant to illustrate the flexibility of the system as well as how you can take liberties while creating monsters – let it inspire you, not bind you.

I've retained the original rolls (in brackets) for those who want to see how much was fudged to arrive at a given monster.

None of these monsters is 'complete' in any way. Much is left undefined and to the GM's discretion to either add to in advance or as the contingencies of the adventure require. If this seems like a lot of unnecessary work, this type of bestiary may not be to your liking.

[6.5.4.5.4.2.11]

Ore Goat

No appearing: 1-4

HD: 5

AC: 4

DMG: 2 HD

Special attacks: Corrodes metal

This elephant-sized creature has a goat-like head and consumes metallic ores as its primary source of sustenance. It can chew through huge amounts of rock in search of the ore it so desires, creating large tunnels through earth and stone. Their skin glistens like iridescent fascia and their hair is like titanium strands of wire. The hair stands on end from their bodies scraping the sides of the tunnels they create and leaving characteristic scratches on the walls of the stone tunnels.

Lair: The tunnels they create tend to an almost keyhole shape, rounded at the top and often covered with loose scree on the tunnel floor.

Uses: Dwarves often follow these creatures in hopes of collecting their droppings which are the size, shape and density of bowling balls. These are often sold as catapult ammunition but more knowledgeable dwarves smelt them down for drops of strange alloys that will perspire from the surface when they are heated red hot. Dwarves have also been known to collect the teeth of dead Ore Goats as they are prized as hearth stones.

Behavior: Ore Goats are quite aggressive and will lower their heads and charge anything invading their space, butting and trampling them to gruel.

[6.5.4.5.4.2.11]

War Goat

No appearing: 2-5

HD: 4

AC: 5

DMG: 1 HD

Special attacks: Corrodes metal

Slightly larger than a horse with rust red coats, these goat-like creatures are often used by fully armored dwarves charging into battle. They have formidable horns and their bite is caustic. After the battle is over, they feed on the armor of the fallen foes.

[8.5.6.8.9.5.04]

Asp Birch

These mighty trees with scale-like bark are only found in the Valley of the Hydras. Every year in the spring their white flowers open to reveal a blood red interior and perfectly formed serpent heads within each flower.

Wizards believe that only the wood of the Asp Birch can be used to create a Staff of Striking and similarly Priests argue that a staff made from the Asp Birch is always poisonous when Sticks to Snakes is cast. In civilized lands these loathsome trees have been all but eliminated which is why they are primarily found in this remote valley, where, it so happens True Hydras (with snake rather than dinosaur bodies) also roam in great numbers.

[20.1.5.15.2.1.33]

Lightning Leach

No. Appearing: 2-5

AC: 2

HD: 1

These small insects resemble long beetles. Their shells are gun metal blue but can shift to match the surface they are attached to making them almost impossible to detect. In most circumstances, they radiate no discernable heat and so are even harder to see with infravision.

They attach themselves to tree branches or cavern ceilings waiting for a source of electrical charge to pass underneath. A mage who has memorized a Lightning Bolt spell, a character carrying a wand of lightning or a monster which uses electricity as an attack can all be detected by them. They then drop down and conceal themselves in the victim's clothes or on their body somewhere.

When a host makes an electrical attack, its effectiveness is reduced by 1 die. This die of damage is transferred through the leach back to the caster who is thrown off their feet by the shock. The Lightning Leach, having absorbed a miniscule amount of the electricity, then flies off to reproduce. The next time the wizard passes this way, there are likely to be twice as many.

Goblins like to collect the bodies of dead lightning bugs which they often sell to wizards who like to have them made into snuff boxes.

[19 (5.4).4.10.15.4.5.40]

Worm Dog

No. Appearing: 1 (+1-20 Worm Dog zombies)

HD: 4 (15)

AC: 4

Dmg: NA

Special attacks: see below

This creature resembles a large mastiff in shape and size. Its skin is a mass of worms.

The Worm Dog follows predators (and adventurers) at a safe distance and after they have killed something and departed, the Worm Dog will lope up to the corpse or corpses and snuffle the wounds. Worms will drop from its snout and work their way into the corpse. Within a short time the corpse will reanimate as a mindless undead under control of the Worm Dog. The Worm Dog will send these zombies to kill more creatures thus creating more corpses as fertile ground for Worm Dog maggots.

If adventurers want to destroy the Worm Dog completely, there are several options. The body itself will be destroyed with up to 4HD of damage. The individual worms must then be either crushed or burned or else the Worm Dog will arise again after taking several days to mend its form. If adventurers try to kill the individual worms with weapon damage it will require an additional 11 HD of hits to accomplish. Or they can crush them with their boots which will take 10-15 rounds and makes for messy footwear. Or they can burn them all with no less than 4 flasks of oil.

Worm Dog zombies will be similar to human zombies in terms of their slowness (last for initiative and one attack every other round). Their HD will be 1 if they are small, 2 if human sized and 3 or more if larger. AC should be similar to when they were alive.

Some necromancers like to keep a jar full of Worm Dog worms for their sorcerous experiments.

[20 (16,2), 5,5,6,3,4,19]

Acid Dragon

No Appearing: 2-5

HD: 6

AC: 3

Dmg: 4 HD

These giant winged lizards like to attack by first flying over an opponent and then spraying them with acid (4 HD of damage; save for half; half again if the person struck takes a round to actively wipe it from their skin). Anyone who fails their save and is not protected by a helmet will also be blinded for 1-6 rounds. Leather, cloth and paper struck by the acid will dissolve in 1-6 rounds. Acid dragons can only spray acid once per day.

On the ground they can attack with claws, bite and wings (1HD damage for each successful attack or for simplicity's sake roll one attack for 4HD damage).

[1.4.6.13.2.2.37]

Plague Giant

No. Appearing: 1-6

HD: 5-15

AC: 2

DMG: 2

The flesh of these giant humanoids seems to be rotting and sloughing off of their bodies. Their skin is covered with swollen buboes and oozing sores. Their eyes are oozing hollows and their mouths, gaping holes that exhale contagion. They will attack anything that is alive and healthy.

Every time they attack they do damage to their own form (2HD) as further skin and flesh tears or is thrown from their body. In addition to damage, anyone struck by a Plague Giant must save or contract a wasting disease that reduces the victim 1HD per day until they are a putrid mass of rotting flesh.

Some Plague Giants have rotted down to nothing but hips and a pair of legs that nevertheless still seem animated enough to try and kick or stomp opponents.

[14.1.3.6.7.1.19]

Palsy Stone

No. Appearing: 1-3

HD: 6

AC: 7

DMG: 1

These tiny quadrupeds are the size of snails and move at similar speeds. They rely on their stillness for protection and are often mistaken for small stones. Stepping on or touching a Palsy Stone causes paralysis for 1-6 hours.

Palsy Stones can also extrude two tiny 'horns' that can pierce leather footwear and will also do 1HD damage to anyone stepping on it. Sorcerers like to keep them as pets or set them at the entrance to their abode as traps. Arcane rogues like to use them as caltrops to slow pursuit.

[9.3.3.5.4.1.2.9]

Blood Hawk

No Appearing: 1-3

HD: 5

AC: 4

Dmg: 1

These red and yellow feathered hawks stand at five feet high. Their blood-curdling screech freezes the muscles of any who hear the scream (and do not make their save). The pain of the blood hawk's talons piercing their victim's flesh is enough to free the victims from their paralysis.

The creatures will not attack a party stronger than them. Some Ogre Magi are known to train the beasts to hunt.

Sorcerers like to collect the feathers or talons of the birds for spells which invoke fear or paralysis.

[18 (6.14.).2.6.5.8.1.7]

Minotyr

No Appearing: 1-6

HD: 5

AC: 8

Dmg: 1

The head of a bull, the legs of a goat and the torso and arms of a man, these creatures are known to be irascible, charging at any threatening creature that appears in sight. This rage gives them a +2 to attack rolls.

[5.5.1.3.6.1.23]

Water Larvae

No Appearing: 1

HD: 3

AC: 6 (2)

DMG: 1

This giant, worm like creature is clear as glass and its skin has light bending properties, making it invisible in water and almost invisible on land (-4 to its AC unless the players can do something to make it visible (e.g. splash something opaque on it – mud, ink, blood, etc.)). Magicians prize the skin of the Water Larvae to make cloaks of invisibility and its ichor is one ingredient in one recipe for ink used to pen magic spells.

[17(17(2.9.5)).5.3.7.4.4.4]

Flying Slime Hydra

No Appearing: 1-3

HD: 7

AC: 4

Dmg: 4

This giant, winged worm has multiple heads (1-4). It attacks by hovering above its victims and shooting blobs of protoplasm. Anyone hit by a blob of protoplasm takes 1 HD of damage and must save vs death. If the character fails the save 1 of 3 consequences are likely: 1) their legs are caught in the slime making them unable to move. 2) their arms are trapped making them unable to attack or cast spells. 3) their head was caught in the blob making it impossible to breathe (take 1 HD damage per round until dead).

A player can be freed from the gluey slime by application of alcohol (e.g. strong wine) in 1 round or by scraping and pulling for 10 minutes. If multiple people are assisting divide the time by the number working on freeing the trapped character.

Thieves will buy jars of this gloop which they spread on their hands and feet when trying to climb particularly challenging surfaces.

The Slime Hydra can use this breath weapon only once per day per head.

[18(12,14).6.1.12.2.3.21]

Boar Hill

No. Appearing: 1

HD: 12

AC: 2

Dmg: 3

This colossal boar is usually quite passive unless irritated. It casts an illusion to make itself look like a hill when it is resting. Observant characters may notice the ground churned, wide as a road, leading to the hill. This is where the Boar Hill has turned the ground ahead of it, consuming all plant and animal life in its path.

Adventurers who climb on the boar hill during the day have a good chance of waking it causing it to stand and run in a random direction for 1-8 hours. Those who camp on it at night will fall into a particularly deep sleep and will wake to find themselves in a completely different place as the Boar Hill wandered around foraging at night.

Generals have employed druids and wizards to try and control these creatures as a means of using them as siege engines but thus far without success.

[10.4.2.11.7.2.18]

Giant Trap Door Spider

No Appearing: 1-2

HD: 11

AC: 7

Dmg: 2

These creatures build their lairs in shafts leading up to caverns or corridors. They cover the shaft with a lid that is often decorated to hide its true nature with things like twigs, leaves, bones, rubble or even gems and coins to attract prey. An observant character will notice the 'lichen' spreading from the lid, across the floor, up the walls and across the ceiling. Touch it and they will note it is not lichen at all but rather silk-like fibers. These webs help the spider sense when someone is approaching and how close they are. By the time you bend down to observe them—well, by then it may be too late.

These giant spiders almost always attack with surprise, leaping from their shaft to drag one of the foremost characters into their lair, there to wrap in silk and later consume at their leisure. The other characters face the obstacle of a deep shaft if they wish to lend any assistance to their friend. Missile weapons that miss the spider may hit their captured friend (assuming they can see that far in the dark in the first place- shafts are often 80-120 ft deep).

A particularly nasty surprise is when one of the spiders waits in the trap door shaft and after taking its prey, its partner attacks the party from behind or above (usually just as they are peering down the shaft their friend disappeared into).

The spiders are practical creatures and will often retreat if damaged for 1-2 HD, though they will fight back if pursued.

Their lair will be littered with the armor, clothing, bones and treasure of past meals. Dry husks will be all that may remain of former adventurers.

[18(18(10.17(12.17(5.3)13)5).4.1.2.7.2.16]

Wurmbehrpyg

No Appearing: 1

HD: 2

AC: 7

Dmg: 2

Special defense: out of phase

This horrifying outer being has a bear like body, a head like a mad boar, six insect like legs and two worm-like arms that it flails about in attack. In addition, this being exists slightly out of phase with our own dimension, so all attacks are at a -2 against it.

Clerics of any faith will seek to annihilate the abomination.

[6.3.4.8.6.1.60]

Sloegohtz

No Appearing: 1-4

HD: 8

AC: 6

Dmg: 1

These creatures resemble hairless goats. Their hide is black with a purple blue tint. The odor of the herd is astringent.

The herd travels in a time stream parallel to ours so only 1-4 members of the herd will be visible at any one time. The time stream they travel in is slower than ours so they can only attack every other round. Similarly they are hard to kill as only some of the damage is transmitted across time streams.

Those who position themselves in the exact center of the herd can enter their time stream for a space. The entire herd will become visible at that point. In their native time stream, they are 1 HD creatures and AC 8. Similarly, to outside observers the character who has joined the herd will be present only 1/6 of the time (roll 1d6 for any particular moment - on a 1 they are visible). The herd wanders, though slowly, so the characters place in the Sloegohtz time stream can only be maintained for 1-6 rounds.

Monks find that an experience with a herd of Sloegohtz is particularly conducive to meditation.

Sloegohtz are the favorite prey of displacer beasts and it is said they can be herded by blink dogs.

Their droppings can be used as an ingredient in haste potions.

[15.1.10.7.7.0.49]

Engulf Squid

No Appearing: 5-25

HD: 7

AC: 7

DMG: 0

Special attack: engulf

This swarm of tiny cephalopods can be found floating in warm oceans or upon the air currents in the Underworld. Their coloration ranges from blue-black to orange-red with the color changing to reflect their emotional state. The swarm is telepathically connected and can act and think as a single organism. On a successful attack, 1-6 of the creatures have attached themselves to an opponent. They then begin to stretch their skins to such an extent that their opponent is ultimately completely engulfed. Anyone striking the creatures after they have begun their engulfment attack will transmit one half of the damage to the person the Engulf Squid are attached to.

It takes 10 rounds minus the number of creatures attached to completely engulf a human-sized opponent. At that point the victim's nervous system is overridden by the Engulf Squid's and they become a puppet of the Engulf Squid swarm. At this point only powerful magics can free a victim from their servitude and even if freed they will be haunted by nightmares for the rest of their nights.

Sorcerers will pay much for a living Engulf Squid but only the most powerful would dare keep an entire swarm. Their bodies, dried and powdered, make a powerful component for most mind control spells.

[1.3.5.7.5.1.15]

Eld-weet

No Appearing: 1-5

HD: 7

AC: 5

DMG: 1

These small humanoids look aqueous in form, their skin is semi-transparent and their flesh and bones as soft as jelly. Hitting one with a weapon only causes it to split into two, each being capable of attack and having half the hit die of the former being. They can continue splitting almost indefinitely.

[13.3.10.11.7.21]

Bowderfung

No Appearing: 5-20

HD: 11

AC: 7

DMG: 1

Special: Illusions

These creatures look like skinless bears, red and blue tissue and organs can be seen beneath transparent-white fascia, no more than four feet tall, with four heads, each pointing a different direction. Though they are masters of illusion, their alien psychology means they may not always understand context. For instance they may project the illusion of something they think of as non-threatening such as a man-servant drawing a bath or a maid with a feather duster or a barkeep carrying a tankard of frothy ale, without considering how out of place this may seem in a dungeon or wilderness setting. The illusion is visual only and alert characters may note the mismatch between the illusion (which usually portrays relatively few beings) and the sound of movement by the herd.

[8.4.8.6.5.43]

Musgahng

No Appearing: 3-12

HD: 6

AC: 5

Dmg: 1/individual

Special: Charm

These mystical creatures look like giant snakes with iridescent scales and silvery horse's heads. When in a group they weave an intricate dance that may entrance observers (save vs charm or stand enthralled). They are able to transform shape into a horse covered with silvery scales which is able to run across the surface of water. Legends tell of demigods and heroes using them as mounts but none now know the secret of taming them.

[9.2.8.3.7.1.34]

Bear Owl

No Appearing: 3-12

HD: 3

AC: 7

Dmg: 1

These creatures look like large owls with the heads of small bears. They attack by circling their prey from above and then swooping down from behind. They attempt to drive their talons in the shoulders of their victims while wrapping their wings around their victims eyes to effectively blind them. If the head is not protected by a helmet, they then bite down with their bear head. Some Wizards have been known to keep Bear Owls as familiars.

[1(7).2.9.3.1.46]

Lynx Men

No Appearing: 4-16

HD: 3

AC: 3

DMG: 1

These small cat like humanoids are exceedingly fast and are usually armed with scimitars and armored with banded mail. They have good morale, are intelligent and can communicate in common. They often ally themselves with other nearby creatures for mutual defense. Scholars have written entire tomes on the social structures and complex etiquette that rule Lynx Men lives.

[19(14.8).2.9.10.8.2.11.22]

Bull of Heaven

No Appearing: 1

HD: 10

AC: 8

Dmg: 2

This large bull-like creature can turn invisible at will but twinkles with light when visible. Around the base of its mighty horns curl two coral snakes. It cannot attack while invisible.

When it attacks it charges, head down and anyone struck by it will also be attacked by the snakes on its horns. If struck by the snakes, they must save vs poison or fall into an enchanted sleep for 2-12 hours. Its tail is also a long snake which can only attack creatures directly behind it and it carries the same poison.

If the Bull strikes someone wearing metal armor, their armor will shatter into thousands of pieces.

It is said, the gods place the Bull of Heaven to guard places sacred to them. Some warriors sport tattoos symbolizing the Bull of Heaven.

[13(7).4.7.4.1.2.33]

Tiger Bear

No Appearing 2-8

HD 4

AC 1

Dmg 2

These magical hybrids have the head of a tiger and the body of a bear. They are immune to lightning and can only be struck by magical weapons.

It is said they can be reasoned with, if one speaks the language of cats.

It is also said, by some sages, that Lynx Men know the secret of Tiger Bears or vice versa. There seem to be two schools of thought on this matter. Scholars have been known to come to blows in disputes over which group holds the secrets of the other.

[2(7).3.4.3.2.2.16.48]

Cats of Vega

No Appearing: 1-4

HD 3

AC: 2

Dmg: 2

Special: teleport

Cats of Vega are scarlet red and have pebbly scarlet skin, like that of a lizard. They range in size from a large wolf to a small horse. They have limited telepathy and are able to predict where an attacker will strike and defensively teleport a few yards away (reflected in their armor class). Their bite is poisonous and causes an extra HD of burning damage if save is failed.

Their level of intelligence is unknown and their thought patterns alien though it would seem they think of humans as nothing more than prey.

[11(19).5.4.11.4.4.56]

Yggernaut

No Appearing: 1

HD 11

AC 4

Dmg 4

All who see the form of the Yggernaut on the horizon run to their homes where they hide, quaking in fear and praying that this particular doom will pass them by. In form the Yggernaut resembles a giant, pale gray horse. Streamers of mist flow from its hide and hooves and nostrils. Its skin is covered with hundreds of human faces wailing silently in anguish. Faceless zombies follow alongside the Yggernaut holding long streamers of hair that descend from the Yggernauts mane and tail.

It is said these are the victims of the Yggernaut. Though it moves at a stately pace it is said that some will inexplicably throw themselves beneath its hooves to be crushed.

[1(7).3.6.9.1.21.37]

Tiger Ape

No Appearing 1-6

HD: 6

AC 9

DMG 1 HD

Special: Illusion, disease breath

These ferocious creatures have the heads and bodies of apes but the fangs and claws of tigers. Whether in the forest or the Underworld they will project an illusion of an overgrown jungle to hide the true nature of their surroundings and make it difficult for prey to escape. They can employ a breath weapon up to 3 times per day (each time someone attacked by them rolls a 1 on defense). Anyone failing a save will contract Tiger Ape Influenza. They will begin coughing in

their sleep and it will sound like the cough of a big cat. Soon they will notice orange hair growing on their body. After a few weeks, their canines will lengthen and they will grow bestial in nature.

[18(4.15).2.1.12.6.1.35.58]

Gauntwolf

No Appearing 1

HD 12

AC 6

DMG 1

Special: immune to normal weapons

This creature has the body of a gaunt, giant grey wolf but nothing but a mass of tentacles for a face. It is immune to normal weapons, but vulnerable to silver (double damage).

It is said that anyone who first sees the Gauntwolf is doomed to die, if not at the tentacles of the Gauntwolf, then sometime soon after.

[17(15.14).5.1.12.4.44]

Storm Bull

No Appearing 1

HD 12

AC 4

DMG 5

This enormous creature is as big as a whale, has the head of a bull, blue in color, and giant tentacles trailing from its neck. It lives in the depths of the oceans and they say it is a favored child of the Sea Gods.

Sailors beset by storms will sometimes throw treasure into the ocean in hopes of currying the Storm Bull's favor. Despite its name, the Storm Bull cannot actually control storms, so the efficacy of this strategy is perhaps dubious at best.

Wandering Monster Table

Here's a sample wandering monster table for those who wish to randomly choose one of the creatures in this catalog. Just roll 1d20 and add the level of the dungeon they are in [or if in the wilderness use distance from civilization (on a scale of 1-10) rather than dungeon level]. Note, it is not ordered according to the strength of the monster or any sort of 'challenge rating' but rather by 'weirdness' value – the deeper you go in the dungeon or the farther from civilization the stranger things get. Of course, reorder this and add to it based on your own perception of strangeness.

1. War Goat (ridden by dwarves, on patrol/going to war/ returning from war/on the battlefield)
2. Giant Trap Door Spider
3. Blood Hawk
4. Lynx Men
5. Minotyr
6. Bear Owl
7. Palsy Stones
8. Tiger Bear
9. Lightning Leach
10. Acid Dragon
11. Tiger Ape
12. Boar Hill
13. Flying Slime Hydra
14. Water Larvae
15. Worm Dog
16. Bowderfung
17. Cats of Vega
18. Bull of Heaven
19. Plague Giant
20. Gaunt Wolf
21. Musgangh
22. Storm Bull
23. Eld Weet
24. Asp Birch
25. Sloegohtz
26. Yggernaut
27. Engulg Squid
28. Wurmbehrpyg

How to use these monsters

Don't think of the monsters here or the monsters you create as merely obstacles for your players to overcome. Some are more appropriately used to add flavor to your world. In some cases you may not want the characters to ever encounter a living version of the creature. Instead they may hear tales or see some talisman or treasure based on or made from the creature. Some may merely be a plot device, a reason why a village is abandoned or why some obsessive noble scours the world for signs of the beast. And some may even turn out to be allies.

A note about dungeon construction with OSR monsters

If even low level characters have the possibility of running into powerful monsters think about how this impacts your dungeon design. Will some parts of the dungeon be inaccessible until the characters are higher level? Will they need to bargain with or trick more powerful creatures? Or will you construct multiple paths to different areas so characters have the opportunity to 'go around' creatures above their punching weight?

Happy Adventuring!

–Roy