

Monster Extractor I for the Dungeon Crawl Classics Role Playing Game

This generator is meant to help jump-start your brain when you need a new monster at short notice, but can't dredge up anything from the murky depths of your creative centers. Running through the charts will give you a set of stats and some 'toys' to play with... Then you'll need to look at everything you've rolled and tinker this thing into life. But you may well start to have strong ideas along the way, and that is exactly the point of the generator: to help you find fun ideas when your head-jello falters.

HOW TO START • The average Party Level (PL) of the group your monster opposes is used as a baseline to generate stats • If you already have an idea for some aspect of your monster, don't bother to roll that part • If an idea for the creature strikes you along the way, allow that idea to influence remaining results • Don't re-roll anything during the process; instead, tinker at the end once all elements are in place • Don't read the charts all the way across — make a roll for each header.

1d5	BODY TYPE	SIZE	AC	INITIATIVE
1-2	Biped	Big	11+1d3	+1/4PL
3-4	Quadruped	Small	13+1d5	+1/4PL+1
5	Special (see below)	Man-sized	15+1d7	+1/4PL+1d5

→ Special Body Type? Roll 1d10:

1-2 Blob • 3-6 1d30 limbs • 7-8 Elemental Substance • 9-10 Shape-changing

QUANTITY OF HD: 2d(PL) minus 1

• e.g., For a monster for a 4th level party: roll 2d4-1 for quantity of HD. And for a 2nd level party: roll 2d2-1 for quantity of HD. Always a minimum of 1.

1d6 +PL	HD TYPE	SPEED	ACTION DICE	# of ATKs	ATTACK BONUS	DAMAGE DIE
1-4	d6	20	1d20	1	PL-1	d4
5-7	d8	30	1d20+1d14	1-3	PL	d6
8-10	d10	35	1d20+1d16	2-3	PL+1	d8
11-13	2d6	40	2d20	2-4	PL+1d3	2d6
14-16	2d8	50	2d20+1d16	3-5	PL+1d4	2d8

Roll 1d10 for each: Swimming? 1-4 No, 5-8 1/2Spd, 9-10 Yes • Flying? 9-10 = Yes
• Burrowing or Phasing? 9-10 = Yes • Aether-walking or Teleporting? 10 = Yes

TYPES OF ATTACKS Roll 1d12 for each Attack from above:

1 Claws	5 Tail	9 Darts *
2 Bite	6 Standard Melee Weapon	10 Magic/Spell *
3 Ram	7 Damage Aura (1d3x5' radius)	11 Psychic Dagger / TK Push *
4 Kick	8 Ray *	12 Standard Ranged Weapon

If the same result comes up twice, combine the two attack bonuses and the damage into one super-attack. Ranged attacks (*) can effectively hit targets 1d6x10' distant.

SAVES: Half of the total of 1d12+PL goes into one random Save, the remainder is split evenly between the other two Save categories.

ALIGNMENT: Roll 1d20: 1-13 Chaotic • 14-18 Neutral • 19-20 Lawful

INSPIRATIONAL FLAVORINGS

Roll 1d16

- | | |
|-------------------------|-------------------------------|
| 1 Liar | 11 Minion of Something Bigger |
| 2 (En)Slaver | 12 Sheer Mindless Hunger |
| 3 Stalker | 13 Thought-Scrambler |
| 4 Guardian | 14 Revenge Obsessed |
| 5 Body Snatcher | 15 "Pirate"/"Highwayman" |
| 6 Collector | 16 Mutant Outcast |
| 7 Greedy Bastitch | |
| 8 Racial Purity Crusade | |
| 9 Magic-Destroyer | |
| 10 Seeks an Incubator | |

SPECIAL ABILITIES

Roll 1d8 minus 1d4 for quantity.

Roll 1d20 for each:

- 1 Immune to (Fire, Acid or Electric)
- 2 Immune to (Force, Sonic, or Cold)
- 3 Immune to Mental Attacks
- 4 Immune to (Slashing, Bludgeoning, or Piercing Attacks)
- 5 Immune to 1d7 Spells (random)
- 6 Invisibility (1d4 rnds on, 1d4 rnds off)
- 7 High Strength (+1d5 to Melee Dam.)
- 8 Uses Poison
- 9 Casts Spells (1d4 random; 1d20+PL)
- 10 Cone Attack (1d4x10'; no range)
- 11 Burst Attack (1d4x10' radius; up to range 3d8x10')
- 12 Regeneration (recover 1d7+PL hp per round or Turn)
- 13 +1d5 to one Atk Bonus (+1 to others)
- 14 +1d3 hp per HD
- 15 +1d4 to AC
- 16 +1d5x5' to Speed (one type)
- 17 Can only be hit by Magic
- 18 1d4 Ability Drain with one Attack (determine randomly)
- 19 Perfect Hearing (negates stealth/sneaking/surprise)
- 20 Summons/Calls Allies

POST-ROLLING TINKERING:

• Nothing this size could ever address all potential possibilities. Adjust results as needed to be useful/memorable.

• If an idea for the creature strikes you along the way, allow that idea to influence remaining results.

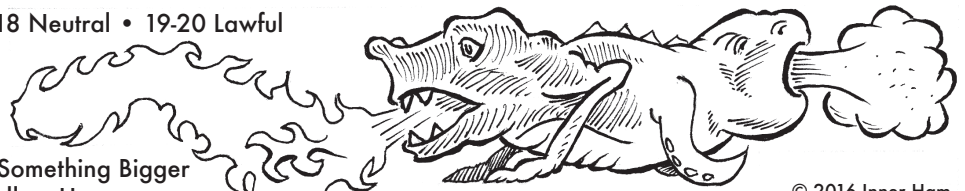
• Don't necessarily strengthen a weakness — add more strength elsewhere instead.

• If the monster seems too weak to be a threat, have 2 or more show up.

• Two (or Too) conflicting themes? Blend them into one.

• Use of standard weapons may indicate (relatively) higher intelligence.

• The Generator gets very swingy at higher levels. You may need to further strengthen monsters for high-level play.



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COMPATIBLE WITH
**DCC
RPG**

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NAME: _____

Size: _____ Body Type: _____

Attacks

_____ + _____ (_____)
_____ + _____ (_____)
_____ + _____ (_____)
_____ + _____ (_____)

AC _____ HD _____ hp _____ Act _____

Init _____ MV _____

Fort + _____ Ref + _____ Will + _____ AL _____

Special Abilities & Notes _____

_____ sketch

NAME: _____

Size: _____ Body Type: _____

Attacks

_____ + _____ (_____)
_____ + _____ (_____)
_____ + _____ (_____)
_____ + _____ (_____)

AC _____ HD _____ hp _____ Act _____

Init _____ MV _____

Fort + _____ Ref + _____ Will + _____ AL _____

Special Abilities & Notes _____

_____ sketch



NAME: _____

Size: _____ Body Type: _____

Attacks

_____ + _____ (_____)
_____ + _____ (_____)
_____ + _____ (_____)
_____ + _____ (_____)

AC _____ HD _____ hp _____ Act _____

Init _____ MV _____

Fort + _____ Ref + _____ Will + _____ AL _____

Special Abilities & Notes _____

_____ sketch

NAME: _____

Size: _____ Body Type: _____

Attacks

_____ + _____ (_____)
_____ + _____ (_____)
_____ + _____ (_____)
_____ + _____ (_____)

AC _____ HD _____ hp _____ Act _____

Init _____ MV _____

Fort + _____ Ref + _____ Will + _____ AL _____

Special Abilities & Notes _____

_____ sketch

