

Monster Extractor V: DEADLY MONSTERS NOW!

for The Dungeon Crawl Classics Role Playing Game

COMPATIBLE WITH

DCC RPG

There's a pause in the game while the pizza order is hammered out, and you realize you need an all-new kick-ass monster for the next part of the game, but nothing in the book is grabbing you! Pick up your dice and make a new monster FAST with this Extractor! • **DO IT NOW** • If you already have an idea for some aspect of your monster, jot it down • On the fly, justify the oddities and go beyond the obvious, with whatever weird ideas pop into your head! • Don't strengthen a weakness — try adding more strength elsewhere • If the monster seems too weak to be a threat, the multitudes arrive!

Initiative: 1d8-2 • **AC:** 1d7+14 • **HD:** Roll 1d3: (# of PCs)d8, (1d10)d6, (4-6)d12 • **Atk Bonus:** Roll 1d3: +# of PCs, +3d3, +2d6
Saves: Roll 1d5 & 1d6 & 1d10 — assign those results as you like • **Damage Die:** Roll 1d5: 1d6+4, 1d7+3, 1d8+2, 1d10+2, 1d14+1
Move Rate: 1d6+1 x15' OR 2d5 x10' • **Action Dice:** Roll 1d4: 1d20, 2d20, 1d24, 4d16 • **Align:** Roll 1d16: 1-9) C, 10-13) L, 14+) N

Grab 1d5, 1d6, 1d7, 1d8, 1d12, 2d14 and roll them all at once right now! Check the charts below and add those things to your monster! Aaand go!

MOVEMENT	APPEARANCE	MOTIVATIONS	MAIN ATTACKS!	DEFENSES	EXTRA WEIRDNESS!
1 Hoofs it	Humanish	Hunger!	Savage Claws	Sometimes Invisible!	Giant-Size!
2 Flies	Liquid/Boneless	Greed!	Prehensile Teeth!	Slippery Skin (2d4 Dam. Red.)	1d4 Spells!
3 Always Near!	Bestial Mash-up	Dillusion!	Razor Bones!	Shrinkability!	Dæmonic Contacts
4 Slithers	Inert Matter	Stupidity!	Darting Spiked Tongue!	Extra AC (+1d5 — conditional?)	Perfectly Silent!
5 Shambles	Spherical	Hatred!	Expert Marksman (+3)	Life Stealing! (dam = hp boost)	Knows Your Secret!
6 Shimmering Light		Arrogance!	Melee Weapon Hand!	Redirects Your Magic!	Steals Your Voice!
		7 Inferiority Complex!	Greek-Fire Breath!	Poisonous Secretions!	Clings to Anything!
			8 Sticky Explosives!	Fast! (2x Move rate, +1d3 AC)	Multi-Headed!
			Base Range Options (1d3): 1) 1d6 x10' 2) 2d6 x10' 3) 2d20+1d30'	9 Sometimes Intangible!	Brands Its Targets
				10 Laughs at Mundane Attacks!	Smothers You!
				11 Automatic Reciprocal Attack!	Eats Metal & Wood
				12 Spark of Its Life is Elsewhere!	Looks Just Like You!
					13 You Are Its Crèche!
					14 Ghost Haunts PCs!

HIGH LEVEL MONSTERS!

Versus Characters of approx. Levels 5-8: 2xHD, 2x Attack Bonus, Bump 1 Action Die 1 or 2 steps up the Dice Chain, add 1 Defense.
 ...Levels 7-9: Triple HD, Double or Triple Attack Bonus, Bump 2 Action Dice 1, 2 or 3 steps up the Dice Chain, add 2 Defenses.

NAME: _____

Init _____ AC _____ HD _____ hp _____

MV Type: _____ Speed: _____

Fort + _____ Ref + _____ Will + _____ AL _____

Attacks _____ Action Die _____

 _____ (_____)
 _____ (_____)

Basic Appearance: _____

Motivation: _____

Special Defense: _____

More Weirdness & Notes:

NAME: _____

Init _____ AC _____ HD _____ hp _____

MV Type: _____ Speed: _____

Fort + _____ Ref + _____ Will + _____ AL _____

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 _____ (_____)
 _____ (_____)

Basic Appearance: _____

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More Weirdness & Notes:

