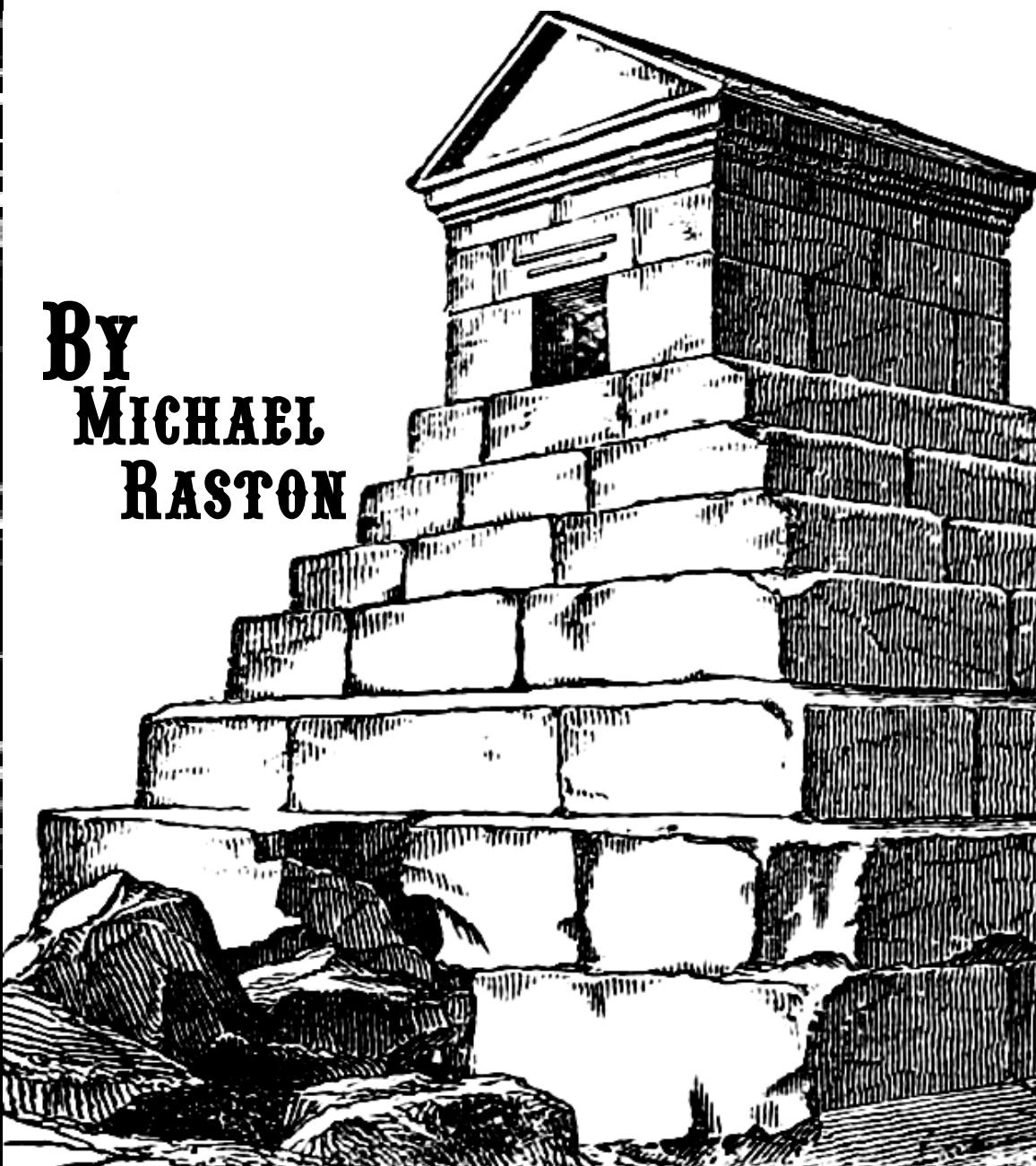


# THE LEVEL CREATURE GENERATOR

BY  
MICHAEL  
RASTON





## The Level 1 Creature Generator

This creature generator will create lower level beings appropriate for dwelling within entry levels of dungeons, or in ruins, caves, caverns and forests nearby to the safety of a village or town. Some combinations will be much more dangerous than others and may be appropriate as a “boss” rather than a regular dungeon denizen.

The unknown is both deeply terrifying and alluring to the human psyche, populating your campaign with unique beings that lumber forth from your own imagination will instil wonder and dread in your players. Use the following tables to get the outline of such a beast, fill in any additional horrific details with your own twisted ideas, and unleash them onto your campaign world.

### Instructions:

Roll on each table and combine the results. Each is a  $d4 + d10$  matrix, meaning you roll each die and consult the table on each axis to find your result.

There are three tables to roll on:

- **Basic Shape Table:** This gives the general biological outline of the being. The results are based on real world creatures to give some anchoring and realism to the later, more fantastical, elements of the being. If you feel the need to have a more alien shape, simply roll twice on the table and combine the results. This table also gives the basic HD and AC value of the creature, the weapon it uses and the damage it causes.
- **Form Table:** This is the mutated, magical or otherwise monstrous physical aspect of the being that graduates it from the natural, into the realm of the supernatural. Imagine the biology of the Basic Shape Table result warping to accommodate this new fearsome and otherworldly aspect.
- **Ability Table:** This outlines any specific powers, tools, magical abilities, etc, that the creature has access to in its arsenal. Again, imagine the being warping and mutating to accommodate this power.

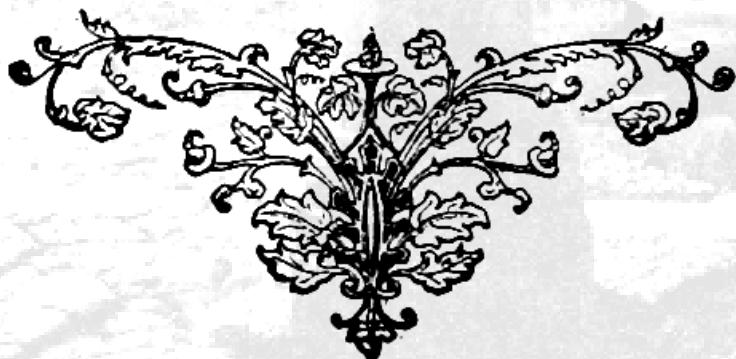
If you are starved for time, want a more simple monster, or are using the generator at the table consider combining the results of two tables rather than all three.

Ensure you provide appropriate dressing, fictional padding and details to make beings logical within the campaign world. Think about both the type of environment they would dwell in, and the impact they would have on that environment. Allow those details to proliferate out from the creature, polluting and corrupting the campaign world with their menace.



## Explanation of Jargon Used in Tables:

- The word “being” is used relatively extensively to refer to any entity of any form with a modicum of intelligence and agency.
- Numerous entries refer to testing a specific attribute (expressed as STR, DEX, CON, WIS, INT, CHA). To do so simply have the tested being (player or otherwise) roll a d20, for the test to be a success they must roll below that attributes value. If the result is equal to or more than the attributes value they have failed the test. If a being doesn’t currently have stats for that attribute just roll 3d6 to determine the value (unless some other method is listed/use your discretion if the being would foreseeable be particularly weak/strong in that attribute and add/minus die as needed).
- Alternatively, use an appropriate Save Versus Death, Wands, Stone, Breath, Spells, etc rather than the method listed above if you prefer.
- Assume that the “basic shapes” listed are fearsome enough to warrant a HD rating. Read lizard, snake, dog, etc as “Giant Lizard, Giant Snake, Wild Dog” etc.
- Allow any bonuses (to attack and AC for example) listed in the Basic Shape, Form and Ability tables to stack together.
- Assume normal real world abilities of Basic Shape, ie: flying birds can fly, spiders can climb up sheer surface, etc.
- Numerous entries refer to distance as “Close or Nearby”, Close is approximately 0 to 5 feet, Nearby is approximately 5 - 60 feet.
- Numerous entries refer to “Roll with Disadvantage/Advantage”. For tests affected by Disadvantage/Advantage roll two dice, when rolling with Disadvantage use the least favourable result of the two, when rolling with Advantage use the most favourable result of the two.
- AC listed is ascending with a base of AC11.



## BASIC SHAPE TABLE

d4

	1	2	3	4
1	<b>Man</b> , AC11, 2HD, basic weapon: d6.	<b>Goblin</b> , AC10, 1HD, makeshift weapon: d4.	<b>Dwarf</b> , AC12, 1HD, quality weapon: d8.	<b>Giant</b> , AC11, 4HD, large weapon: d8.
2	<b>Snake</b> , AC11, 1HD, poison bite: d6, test CON or d4 damage for d6 rounds.	<b>Lizard</b> , AC11, 2HD, bite: d6.	<b>Turtle</b> , AC14, 2HD, bite: d6.	<b>Frog</b> , AC11, 1HD, bite: d4, poison-touch: attackers test DEX or d6 damage.
3	<b>Dog</b> , AC11, 1HD, bite: d8.	<b>Cat</b> , AC14, 1HD, claw: d6.	<b>Bear</b> , AC11, 3HD, claw: d8.	<b>Tiger</b> , AC14, 2HD, claw: d8.
4	<b>Slime mound</b> , AC14, 2HD, Acid punch: d6 + 1 damage per round for d6 rounds.	<b>Jelly cube</b> , AC11, 4HD, Target tests DEX, if failure sucked into jelly and choked for d6 damage per round until successful DEX test.	<b>Worm</b> , AC11, 1HD, headbut: d4, at half health splits in two, 1 half keeps remaining HP, other half has 1 HP.	<b>Centipede</b> , AC12, 1HD, 2 attacks per round, Pincer: d6, Claw: d4.
5	<b>Flying bird</b> , AC12, 1HD, claw/beak: d6.	<b>Flightless bird</b> , AC11, 1HD, claw/beak: d8.	<b>Butterfly</b> , AC9, 1HD, Poisondust: d6 damage to target and all those nearby.	<b>Mosquito</b> , AC9, 1HD, proboscis: d6, can suck blood automatically after a successful attack, d4 per round.

d10

## BASIC SHAPE TABLE

**d4**

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
6	<b>Beetle</b> , AC14, 1HD, pincer: d6.	<b>Spider</b> , AC12, 1HD, poison bite: d6, test CON or d4 damage for d6 rounds.	<b>Mantis</b> , AC12, 2HD, Claw: d8.	<b>Wasp</b> , AC12, 1HD, poison sting: d4, test CON or d4 damage for d6 rounds.
7	<b>Crab</b> , AC14, 1HD, 2 attacks per round, 2 x claw: d6.	<b>Fish</b> , AC11, 2HD, bite: d6.	<b>Octopus</b> , AC11, 1HD, 4 attacks per round, 4 x tentacle: d6.	<b>Slug</b> , AC9, 4HD, bite: d4.
8	<b>Flowerman</b> , AC9, 1HD, Poisondust: d6 damage to target and all those Nearby.	<b>Monkey</b> , AC11, 1HD, 2 attacks per round, punch: d4, bite: d6.	<b>Mushroomman</b> , AC11, 2HD, punch: d6, when attacked releases sleep-spores, all Nearby must test CON or fall asleep for d4 rounds.	<b>Treeman</b> , AC12, 2HD, branch: d8
9	<b>Jellyfish</b> , AC10, 2HD, tentacle: d6, stuns target for next round after successful attack.	<b>Bull</b> , AC11, 3HD, horns: d8.	<b>Hog</b> , AC11, 2HD, horns: d8	<b>Ram</b> , AC11, 1HD, horns: d8.
10	<b>Rat</b> , AC11, 1HD, bite: d6, test CON or receive disease and roll all tests with Disadvantage until healed.	<b>Elephant</b> , AC12, 4HD, trample: d10.	<b>Bat</b> , AC12, 1HD, bite: d6, sucks blood for d4 hp per successful attack.	<b>Snail</b> , AC15, 2HD, bite: d4.

**d10**

# FORM TABLE

D4

	1	2	3	4
1	Incredibly cute, majestic or peaceful looking, any being must test WIS before being able to attack.	An obscenely perfect specimen, exudes capability, competency and a golden aura, + 2 to any test made by being.	Glow very brightly, blindingly so, melee attacks against it rolled at Disadvantage.	Can float freely, swiftly and in direction of will, ignoring the normal rules of gravity completely.
2	Nigh completely flat, in opposition of the normal rules of physics, can remain hidden and creep along sheer surfaces.	Ever fading and dissipating silhouette, incorporeal and ghostly. Only magical weapons will cause it damage.	Either surrounded by a swirling maelstrom of wind, or is a shaped swirling maelstrom of wind. Immune to ranged attacks.	Components of body are separate and free floating, a cluster or cloud of body parts.
3	Emaciated, shrivelled and skeletal, gaping holes and arching bones. Sharp weapons do half damage, blunt weapons do double damage.	Invisible. AC 20 and all attacks against it are rolled with Disadvantage unless means taken to outline form.	Can phase in and out of corporeality at will, appearing in and disappearing from physical reality round to round. Will appear to flicker when at rest.	d8 duplicates of the following body part; Roll a d6: 1) Head, 2) Arm, 3) Leg, 4) Tail, 5) Eyes, 6) Form specific body part.
4	<b>Gold plated, + d6 AC. Corpse is worth AC bonus x 100 in GP.</b>	Exists only in the mind and has no physical form. Attacks ignore armour (target's WIS bonus gives + to AC). Must be attacked theoretically in the mind (Test INT, if success d6 damage +/- INT bonus).	Takes a minute or microscopic form, often in a horde or hive. Is parasitic in nature and is mostly concerned with taking up residence in the flesh of sentient beings to warp them into a perfect host. Half damage from conventional weapons, damage from fire/breath/	Form morphs into that of its target, becoming a mirror image. Is globular and amorphous otherwise.
5	Ouroboros in shape and being, either circular or disc like, or burning, feeding, consuming parts of self to fuel other parts. In constant consumptive and reconstituting motion.	Is regular size for shape until the point is attacked or attacks. At that point form grows/shrinks to be the same size as target. Modify HD and attack damage as appropriate.	Green hued acidic gas form. Receives and deals half damage. Automatically causes half of attack die damage to any targets that attack/are	Main damage causing part of body encased and entrapped in an organic and swirling obsidian cage suit of armour. + 2 AC and deals half damage. At half health cage armour breaks, AC bonus is lost but being now does double damage

d10

# FORM TABLE

d4

	1	2	3	4
6	A body part or feature of choice exaggerated and increased in size beyond reason.  Apply appropriate bonuses or hindrances.	Enormous mouth/beak/consumptive body part, digestive system is increased in size to match. Bite attacks do double damage. Can engulf targets somewhat smaller than form, after a successful attack. Test target's DEX, if failure they are engulfed.  Target receives automatic bite attacks until they escape.	Vegetable/flora in nature, green leaf, flower and vine ridden. +1 to all tests during the daytime, can regrow limbs and regenerates 1 HP a round.	A being born of chaos, roll on this table twice and combine results.
7	Billowing, twisting form of eternal flame. Takes half damage from all forms of damage apart from those imbued with water, which does double damage. Attacks damage all Close to target, those Close to target also take 1 damage per round from heat.	A slaggy pile of lively rotting corpse meat. Will keep attacking even after it has been reduced to 0 HP and below. Requires the body to be dismembered to cease its gnashing.	All limbs are exaggerated in extreme length, allowing far greater reach and height.	Taboo creature, covered in profane markings, clothing or armour. Roll a d4: 1 - 2) Killing this creature grants curse, 3) Striking this creature grants curse, 4) Looking upon this creature grants curse. Curse = All actions rolled with Disadvantage until blessing/cleansing is granted by appropriate holy figure.
8	A countenance and figure so fearsome and terrifying, attackers must test WIS each round to bring themselves to attack, otherwise they cower in fear or flee.	Gargantuan in size, + d4 HD and increase attack die by one (ie, d6 to d8).	A tendrillc mass, composed of worms/snakes/vines/etc maintaining the appropriate shape. At 0 HP will break apart into d12 1hp slithering monsterlets.	Crumbling, craggy, sandy and granular mass, can decompose into pile of grains then reconstitute. Process either way takes 1 round. Can not attack or (generally) be attacked as pile of grains.
9	Covered in bizarre, ornate or otherwise ceremonial armour, +d6 AC.	Flesh is made of stone or otherwise stone plated, +4 AC and +1 damage.	Enormous shimmering pool like set of hypnotising eyes, any beings that attack must test WIS or become stunned for d6 rounds.	Has evolved to become more manlike, more beastly shapes become humanoid and gain the ability of verbal communication. Pre humanoid shapes become super intelligent or technologically
10	Corrupt and demonic, an avatar of the chaotic under realms, +1 to AC and damage, all those that see it must test WIS to avoid fleeing (resolve re-tested)	A being of pure pain, a liquid metal like form, all edges spikes, thorns, blades, etc, +2 AC, + 2 damage, any being melee attacking it automatically receives d4 damage.	Inky black shadow form, can hide and move almost undetectable, nigh invisible	Diseased, rotting, boil, scab and pus covered plaguebearer, test CON when Nearby or receive disease and roll all tests with Disadvantage until healed.

## ABILITY TABLE

**d4**

	1	2	3	4
1	Can charm a target once per day for d6 hours.	Glows, changes colour, emits a call, etc to signal alignment of those nearby.	Once per day expulses a melon sized globe of blinding light, causes all Nearby to roll tests at Disadvantage for d10 rounds.	Magically sings d4 x HD beings to sleep once day.
2	Once per day expulse a cloud of choking gas that affects all Nearby for d10 rounds, requiring CON test to continue to breath. If test successful all actions rolled with Disadvantage until cloud passes, if fail pass out in d4 round, come to when cloud passes.	On death, haunts or otherwise curses slayer, all actions rolled with Disadvantage until blessing/ cleansing is granted by appropriate holy figure.	Prodigal lungs allows the production of enormous gusts of wind, target and those Nearby must test DEX or knocked prone.	Has a quivering, blink-fast speed, +4 AC and can attack twice per round.
3	Can shrink at will (takes d4 rounds to shrink to intended size), used to escape, get through doors cracks, hide etc. Takes d4 rounds to regrow.	Flickering, surging in and out of reality, disappears at start of round and always gets first attack (stays appeared for rest of round, allowing attacks against it)	Attacks are somewhat magical, ghostly or otherwise nonphysical and ignore armour, all targets attacked as AC11.	Can regrow removed body parts and regenerates d6 HP a round.
4	Magically sucks 20% of gold coins in target's possession and stores in leathery sacks on body. Can do this once per round by testing WIS.	Attacks do half damage but also devours the INT of target, target loses d4 INT per successful attack. Target becomes brain dead (ie deceased) at 0 INT. INT restored after d6 days.	Can inflict a bleeding attack, target loses d4 hp per round for d6 rounds after a successful attack.	Can turn beings to stone. Target must test CON or turned to stone for one week.
5	Covered in spikes or some other dangerous offensive armour, melee attackers must test DEX after every attack they attempt to avoid d6 damage.	The closer to death the being is, the harder it fights. At half health the damage die of the being increases by one (ie, d6 to d8), at quarter health the damage die of being increases by two (d6 to d10).	Corrosive armour or hide that destroys weapons, test weapons on each successful attack against being by rolling a d20, if result is equal to or more than weapon stat, it is destroyed. To determine weapon stat: High Quality = 3d6, Standard Quality = 2d6, Poor Quality = 1d6	HD times a day can summon a biologically or magically appropriate trap mechanism that holds target completely in place for d10 rounds.

**d10**

## ABILITY TABLE

**d4**

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
6	Can choose to divide self in half once per lifetime, each half has half original total HP but current HP is restored fully to each half.	Fast metabolism, has an additional bite attack that restores half damage as HP when attacking bare flesh. (Also works on recently deceased flesh).	HD times a day can summon a biologically or magically appropriate mass of grasping tendrils that holds all Nearby target's feet in place for d10 round, targets still have full control of the rest of their body.	A being born of chaos, roll on this table twice and combine results.
7	Conjures a fireball with magical or biological means, causes d6 x HD damage to target and all those Close to target.	Corrosive attack that destroys armour, test armour on each successful attack by rolling a d20, if result is equal to or more than armour stat, it is destroyed. To determine armour stat: High Quality = 3d6, Standard Quality = 2d6,	Has some grasping, strangling appendage that can be used to choke the air out of targets. Target must pass a DEX test or be rendered unconscious after d4 rounds of consistent choking.	Can leech onto, grapple or otherwise mount a target and automatically do half damage each round (no attack roll needed). Test target's DEX, if failure they are mounted. Target may spend a round testing DEX to be free of being.
8	Once per day through either biological or magical means cause all targets Nearby to test WIS or flee in terror for d10 rounds.	Through biology or alchemy being's attacks are laced with a swelling poison. After combat with the being a target must test CON, if failure roll a d6: 1) Head, 2 - 3) Arms, 4 - 5) Legs, 6) Torso. That section of their body is balloon swollen for a day, bringing with it all logical disadvantages of that affliction.	<b>HD times a day may charm a target, test target's WIS, if failure target charmed for d10 rounds.</b>	Is able to, through tool or biology, easily wreck, weaken or otherwise reshape the architecture native to their dwelling. This is done at a rate of the being's body mass per round.
9	Can burrow through the ground/earth/floor with ease.	Lugs around some enormous boulder or stone that can be thrown for double damage. Stone can be retrieved and rethrown after round length preparation.	Once per day spew forth some inky gas or liquid that causes temporary blindness to target and all Close to target. Last d6 hours and makes most tasks incredibly difficult (Disadvantage at least).	Each successful attack ages target by d6 years, requires healing by appropriate holy figure to restore youth.
10	Stunning attacks, so painful that a CON test must be passed by target after each successful attack or be stunned for d6 rounds.	Will attempt to steal one target in PC party and spirit them away to some burrow or lair and torture them, target must test WIS each day captured to avoid permanent insanity when/if rescued.	Attacks swirl with some life stealing miasma, each successful attack saps 1 from the HP total of target (as well as normal damage), requires blessing/cleansing by appropriate holy figure to cure.	Target must test CON after each successful attack or be inflicted with a wasting disease, losing d4 to their HP total each day until cured.

**d10**