



OF MONSTROUS MIEN

Monstrous Pages for Shadow of the Demon Lord

The misbegotten hybrids of strange unions, the results of bizarre conjurations, creatures warped through experimentation, alchemical effluvia, or the corrupting taint of the Void, monsters are often unique beings. Few monsters are members of entirely new species though some species have their origins in such beasts. Usually prone to fits of violent rage, monsters are driven by hunger, brutal instinct, and all-too-commonly pain wrought by their unnatural creation or existence. Whether found in the forsaken wilds, hidden laboratories, or areas polluted by alchemical toxins, most are thankfully solitary. Only in rare instances are several identical monsters created, those capable of fighting as a pack most likely to cooperate with each other.

Of Monstrous Mien builds on the information presented in *Shadow of the Demon Lord* by presenting a set of tools for customizing and building your own monsters. You will find all the basic monsters and tables to support their customization, which let you randomly determine the form and appearance of monsters, customizing the basic entries, though you can always choose results to suit your taste and needs for the story.

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MAKING MONSTERS

Shadow of the Demon Lord presents a set of generic statistics boxes to provide rules for using monsters of various sizes. The book leaves it to you to decide what the monsters look like, how they behave, and the forms their natural weapons take. While useful in a pinch, you might find yourself in need of inspiration and that's where these tables come in. You create a monster by following these easy steps:

- Choose or randomly determine the monster's origin from options presented on the Monstrous Origin table.
- Choose a type of monster to create from following: Titanic, Huge, Large, Medium, Small, or Tiny.
- Record the monster's basic statistics from its statistics box.
- Choose or randomly determine the monster's form on the table presented under the monster you chose.
- Optionally, choose or randomly determine the number and types of weird traits the monster has from the Weird Traits table and adjust the statistics box as directed. Note, adjustments from traits are cumulative.

Creating monsters using this material takes time, so you probably don't want to bang out a monster in the middle of the game. Instead, take some time to create a few monsters in advance. Doing so ensures you'll always have a few monsters on hand when you deem it's time for your creations to make an appearance.

NEW TRAITS

The tables sometimes grant monsters new traits, which are described below.

Brutal When the creature attacks with a natural weapon, such as its claws or teeth, and the total of its attack roll is 20 or higher and exceeds the target number by at least 5, the attack deals 1d6 extra damage.

Ferocious When the creature would become incapacitated, roll a d6. On a 5 or 6, the creature instead heals 10 damage.

MONSTROUS ORIGIN

Monstrous origin describes how the creature came into existence. Its origin might be apparent from where the characters encounter it or its form. Those birthed by alchemy might display odd stains or oozing sores, while those tainted by the Void could appear demonic and twisted. Arcane energies might impart strange luminescence, odd colorations, or minor effects such as glowing motes in the air around them. In any event, consider adding colorful details to the monster's description to capture its origins.

MONSTROUS ORIGINS

d20	Origin
1-2	Born of unnatural union, possibly in an area of arcane, alchemical or Void taint
3-5	Created by alchemical experimentation
6-7	Created by arcane experimentation.
8-10	Created by a Conjunction gone awry
11-13	Mutated by alchemical pollution
14-15	Mutated by magical energies run amok
16-18	Mutated by Void taint
19-20	A natural mutation, a freak of nature

MONSTER TYPES

Choose a type of monster. The monsters are organized by Difficulty, with the higher Difficulty monsters tending to be larger and more dangerous. Each type includes a table to help you define its basic form. The form also indicates the most likely form its natural weapons take—sharks use their teeth, bears use their teeth and claws, and so on.

TITANIC MONSTER

DIFFICULTY 500

Size 6 or larger monster

Perception 13 (+3); darksight

Defense 11; **Health** 300

Strength 20 (+10), **Agility** 9 (-1), **Intellect** 8 (-2), **Will** 15 (+5)

Speed 12

Immune gaining Insanity

ATTACK OPTIONS

Natural Weapon (melee) +10 (Strength) with 2 boons (6d6)

SPECIAL ATTACKS

Frenzied Attack The monster attacks two different targets with its natural weapon, making each attack roll with 1 bane.

Massive Attack The monster lashes out at all creatures within a cube, 6 yards on each side, extending from a point in its space. Each creature in the area must make an Agility challenge roll with 2 banes, taking 4d6 damage on a failure or half the damage on a success.

TITANIC MONSTER FORM

d20	Form
1-2	Giant sloth. The monster gains the Climber trait.
3-4	Whale. The monster gains the Aquatic trait.
5-6	Mammoth. The monster gains the Ferocious trait.
7-8	Roc. The monster gains the Flier trait and increases its Difficulty by one step.
9-12	Dinosaur. The monster gains the Brutal trait.
13-15	Hybrid. The monster fuses two forms into one. Choose one option from this table other than Hybrid or Monstrous Thing and one from any smaller form table.
16-20	Monstrous thing. Roll on the Monstrous Thing table to determine the creature's form. Then, roll once on the Natural Weapons, Hide Traits, Movement Traits, Senses Traits, and Miscellaneous Weird Traits tables.

HUGE MONSTER

DIFFICULTY 100

Size 3–5 monster

Perception 14 (+4); darksight
Defense 13; **Health** 100
Strength 16 (+6), **Agility** 12 (+2), **Intellect** 9 (–1),
Will 15 (+5)
Speed 12
Immune gaining Insanity

ATTACK OPTIONS

Natural Weapon (melee) +6 (Strength) with 2 boons (4d6)

SPECIAL ATTACKS

Frenzied Attack The monster attacks two different targets with its natural weapon, making each attack roll with 1 bane.

Massive Attack The monster lashes out at all creatures within a cube, 3 yards on each side, extending from a point in its space. Each creature in the area must make an Agility challenge roll with 2 banes, taking 3d6 damage on a failure or half the damage on a success.

HUGE MONSTER FORM

d20	Form
1–2	Bear. The monster gains the Brutal trait.
3–4	Crocodile. The monster gains the Swimmer trait.
5–6	Great cat.
7–8	Shark. The monster gains the Aquatic trait.
9–10	Snake. The monster gains the Poisonous trait.
11–12	Raptor. The monster gains the Flier trait and increases its Difficulty by one step.
13–15	Hybrid. The monster fuses two forms into one. Choose one option from this table other than Hybrid or Monstrous Thing and one from any smaller form table.
16–20	Monstrous thing. Roll on the Monstrous Thing table to determine the creature's form. Then, roll once on the Natural Weapons, Hide Traits, Movement Traits, Senses Traits, and Miscellaneous Weird Traits tables.

LARGE MONSTER

DIFFICULTY 50

Size 2 monster

Perception 13 (+3); darksight
Defense 13; **Health** 60
Strength 15 (+5), **Agility** 11 (+1), **Intellect** 8 (–2),
Will 14 (+4)
Speed 12
Immune gaining Insanity

ATTACK OPTIONS

Natural Weapon (melee) +5 (Strength) with 2 boons (2d6)

SPECIAL ATTACKS

Frenzied Attack The monster attacks two different targets with its natural weapon, making each attack roll with 1 bane.

Massive Attack The monster lashes out at all creatures within a cube, 2 yards on each side, extending from a point in its space. Each creature in the area must make an Agility challenge roll with 2 banes, taking 1d6 damage on a failure or half the damage on a success.

LARGE MONSTER FORM

d20	Form
1	Aurochs/Bull. The monster gains the Ferocious trait.
2	Bear. The monster gains the Brutal trait.
3	Boar. The monster us gains the Ferocious trait.
4	Crocodile. The monster gains the Swimmer trait.
5	Elk
6	Great cat. The monster gains the Climber trait.
7	Moa
8	Scorpion. The monster gains the Pincers attack trait (see below) and the Poisonous trait.
9	Sea lion. The monster gains the Swimmer trait.
10	Shark. The monster gains the Aquatic trait.
11	Viper. The monster gains the Poisonous trait.
12	Wolf. The monster gains the Pack Fighting trait.
13–15	Hybrid. The monster fuses two forms into one. Choose one option from this table other than Hybrid or Monstrous Thing and one from any smaller form table.
16–20	Monstrous thing. Roll on the Monstrous Thing table to determine the creature's form. Then, roll once on the Natural Weapons, Hide Traits, Movement Traits, Senses Traits, and Miscellaneous Weird Traits tables.

MEDIUM MONSTER

DIFFICULTY 10

Size 1 monster

Perception 12 (+2); darksight
Defense 13; **Health** 20
Strength 13 (+3), **Agility** 9 (–1), **Intellect** 7 (–3),
Will 13 (+3)
Speed 10
Immune gaining Insanity

ATTACK OPTIONS

Natural Weapon (melee) +3 (Strength) with 1 boon (1d6 + 2)

SPECIAL ATTACKS

Frenzied Attack The monster attacks two different targets with its natural weapon, making each attack roll with 1 bane.

MEDIUM MONSTER FORM

d20	Form
1–2	Boar. The monster gains the Ferocious trait.
3–4	Eagle. The monster gains the Flier trait and increases its Difficulty by one step.
5–6	Mastiff. The monster gains the Pack Fighting trait.
7–8	Panther. The monster gains the Climber trait.
9–10	Shark. The monster gains the Aquatic trait.
11–12	Wolf. The monster gains the Pack Fighting trait.
13–15	Hybrid. The monster fuses two forms into one. Choose one option from this table other than Hybrid or Monstrous Thing and one from any smaller form table.
16–20	Monstrous Thing. Roll on the Monstrous Thing table to determine the creature's form. Then, roll once on the Natural Weapons, Hide Traits, Movement Traits, Senses Traits, and Miscellaneous Weird Traits tables.

SMALL MONSTER

DIFFICULTY 5

Size 1/2 monster

Perception 11 (+1); darksight
Defense 13; **Health** 15
Strength 12 (+2), **Agility** 8 (-2), **Intellect** 6 (-4),
Will 12 (+2)
Speed 10
Immune gaining Insanity

ATTACK OPTIONS

Natural Weapon (melee) +2 (Strength) with 1 boon (1d6)

SPECIAL ATTACKS

Frenzied Attack The monster attacks two different targets with its natural weapon, making each attack roll with 1 bane.

SMALL MONSTER FORM

d20	Basic Form
1	Badger
2	Dog. The monster gains the Pack Fighting trait.
3	Eagle. The monster gains the Flier trait and increases its Difficulty by one step.
4	Fox
5	Jackal
6	Monitor lizard
7	Owl. The monster gains the Flier trait and increases its Difficulty by one step.
8	Raccoon. The monster gains the Climber trait.
9	Rat. The monster gains the Climber and Swimmer traits and can gain the Infectious trait.
10	Spider. The monster gains the Climber and Poisonous traits.
11	Viper. The monster gains the Poisonous trait.
12	Wolverine. The monster gains the Brutal trait.
13-15	Hybrid. The monster fuses two forms into one. Choose one option from this table other than Hybrid or Monstrous Thing and one from any smaller form table.
16-20	Monstrous thing. Roll on the Monstrous Thing table to determine the creature's form. Then, roll once on the Natural Weapons, Hide Traits, Movement Traits, Senses Traits, and Miscellaneous Weird Traits tables.

TINY MONSTER

DIFFICULTY 1

Size 1/4 or smaller monster

Perception 11 (+1); darksight
Defense 14; **Health** 5
Strength 8 (-2), **Agility** 14 (+4), **Intellect** 6 (-4),
Will 12 (+2)
Speed 12
Immune gaining Insanity

ATTACK OPTIONS

Natural Weapon (melee) +4 (Agility) with 1 boon (1d3)

SPECIAL ATTACKS

Leaping Attack The monster jumps 6 yards and attacks with its natural weapon. The monster's movement does not trigger free attacks.

TINY MONSTER FORM

d20	Form
1	Bat. The monster gains the Flier trait and increases its Difficulty by one step.
2	Cat
3	Crow. The monster gains the Flier trait and increases its Difficulty by one step.
4	Ferret
5	Fish. The monster gains the Aquatic trait.
6	Frog or toad. The monster gains the Swimmer trait.
7	Hawk or falcon. The monster gains the Flier trait and increases its Difficulty by one step.
8	Lizard. The monster gains the Climber trait.
9	Octopus or squid. The monster gains the Aquatic trait.
10	Rat. The monster gains the Climber and Swimmer traits. It can also gain the Infectious trait.
11	Spider. The monster gains the Climber and Poisonous traits.
12	Viper. The monster gains the Poisonous trait.
13-15	Hybrid. The monster fuses two forms into one. Choose two options from this table other than Hybrid or Monstrous Thing.
16-20	Monstrous thing. Roll on the Monstrous Thing table to determine the creature's form. Then, roll once on the Natural Weapons, Hide Traits, Movement Traits, Senses Traits, and Miscellaneous Weird Traits tables.

MONSTROUS THINGS

If you rolled the Monstrous Thing result or chose it, roll on the following table to determine the monster's basic form and any adjustments you must make to its statistics box.

MONSTROUS THING BASIC FORM

d6	Form
1	Amoeboid. The monster is a huge, single-celled organism. It uses its limbs—extruded pseudopodia—as its natural weapons. It gains the Sightless trait plus all of the following: Immune dazed, immobilized, prone, stunned, effects that would change its shape Amorphous The monster can move freely through openings wide enough to permit the passage of water and can move through spaces occupied by other creatures.
2	Beast-like. The monster's body is parallel to the ground with its head at the front and supported by d3 x 2 legs.
3	Broad and flat. The monster's body is broad and quite flat like some beetles, flatworms, flatfish, possibly even disc-like. It moves by undulating, wriggling, hovering above the ground, or by rolling on its edge.
4	Elongated and thin. The monster's body is elongated and thin like a snake, eel, or worm. It does not need limbs to move.
5	Humanoid. The monster is upright and bipedal with hanging front limbs and a top-mounted head.
6	Spherical. The monster's body is spherical. It moves by rolling or bouncing.

WEIRD TRAITS

Monsters defy the natural order of things and thus

have one or more weird traits. A monster has 1d3 weird traits. Hybrids might have no weird traits, given that they are weird in their own right. Monstrous things have one weird trait for each category.

WEIRD TRAIT TYPES

d20	Trait
1-4	Natural weapons
5-8	Movement
9-12	Miscellaneous
13-16	Hide
17-20	Senses



NATURAL WEAPONS*

d20	Weapon
1-2	Barbs or spikes. The monster can slash with barbs or spikes on its limbs.
3-4	Beak. The monster can bite with a razor-sharp beak.
5-6	Bludgeon. The monster can attack with a powerful slam or crushing chitin- or bone-reinforced natural bludgeon.
7-8	Claws or talons. The monster can attack with claws or talons on some or all of its limbs.
9-10	Fangs. The monster can bite with its sharp fangs.
11-12	Horns. The monster can attack with its impressive horns or antlers.
13-14	Pincers. The monster can attack with powerful pincers. When the monster gets a success on an attack roll with the pincer, it can use a triggered action to grab the target.
15-16	Proboscis or tongue. The monster can attack with a long, sharp tongue or proboscis.
17-18	Stinger. The monster can attack with a poisonous stinger or scorpion-like telson. The monster gains the Poisonous trait.
19-20	Tusks. The monster can attack with its large tusks.

* Instead of the normal natural weapons one might expect for the base form, the monster has some other natural weapon, which is determined by rolling on the following table.

MOVEMENT

d20	Movement
1-2	Amphibious. The monster can survive equally well in water or on land, possibly possessing gills, webbing or fins. It gains the Aquatic trait.
3-4	Avian. Due to wings, modified fins, an interior gas bag, or gliding membranes, the monster can fly. It gains the Flier trait and increases its Difficulty by one step.
5-6	Brachiation. The monster has hook-like hands or feet and possibly a prehensile tail. It can clamber through branches with ease, gaining the Climber trait.
7-8	Burrowing. The monster can tunnel through earth at half its normal Speed.
9-10	Elongated limbs. The monster's limbs are strangely long. It increases its Speed by 2 and its Reach by 1.
11-12	Extra legs. The monster has d6 more legs than normal or has legs if it had none before. It increases its Speed by 4.
13-14	Slither. The monster has no legs and so must slither like a snake, slide like a slug, or ripple forward on cilia. This has no effect on creatures that don't have such limbs. The monster reduces its Speed by 4, but gains the Climber trait.
15-16	Swimmer. The monster is at home in watery environs, and has partial webbing or a propelling tail. It gains the Swimmer trait.
17-18	Tentacle or pseudopod limbs. The monster's ordinary limbs are now sucker-covered or sticky tentacles or pseudopods. It gains the Climber trait.
19-20	Wall-crawler. The monster can scurry up and down vertical surfaces with ease and even across ceilings whether due to insect limbs, gecko-like pads, or adhesive slime. It gains the Climber trait.

MISCELLANEOUS TRAITS

d20	Trait
1	Chameleon. The monster's skin shifts rapidly to match its surroundings. If the monster is not being observed, it can use an action or a triggered action on its turn to automatically become hidden.
2	Diseased. The monster is a pestilent, disease-ridden mass. It gains the Infectious trait.
3	Drink blood. One of the monster's attack forms also enables it to drain its victims of blood. Add "plus Blood Drain on attack roll of 20+" to the attack form description. If the target is a living creature of flesh and blood, the target takes 1d6 extra damage and becomes fatigued for 1 minute. While fatigued this way, the target is also slowed. If it was already fatigued, it instead takes 1d6 extra damage.
4	Immunity. The monster has an unusual immunity to damage. To determine what, roll 1d20: 1-5, cold; 6-10, disease; 11-15, fire; 16-20, poison. Reflect this immunity in the creature's appearance.
5	Impressive warning. To warn off intruders or precede an attack, the monster has an obvious warning mechanism such as a loud dried skin rattle, piercing shriek, raising crest, or inflating skin sack or frill.
6	Luminescent. Part or all of the monster glows, whether generally or for use as a lure, be it eyes, a hanging lure suspended above the mouth, or glowing patterns on the hide. The monster sheds light out to a 5-yard radius.
7	Mimic. The monster can mimic any sounds it hears with uncanny accuracy and may use such sounds as a lure.
8	Misshapen. The monster's normal proportions are all wrong. Perhaps it has a tiny head and runs on its forelimbs while using its rear limbs to attack. Or, maybe all of its limbs and features are different sizes.
9	Noxious stench. The monster exudes a nausea-inducing stench. At the End of the Round, each living creature within short range of the monster must get a success on a Strength challenge roll or become impaired for 1 round.
10	Obscuring cloud. The monster can use an action or triggered action on its turn to produce a cloud of obscuring mist or vapor out to 5 yards around itself. The cloud partially obscures the monster but does not impede it, and remains for 1 round of until dispersed by wind. After the monster uses this trait, it cannot do so again for 1 round. Aquatic monsters may instead produce an obscuring cloud of ink underwater.
11	Pinning gaze. The monster's eyes are hypnotic and captivating, possibly saucer-like and lambent. Alternatively, it may have kaleidoscopic patterns on its wings, a pulsating angling lure, or something similar. It can use an action or a triggered action on its turn to fix its gaze on one target creature within short range of it. If the target can see it, the target must get a success on a Will challenge roll become immobilized until it uses an action to remove the affliction. On a success, the target becomes immune to that monster's Pinning Gaze until the target completes a rest.
12	Planimal. The monster is an animal-plant hybrid, and boasts strange changes such as green skin, grass-like hairs, and sap for blood.
13	Semi-sapient features. The monster's features are disturbingly human. The monster gains the Frightening trait and increases its Difficulty by one step.

14	Regeneration. At the End of the Round, the monster heals 1d6 damage if it is not incapacitated.
15	Spit acid. The monster can use an action to spit corrosive acid at one target creature or object within short range of it. The monster makes an Agility attack roll with 1 boon against the target's Agility. On a success, the target takes damage equal to the monster's natural weapon damage.
16	Shellback. The monster has a sturdy shell on its back, whether turtle- or snail-like. Increase its Defense by 2.
17	Spew fire. The monster can use an action to spray flames into a 10-yard-long cone from a point it can reach. Everything in the area takes damage equal to the monster's natural weapon damage. Each creature must also make an Agility challenge roll. A creature takes half the damage on a success, or catches fire on a failure. Once the monster uses Spew Fire, it cannot do so again for 1 round. Increase the monster's Difficulty by one step.
18	Poisonous. The monster's attacks are poisonous. It gains the Poisonous trait.
19	Spit poison. The monster can use an action to spit a glob of contact poison at one target creature or object within short range of it. The monster makes an Agility attack roll with 1 boon against the target's Agility. On a success, the target must make a Strength challenge roll. On a failure, the target takes 1d6 damage and becomes poisoned for 1 minute. If the target is already poisoned, it instead takes 1d6 extra damage.
20	Two-headed. The monster has two heads, though the control and cooperation between them is highly erratic. At the End of Each Round, roll a d6. On an odd number, the monster is dazed for 1 round. On an even number, the monster can take both a fast turn and a slow turn during the next round. +2 Perception.

HIDE

d20	Hide
1-2	Blubber. The monster has thick, blubbery skin. It takes half damage from cold and increases its Defense by 1.
3-4	Chitin. The monster's skin is a chitinous exoskeleton, which increases its Defense by 2.
5-6	Feathers. Whether covered completely or sporting crest and limb decoration, the monster has feathered plumage.
7-8	Fur. The monster has a hairy or furry pelt, or perhaps just a crest or mane of fur.
9-10	Hairless. The monster's hide is naked leathery skin.
11-12	Leather plates or scutes. The monster's hide is formed of thick, leathern plates or scutes, increasing its Defense by 2.
13-14	Scales. The monster's hide is covered in fine fish-like or reptilian scales.
15-16	Slimy. The monster's naked hide is slick and slimy imposing 1 bane on attack rolls made to grab it and granting it 1 boon on attack rolls made to escape.
17-18	Transparent. The monster's hide is transparent, clearly showing its muscles, bones, and organs within. The monster gains the Frightening trait and increases its Difficulty by one step.
19-20	Warty. The monster's hide is a mass of thick, wart-like protuberances that increase its Defense by 1.

SENSES

d20	Senses
1-3	Bulging eyes. The monster's eyes are huge and bulging, which increases its Perception by 2.
4-6	Compound eyes. The monster's eyes become large, round fly-like compound eyes. It increases its Perception by 4.
7-8	Covered in eyes. The monster is covered in eyes and has no blind spots. Increase its Perception by 4.
9-11	Enhanced nose. The monster's nose is elongated and trunk-like, doubled, or fleshy and star-shaped. Increase its Perception by 2.
12-14	Enlarged antennae or ears. The monster's antennae or ears become huge. Increase its Perception by 2.
15-16	Eyeless. The monster has no eyes. It gains the Sightless trait.
17-18	Eyestalks. The monster's eyes protrude on mobile stalks. Increase its Perception by 2.
19-20	Multiple eyes. The monster gains d6 extra eyes, potentially in strange locations. Increase its Perception by 4.

SAMPLE MONSTERS

Here are some examples that show you, step-by-step, how to create creatures using the above tables.

EXAMPLE 1: SHIMMER BEAST

You decide to create a **medium monster**. You roll 15 for its origin, determining that it was created by uncontrolled arcane energies. For its form, you roll a 7, indicating it is a panther. You note that it has the Climber trait. For the number of Weird Traits, you roll a 1, so it has a single Weird Trait and you roll an 8 to determine its type, which is Hide. The Hide roll is a 13, so the panther monster is covered in scales rather than fur. You opt to make the scales black. Because it is arcane in origin, you also decide that its whole form seems to leave a faint, slightly blurred after-image as it moves. Aside from gaining the Climber trait, you need make no other modification to its statistics box.

EXAMPLE 2: LAND SHARK

You decide to create a **large monster**. You roll 19 for its origin, which indicates it is a freak of nature. You then roll a 14 for its form, telling you it is a hybrid. Rolling again, you get a 10, a Shark such as a great white! This result adds the aquatic trait to the monster. To determine the other animal in its hybrid form, you decide to roll on the Small Monster Form table and you get a 6, a monitor lizard. This form does not provide any specific new traits, but it does mean the shark-lizard can hunt for prey on land or in the water. You describe it as a shark that was birthed with water-retaining scales and whose fins are crude limbs. It resembles a large shark with four crude legs, covered in rough, tan-colored scales, its gill slits fluttering easily as it breathes air or water. You decide not to roll for extra weird traits.

EXAMPLE 3: THE SCREAMING THING

You decide to create a **small monster**. You get an 11 for its origin roll, which tells you the monster was mutated by alchemical pollution. You roll for its form and get a 17: the creature is a monstrous thing. Next, you roll on the Monstrous Thing Basic Form table. A roll of 6 reveals the monster is spherical.

As all Monstrous Things roll once for each category of weird traits, you start by rolling a 13 on the Natural Weapons table, granting the monster pincers. A roll of 3 on the Hide table gives it chitin, which increases its Defense by 2. A roll of 11 on the Movement table means extra legs, so it actually has legs. You decide to roll the d6 to see how many it has and get 5. This trait also increases the monster's Speed by 4. A roll of 19 on the Senses table tells you the monster has multiple eyes. You roll d6 and get 3 eyes, which you decide are placed evenly around its spherical body. You also increase the monster's Perception by 4. Finally, you roll for a Miscellaneous trait and get as 15: Semi-Sapient Features! You decide each eye is set within a separate, silently screaming human face. You add the Frightening Trait and increase the monster's Difficulty one step to 10.

The final monster is a sphere covered in glossy chitin streaked with hideous stains, fly-like hairs bristling between plates. Five insect legs support its body and scorpion-like pincers extend from its sides. Three screaming cyclopean faces are evenly spaced around its warped body. The monster uses the following modifier statistics box.

THE SCREAMING THING

DIFFICULTY 10

Size 1/2 frightening monster

Perception 15 (+5); darksight

Defense 15; **Health** 15

Strength 12 (+2), **Agility** 8 (-2), **Intellect** 6 (-4),

Will 12 (+2)

Speed 14

Immune gaining Insanity

ATTACK OPTIONS

Pincers (melee) +2 (Strength) with 1 boon (1d6, and the screaming thing can use a triggered action to grab the target)

SPECIAL ATTACKS

Frenzied Attack The monster attacks two different targets with its natural weapon, making each attack roll with 1 bane.