

Create Custom Creatures
for use with all Fantasy
Role-Playing Games!

Create Your Own Manual of **UNKNOWN MONSTERS**

Illustrated by Peter Pagano



Unleash the magic of your imagination to create new monsters for your RPG fantasy world! This monstrous manual contains one hundred creature listings, including sixty illustrations, waiting for your descriptions, background, and unique details to bring them to life.

Create all-new monsters to challenge your unsuspecting players!

Dedicated to all RPG referees and players, past and present.

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Create Your Own Monsters!

Bored of Orcs and Ogres as antagonists? Tired of Troglodytes and Skeletons as adversaries? A major part of being a fantasy role-playing game-master, and often the most fun, is the creation of entirely new worlds, new dungeons, and ***new monsters!***

It's all up to you! You describe their special attacks, defenses, magical abilities, and background. You decide if they are low-level wandering monsters or threats so powerful that they become the toughest opponents your players will ever face. This book provides you with a dedicated place to record them all.

There are sixty illustrations to help inspire the creation of your unique horde of horrible monsters. In addition, there are forty entries with enough space for you to create original drawings of your own monstrous creations.

The creation process is easy—just fill in the name, statistics, and description fields to produce a fully developed monster. What kind of creature will you design? Is it a tiny humanoid or is it a huge dragon? Is the monster physically powerful or is it super-intelligent? Does it have a special defense or unique attack? The description field is where you provide the physical details of your monster as well as their background and motives.

Once your creation is complete, add its name to the Index of Monsters so you can locate it when you need a new monster for your next adventure.

Unleash your imagination—conjure up the greatest monsters ever!



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Name Besmeller

Number Appearing 1

Size Large

Monster Type Summoned Creature

Alignment Evil

Armor Classification 9

H. Points/H. Dice 40 / 8

Speed/Movement 10 ft.

Ability Scores

<u>10</u> (+0)	<u>10</u> (+0)	<u>15</u> (+0)	<u>15</u> (+0)	<u>12</u> (-1)	<u>7</u> (-2)
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(St.) (Int.) (Dxt.) (Wis.) (Con.) (Chr.)

Saving Rolls +0

Skill Bonuses None

Vulnerabilities, Resistance, Immunities

Immune to blindness and light spells

Senses Heightened Smell: cannot be surprised, detect invisible

Languages Common Speech, Dwarfish, Elvish, Halfling, Orc, Goblin, Ogre

Challenge Level 8

Experience 1,200

Special Abilities Levitation height 10 ft

Attack(s) Bite (1d6), Multiple Sneezes (saving throw against paralysis or be unable to move for 1-6 rounds)

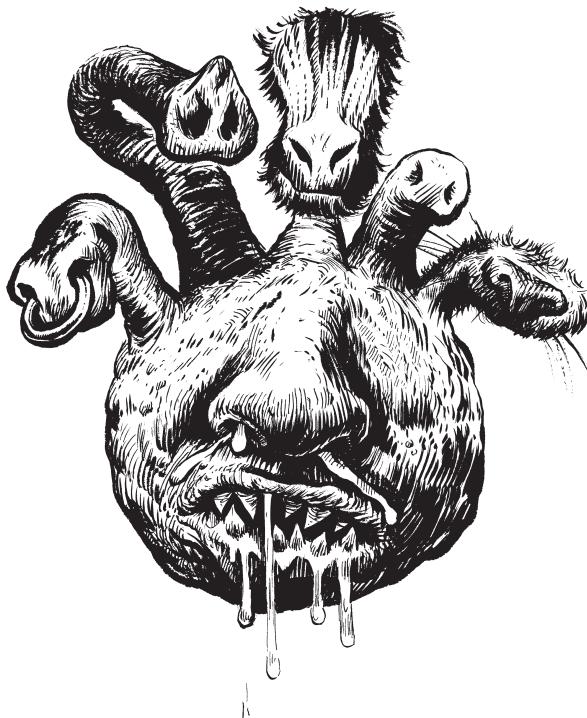
Defense(s) +1 magic weapons or better required to hit

Psionics None

Other Abilities Spell-casting from 5 nose stalks, 1 spell per nose: 1x1st level spell, 1x2nd level, 1x3rd level, etc.

Treasure 2d6 10GP Gems and 2d6 50GP Gems

Example of monster listing with custom information



Description Besmellers are creatures summoned by evil wizards to act as guardians for their treasure, magical items, and spell books. They can detect the presence of intruders, even invisible ones, within 120 feet. Besmellers will use their main nose sneeze attack to immobilize intruders, coating them with sticky mucus, and then use their spells or bite attack to neutralize them. The sneeze attack is often a series of sneezes (1d4) and has a 35% chance (save vs. Poison) of transmitting a virus, causing fatigue and a movement penalty of 1/2 speed. This fatigue will last for 7 days but can be cured with a healing spell, resting for 2 days, or taking a potion of Cockatrice broth.

The mucus sneeze attack is also incredibly noisy, acting as an alarm to the Besmeller's summoner.

A Besmeller can be paralyzed for 1-6 rounds if a Bless spell is cast upon it.

Intruders can elude being detected (50% chance) if they mask their scent with another (e.g. dung, urine, vomit).

Example of monster listing with custom information

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Number Appearing _____

Size _____

Monster Type _____

Alignment _____

Armor Classification _____

H. Points/H. Dice _____

Speed/Movement _____

Ability Scores

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Saving Rolls _____

Skill Bonuses _____

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Senses _____

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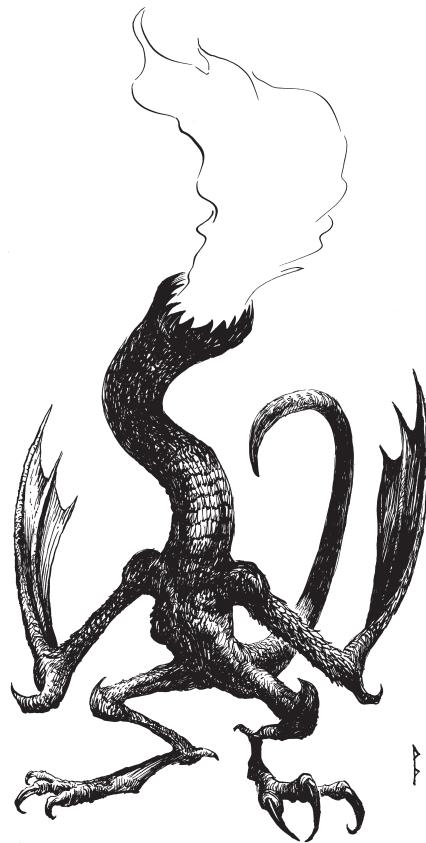
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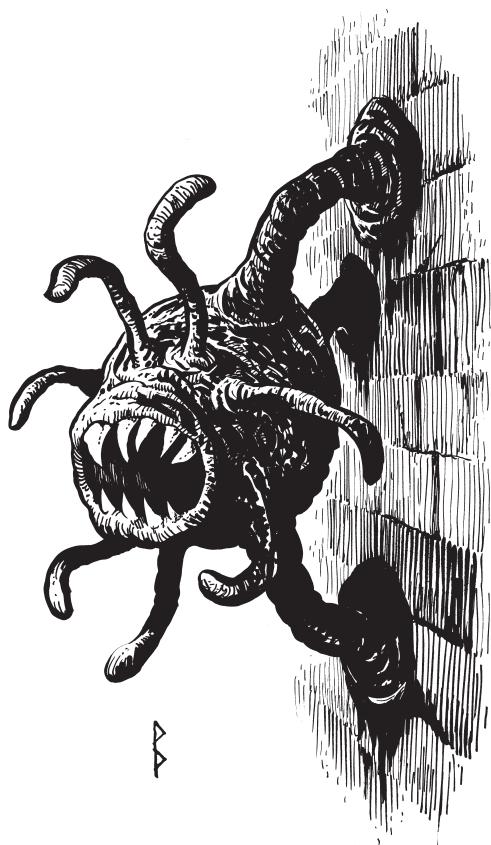
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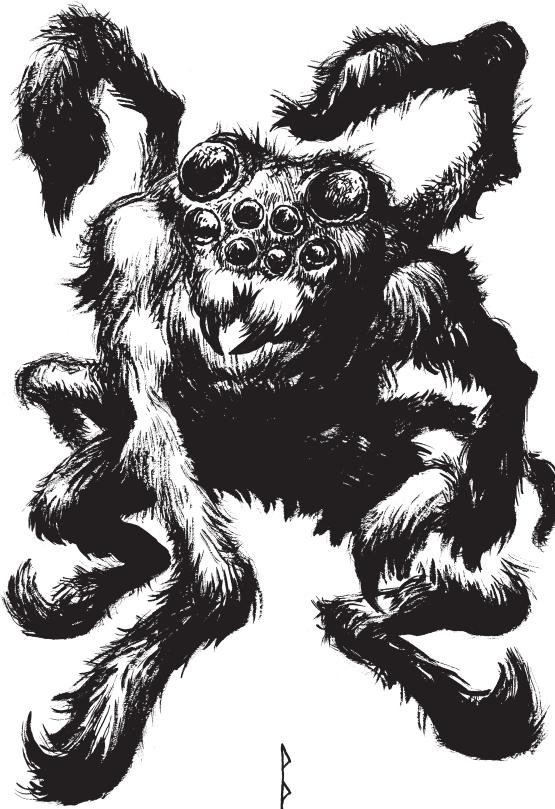
Attack(s) _____

Defense(s) _____

Psionics _____

Other Abilities _____

Treasure _____



Description _____

Name _____

Number Appearing _____

Size _____

Monster Type _____

Alignment _____

Armor Classification _____

H. Points/H. Dice _____

Speed/Movement _____

Ability Scores

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Saving Rolls _____

Skill Bonuses _____

Vulnerabilities, Resistance, Immunities _____

Senses _____

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Languages _____

Challenge Level _____

Experience _____

Special Abilities _____

Attack(s) _____

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Monster Type _____

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Armor Classification _____

H. Points/H. Dice _____

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Ability Scores

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Vulnerabilities, Resistance, Immunities _____

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H. Points/H. Dice _____

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Senses _____

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Ability Scores

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Ability Scores

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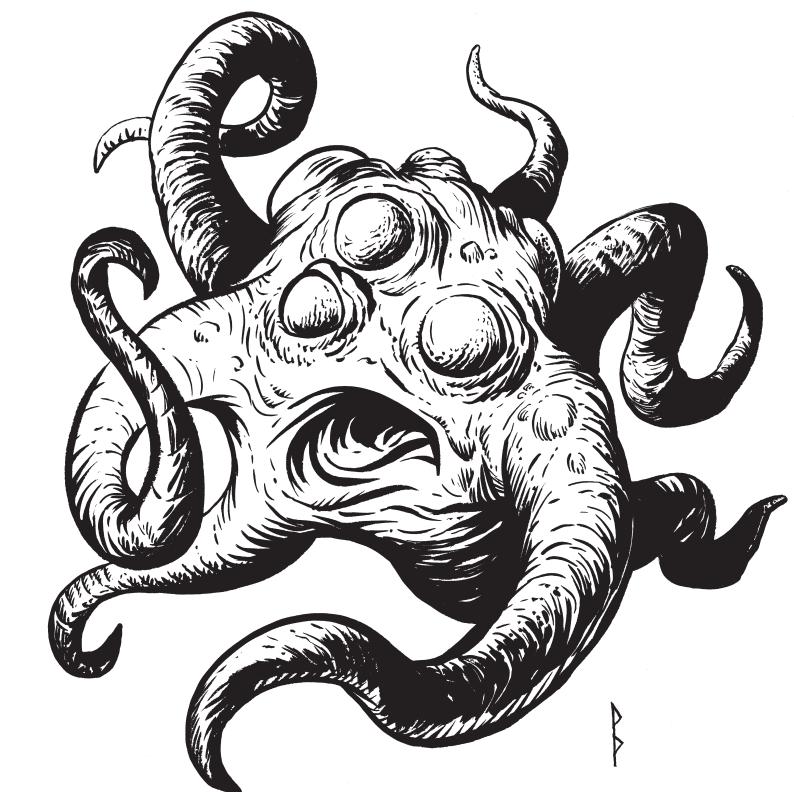
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Vulnerabilities, Resistance, Immunities _____

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Description _____

Languages _____

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Skill Bonuses _____

Vulnerabilities, Resistance, Immunities _____

Senses _____

Languages _____

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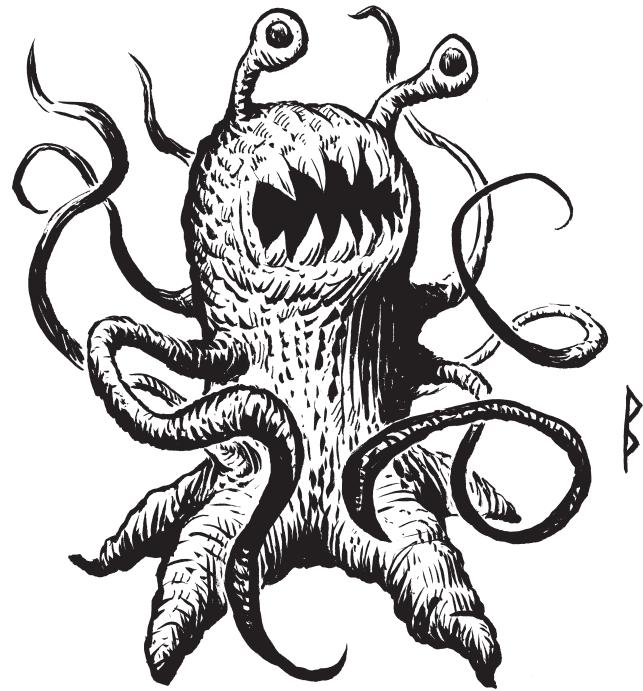
Attack(s) _____

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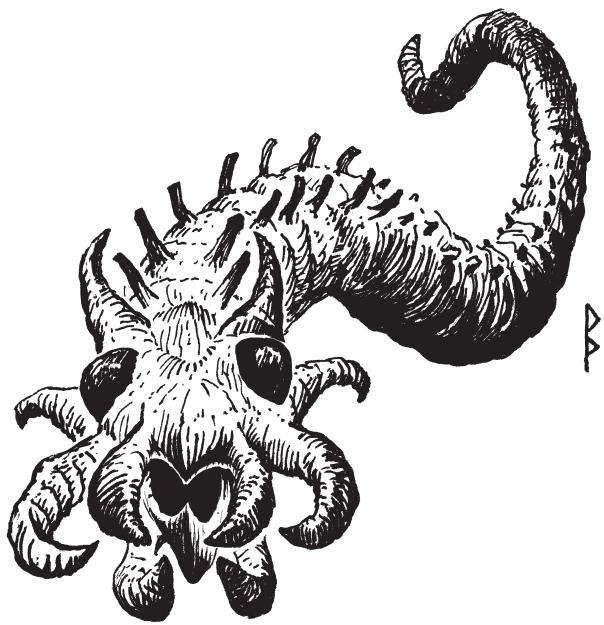
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Ability Scores

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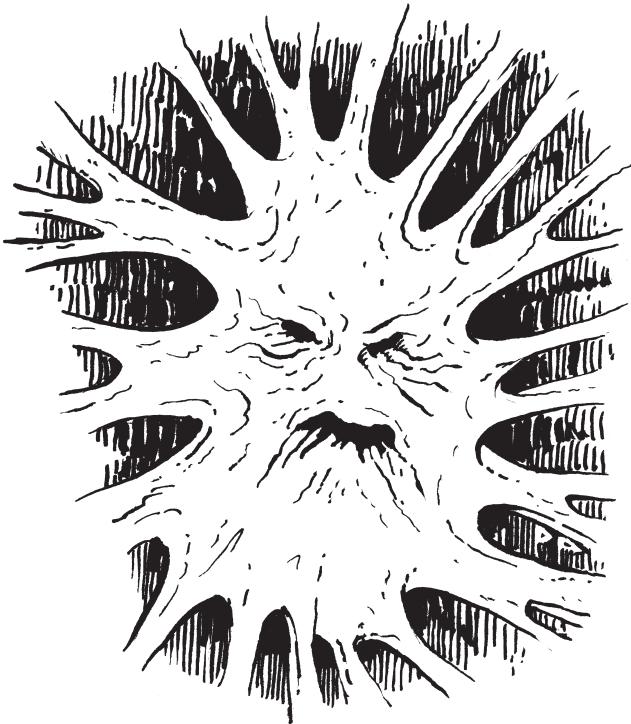
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Defense(s) _____

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Other Abilities _____

Treasure _____



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Monster Type _____

Alignment

Armor Classification

H. Points/H. Dice

Speed/Movement

Ability Scores

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Vulnerabilities, Resistance, Immunities

Senses _____

Languages _____

Challenge Level _____

Experience _____

Special Abilities

Attack(s)

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Other Abilities

Treasure



Description _____

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H. Points/H. Dice _____

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Ability Scores

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Vulnerabilities, Resistance, Immunities _____

Senses _____

Description _____

Languages _____

Challenge Level _____

Experience _____

Special Abilities _____

Attack(s) _____

Defense(s) _____

Psionics _____

Other Abilities _____

Treasure _____

Name _____

Number Appearing _____

Size _____

Monster Type _____

Alignment _____

Armor Classification _____

H. Points/H. Dice _____

Speed/Movement _____

Ability Scores

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Treasure _____



PASANO

Notes

About the Artist

I have had the opportunity to draw many fantastic creatures as an illustrator. I worked on the PC Game **The Day the World Broke** with three-time Caldecott award-winning artist David Weisner. For my book **Monsters and Mazes**, I created over a dozen illustrations of creatures from myth, folklore, and popular culture. I have also worked on several old school fantasy role-playing games. These include the award-winning **Forbidden Caverns of Archaia** and **Barrowmaze Complete** mega-dungeon books by Greg Gillespie. In addition, I have also illustrated covers and interior artwork for the games **Strange Magic—Deeper Dungeons** and **Dungeons** from Dungeoneer Games and Simulations.

You will find the illustrations in this book helpful in creating a collection of your own unique monsters. For even more images to ignite your imagination visit my website at www.peterpagano.com.

Create Your Own Manual of UNKNOWN MONSTERS

Illustrated by Peter Pagano

Create Your Own Monsters!

Perhaps the most fun of being a fantasy role-playing game-master is creating entirely new worlds, new dungeons, and ***new monsters!***

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You describe each creature's special attacks, defenses, magical abilities, motives, and background. This book provides you with a dedicated place to record them all.

Unleash your imagination—conjure up the greatest monsters ever!