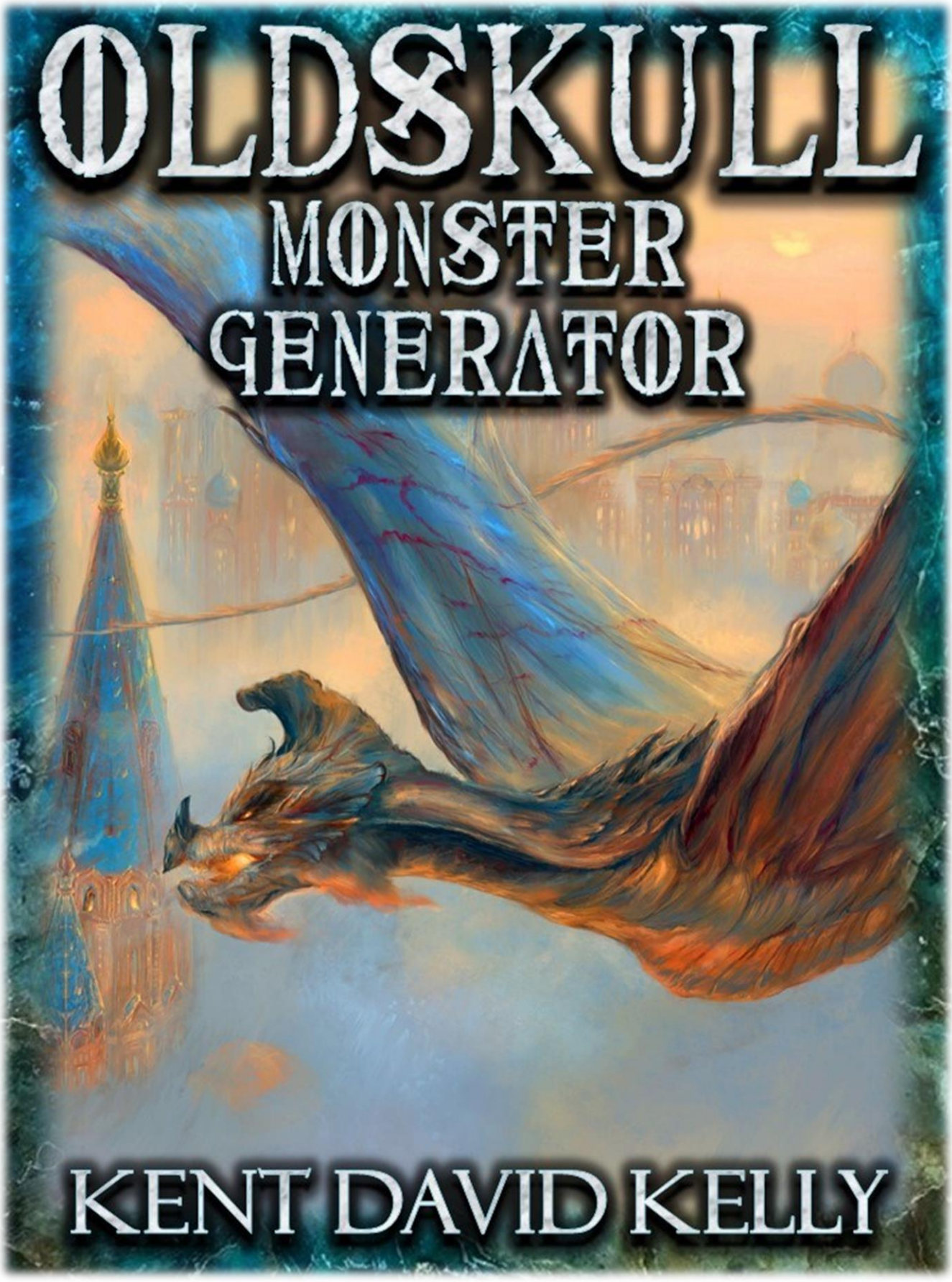
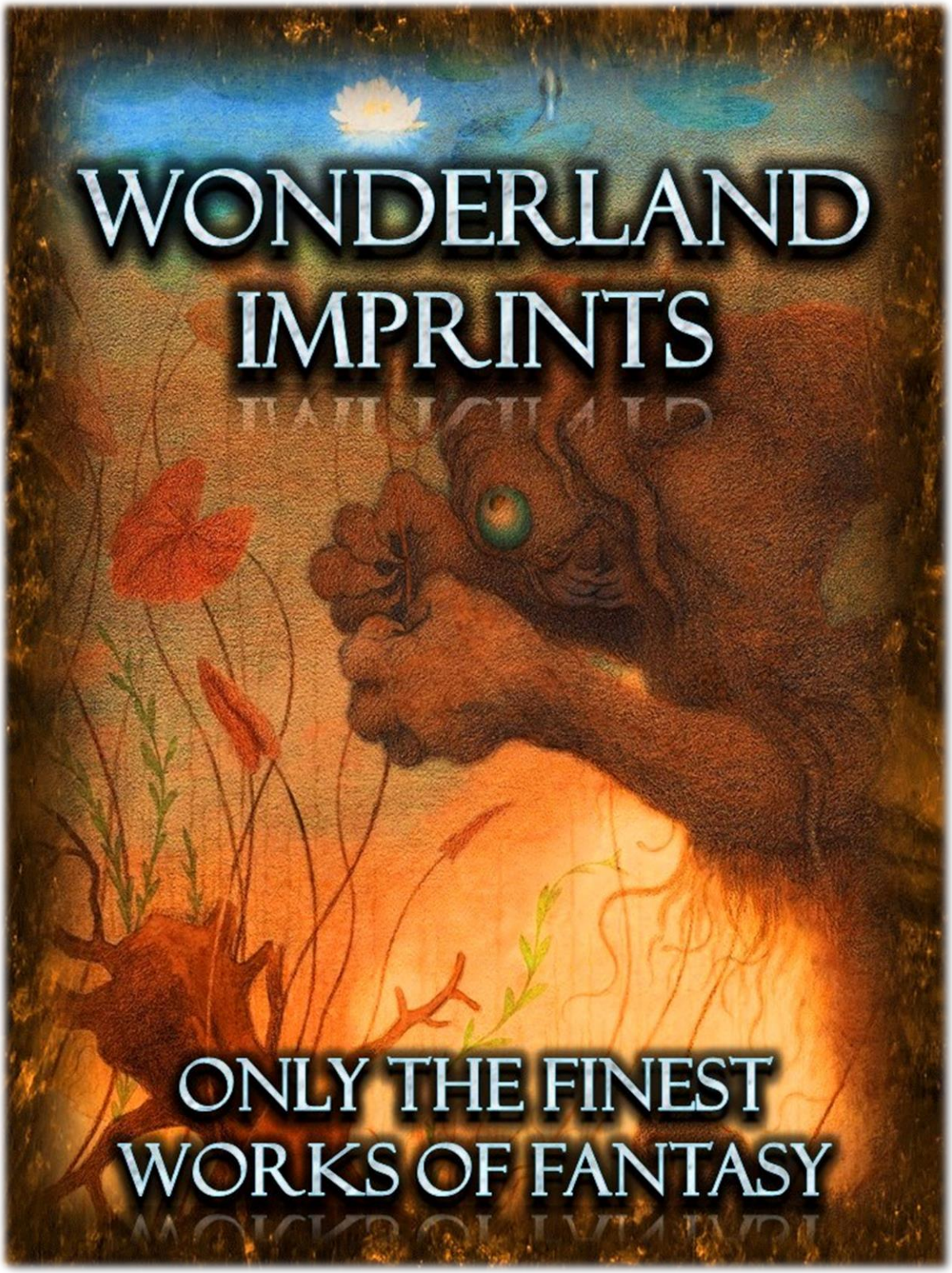

OLDSKULL
MONSTER
GENERATOR
KENT DAVID KELLY


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CASTLE OLDSKULL

FANTASY ROLE-PLAYING SUPPLEMENT

OMG1

OLDSKULL MONSTER GENERATOR

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DEDICATION

This work is dedicated
To the great dreamers who devoted
Their labors to a revelation
Of other worlds:
David Lance Arneson,
Ernest Gary Gygax,
Robert Ervin Howard,
Howard Phillips Lovecraft,
&
Edward Plunkett, Lord Dunsany.





CODEX
I

INTRODUCTION





I.1

DESCRIPTION

The **OLDSKULL MONSTER GENERATOR** is the ultimate random monster creation tool, created specifically for both the Fifth and First Editions (5E, 1E) of the world's first and foremost Fantasy Role-Playing Game (FRPG). Rules and guidelines are provided for both editions.

This colossal page compendium contains the largest, most comprehensive, and most ambitious monster creation system ever devised. If you feel that your game might be suffering from a lack of variety in monsters and encounters; if you want straightforward help and guidance in refining your own monster concepts; or, if you just want to inject some old school Gygax-inspired, Arnesonian, and Lovecraftian atmosphere into your modern FRPG, then this is the perfect resource for you. Tap into the chaos, fear and madness of the Elder Things to animate, twitch and galvanize your game!

The OLDSKULL MONSTER GENERATOR is actually a complex set of interrelated monster customization systems. These systems follow the unifying principle of *guided randomness*, ensuring that your monster is otherworldly, but also that it makes sense and fits perfectly into your structured game world. You can selectively pick and choose from the worksheets and various tools provided herein to supplement your own unique method of monster design. Or, you can enjoy a guided and example-driven mentorship approach, which will lead you through all of the principles of monster creation, encounter development, and campaign integration from beginning to end.

Herein, to assist the harried Game Master (GM), you will find:

- **POWER:** Complete rules for creating any kind of monster (Abomination), from CR 0 to 30 (or old school monster levels I to X). The variety of the monsters you can create is virtually infinite.
- **OPTIONS:** Over 260 articulated Abomination body types to inspire your brainstorming and the creation of ever more bizarre monstrosities. Everything from worms to octopi to centaurs are included.
- **ARSENALS:** Nearly 700 unique monster abilities, quirks, and vulnerabilities, arranged into 30 monstrous themes, from Acidic to Water / Aquatic and everything in between.
- **MATRICES:** Interconnected systems to generate monster descriptions, senses, languages, alignment, movement, ability scores, hit points, armor class, and basic and special attacks. All you need are percentile dice and imagination.
- **CULTISTS AND MADMEN:** Extensive guidelines for monster summoners, binders, worshippers, cultists, and minions.
- **NEW HORIZONS:** Suggested rules for monstrous events including otherworldly rituals, madness, parley, trophy harvesting, adventurer resurrection, and journeys to the campaign-widening Dream Worlds.
- **DARK HUMOR:** A Lovecraftian glossary of over 300 obscure adjectives and evocative terms, hungrily palpitating for your rugose and squamous delectation.





- **LAVISH QUOTES AND ILLUSTRATIONS:** This volume was made to honor and celebrate the golden age of fantasy and weird fiction, and features many quotes from the masters (Dunsany, Lovecraft, Machen, Poe, Verne, Wells, and so forth). It also feature dozens of haunting masterworks from artists old and new.

- And much more!

THE OLDSKULL MONSTER GENERATOR is the latest FRPG offering from Kent David Kelly, the author of over twenty books including the popular *Castle Oldskull* line of OSR gaming supplements, the acclaimed FRPG history series *Hawk & Moor*, and the Lovecraftian epic *Necronomicon: The Cthulhu Revelations*.

(V2.00, 100,800 words, 410+ pages.)

From Wonderland Imprints – *Only the Finest Works of Fantasy*.

I.2

IMAGINATION
THE DABBLER'S GUIDE TO MONSTER IDEAS

Hail, and well met.

If you want an in-depth introduction which leads directly into the lengthy series of steps involved in random monster design, click here.

Otherwise, for a quick dip or a general overview, please continue …

Welcome to the OLDSKULL MONSTER GENERATOR.

This is an extremely detailed workbook — the most ambitious of its kind ever created, I believe — which has been designed to help aspiring Game Masters (GMs) in the art of becoming imaginative experts in monster design. A very deep level of complexity is offered here if you want to dive right into the deep end, and the process is followed all the way through with helpful examples and advice.

Due to the vast array of options offered, that means that this book is huge and intimidating by design. It also will likely take you a long time to create your first fully-detailed monster, and then the process will





become much faster thereafter. The first time through the labyrinth, though, you may indeed find yourself getting lost.

If you find this book overwhelming, you may just want to browse and dabble and use this book's systems as *idea generators* until you want to get more involved in the full process later on. If you just want to roll on some randomized tables during game preparation, the following quick index will help you. Glance through the table below for a list of common GM interests related to monster and encounter design. Simply read through the questions until you find something interesting, and then follow the appropriate link or chapter heading, skip any text that seems extraneous, and start rolling percentile dice (D100) on any table that you find.

The only detail you need to know right now, if you wish to browse, is that this book's concept of **Base Lethality Rating** (BLR) is roughly equivalent to **Challenge Rating** (CR) in 5E, and CR 1-30 roughly corresponds to 1E monster levels I to X on an evolving scale of approximately 3 CRs to 1 level tier I-X, although 5E CRs are a bit messed up from an old school 1E perspective (as I will detail later). Everything else should be fairly self-explanatory.

Have fun wandering around!

TABLE 1
QUICK REFERENCE: TOPICAL BROWSING GUIDE

If, at this moment, you are specifically interested in …	Then browse through and consider the following section …
Advice on encounter preparation	Stratagem: Tactical Considerations
Calculating a new monster's Challenge Rating	Appendix A: Calculating Abomination Challenge Ratings
Calculating your party's power level for Challenge Ratings and encounters	Protagonists: Calculating Average Party Level (APL)
Coming up with a quick monster name	Nomina: Naming Your Creation
Conceiving a new Aberration monster	Body Types I: The Aberrations
Conceiving a new Beast monster	Body Types II: The Beasts
Conceiving a new Celestial monster	Body Types III: The Celestials
Conceiving a new Construct monster	Body Types IV: The Constructs
Conceiving a new Dragon monster	Body Types V: The Dragons
Conceiving a new Elemental monster	Body Types VI: The Elementals
Conceiving a new Fey monster	Body Types VII: The Fey Ones
Conceiving a new Fiend monster	Body Types VIII: The Fiends
Conceiving a new Giant monster	Body Types IX: The Giants
Conceiving a new Humanoid monster	Body Types X: The Humanoids





Conceiving a new Monstrosity monster	Body Types XI: The Monstrosities
Conceiving a new Ooze monster	Body Type XII: The Oozes
Conceiving a new Plant monster	Body Types XIII: The Plants
Conceiving a new Undead monster	Body Types XIV: The Undead
Creating a powerful NPC as a monster ally	Magisters: Summoners & Binders
Dealing with the unexpected death of a PC	Immolation: When Abominations Kill
Deciding on allies for a powerful monster	Disciples: Guardians, Worshippers, & Cultists
Deciding on the special nature of a monster's treasure	Reaping: Killing & Harvesting Abominations
Describing a monster	Eidolon: Random Description Rolls
Describing a monster's color(s)	Chroma: Overall Coloration
Describing a monster's details	Shades: Coloration of Distinctive Body Parts
Describing a new monster's appearance	Explication: Abomination Description
Describing a new monster's presence	Imminence: Setting the Scene & Expectations
Describing what encountered monsters are doing	Actionum: Abomination, Monster & NPC Activities
Describing what encountered monsters are plotting	Rituals: Abominable Secrets
Determining a monster's Condition Immunities	Insight: Further Power Considerations
Determining a monster's Damage Immunities	Insight: Further Power Considerations
Determining a monster's Damage Resistances	Insight: Further Power Considerations
Determining a monster's Damage Vulnerabilities	Insight: Further Power Considerations
Determining a monster's frequency of appearance	Denizens: Monster Population Rating
Determining a monster's senses and detection abilities	Kinesthesia: The Monster's Senses
Determining a new monster's abilities	Powers: Advantages & Disadvantages
Determining a new monster's ability scores	Potentiality: Abomination Ability Score Ranges
Determining a new monster's alignment	Ethos: An Abomination's Alignment
Determining a new monster's Armor Class	Fortitude: Abomination Armor Class Rating





Determining a new monster's basic attack forms	Melee: The Basic Attack Types
Determining a new monster's damage per attack	Melee: The Basic Attack Types
Determining a new monster's hit points	Lifeblood: Determining the Monster's Average Hit Points (AHP)
Determining a new monster's lair	Domain: Recommended Lair Locations
Determining a new monster's languages	Comprehension: Abomination Languages
Determining a new monster's size	Dimensions: Monster Size
Determining a new monster's speed	Celerity: Abomination Speed
Expanding your campaign beyond the default game world	Wonder: Introducing the Dream Worlds into Play
Figuring out what happens when the PCs negotiate with the monsters	Parley: Negotiating with Abominations
Figuring out what happens when the PCs run away from the monsters	Flight: Fleeing from Abominations
Figuring out what the PCs find when they kill the monster	Reaping: Killing & Harvesting Abominations
Giving a large monster a size-related ability	Powers VIII: Behemoth
Giving a monster a Beast-themed ability	Powers IX: Bestial & Blood
Giving a monster a Blood-themed ability	Powers IX: Bestial & Blood
Giving a monster a Disease-themed ability	Powers XXVIII: Vermin & Disease
Giving a monster a Fey-themed ability	Powers XI: Dream World & Faerie
Giving a monster a Fire-themed ability	Powers XIV: Fire
Giving a monster a Flying-themed ability	Powers VII: Avian
Giving a monster a Fungus-themed ability	Powers XV: Fungal
Giving a monster a Gaze-themed ability	Powers XIII: The Eye
Giving a monster a Healing-themed ability	Powers XVII: Life & Healing
Giving a monster a Horror-themed ability	Powers XIX: Madness
Giving a monster a Lightning-themed ability	Powers XVIII: Lightning
Giving a monster a Lovecraftian ability	Powers: Advantages & Disadvantages
Giving a monster a Magic-themed ability	Powers V: The Arcane & The Occult
Giving a monster a Planar-themed ability	Powers VI: Astral, Celestial, & Ethereal
Giving a monster a Plant-themed ability	Powers XX: Plant





Giving a monster a Poison-themed ability	Powers XXI: Poison
Giving a monster a Psychic-themed ability	Powers XXII: Psionic
Giving a monster a Reptilian-themed ability	Powers XXIII: Reptilian
Giving a monster a Shadow-themed ability	Powers XXV: Shadow
Giving a monster a Shape-Shifter-themed ability	Powers III: Amorphous
Giving a monster a Slime-themed ability	Powers XXVI: Slime
Giving a monster a Spider-themed ability	Powers IV: Arachnid & Insectoid
Giving a monster a tail-related ability	Powers XXIV: Sacral
Giving a monster a Tentacle-themed ability	Powers XXVII: Tentacle
Giving a monster a Vermin-themed ability	Powers XXVIII: Vermin & Disease
Giving a monster a Water-themed ability	Powers XXIX: Water & Aquatic
Giving a monster an Acid-themed ability	Powers I: Acid
Giving a monster an Air-themed ability	Powers II: The Air
Giving a monster an Aquatic-themed ability	Powers XXIX: Water & Aquatic
Giving a monster an Earth-themed ability	Powers XII: The Earth
Giving a monster an Ice-themed ability	Powers XVI: Ice & Frost
Giving a monster an Insect-themed ability	Powers IV: Arachnid & Insectoid
Giving a monster an Undead-themed ability	Powers X: Death
Making monsters more frightening	Delerium: The Madness System
Planning a detailed encounter	Codex VI: Encounters & Campaign Integration
Putting some Lovecraftian lore in your FRPG	Cabala: A Legend of the Abominations
Reading a good book	Appendix B: Suggested Inspirational Reading
Rolling a magic item ingredient randomly	Reaping: Killing & Harvesting Abominations
Rolling a material spell component randomly	Reaping: Killing & Harvesting Abominations
Rolling a random monster type	Taxon: Monster Types
Rolling an encountered NPC's alignment randomly	Magisters: Summoners & Binders







I.4

INCANTATION

The Old Ones were, The Old Ones are,
And the Old Ones shall be.
Not in the spaces we know,
But between them, they walk serene
And primal, undimensioned and to us unseen.

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They walk unseen and foul
In lonely places where the Words
Have been spoken and the Rites
Howled through at their Seasons.
The wind gibbers with Their voices,
And the earth mutters with Their consciousness.
They bend the forest and crush the city,
Yet may not forest or city
Behold the hand that smites.





Great Cthulhu is Their cousin,
Yet can he spy Them only dimly.
Iä! Shub-Niggurath!
As a foulness shall ye know Them.
Their hand is at your throats,
Yet ye see Them not …

— *The Dunwich Horror*, by H. P. Lovecraft

I.5
AWAKENING
AN INTRODUCTION

They first created earth-life — using available substances according to long-known methods. The more elaborate experiments came after the annihilation of various cosmic enemies. They had done the same thing on other planets; having manufactured not only necessary foods, but certain multicellular protoplasmic masses capable of moulding their tissues into all sorts of temporary organs under hypnotic influence and thereby forming ideal slaves …

— *At the Mountains of Madness*, by H. P. Lovecraft

(Please note that this gaming supplement makes extensive use of a document known as SRD5. If you don't have a copy of the SRD5, I suggest getting one (free and legally downloadable) from here:

http://media.wizards.com/2016/downloads/DND/SRD-OGL_V5.1.pdf)





What is the *Oldskull Monster Generator*? Succinctly: It's a tentacular gaming supplement. This book will fill your favorite tabletop game with eldritch horrors, old school gaming goodness, and a slithy plethora of burbling Lovecraftian beasties.

Because let's face it, designing excellent new monsters for your game is never easy. The ideas come quickly, and then the onerous details bog down the entire process. Being a Game Master (GM) is already hard work, and selecting from the few viable and Challenge-appropriate monsters for your ongoing gaming sessions will always be a complex and problematic task. How can you excel with limited tools that are still growing while new releases are being published? Is the existing encounter system still good enough for your ongoing campaign, or do your players always know what to expect due to the limited options? If you dare to design your own monsters, then how do you find sufficient advice to keep your tentative design from derailing the campaign? How can you make your new monsters amazing, memorable, and exciting? And where is the variety when so many of the usable monsters are variations of "grim-faced humanoid"? You can only throw Orcs and Kobolds at your heroes so many times before it all turns into a predictable and unchallenging cliché.

The modern game, quite simply, does not yet have enough quality monsters. Even the FRPG's official 2014 bestiary — beyond the limited System Reference Document 5.1 (SRD5) — is somewhat lacking, when one considers the game's decades-long legacy and its incredible array of creatures. How can you convince your players that monsters should not all be in the official guides, and change their expectations? And can you catch veteran players off guard with fantastic new monsters, carefully built for the current edition, while remaining true to the classic spirit of the game?

And lastly: What can you do in a world of information, where your players are likely to own every game book that you do? They can memorize everything official that's out there. Where is the sense of wonder? Where can adventurers, and their players, still discover the unknown?

The fact that these questions were somewhat difficult to answer will tell you why this book was written.

The modern game needs many more monsters, of individual craftsmanship and high quality. And it needs them now! Thousands of good monsters are locked away in the archives, and the official monster customization tools are lacking. Instead of waiting for more official releases, you can begin to create hundreds of your own monsters tonight. Using this book, together, we can even make it fun. All you need are this volume, some ten-sided dice, some printable worksheets (optional), a notebook or a word processor, and the power of your imagination. Some fond supplications to Doctor Frankenstein, Herbert West, the Elder Things, and Mana-Yood-Sushai wouldn't hurt our worthy endeavor either.

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When you decide to create monsters, you'll quickly find yourself in good creative company. But after your first experiment, the difficulty curve quickly becomes immense. How many variations on a theme can you create before you burn out? Are there viable alternatives to limited random monster systems with predictable outputs, or to "wild" monster systems which only generate ludicrous results? Your eternal challenge will be to frequently create new monsters that are evocative, intriguing, coherent, dangerous, unearthly and unique. That is a daunting task. When your monster designs all begin to look too similar, what you can rely upon for continued inspiration?

This book is one answer, and reading classic weird fiction in your spare time is another. (I read every work day on the train. Check out Project Gutenberg for a lifetime's worth of electronic classics within the





public domain.) You can always broaden your game world and keep its spirit true by delving deeper, by digging back into the incredible past inspirations which have largely been homogenized by the glossy-yet-distant current edition of the FRPG. When you read the masters' work you haven't yet considered, you will find that you can quickly fill your game's lackluster hollows with a melange of new ideas and old school inspirations. The worthy masters Arneson, Blackwood, Burroughs, Chambers, Dunsany, Eddison, Gygax, Hodgson, Howard, Kuntz, Machen, de Maupassant, Poe, Shelley, Smith, Stapledon, Verne, Ward, and Wells — to name but a few — will serve in spirit as some of your finest guides.

And the game's current edition, as one of its many strengths, indeed has some very good features which you can utilize to make the task of monster creation easier, too. By combing the SRD5 and via creative application of the *Oldskull Monster Generator*, your monstrous creations can draw their power from a vast set of thousands of already-created data elements inherent in the game. This book is a remixer of classic hits. The myriad rules for camouflage, fire-breathing, healing, poison, and spell casting (for example) can all be repurposed for monstrous ends, and coherently reapplied. By balancing pulp inspirations with these systems of the present, you can then create an entire menagerie of outstanding modern monsters which will all possess streamlined mechanics, evocative descriptions, and an unforgettable old school feel.

So the tools are always out there, if the GM's heart is willing. But creating the monsters themselves is not nearly enough. You will also need to balance the upheaval you will be creating. If you make a bold decision to rapidly introduce dozens of new species to your campaign, you will then need a coherent reason for doing so … a reason that will not break the players' willing suspension of belief. You will therefore need to consider game balance and fairness, and you will need some clever and subtle schemes (which I touch upon in this work) to bridge the new monsters into your game via treasure hunts, role-playing encounters, classic monster thralls and insane NPCs, all while hinting at the new worlds which your fantastic creations are hailing from.

In short, you need to convince your players that adding hundreds of deadly new monsters to the game is going to be fun.

All of this, is easier said than done. The design workload implied by such changes can be colossal, and you can expect to spend many years creating incremental change in your campaign. You may well never find yourself saying "The work is done" at any point in your Game Mastering career.

But there is hope!

This book is focused on hitting the challenge head on, and turning these many problems into a singular and golden opportunity. More monsters are needed, yes, with more color and variety, and with more inspired links to the game and its storied past. And the modern game could certainly benefit from more randomness, more challenge, more malleable options, more monstrous powers, and more variety. You can work on improving all of these aspects simultaneously with the *Oldskull Monster Generator*. Why not consider changing the flavor of your entire campaign, and making it darker, more classic, more immersive, more unpredictable, more daunting and more *weird*? Why not make your game more epic and apocalyptic too, and turn the influx of new monsters into a major campaign event that will guide the course of play into glorious realms of darkness for years to come?

This is not just a monster book, if you want to do more. This compendium's chapters can also be used to change your entire campaign into a living, breathing exemplar of the Old School Renaissance (OSR) and Gygaxian play. Whether you go there is up to you.





You don't need to embrace that drastic of a change if you don't want to, of course. But if you're looking for the same things that I am hungry for in the game's current "mostly harmless" and vanilla edition — excitement, atmosphere, fear, doubt, callbacks to the old school, adventurer mortality, role-playing opportunities, mystery, a need for scouting and party strategy, and above all a dark and compelling sense of wonder — then you will want to use most of the features in this book.

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And now that I've probably intimidated you with the scope of this endeavor, you will be happy to know that you can also flip through the pages for a few minutes and just roll on a couple tables to supplement your own ideas and monstrous creations, without committing to any long-term project whatsoever. Click here, for example. Feel free to roam around as you explore.

If you wish to begin the deeper journey now, we will consider the Elder Things, their darkling spawn the Abominations, and what those Chaotic monsters mean in relation to your campaign.

I.6

IMPOSSIBILITY
AN UNDERSTANDING OF THE ELDER THINGS

What are the Elder Things? What are Abominations?

The overarching premise of this book is that a powerful extra-dimensional race — the *Elder Things* themselves — invaded the game world during the Elder Age, when the world was primal, cooling, savage, and its magic still Chaotic. Those "Old Ones" in their descending from the stars annihilated the world's few sentient elemental defenders. They created mankind in an alchemical pool, an ichorous liquid filled with extra-planar matter torn from other worlds. They warped beasts into monsters, and they concocted a thousand failed experiments. Some even say that "magic" is the residual result of the Elder Things' twisting of the game world's physical laws, and their disruption of the fundamental dimensions which underpin the universe.

The myriad legion of creatures they created — those which were *not* mankind — were collectively known as the *Abominations*.

These fell experimental creatures slithered and grew, becoming fiends and slimes and krakens and other gibbering wonders, *Things* which crawled away deeper into the nether and into the void before they could be exterminated by their makers. The Elder Things themselves are now extinct, but the eldritch ruins of their frigid and opalescent cities still remain. So too does their horde of orphaned horrors, the



innumerable Abominations of Chaos which hunt and feed and journey in ascension through the unfathomable deep.

The Abominations endure, in the terrible places where prudent mortals dare not go. Adventurers are almost always the first people to rediscover them.

Such interaction between Abomination and adventurer is actually rather frequent. Mankind has had fleeting contact with these horrors over many thousands of years, through the conquest of hidden Wilderlands, the breaking of taboos, dungeon delving, planar travel, arcane experimentation, and the unsealing of forbidden temples. But these tumultuous instances of violent contact frequently end in madness, or in mortal annihilation. Therefore, there are only the legends, artifacts, technological relics, spells of unknown origin, and indecipherable ancient texts which now remain to tell the fragmentary story of the Elder Things and their forsaken children. Fleeting contact is still made between these horrors and mortals through the medium of waking dreams and living nightmares. Demi-human cultures believe it is unholy to speak of such visions, however, and even humans tend to brand such dreamers of the truth as heretics, idolaters, or madmen.



But an Awakening has begun. In your game world, gates between the game world and the planar worlds of the Abominations are opening for the first time in millennia. Humanity is about to experience a waking nightmare.

The dreams of the mad are strengthening as winter grows long, and many rational prophets, commoners, and even kings are dreaming simultaneously of the same impossible monsters, the same unreachable places. A song is being sung to the collective, to the instinctual undercurrents of the human



mind. Everyone is dreaming of the King in Yellow, of Mung, and of the Great God Pan; everyone is beginning to experience the same horrors and wonders in their sleep. The resurgent whorls of the primal Elder Age are now impossible to ignore. Each night, as the silent terrors and desires of mortal consciousness touch upon more distant worlds, the dreamers find a sentient presence waiting to fill in the hazy currents of the dream — a dream made flesh — with disturbing and ever-more-crystallized insinuations of the truth.

The donjons, taverns and confessionals are filling with these dreamers' whispers. There is a word that is whispered now and everywhere, of such Things from the beyond: *Abomination*.

It is an old word, found in the most ancient temple texts, and a forbidden one.

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To define the key concept in game terms:

An Abomination, in *Oldskull Monster Generator* parlance, is specifically a monster which (a) is not native to the Material Plane, (b) is hinted at in elder lore but believed to be only legend, and (c) has neither a divine nor an infernal point of origin. In other words, neither the gods nor the devils made these horrors. These entities from the Spawning Pool of the Elder Things predate humans, even elves, and even the elven gods. And there remains the terrible question: Where are this world's god-avatars, their images so fleeting now? And why do so many praying clerics sense in their gods and goddesses an aura of divine *disbelief*, where before were only gifted spells and sacred revelation? Whatever is coming, the gods fear it. Not all of the diviner's questions, now, are answered. The world is faltering without the simple conviction of Fate, and the world's priests are left to wonder if everything they ever knew is merely a lie gilt over a darker Truth.

This time, this Age of Awakening, was never spoken of in prophecy. The world the adventurers and wanderers know is no longer merely a chessboard comprised of wilds and tribal lands and dungeons and mortal empires; it is once again a savage garden, filled with perplexing youth and renascent ancientry.

The Abominations come. The Unknown is stirring in its sleep.

Impossible things are crawling through the sewers and the alleys. Rainbow-membraned silkworms are creeping up from fungal caverns, and strange green-petaled flowers bloom in rooms where children wake, singing in musical languages they never learned. Enormous, quavering, cinnamon-scented spiders — born from pearlescent eggs found deposited in the skulls of madmen, and growing wildly — now spin their scarlet webs over rooftops and minarets throughout the City State, turning their forelegs to the wind while they engender their own song — a mewling chant of birth, of sorts — through stroking the chime-like growths clustered around their girl-like faces.

Worlds unknown are nearer and finally touching to the Fields We Know, cusp to void. Madness has come from the Beyond to the mortal world, and much of it is beautiful.

For not all of the Abominations are horrific; some of them are ageless, or nigh omnipotent, or alluring and strangely beautiful. Some heal what others destroy, many demand worship while others willingly die and so rot like enormous flowers, creating moldy and sensuous lifeforms of another cryptic kind. Butterflies made of emerald glass flit over whirlpools which form upon the rivers, as the rivers foam and reverse their courses. Stones grow goatish eyes, shadows congeal and walk away from their masters' footsteps. The sole trait which all of these impossible creatures share with one another is





otherworldliness: an inexplicable alien origin, a sudden manifestation of *being* which confounds all mortal fear, hope, and even comprehension.

Now, in your game world, a bold generation of powerful humans (and dwarves, and elves, and others) has newly arisen as well, just as the Abominations are making their presence known to mortal ken. For the first time in centuries, the world of recognizable creatures and governable magic is shifting upon an unpredictable axis. The dimensional rifts are widening, the forbidden seals lofted over the temple ruins are disenchanted. Treasure hunters are digging too deeply beneath the earth in search of mithral and adamantite. And everywhere the lords' and peasants' nightmares are slowly manifesting themselves, living beyond the edge of slumber, coalescing into some uneasy and oozing form of a more pliant reality.

The monstrous horrors graven in the world's most ancient hieroglyphs walk the earth once again. Not the known threats of orcs, or werewolves, or trolls and giants and dragons, no. These are the children of creatures inspired by Yog-Sothoth, the dancing blood drops of Skarl the Eternal Drummer, the flesh-tatters falling from the shroud of the King in Yellow, the carnal sentient memories of Mana-Yood-Sushai. The worlds afar are converging, and the gates are opening. The stars will soon again be made aright. This is not the End Time, for the End Time is known and graven in the books of prophecy. This is the Time Before the End, the unknown and penultimate future-now when terrible and wondrous things will happen, which no sage or augur can foretell.

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This is the age of the greatest heroes, and the monsters they destroyed, and the monsters which they became.

And with your turning of this page, the Age Penultimate will begin. Welcome to the Age of Abomination …




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I.7

CABALA

A LEGEND OF THE ABOMINATIONS

Come, child. Walk with me in rising to the cliffs, this one last time.

Madness, it is a sea, spiraling around the stone we call the world. When the stone begins to sink, the weak must perish. As must I. The strong among us — you, and too, your sister — shall quickly come to understand, when the terror comes to swallow you, that you have always known the secret of how to swim. You only need to believe that this is true and then it will be.

For the sea created you and I and all our sisters, droplets each unto a moment of their own. From out of the madness we rise for merely a dawning to be puppets in this one life, and then down shall fall our souls to deeping madness once again. We all bear within us a primal comprehension of how to swim, yet some of us knew only fear when we were born, and so that vulgar secret remains unknown to us. In denial, we become the entropy which shall unweave us from the flesh. We dare refuse to believe, because to believe would cause us in death to believe that we are unclean.

Those who cannot bear to be unclean are born to die.

A paradox? No. It is merely timidity. Some of us forbid this wisdom of ourselves. It is a visage of pride. When death comes tonight for me, I will go, and with joy. When death in elder seasons comes for you and all your kith, only those of you who dare to embrace the true origin of man — as seeds of Chaos — will die in revelation, and live forever to be born unto other women. Droplets, rising, falling, foam of tomorrow's ocean.

It is good, in times of death, to fall back upon the tales which we feel we have outgrown and become grander than. In aging, we tell ourselves the stories which caused us to know fear as children are untrue. This is a foolishness, and it is this mortal imprudence which the Abominations feast upon when we dream. Blindness creates desire, a wanting for what we know is already inside us and yet deny.

It is wisest to revisit these childhood dreams when we find ourselves near to death, and to remember, so that in dying the few who are strong shall understand. Only the understanding of the un-self allows the Chaos-soul to be reborn again, as hope. This is the gift that I cannot give myself, for I cannot forgive my own part in this resurgence of the terror-spawn of the Old Ones. I give this black gift of memory only to the worthy, to you.

Know this:

There was an age when the Abominations were known to our grandsires' grandsires. Still they are known instinctually to us all, in nightmare. But only the oldest wellsprings of remembrance hold the truest secrets of these monsters, their weaknesses, and their eventual destruction. The most ancient elven lore masters, the most deeply-graven rune stones of the dwarves, the codices written in the Elder Time of soaring ships, each sewn together from aethereal leather and from spider-strand and steel … these are the only arks, the true accounts, that you shall teach your children to harbor with and to revere before your end.





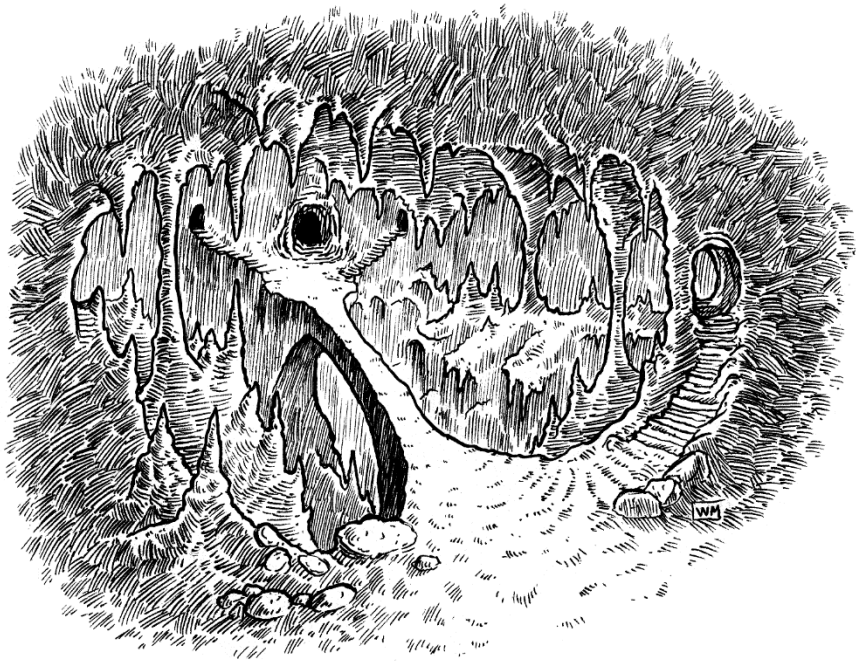
The story they will unearth when you are gone, still lost in a thousand fragments, will mayhap complete the puzzle of what little I can now unveil for you of the forbidden, the Elder Age, which is this and this only:

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When the Old Ones opened their quicksilvered star mirrors and deigned to walk upon the earth, they destroyed the elementals which opposed them. An ordering of wind, sand, magma and wave had been foreordained here, and the elementals strove for aeons to craft this world as a paradise for our eventual dawning in the name of a sacred Law that was yet to come.

The Old Ones refused this world that destiny, and turned the annihilated elementals' corpses into energy. Elementals of air became spell chaunts, elementals of earth became treasure vessels of stony flesh, elementals of flame became the power to instill untrue life in artifice, and elementals of wave became the Abzu beneath the earth, the Spawning Pool of many gates and unreflected worlds. The Old Ones first created there the Shog'thai to wage war against the Great One, and primates — men and women — were merely made as food, and murder-trinkets, and dream-slaves for the Shog'thai and their twisted desires to toy with.

When the Shog'thai revolted against their masters, the surviving primates fled. A great Sundering killed many of the Old Ones, and they in desperation created many Things in an effort to regain control of the primates and the Shog'thai. In this final endeavor they failed, and as they died in war against the Great One, all of their degenerate creations fled into the void, the netherworld, the fractured star mirror and the primal sea.







After the Age of Conquest and the extinction of the Old Ones, the victorious minions of the Great One found the planet turning upon its axis. The stars were no longer right. Many of them leapt to other worlds, others perished, while some few were entombed with their high priest, dead and dreaming beneath the sea. The primates crept back up to the earth's surface, and there believed that they — little gods! — were masters of a world where elder powers no longer ruled. Thus, with a fool's desire, they woke the interest of the Yellow King. The primates played with Fate as had their makers and so they cruelly mastered beasts, learned some few secrets and legerdemain, and began to gaze toward the stars and to wonder what ultimate Horror had long ago created them.

For you see, their desire for the unreal ensured that the Yellow King could reign as pretender forever upon the throne of Truth, thy martyr unremembered.

In pondering this Horror, men created their own gods. But before they gave birth to the gods and goddesses of the Fields We Know, they created dreams. These dreams — more elder-spawned desires for *Otherness* in a simple and shorn life unfulfilled — fed the deep Abominations, and created a language between monsters and mortal nightmare. From this psychic union between dreamer and dream sender were born the Dream Worlds, where sleepers explore their secretly-craved illusions, and the Abominations walk ever on as flesh toward the rind of the world of man.

Mortals became heroes in their sleep. Men and women in the Dream Worlds would seek out these Abominations, would harp and chant to call them from their lairs, to ask and to entreat them of the lesser secrets such as immortality, omniscience, "meaning," and power unimaginable. From such monstrous sharings did mortals learn of their Creator, Mana-Yood-Sushai.

But these lore-monsters who gifted our race with revelation were wiped out as the children of men forged weapons, and raised cities, and grew fearful of Un-Nature and the Unknown. Man the Questioner became the Unbeliever, and then the Tyrant. Thus the Abominations for their truths were bloodily driven underground, and to other planes, and from dreams of longing into the suppression of our nightmares. There the Abominations slept in restlessness, whispering still, waiting for the primates to forget the many secrets and to dream of false desire and gilded wonder once again.

And now, as grand-grandchildren of such fools, we invite the final choir of regency ere the return of the Yellow King. We tamper with the keys and seals we do not understand. We shatter the spheres, we unlock the temples, we tilt the world once again only to spill its contents. The stars reel as we core the underworld. Too many treasure seekers delve deep into the earth, scratching and goading Things which should forever be left to slumber. Feeble archmages, craven overlords, tyrannical emperors all explore the many planes, touch the slumbering Abominations in their tombs, and wake the Deathless simply because they want to know what will happen when forbidden Things are made once again to wake.

Such fools we are.

And the Deathless now are stirring to the surface, in this dusk. They are awakening because even as we crave our own annihilation, so we desire Them. This is how the terrors, the Abominations of legend, have come to be true again. We who are too frightened, in questioning the void, to slay ourselves? We adore the Things that shall be bold enough to destroy us. We desire an ultimate Ending, a meaning for having been, and so an Ending comes for us which is nothing like the one we love and long for.





The final word of the sacred Law — the one word which, a maiden's name, would create our Paradise — shall never by our unborn kindred be truly spoken.

And what will happen now, you ask? What of the heroes? What of Fate?

This is all that is known to me. I was told, in youth when I blinded myself before the Hierophantess, that Time with valorous wisdom could be unwoven. Only in the Un-Time can our descendants now undo our terrible destiny. Can your children's children learn to journey back through Time? Can the sins of our grandsires, and our own foolishness, be erased by heroic men and women yet unborn? This we can never know, our own moments above the sea upon the stone — droplets falling, rising — are too scattered and too few. I tell you this all only because I swore to my grandmother's matriarch that I would pass on the death riddles which she entrusted to me, when I first dared question All.

And so I have done. And in hearing this, you take now a blood oath to reveal all that I have told to your own daughters, ere the dusk-in-dawning when you too will die and come to me. You may not have understood everything I have said, but I promise that the gates of comprehension are within you.

My last kiss to your brow, the Key.

The cliff, and I taste the salt wind. I go now, into the sea. The droplets have no names when they deign to become free. Our stone is sinking.

Do not comprehend. That is tomorrow's journey. *Remember*.

Swim, my loved one. Swim and be prepared to breathe beneath the Abzu and when you surface, remember only what you have sworn to echo, to relent, and so believe in me.

1.8

INSPIRATION

CREATING A MONSTER OF YOUR OWN

I beheld the wretch — the miserable monster whom I had created. He held up the curtain of the bed; and his eyes, if eyes they may be called, were fixed on me. His jaws opened, and he muttered some inarticulate sounds, while a grin wrinkled his cheeks. He might have spoken, but I did not hear; one hand was stretched out, seemingly to detain me, but I escaped and rushed downstairs …

— *Frankenstein, or The Modern Prometheus*, by Mary Wollstonecraft Shelley





In a future time beyond that of mages and heroes — a silver age of the perilously-ordered magic to be known to its few disciples by the uninspired name of “Science” — there will be a good doctor, christened Victor, who shall prepare an unnatural Thing in the guise of man. His readings of your work — the experiments which you are about to perform — will unearth the dread secrets which shall first inspire him.

So what are you waiting for? Let’s create our very first monster!

To begin with, you might want to print out (or at least review) some of the worksheets included hereafter. These sheets were created to speed and organize your thoughts. I will also provide you with a series of ongoing examples, which will illustrate how I personally use the guidelines in this book, expand upon them, twist them, and even break them when it suits me. These detailed examples — titled **The Oldskull Experiment** — will reveal every step of the full creation process, and show you how a few dice rolls and some careful decision making can create an amazing creature for your game.

You may want to consider this next question carefully as you prepare to create your first Abomination: Do you want to test your players with a single weird encounter, or do you want to change the entire game and create a myriad of new foes? You can use this book to aid you in either approach.

This is also a good time to ask yourself further: Are you going to create a *race* of monsters, or a singular anomaly? Memorable races — such as the dark elves, the Morlocks, the Fungi from Yuggoth, or the Deep Ones — can, if you craft them well, turn your campaign into a memorable crusade of heroic good battling in defiance of ancient Evil.







But sometimes, an encounter can be made even more memorable if the players (and their characters) are made to understand that the Abomination they have discovered is a *Nonesuch*, and that its extinction after all these centuries will send it back into the oblivion of legend. Consider the great Conan-conquered demon Thog (*The Slithering Shadow*), the Blatant Beast (*The Faerie Queene*), the Jabberwock (*Through the Looking Glass*), and even the Questing Beast (*Le Morte d'Arthur*). All of these creatures of folklore remain fascinating to us today because they defied heroes, because they were mysterious, and because they were unique.

Whatever you decide to do, strive to make your own creation memorable. Be ready to make your mark upon the game. And choose wisely.

The Oldskull Experiment, Session 1

I arbitrarily decide on the spur of the moment that I will create a new *race* of monsters, not just a *Nonesuch*. That way, if my beastie gets killed I can always bring back some more to torture the adventurers. You can feel free to use my creation in your own campaigns. Do excuse me while I prep my worksheets …

I.9

GUIDANCE

HOW TO USE THIS BOOK

This book has been designed to render the monster creation process as detailed, but also as streamlined, as humanly possible. Despite its old-fashioned eccentricities, this book employs some modern tools to speed your work:

- Click links are used throughout, so that you can navigate to the appropriate tables with ease. If you click overzealously, you can use the Table of Contents (linked here) to aid you in your return to your point of departure.
- Examples are used and clearly marked, so that you can see how the systems work at a glance.
- And, the worksheets themselves are organized and coded to allow your design efforts to flow in a logical fashion. You are hereby granted unlimited permission to print, modify, and even program these sheets for non-profit use. If you provide a shout out to this book in return, I would appreciate that gesture.





Also, you can receive a separate PDF file of the worksheets, separated from everything else, if you e-mail the author.

To use this book you will need either pen and paper, or a word processor. You will also want at least two, preferably three, ten-sided dice (D10) to make percentile rolls (D100). One system in this book is extensive enough in its options that you will want to make a D1000 roll, which you can do with three dice: the first roll indicates hundreds, the second is tens, and the third is ones. A roll of 9-8-7 for example is 987, a roll of 0-3-4 is 34, and a roll of 0-0-0 is 1000. You can also of course use Excel (or a similar spreadsheet program) and macros such as RANDBETWEEN(1,100) if you prefer to make your random determinations in a more automated fashion.

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And now, the worksheets! Feel free to review them quickly, we will get into the details further on.

The main sheets which summarize the orderly steps of monster design are:

- **Worksheet #1 (with sections coded 1-1 through 1-9): Abomination Overview**
  - **Features:** Monster name, type, body type, keywords, nature, population, Average Party Level (APL), Base Lethality Rating (BLR), madness effects.
- **Worksheet #2 (sections 2-1 to 2-8): Supplemental Details**
  - **Features:** Monster senses, size, hit points, ability scores, Dexterity classification, movement modes, alignment.
- **Worksheet #3 (sections 3-1 to 3-14): Powers & Disadvantages**
  - **Features:** Descriptors, powers, disadvantages, condition immunities, damage immunities, damage resistances, damage vulnerabilities.
- **Worksheet #4 (sections 4-1 to 4-7): Additional Combat Details**
  - **Features:** Armor Class, armor type, physical damage, basic attack types, tactical details, morale, subdual.
- **Worksheet #5 (sections 5-1 to 5-8): Description and Encounter Preliminaries**
  - **Features:** Coloration, body part descriptions, random description rolls, recommended lair locations, preferred climate, preferred terrain, languages known.

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The chapters in this book include parenthetical notations which correspond with the various boxes and entries on the worksheets. Feel free to customize, modify, enhance, or ignore any of these sections if they are not appropriate to your campaign, your play style, or your basic monster design methodology.





OLDSKULL MONSTER GENERATOR
ABOMINATION DEVELOPMENT WORKSHEET #1

ABOMINATION OVERVIEW

1-1	**Monster Name:**		
1-2	**Monster Type:** *(Check one)*	☐ Aberration ☐ Beast ☐ Celestial ☐ Construct ☐ Dragon ☐ Elemental ☐ Fey One	☐ Fiend ☐ Giant ☐ Humanoid ☐ Monstrosity ☐ Ooze ☐ Plant ☐ Undead
1-3	**Body Type:**		
	Arms?	☐ Yes: _____	☐ No
	Legs?	☐ Yes: _____	☐ No
	Tail?	☐ Yes: _____	☐ No
1-4	**Keywords:** *(Check all that apply)*	☐ Aquatic ☐ Arcane ☐ Carrion Eater ☐ Climbing ☐ Dream Eater ☐ Elemental	☐ Flesh Eater ☐ Levitating ☐ Omnivorous ☐ Plant Eater ☐ Tunneling ☐ Winged
1-5	**Nature:** *(Check all that apply)*	☐ Arcane Devourer ☐ Elemental Devourer ☐ Carnivore ☐ Herbivore	☐ Omnivore ☐ Psionic Devourer ☐ Carrion Eater
1-6	**Monster Population Rating:** *(Check one)*	☐ Nonesuch (Unique) ☐ Very Rare Species ☐ Rare Species	☐ Uncommon Species ☐ Common Species ☐ Unknown at This Time
1-7	**Number of PCs in Party:** _____ **Number of NPCs in Party:** _____		**On Date:** _____ / _____ / _____
	Total PC Experience Levels: _____ **Total NPC Experience Levels:** _____		**Calculated Average Party Level (APL):**
1-8	**Monster Base Lethality Rating (BLR):**		
1-9	**Madness Effects:** *(In regards to current APL and key PCs' various levels)*		





OLDSKULL MONSTER GENERATOR
ABOMINATION DEVELOPMENT WORKSHEET #2

SUPPLEMENTAL DETAILS

2-1	**Monster Senses:**			
	☐ Blindsight ☐ Darkvision ☐ Sense Magic ☐ Tremorsense	Intensity: _____ Intensity: _____ Intensity: _____ Intensity: _____	Range: ____' Range: ____' Range: ____' Range: ____'	
2-2	**Monster Size:** *(Check one)*	☐ Tiny ☐ Small	☐ Medium ☐ Large	☐ Huge ☐ Gargantuan
2-3	**Hit Point Range:** *(Check one)*	☐ Lesser ☐ Median ☐ Greater	**Average Hit Points (AHP):** **Hit Point Range:** **Equivalent Hit Dice:**	_____ _____ _____
2-4	**Ability Scores: Physical**	Strength (STR) _____	Dexterity (DEX) _____	Constitution (CON) _____
2-5	**Ability Scores: Mental**	Intelligence (INT) _____	Wisdom (WIS) _____	Charisma (CHA) _____
2-6	**Dexterity Classification:** *(Check one)*	☐ Low ☐ Below Average ☐ Average	☐ Above Average ☐ High	
2-7	**Movement Modes:** *(Check all that apply)*	☐ Burrowing ☐ Climbing ☐ Flying ☐ Ground ☐ Hovering ☐ Swimming	Movement Rate: Movement Rate: Movement Rate: Movement Rate: Movement Rate: Movement Rate:	_____' _____' _____' _____' _____' _____'
2-8	**Species Alignment** *(Check one)*	☐ Chaotic, Primal ☐ Chaotic Evil ☐ CE with N Tendencies ☐ Chaotic Good ☐ CG with N Tendencies ☐ Chaotic Neutral ☐ CN with E Tendencies ☐ CN with G Tendencies ☐ Lawful, Primal ☐ Lawful Evil ☐ LE with N Tendencies	☐ Lawful Good ☐ LG with N Tendencies ☐ Lawful Neutral ☐ LN with E Tendencies ☐ LN with G Tendencies ☐ Neutral, Primal ☐ True Neutral ☐ TN with C Tendencies ☐ TN with E Tendencies ☐ TN with G Tendencies ☐ TN with L Tendencies	





OLDSKULL MONSTER GENERATOR
ABOMINATION DEVELOPMENT WORKSHEET #3

POWERS & DISADVANTAGES

3-1	**Primary Descriptor:**		**Table:**	
3-2	**Secondary Descriptor:**		**Table:**	
3-3	**Number of Powers / Disadvantages:**	Total: _____	**Powers:** **Disadvantages:**	_____ _____
3-4	**Power / Disadvantage #1:** *(Based on archetype)*		Ref. Pg. #: Notes:	_____
3-5	**Power / Disadvantage #2:** *(From Common power table)*		Ref. Pg. #: Notes:	_____
3-6	**Power / Disadvantage #3:** *(Based on 1st descriptor)*		Ref. Pg. #: Notes:	_____
3-7	**Power / Disadvantage #4:** *(Based on 2nd descriptor)*		Ref. Pg. #: Notes:	_____
3-8	**Power / Disadvantage #5:** *(If applicable, BLR 5+)*		Ref. Pg. #: Notes:	_____
3-9, 3-10	**Power / Disadvantage #6+:** *(If applicable, BLR 10+)*		Ref. Pg. #: Notes:	_____

3-11	**Additional Condition Immunities:** *(Check all that apply)*	☐ Blinded ☐ Charmed ☐ Deafened ☐ Exhausted ☐ Frightened	☐ Grappled ☐ Paralyzed ☐ Petrified ☐ Poisoned	☐ Prone ☐ Restrained ☐ Stunned ☐ Unconscious
3-12	**Additional Damage Immunities:** *(Check all that apply)*	☐ Acid ☐ Cold ☐ Fire ☐ Force	☐ Lightning ☐ Necrotic ☐ Poison ☐ Psychic	☐ Psychic ☐ Radiant ☐ Thunder
3-13	**Additional Damage Resistances:** *(Check all that apply)*	☐ Acid ☐ Cold ☐ Fire ☐ Force	☐ Lightning ☐ Necrotic ☐ Poison ☐ Psychic	☐ Psychic ☐ Radiant ☐ Thunder
3-14	**Additional Damage Vulnerabilities:** *(Check all that apply)*	☐ Acid ☐ Bludgeoning ☐ Cold ☐ Fire ☐ Force	☐ Lightning ☐ Necrotic ☐ Piercing ☐ Poison	☐ Psychic ☐ Slashing ☐ Radiant ☐ Thunder





OLDSKULL MONSTER GENERATOR
ABOMINATION DEVELOPMENT WORKSHEET #4

ADDITIONAL COMBAT DETAILS

4-1	**Armor Class Rating:** *(Check one)*	☐ Poor ☐ Below Average ☐ Average	☐ Above Average ☐ Excellent		
4-2	**Armor Class:**		**"Natural" Armor Type:**	☐ Exotic ☐ Chitinous ☐ Dimensional	
4-3	**Average Physical Damage Inflicted per Round:**		**# of Physical Attacks per Round:**		
4-4	**Basic Attack Type #1:** **Reach:** **Damage Type(s):**	_____ _____'	**Avg. Damage:** **Damage Dice:**	_____ _____	
4-5	**Basic Attack Type #1:** **Reach:** **Damage Type(s):**	_____ _____'	**Avg. Damage:** **Damage Dice:**	_____ _____	
4-6	**Basic Attack Type #1:** **Reach:** **Damage Type(s):**	_____ _____'	**Avg. Damage:** **Damage Dice:**	_____ _____	

4-7	**Tactical Details for Consideration (Optional)**	
	Willingness to Parley:	
	Preferred Attack Type(s) / Tactics at Range:	
	Preferred Attack Type(s) / Tactics in Melee:	
	Preferred Targets:	
	Morale / Fearlessness:	
	Likelihood of Retreat:	
	Likelihood of Subdual:	





OLDSKULL MONSTER GENERATOR
ABOMINATION DEVELOPMENT WORKSHEET #5

DESCRIPTION & ENCOUNTER PRELIMINARIES

5-1	**Overall Coloration:**			
5-2	**Coloration of Distinctive Body Parts**			
	Body Part #1:		Color:	
	Body Part #2:		Color:	
	Body Part #3:		Color:	
5-3	**Random Description Rolls**			
	Roll Result #1: _____		Use?	*(Yes / No / Other)*
	Roll Result #2: _____		Use?	
	Roll Result #3: _____		Use?	
	Roll Result #4: _____		Use?	
	Roll Result #5: _____		Use?	
5-4	**Tentative Description:**			
5-5	**Recommended Lair Locations:** *(Check all that apply)*	☐ Alternate Material Worlds / Dimensions ☐ Ancient Arcane Prisons ☐ Archmage Fortresses ☐ Corrupted Wilderness ☐ Dream Worlds ☐ Dreams / Visions	☐ Dungeons ☐ Planar Rifts ☐ Post-Apocalyptic Ruins ☐ Ruins (Normal) ☐ Temples ☐ Underwater ☐ Underworld	
5-6	**Preferred Climate:** *(Check all that apply)*	☐ Cold (Arctic / Antarctic) ☐ Sub-Arctic / Sub-Antarctic ☐ Temperate ☐ Subtropical ☐ Tropical		
5-7	**Preferred Terrain:** *(Check all that apply)*	☐ Forest ☐ Freshwater ☐ Hills ☐ Plains	☐ Mountains ☐ Saltwater ☐ Swamp ☐ Wasteland	
5-8	**Languages Known:** *(List primary languages with an asterisk *)*			





CODEX
II

MONSTER DESIGN




ORIGINAL OLD SCHOOL
FANTASY ROLE PLAYING GAMES


joe j calkins
cerberusart.com


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KDK



II.1

NOMINA

NAMING YOUR CREATION

(Refer to Worksheet 1, Section 1-1)

Naming a new monster is, ironically, both one of the hardest and one of the most delay-worthy aspects of the entire process. You can come up with the name first if you like, and then let your name guide your vision and your work. Some example names (completely off the top of my head, to be honest) which may inspire you appear below.

Or, you can fully create your monster's details and then come back to this section at the very end. That is the approach that I actually recommend for your first creation, because it allows you to avoid preconceptions and may well result in a more surprising monster design than you have otherwise anticipated.

Take the approach that you find to be the most fun.

TABLE 2
SOME RANDOM IDEAS FOR NAMED ABOMINATIONS
(Steal, spindle, and mutilate as you prefer)

Bloodied Spawn of Mung	The Feaster upon Dreams	Remonstrators of Dagon
Broodlings of Xom	The Forever Undefiled	The Seven in Crimson
Crolai Crolm	Leavings of the Yellow King	Sheddings of Aza'thuul
Dancer of the Hollows	Leeching Beast	The Slithering Ones
Devourers of Kolthrai	Minions of the Unmind	Spawn of the Golden One
Doll Fungi	The Molting and Deceived	Typhon Shadows
Dwellers of the Kur	Moon-Ghouls	Winter Weavers
Eyeless Matriarch	Or'thuul, the Twisting Vortex	The Worshippers Beneath

Once you have named your monster, and as you prepare for your next game session, you may want to consider dropping the name into your campaign with some subtle and casual deliberation. With your guidance adventurers might hear the cryptic name of your creation as follows:





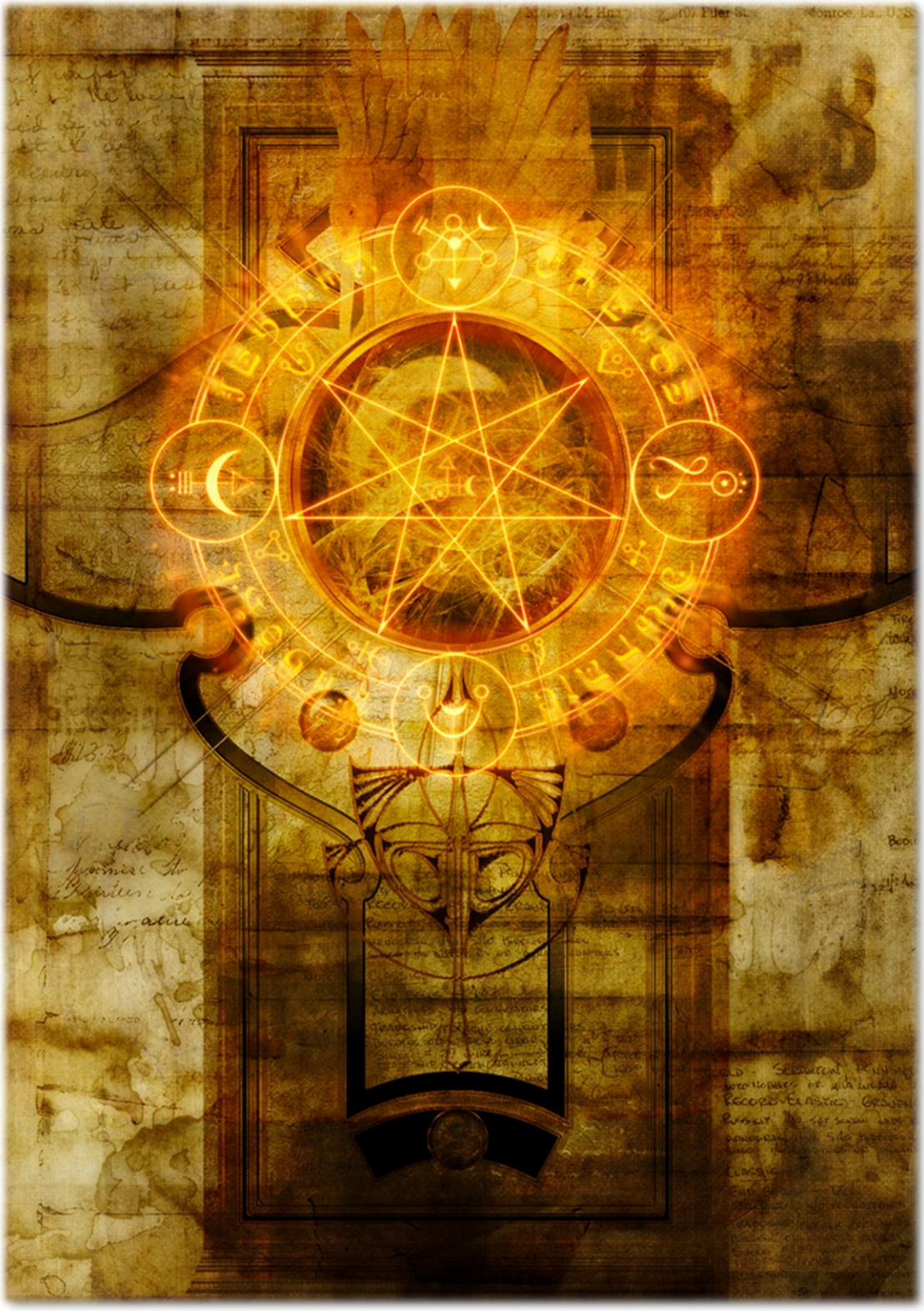


- The dying whisper of an Evil priest
- The battle cry of a madman or monstrous horde
- Graffiti scrawled by the fallen on the dungeon walls
- Mentions in ancient tomes and grimoires, written centuries ago
- Ancient hieroglyphs and pictographs (thousands of years old)
- Warnings from ancient elven lore masters and sages, or their apprentices (who might not understand, or misrepresent, the warning)
- Eerie words heard during meditation, auguries, or divination (when a PC is reacquiring depleted spells)
- Scratched-in scrawls on old tombstones (perhaps by the former tomb occupant?)
- Whispers heard in dreams and nightmares



- Inscriptions on treasures belonging to the undead (a lich's crown, a ghoul's pendant, a vampire's inlaid coffin)
- Glyphs found in ancient temples and tombs (e.g., seals on a forbidden summoning room that was magically sealed and never reopened)
- Painted trophy hides of the slain, kept by demon hunters, devils, or elder dragons
- Songs of lamentation sung by magic mouths, shadows, ghosts, wraiths, spectres, or banshees







Use this list extensively, if you like, and for the best effect you can even design have a dozen Abomination types and then seed all of the names in various places throughout your world. Let your imagination run, and build up some trepidation and nervous expectation in your players' minds.

II.2

TAXON

MONSTER TYPES

(Worksheet 1, Section 1-2)

To generate a random monster, the first percentile dice roll you make should be used to determine the **monster's type**. Abominations belong to the same 14 categories as normal FRPG monsters, although their physical descriptions tend to vary due to extra-planar origin, planar travel and adaptation, mutation, metamorphosis, regeneration, and the long-term effects of primordial Chaos.

Roll D100 and consult the table below to determine your Abomination's type. Of course, you can always make a selection rather than a random roll, and override any result that does not suit your vision for the monster's creation.

Unless you have something truly brilliant in mind, I recommend the random roll to make things interesting.

TABLE 3
MONSTER TYPE DETERMINATION

D100 Roll	Monster Type	Abomination Type, Definition, & Recommended Descriptors
[01-07]	**Aberration**	An otherworldly entity. Aberration Abominations have tentacles, and are often slimy or horrific in appearance. They may have many eyes and/or mouths. They may also be shimmering and jewel-like, transparent, glowing, flying, eternally dying and being reborn, etc.



[08-14]	**Beast**	A mundane animal. Beasts are creatures found on Earth, but Beast Abominations may have unusual coloration or features such as glowing eyes, very lithe bodies, swift yet palsied movements, rapid "natural" camouflage, oversized claws or fangs, membranous vestigial wings, etc. This category also includes giant versions of mundane creatures, such as giant scorpions and giant spiders.
[15-21]	**Celestial**	An angelic, astral, or ethereal entity. Celestial Abominations are often primal in nature, and may be more haunting than beautiful (being faceless, or impossibly gaunt, or weeping starlight, or with tentacle-like glowing wings, etc.).





[22-28]	**Construct**	An artificial lifeform; an automaton, golem, or living statue. Construct Abominations are often crafted in the shape of gods or powerful entities, such as the octopoid Sleeper in the Sea, the Great God Pan, the King in Yellow, Mung, Skarl, Sish, Slid, etc. They are typically mortal souls from other worlds and times, whose lives have been extended by artificial integration with stone and the elements. As such, they do not always share the same condition and damage immunities as "normal" constructs. They are frequent objects of worship.
[29-35]	**Dragon**	A magical reptilian or serpentine creature. Dragon Abominations have features which appear to be anatomically impossible, such as dozens of writhing coils, opalescent fangs, seven eyes, wings made of ever-swirling oil, etc.
[36-42]	**Elemental**	A creature from the elemental planes (the most primal of which are air, earth, fire, and water). Elemental Abominations are frequently ancient, and may appear as outsized mortals who have ascended beyond the life of flesh. Earth Elementals may be decaying giants dripping sand, Fire Elementals are mummies wreathed in wrappings of flame, Water Elementals are colossal amorphous liquid heads, Air Elementals are boreal humanoids with frigid wings and coiled tails, etc.
[43-49]	**Fey One**	In a fantasy world these creatures are known as "fairies" or "faerie kith," but Fey Abominations are actually creatures born of the Dream Worlds. They may have extremely long limbs and fingers, writhing tendrils instead of hair, enormous eyes, flowering plants growing from their flesh, etc.
[50-56]	**Fiend**	Fiends are Daemons, Demons, or Devils. But abominable Fiends do not come from the lower planes, which are the places of mere mortal damnation; they come from beyond them. Fiend Abominations are horrific composites, inspired by legendary figures in weird fiction such as the winged octopoid Cthulhu, the coiling mass Shub-Niggurath, the ever-collapsing spheres of Yog-Sothoth, etc. Their flesh is extra-dimensional and (to our eyes) filled with impossible depths and baroque angles.
[57-63]	**Giant**	Giants are simply humanoids of large, huge, or gargantuan size. Giant Abominations have malformed features, such as broken and twisted limbs, black flesh filled with burrowing maggots, salt-encrusted sea-things with coral beards, etc.
[64-72]	**Humanoid**	Humanoids are man-like creatures of tiny, small, or medium size. Humanoid Abominations give off an aura of incredible power (dependent on their Challenge Rating), with features including glowing eyes, a trailing wind that blows from nowhere, plants that





		blossom and die in their wake, air that turns to motes of crystal, skin covered in ever-undulating tattoos, etc.
[73-79]	**Monstrosity**	Monstrosities are typically creatures made up of several hybrid creatures which would not naturally "blend" in reality. Examples are Griffons, Sphinxes, Shedus, and Manticores. Monstrous Abominations have truly garish and impossible combinations, such as peacock-worm, centipede-squid, mole-wasp, bear-komodo, and so forth.
[80-86]	**Ooze**	Oozes are amorphous creatures such as Jellies, Puddings, and Slimes. Oozing Abominations are horrific, and are covered with eyes, mouths, tentacles, translucent egg sacs, crawling spawn, pulsating veins, half-metamorphosed prey, and so on.
[87-93]	**Plant**	A plant monster is a vegetable creature, such as a walking tree, flower, or creeping vine. Plant Abominations are beautiful and unsettling, and may include such impossible forms as a floral mantis, a vine-flesh humanoid, a scuttling butterfly slug, an icy flytrap, etc.
[94-00]	**Undead**	Undead are magically animated corpses. Undead Abominations can be the remains of any of the above forms of life which strike the GM's imagination. (You could have a skeletal bear-komodo, or a spectral butterfly slug, or a zombie starbird-celestial, for instance.)

The Oldskull Experiment, Session 2

To begin creating my unnamed and mysterious beastie, I roll 1D100 and consult the table above. The roll is an 89, which means that my Abomination race will be Plants. I record this information by marking the Plant checkbox in session 1-2 of Worksheet #1. Simple!







II.3

PHYLA
BODY TYPES

(Worksheet Section 1-3, with use of Section 1-4)

Once the monster's *general* type has been established, you will want to determine the monster's **body type** as well. Consider for example that hyenas, giant spiders, hawks and killer whales are fall under the general classification of Beast. With so many variations in body type, how will you be able to envision the monster so fully that you can describe it to the players when they encounter it? This is where random tables suit the design process perfectly. "Indescribable" monsters might be fun in theory, but your players will have a very hard time buying into your monstrous creation if even you are unable to describe it.

To solve that conundrum, I have offered a sampling of over 260+ body types in the tables below. These general descriptions have been derived from careful research into various FRPGs, world mythology, folklore, 20th-century pulp fiction, classic monster movies, and the author's campaign and imagination. (More types will be included in the future.) As such, this selection of body types offers a good general overview of nearly all the major monster types found in the current edition of the FRPG, and many more besides.

To determine a monster's body type, you can either choose one which sounds appealing, or roll D100 on the table which is appropriate to monster type. (For example, if you rolled a Celestial in the previous section, you would next roll on the Celestial Body Type table.)

Please note that some of the random results which can be generated will lead you to other tables to create a *compound* creature, with multiple body types. For example, a role on the Construct Body Type table may indicate a result of Monstrous Construct, which would then send you to the Monstrous Body Type table to make a new D100 roll. Using this nested table feature, this sub-system can be used to generate several *thousand* different body types for your random monster needs.

Less than 1% of the time, you may be directed to a third or even a fourth table as a result of these successive random results. I recommend that if you find yourself bouncing back and forth too often, you should stop after the third D100 roll. A monster with too many body types (a shape shifter?) can be interesting, but it can also be very hard to describe.

Please note also that this table represents a mere sampling of the many types of monsters which can exist. You can choose to avoid these tables and devise your own unusual body type if you find that my selections are lacking in any particular area. For example, you might envision a giant sea urchin, or a congealed multi-bodied organism, or a living crystalline structure capable of animation and movement between various planetary habitats. These outré creative endeavors should be celebrated, never stifled. Always, if you have a better idea than the ones I provide here, go with your instinct and make a monster that will be truly unique.





Each entry in the following fourteen tables has a summary of the body type's major appendages: the monster's **arms / forelimbs**, **legs / hind limbs**, and **tail**. Some entries also feature **Keywords**, which are brief descriptors (such as Elemental, Flesh Eater, Omnivorous, etc.) that can each have a unique effect on your decision making process later on. Whenever you roll a body type with one or more Keywords, you can note those by checking them off on Worksheet #1, in section 1-4.

To randomly determine an Abomination's body type, roll 1D100 and consult the appropriate table below.

TABLE 4 ABOMINATION BODY TYPE DETERMINATION	
Abomination Type	**Abomination Body Type Table to Consult**
Aberration	Table 5: Aberrations
Beast	Table 6: Beasts
Celestial	Table 7: Celestials
Construct	Table 8: Constructs
Dragon	Table 9: Dragons
Elemental	Table 10: Elementals
Fey One	Table 11: Fey Ones
Fiend	Table 12: Fiends
Giant	Table 13: Giants
Humanoid	Table 14: Humanoids
Monstrosity	Table 15: Monstrosities
Ooze	Table 16: Oozes
Plant	Table 17: Plants
Undead	Table 18: Undead





II.4

BODY TYPES I
THE ABERRATIONS

Stepping closer, he halted in sudden horror at the amorphic bulk which sprawled before him. Its unstable outlines somewhat suggested an octopus, but its malformed tentacles were too short for its size, and its substance was a quaking, jelly-like stuff which made him physically sick to look at.

From among this loathsome gelid mass reared up a frog-like head, and he was frozen with nauseated horror to realize that the sound of weeping was coming from those obscene blubbery lips. The noise changed to an abominable high-pitched tittering as the great unstable eyes of the monstrosity rested on him, and it hitched its quaking bulk toward him.

He backed away and fled up the tunnel, not trusting his sword. The creature might be composed of terrestrial matter, but it shook his very soul to look upon it, and he doubted the power of man-made weapons to harm it. For a short distance he heard it flopping and floundering after him, screaming with horrible laughter. The unmistakably human note in its mirth almost staggered his reason. It was exactly such laughter as he had heard bubble obscenely from the fat lips of the salacious women of Shadizar, City of Wickedness, when captive girls were stripped naked on the public auction block. By what hellish arts had Tsotha brought this unnatural being into life?

Conan felt vaguely that he had looked on blasphemy against the eternal laws of nature …

— *The Scarlet Citadel*, by Robert E. Howard

TABLE 5
ABOMINATION BODY TYPE DETERMINATION: ABERRATIONS

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-04]	**Amorphous Aberration**	This monster is a blob of amoeba-like flesh, with tentacular pseudopods. Keywords: Climbing, Omnivorous	Pseudo	Pseudo	No
[05-08]	**Aquatic Ichthyoid Aberration**	This monster has a head, two tentacles (instead of arms) and two fish-like legs. Keywords: Aquatic, Omnivorous	Tentacles	Yes (2)	No





[09-12]	**Batrachian Aberration**	This frog-like monster has a head, two tentacles (instead of arms) and two bent legs. Keywords: Aquatic, Omnivorous	Tentacles	Yes (2)	No
[13-16]	**Bipedal Aberration**	This monster has a head, two tentacles (instead of arms), and two legs. Some demon lords have this form. Keywords: Omnivorous	Tentacles	Yes (2)	Yes 50%
[17-20]	**Bipedal Octopoid Aberration**	This monster has a tentacled head, two arms, and two legs. The Moon-Beasts are an example of this form. Keywords: Omnivorous	Yes (2)	Yes (2)	No
[21-24]	**Bipedal Sacral Aberration**	This monster has a head, two tentacles (instead of arms), a tail, and two legs. Keywords: Omnivorous	Tentacles	Yes (2)	Yes
[25-28]	**Cerebral Tentacled Aberration**	The monster is similar to a tentacled brain, which may hover or move aquatically. Keywords: All are Omnivorous, also: Aquatic (50%), Levitating (50%)	Tentacles	Tentacles	No
[29-32]	**Cnidarian**	The monster is similar to a tentacled jellyfish. It may move by hovering or swimming. Keywords: All are Omnivorous, also: Aquatic (50%), Levitating (50%)	Tentacles	Tentacles	No
[33-36]	**Four-Limbed Pillarine**	A crawling pillar with four tentacle arms, similar to a Roper. Keywords: Climbing, Omnivorous	Tentacles (4)	No	No
[37-40]	**Gargante**	The monster is similar to a Gargante of Greek myth, having a head, torso, two arms, and two snake-like tentacles for legs. Keywords: Flesh Eater.	Yes (2)	Tentacles	No
[41-44]	**Gorgonian Aberration**	This monster has a head covered with serpent-like appendages (or tentacles), two arms, and two legs. Medusa is the prime example. Keywords: Elemental.	Yes (2)	Yes (2)	No
[45-48]	**Loathsome Acephalus**	A bipedal creature with two tentacles (instead of arms) and two legs. However, Acephali are headless; their fanged maws are in their torsos.	Tentacles	Yes (2)	No





		They possess Tremorsense instead of eyes. Keywords: Flesh Eater.			
[49-52]	**Loathsome Sacral Acephalus**	Similar to a Loathsome Acephalus, but this monster also has a tail. Keywords: Omnivorous	Tentacles	Yes (2)	Yes
[53-56]	**Quadrupedal Aberration**	The monster has four legs and tentacles, similar to an Otyugh. Keywords: Omnivorous	Tentacles	Yes (4)	No
[57-60]	**Sacral Bipedal Aberration**	The monster has a head, two legs, two tentacle-like appendages for arms, and a tail. Keywords: Omnivorous	Tentacles	Yes (2)	Yes
[61-64]	**Serpentine Aberration**	The monster has a head, a serpent-like body, a tail, and two tentacle-like appendages for arms. Keywords: Flesh Eater	Tentacles	No	Yes
[65-68]	**Six-Limbed Pillarine**	A crawling pillar with six tentacle arms, similar to a Roper. Keywords: Climbing, Omnivorous	Tentacles (6)	No	No
[69-72]	**Talpidal Quadruped**	A mole-like quadruped with four legs, a head, and tentacle-like appendages on its face. Keywords: Omnivorous	No	Yes (4)	Yes 50%
[73-76]	**Tentacled Spherical Aberration**	A sphere with tentacles, which moves by pulling and rolling itself toward prey. Keywords: Flesh Eater	Tentacles	Tentacles	No
[77-80]	**Tentacled Pillarine**	A crawling pillar with tentacle-like arms which can extend from inside its body; somewhat similar to a Violet Fungus. Keywords: Omnivorous	Tentacles	Tentacles	No
[81-84]	**Testudine Quadrupedal Aberration**	A monster with a head, four legs, a tail, and two tentacle-like appendages; somewhat similar to a Rust Monster. Keywords: Omnivorous	Tentacles	Yes (4)	Yes
[85-88]	**Teuthidian**	A long and slender monster with many tentacles, capable of moving through the air (like a Darkmantle) or the water (like a squid). Keywords: All are Flesh Eater, also: Aquatic (50%), Levitating (50%)	Tentacles	No	No





[89-92]	**Tripedal Aberration**	The monster has three legs and tentacles, similar to an old school Otyugh. Keywords: Omnivorous	Tentacles	Yes (3)	No
[93-96]	**Winged Bipedal Octopoid Aberration**	This monster has a tentacled head, wings, two arms, and two legs. The Sleeper in the Sea and his Star Spawn are examples of this form. Keywords: Flesh Eater, Winged	Wings, Arms	Yes (2)	No
[97-00]	**Wormlike Aberration**	The monster has a head, a long body, and a tail. It has tentacles or a ring of fangs, perhaps similar to a lamprey. Keywords: All are Omnivorous, also: Aquatic (50%), Tunneling (50%)	No	No	Yes



If you are done with this section and wish to proceed directly to the next chapter, please click here.





II.5

BODY TYPES II

THE BEASTS

A flying shadow that swept across the gleaming floor was his only warning, and his instinctive sidelong leap all that saved his life. He had a flashing glimpse of a hairy black horror that swung past him with a clashing of frothing fangs, and something splashed on his bare shoulder that burned like drops of liquid hell-fire. Springing back, sword high, he saw the horror strike the floor, wheel and scuttle toward him with appalling speed — a gigantic black spider, such as men see only in nightmare dreams.

It was as large as a pig, and its eight thick hairy legs drove its ogreish body over the floor at headlong pace; its four evilly gleaming eyes shone with a horrible intelligence, and its fangs dripped venom that Conan knew, from the burning of his shoulder where only a few drops had splashed as the thing struck and missed, was laden with swift death.

ꕥ

It scuttled across the crystal floor and ran up the wall to the ceiling, where it crouched for an instant, glaring down at him with its fiendish red eyes. Then without warning it launched itself through space, trailing a strand of slimy grayish stuff …

— *The Tower of the Elephant*, by Robert E. Howard

TABLE 6
ABOMINATION BODY TYPE DETERMINATION: BEASTS

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-03]	**Avian**	A bird-like abomination. Keywords: Omnivorous, Winged	Wings	Yes (2)	Yes
[04-05]	**Batrachian Quadruped**	This frog-like monster has a head, two forelegs, and two powerful hind legs. Frogs and Toads are examples. Keywords: Aquatic, Omnivorous	Forelegs	Yes (2/2)	No







[06-08]	**Behemoth**	This is a large, huge, or gargantuan quadruped (typically, but not always, furred). Examples include the Mammoth, Titanothere, and Woolly Rhinoceros. Keywords: Omnivorous	Yes	Yes (4)	Yes 50%
[09-10]	**Boar-Like Quadruped**	A four-legged boar monster. Keywords: Omnivorous	No	Yes (4)	Yes
[11-12]	**Centipede Abomination**	The monster is shaped like a centipede (with 30 to over 300 legs, variable, as preferred by the GM). Keywords: All are Omnivorous, also: Climbing, Tunneling (25%)	No	Yes (30 to 300)	Yes (1 or 2)
[13-14]	**Chiropteran Avian**	This bat-like creature has a head, two long webbed wings with claws, and two truncated hind legs. Bats and Stirges are examples.	Wings	Yes (2)	Yes



		Keywords: All are Omnivorous, also: Climbing (75%), Winged			
[15-16]	**Coleopteran**	Six-legged, and similar in shape to a beetle. Likely to be winged. Keywords: All are Omnivorous, also: Climbing (75%), Winged (75%)	Wings (75%)	Yes (6)	No
[17-18]	**Crocodilian Abomination**	A reptilian quadruped, similar in appearance to an alligator or crocodile. Keywords: Aquatic, Flesh Eater	No	Yes (4)	Yes
[19-20]	**Crustacean Abomination**	A creature similar to a crab; typically with ten legs (likely including eight legs for locomotion and two pincer forelimbs). Keywords: Aquatic, Omnivorous	Forelimbs	Yes (8)	No





[21-22]	**Decapede**	A ten-legged creature, perhaps insectile in appearance. Similar to an old school Anhkheg. Keywords: All are Omnivorous, also: Climbing (50%), Tunneling (25%)	No	Yes (10)	Yes 50%
[23-24]	**Dipteran**	A six-legged flying insect, similar to a fly. Keywords: Carrion Eater, Winged	Wings	Yes (6)	No
[25-26]	**Dodecapede**	A twelve-legged creature, perhaps insectile in appearance. Similar to an old school Anhkheg. Keywords: All are Omnivorous, also: Climbing (50%), Tunneling (25%)	No	Yes (12)	Yes 50%
[27-28]	**Elephantine Quadruped**	A quadruped with a long trunk (perhaps a tentacle or even a second head on a long neck), similar to an elephant or mammoth. Keywords: Plant Eater	No	Yes (4)	Yes
[29-30]	**Equine Quadruped**	A horse-like quadruped. Keywords: Plant Eater	No	Yes (4)	Yes







[31-33]	**Feline Quadruped**	A tiger-like quadruped. Keywords: All are Flesh Eater, also: Climbing (25%)	No	Yes (4)	Yes
[34-35]	**Flightless Avian**	This feathered creature has a head, two vestigial wings, and powerful hind legs. Emus and Ostriches are examples of this form. Keywords: Omnivorous	Wings (Vestigial)	Yes (2)	Yes
[36-38]	**Gastropod**	An amorphous creature, similar to a giant slug. Keywords: All are Carrion Eater, also: Climbing (50%), Tunneling (25%)	No	1 "Foot"	No
[39-41]	**Hexapede**	A six-legged monster, likely a giant insect. Keywords: All are Omnivorous, also: Aquatic (10%), Climbing (75%), Tunneling (25%)	No	Yes (6)	No
[42-44]	**Hymenopteran**	A six-legged flying insect, similar to a wasp. Keywords: Flesh Eater	Wings	Yes (6)	No
[45-46]	**Hystrican Quadruped**	A four-legged monster covered in spines or quills, perhaps similar to a porcupine. Keywords: Plant Eater	No	Yes (4)	Yes
[47-48]	**Ichthyoid Abomination**	A fish-like monster. Keywords: Aquatic, Omnivorous	Fins	No	Yes
[49-50]	**Ixodoid Abomination**	An eight-legged monster with a large body, similar to a giant tick. Keywords: Flesh Eater, Climbing (50%)	No	Yes (8)	No
[51-52]	**Leonine Quadruped**	A four-legged, lion-like monster. Keywords: Flesh Eater	No	Yes (4)	Yes
[53-54]	**Lepidopteran**	A moth-like monster. Keywords: Plant Eater, Winged	Wings	Yes (6)	Yes 50%
[55-56]	**Lupine Quadruped**	A four-legged, wolf-like monster. Keywords: Flesh Eater	No	Yes (4)	Yes
[57-58]	**Manta-Like Abomination**	A monster with no limbs, but with a tail, head, and two wing-like flaps (either for flying or swimming). Keywords: All are Omnivorous, also: Aquatic (50%), Levitating (50%)	Flaps	No	Yes
[59-60]	**Mantodean Abomination**	A six-legged monster (likely an insect) with six legs. The forelegs are raptorial, and outsized. May be	Forelegs 100%,	Yes (6)	Yes 50%





		winged. Keywords: Flesh Eater, also: Climbing (75%), Winged (50%)	Wings 50%		
[61-62]	**Muridan Quadruped**	A four-legged, rat-like monster. Keywords: All are Carrion Eater, also: Climbing (25%)	No	Yes (4)	Yes
[63-64]	**Musteloid Abomination**	A four-legged monster that is similar to a skunk or wolverine in appearance. Keywords: Omnivorous	No	Yes (4)	Yes
[65-67]	**Octopede**	An eight-legged monster, perhaps spider-like. Keywords: All are Flesh Eater, also: Aquatic (10%), Climbing (75%), Tunneling (25%)	No	Yes (8)	No
[68-70]	**Octopoid Abomination**	A monster similar to an octopus, with eight tentacle-legs. May be capable of moving over ground. Keywords: Aquatic, Flesh Eater	Forelimbs 50%	Yes (8)	No
[71-72]	**Reptilian Quadruped**	A four-legged, lizard-like monster. Keywords: All are Omnivorous, also: Climbing (50%)	No	Yes (4)	Yes
[73-74]	**Ruminant Quadruped**	A four-legged, stag-like monster. Perhaps similar to the Crocuta of mythology. Keywords: Omnivorous	No	Yes (4)	Yes
[75-76]	**Sacral Crustacean**	A creature similar to a crayfish; typically with ten legs (likely including pincers) and a tail. Keywords: Aquatic, Omnivorous	Forelimbs	Yes (8)	Yes
[77-79]	**Sacral Octopede**	An eight-legged monster with a tail, perhaps scorpion-like. Keywords: All are Flesh Eater, also: Climbing (50%)	Forelimbs	Yes (6)	Yes
[80-82]	**Sacral Quadruped**	A four-legged monster with a tail. It might look like anything … Keywords: All are Omnivorous, also: Climbing (25%), Tunneling (25%)	Forelimbs 50%	Yes (4)	Yes
[83-84]	**Sauropod**	A four-legged reptilian monster with a long neck and a long tail, similar to a Brontosaurus (but of any size). Keywords: Plant Eater	No	Yes (4)	Yes
[85-86]	**Selachimorph**	A shark-like Abomination. Keywords: Aquatic, Flesh Eater	Fins	No	Yes





[87-89]	**Serpentine Abomination**	A monster with a head, tail, and slender body, but no limbs. Keywords: All are Flesh Eater, also: Aquatic (10%), Climbing (50%)	No	No	Yes
[90-91]	**Tauran Quadruped**	A four-legged, bull-like monster. Perhaps similar to a Gorgon. Keywords: Omnivorous	No	Yes (4)	Yes
[92-94]	**Testudine Quadruped**	An armored, four-legged monster. May be similar to a turtle (with a shell), or more like a Bulette (with armor plating). Keywords: All are Flesh Eater, also: Aquatic (25%)	No	Yes (4)	Yes







[95-97]	**Ursine Quadruped**	A four-legged, bear-like monster. Keywords: Omnivorous	No	Yes (4)	Yes 50%
[98-00]	**Worm**	A monster similar to a Purple Worm. Keywords: All are Omnivorous, also: Aquatic (25%), Tunneling (75%)	No	No	Yes

If you are done with this section and wish to proceed directly to the next chapter, please click here.

II.6

BODY TYPES III

THE CELESTIALS

TABLE 7
ABOMINATION BODY TYPE DETERMINATION: CELESTIALS

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-08]	**Amorphous Energy**	This celestial being is a cloud-like whorl of energy. The Colour Out of Space (Lovecraft) is a similar monster. Keywords: Arcane, Levitating	No	No	No
[09-17]	**Astral Aberration**	Roll on the Aberration table. The monster will appear to be made of translucent, starry, nebulous, and/or non-corporeal substance. Keywords: Arcane, Levitating (50%)	Varies	Varies	Varies
[18-25]	**Astral Construct**	Roll on the Construct table. The monster will appear to be made of translucent, starry, nebulous, and/or non-corporeal substance. Keywords: Arcane, Levitating (25%)	Varies	Varies	Varies





[26-33]	**Bestial Celestial**	Roll on the Beast table. The monster will appear to be made of translucent, starry, nebulous, and/or non-corporeal substance. Keywords: Arcane, Levitating (25%)	Varies	Varies	Varies
[34-42]	**Bipedal Celestial**	This celestial being has a head, two arms, and two legs. Keywords: Arcane, Levitating (25%)	Yes (2)	Yes (2)	No
[43-50]	**Celestial Ooze**	Roll on the Ooze table. The monster will appear to be made of translucent, starry, nebulous, and/or non-corporeal substance. Keywords: Arcane, Climbing	Varies	Varies	Varies
[51-58]	**Draconian Celestial**	Roll on the Dragon table. The monster will appear to be made of translucent, starry, nebulous, and/or non-corporeal substance. Keywords: Arcane, Levitating (50%)	Varies	Varies	Varies
[59-67]	**Energy Sphere**	A hovering orb of energy, fire, or radiance, similar to a Will-o'-Wisp. Keywords: Arcane, Levitating	No	No	No
[68-76]	**Monstrous Celestial**	Roll on the Monstrosity table. The monster will appear to be made of translucent, starry, nebulous, and/or non-corporeal substance. Keywords: Arcane, Levitating (50%)	Varies	Varies	Varies
[77-85]	**Non-Corporeal Celestial**	This Abomination has no physical body, but a tangible image is apparent (for example, a humanoid silhouette that appears as an animated cutout of a starry sky). Keywords: Arcane, Levitating	Varies	Varies	Varies
[86-93]	**Non-Corporeal Djinnian**	This bodiless celestial being has a head, torso, two arms, and a wispy tail (similar to an old-school Wraith). Keywords: Arcane, Levitating	Yes (2)	No	Yes







[94-00]	**Winged Bipedal Celestial**	This “angelic” being has a head, two arms, two legs, and two wings. Keywords: Arcane, Winged	Arms, Wings	Yes (2)	No

If you are done with this section and wish to proceed directly to the next chapter, please click here.

II.7

BODY TYPES IV
THE CONSTRUCTS

No word was spoken. No word was necessary. Khosatral spread his great arms, and Conan, crouching beneath them, slashed at the giant's belly. Then he bounded back, eyes blazing with surprise. The keen edge had rung on the mighty body as on an anvil, rebounding without cutting. Then Khosatral came upon him in an irresistible surge.

There was a fleeting concussion, a fierce writhing and intertwining of limbs and bodies, and then Conan sprang clear, every thew quivering from the violence of his efforts; blood started where the grazing fingers had torn the skin. In that instant of contact, he had experienced the ultimate madness of





blasphemed nature; no human flesh had bruised his, but metal animated and sentient; it was a body of living iron which opposed his.

Khosatral loomed above the warrior in the gloom. Once let those great fingers lock and they would not loosen until the human body hung limp in their grasp. In that twilit chamber it was as if a man fought with a dream-monster in a nightmare …

— *The Devil in Iron*, by Robert E. Howard

TABLE 8
ABOMINATION BODY TYPE DETERMINATION: CONSTRUCTS

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-08]	**Bestial Construct**	A sculpted monster, shaped like a beast. Roll on the Beast table. The Abomination will be made of inanimate matter (such as bone, crystal, or stone) encasing an ancient remnant of organic matter.	Varies	Varies	Varies
[09-17]	**Bipedal Construct**	This construct has a head, two arms, and two legs.	Yes (2)	Yes (2)	No
[18-25]	**Colossus**	A gargantuan bipedal construct.	Yes (2)	Yes (2)	No
[29-33]	**Draconian Construct**	A sculpted monster, shaped like a dragon. Roll on the Dragon table. The Abomination will be made of inanimate matter (such as bone, crystal, or stone) encasing an ancient remnant of organic matter.	Varies	Varies	Varies
[34-42]	**Dream World Construct**	A sculpted monster, shaped like a Fey One. Roll on the Fey One table. The Abomination will be made of inanimate matter (such as bone, crystal, or stone) encasing an ancient remnant of organic matter. Keywords: Dream Eater	Varies	Varies	Varies
[43-51]	**Fiendish Construct**	A sculpted monster, shaped like a fiend. Roll on the Fiend table. The Abomination will be made of inanimate matter (such as bone,	Varies	Varies	Varies





		crystal, or stone) encasing an ancient remnant of organic matter.			
[52-60]	**Golem**	A large bipedal construct.	Yes (2)	Yes (2)	No
[61-68]	**Headless (Acephalus) Construct**	A bipedal construct with two arms and two legs. However, Acephali are headless; their mouths are in their torsos. They possess Tremorsense instead of eyes.	Yes (2)	Yes (2)	No
[69-76]	**Juggernaut**	A wheeled construct.	No	Wheeled	No
[77-84]	**Monstrous Construct**	A sculpted monster, shaped like a monstrosity. Roll on the Monstrosity table. The Abomination will be made of inanimate matter (such as bone, crystal, or stone) encasing an ancient remnant of organic matter.	Varies	Varies	Varies
[85-92]	**Ossified Pillarine**	A pillar of stone-like substance, perhaps similar to a column, stalagmite, or stalactite. The monster probably hovers to move around. Keywords: Levitating	No	No	No
[93-00]	**Ossified Quadruped**	A four-legged construct. The monster may be shaped like a crude beast, but is more likely to look like a four-legged golem or machine.	No	Yes (4)	Yes 50%

If you are done with this section and wish to proceed directly to the next chapter, please click here.







II.8

BODY TYPES V

THE DRAGONS

TABLE 9
ABOMINATION BODY TYPE DETERMINATION: DRAGONS

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-14]	**Draconian Abomination**	A dragon-like monster with four legs and wings. Keywords: All are Flesh Eater, also: Winged (50%)	Wings 50%	Yes (4)	Yes
[15-16]	**Five-Headed Draconian**	A dragon with five heads, similar to a Hydra. Keywords: All are Flesh Eater, also: Aquatic (10%), Winged (25%)	Wings 25%	Yes (4)	Yes
[17-18]	**Four-Headed Draconian**	A dragon with four heads, similar to a Hydra. Keywords: All are Flesh Eater, also: Aquatic (10%), Winged (25%)	Wings 25%	Yes (4)	Yes
[19-28]	**Serpentine Wyrm**	A dragon-like monster with four legs (two serving as forelimbs), and a long, slender and wingless body. Similar to an old school Gold Dragon, or many dragons of Chinese folklore. Keywords: All are Arcane, Flesh Eater and Levitating, also: Aquatic (10%)	Forelimbs	Yes (2)	Yes
[29-38]	**Six-Legged Draconian**	A dragon-like monster with six legs and wings. Keywords: Flesh Eater, Winged	Wings	Yes (6)	Yes
[39-48]	**Six-Legged Wyrm**	A dragon-like monster with six legs, but no wings. Keywords: All are Flesh Eater, also: Tunneling (25%)	No	Yes (6)	Yes





[49-58]	**Testudine Draconian**	A dragon-like monster with a shell, similar to a Dragon Turtle. Keywords: Aquatic, Omnivorous	No	Yes (4)	Yes
[59-60]	**Three-Headed Draconian**	A dragon with three heads, similar to a Hydra. Keywords: All are Flesh Eater, also: Aquatic (10%), Winged (25%)	Wings 25%	Yes (4)	Yes
[61-70]	**Two-Headed Draconian**	A dragon-like monster with two heads, four legs, and perhaps wings as well. Keywords: All are Flesh Eater, also: Winged (50%)	Wings 50%	Yes (4)	Yes
[71-80]	**Two-Headed Viverna**	A dragon with two heads, two legs, and wings, similar to a Wyvern in general appearance. Keywords: Flesh Eater, Winged	Wings	Yes (2)	Yes
[81-90]	**Viverna**	A dragon with two legs and wings, similar to a Wyvern. Keywords: Flesh Eater, Winged	Wings	Yes (2)	Yes
[91-00]	**Wyrm**	A dragon-like monster with four legs, but no wings. Keywords: All are Flesh Eater, also: Tunneling (25%)	No	Yes (4)	Yes

If you are done with this section and wish to proceed directly to the next chapter, please click here.







II.9

BODY TYPES VI
THE ELEMENTALS

TABLE 10
ABOMINATION BODY TYPE DETERMINATION: ELEMENTALS

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-08]	**Aerial Quadruped**	A four-legged Air Elemental, with a leonine body made of wind. Keywords: Elemental, Levitating	No	Yes (4)	Yes 50%
[09-17]	**Amorphous Element**	This monster is a blob of shifting gas (air), sand (earth), flame (fire) or liquid (water). Keywords: Elemental for all, also: [01-25] Aquatic (water), [26-50] Levitating (air), [51-75] Levitating (fire), [76-00] Tunneling (earth)	No	No	No
[18-25]	**Armless Elemental**	This elemental has a head conjoined to the body, no arms, and two legs. The old school (DCS III '77) Fire Elemental is one example of this form. The GM should decide which element this elemental belongs to. Keywords: Elemental	No	Yes (2)	No
[26-34]	**Bipedal Elemental**	This elemental has a head, two arms, and two legs. Keywords: Elemental for all, also: [01-25] Aquatic (water), [26-50] Levitating (air), [51-75] No Keyword (fire), [76-00] Tunneling (earth).	Yes (2)	Yes (2)	No
[35-42]	**Djinnian**	A monster with a head, two arms, a torso, and wispy tapering legs, similar to a Djinni. Keywords: Elemental, Levitating	Yes (2)	No	1 Tail 50%, 2 Leg-Tails 50%

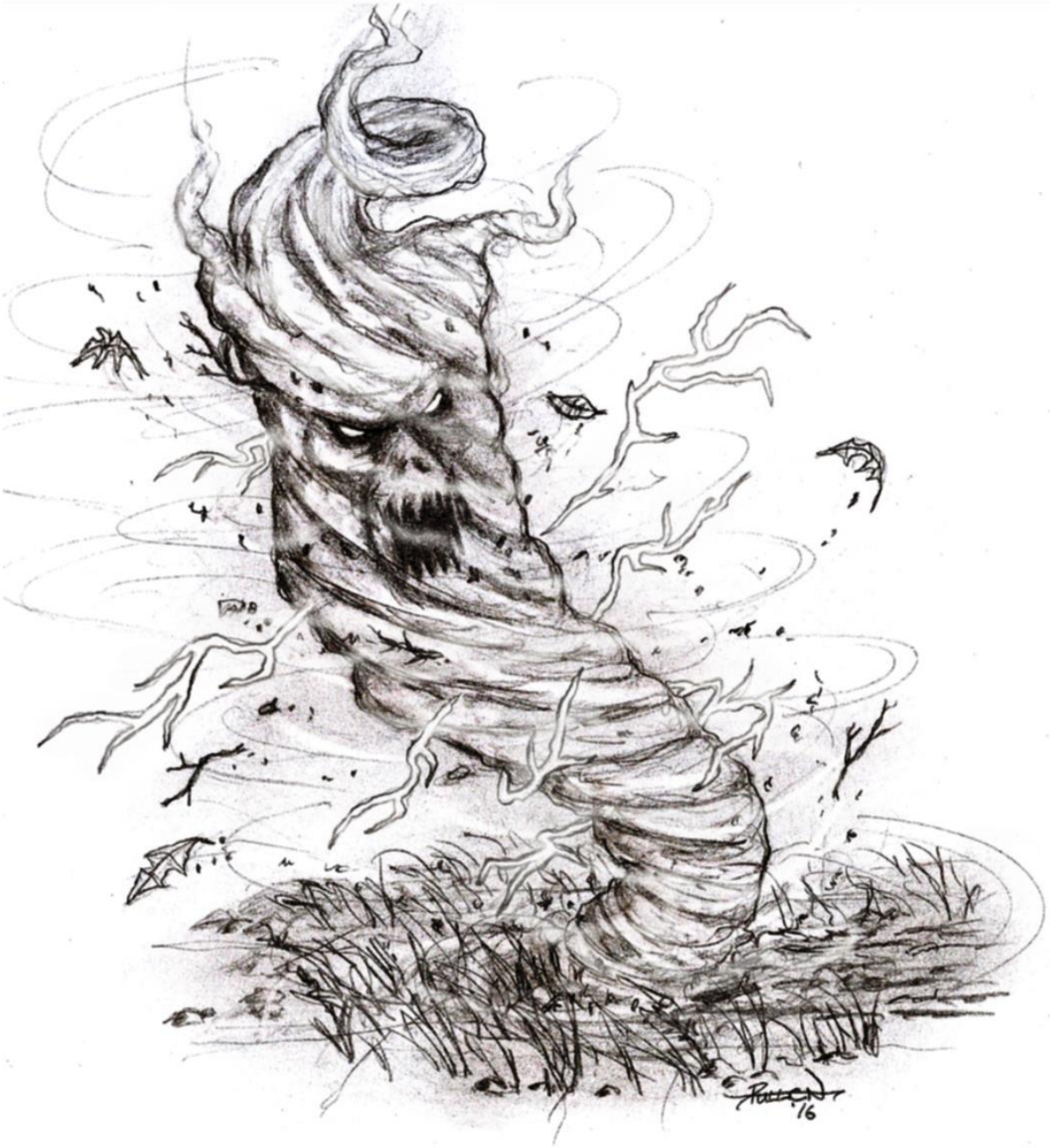




[43-51]	**Elemental Sphere**	A hovering orb of wind (air), orbiting stones (earth), ever-burning flame (fire) or coruscating tides (water). The GM should decide which element this elemental belongs to. Keywords: Elemental, Levitating	No	No	No
[52-59]	**Gaian Quadruped**	A four-legged Earth Elemental, with a body made of stone. Keywords: Elemental, Tunneling (50%)	No	Yes (4)	Yes 50%
[60-68]	**Headless (Acephalus) Elemental**	A bipedal elemental with two arms and two legs. However, Acephali are headless; their mouths are in their torsos. They possess Tremorsense instead of eyes. The GM should decide which element this elemental belongs to. Keywords: Elemental, Tunneling (if earth)	Yes (2)	Yes (2)	No
[69-76]	**Oceanic Quadruped**	A four-legged Water Elemental, with a "body" made of shifting water. Keywords: Aquatic, Elemental	No	Yes (4)	Yes 50%
[77-82]	**Pyric Quadruped**	A four-legged Fire Elemental, with a leonine body made of fire. Keywords: Elemental, Levitating (10%)	No	Yes (4)	Yes 50%
[83-87]	**Thalassian**	A somewhat-bipedal liquid figure with two "arms," two "legs," and a "head." Similar to an old school Water Elemental. Keywords: Aquatic, Elemental	Yes (2)	Yes (2)	No
[88-92]	**Whirlpool**	This aquatic-only Water Elemental is a living whirlpool. Keywords: Aquatic, Elemental	No	No	Whirlpool
[93-00]	**Whirlwind**	A sentient cyclone with eyes, similar to an old school Air Elemental. Keywords: Elemental, Levitating	No	No	Whirlwind







If you are done with this section and wish to proceed directly to the next chapter, please click here.





II.10

BODY TYPES VII

THE FEY ONES

TABLE 11
ABOMINATION BODY TYPE DETERMINATION: FEY ONES

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-07]	**Capran Dream Worlder**	This creature has a head, two arms, and back-bending legs. It also possesses goat-like or horse-like features. Satyrs and Sileni are examples. Keywords: Climbing (25%), Dream Eater	Yes (2)	Yes (2)	Yes 50%
[08-14]	**Celestial Dreamer**	Roll on the Celestial table. This Abomination species entered the Dream Worlds when it was created as a result of mortal dreams and nightmares and believed to be real. It will have shifting features, and likely many eyes and/or tentacles. Keywords: Dream Eater	Varies	Varies	Varies
[15-21]	**Dreaming Aberration**	Roll on the Aberration table. This Abomination species entered the Dream Worlds when it was created as a result of mortal dreams and nightmares and believed to be real. It will have shifting features, and likely many eyes and/or tentacles. Keywords: Dream Eater	Varies	Varies	Varies
[22-28]	**Dreaming Beast**	Roll on the Beast table. This Abomination species entered the Dream Worlds when it was created as a result of mortal dreams and nightmares and believed to be real. It will have shifting features, and likely many eyes and/or tentacles. Keywords: Dream Eater	Varies	Varies	Varies
[29-35]	**Dreaming Construct**	Roll on the Construct table. This Abomination species entered the Dream	Varies	Varies	Varies





		Worlds when it was created as a result of mortal dreams and nightmares and believed to be real. It will have shifting features, and likely many eyes and/or tentacles. Keywords: Dream Eater			
[36-41]	**Dreaming Dragon**	Roll on the Dragon table. This Abomination species entered the Dream Worlds when it was created as a result of mortal dreams and nightmares and believed to be real. It will have shifting features, and likely many eyes and/or tentacles. Keywords: Dream Eater	Varies	Varies	Varies
[42-48]	**Dreaming Fiend**	Roll on the Fiend table. This Abomination species entered the Dream Worlds when it was created as a result of mortal dreams and nightmares and believed to be real. It will have shifting features, and likely many eyes and/or tentacles. Keywords: Dream Eater	Varies	Varies	Varies
[49-55]	**Dreaming Giant**	Roll on the Giant table. This Abomination species entered the Dream Worlds when it was created as a result of mortal dreams and nightmares and believed to be real. It will have shifting features, and likely many eyes and/or tentacles. Keywords: Dream Eater	Varies	Varies	Varies
[56-61]	**Dreaming Slime**	Roll on the Ooze table. This Abomination species entered the Dream Worlds when it was created as a result of mortal dreams and nightmares and believed to be real. It will have shifting features, and likely many eyes and/or tentacles. Keywords: Dream Eater	Varies	Varies	Varies
[62-67]	**Dream Worlds Acephalus**	A bipedal Dream Worlder with two arms and two legs. However, Acephali are headless; their mouths are in their torsos. They possess Tremorsense instead of eyes. Keywords: Dream Eater	Yes (2)	Yes (2)	No
[68-74]	**Dream Worlds Batrachian**	This frog-like creature has a head, two forelegs, and two powerful hind legs. Frogs and Toads are examples. Keywords: Aquatic, Dream Eater	Forelegs	Yes (2)	No





[75-81]	**Dream Worlds Biped**	This (beautiful?) creature has a head, two arms, and two legs. It may appear mostly human, with a distinguishing feature (chameleon-skinned, eyeless, horned, transparent, etc.) Keywords: Dream Eater	Yes (2)	Yes (2)	Yes 25%
[82-87]	**Flightless Dream Worlds Avian**	This feathered creature has a head, two vestigial wings, and powerful hind legs. Emus and Ostriches are examples of this form. Keywords: Dream Eater	Wings	Yes (2)	Yes



[88-94]	**Monstrous Dreamer**	Roll on the Monstrosity table. This Abomination species entered the Dream Worlds when it was created as a result of mortal dreams and nightmares and believed to be real. It will have shifting features, and likely many eyes and/or tentacles. Keywords: Dream Eater	Varies	Varies	Varies
[95-00]	**Sacral Dream Worlds Biped**	This creature has a head, two arms, a tail, and two legs. Keywords: Dream Eater	Yes (2)	Yes (2)	Yes

If you are done with this section and wish to proceed directly to the next chapter, please click here.

II.11

BODY TYPES VIII

THE FIENDS

TABLE 12
ABOMINATION BODY TYPE DETERMINATION: FIENDS

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-06]	**Amorphous Fiend**	This infernal monster is a blob of amoeba-like flesh. Similar monsters include the Mimic and the Ochre Jelly, but composed of the remains of screaming and reanimated creatures. Keywords: Climbing (50%)	Pseudo	Pseudo	No
[07-12]	**Capran Fiend**	This fiend has a head, two arms, and back-bending legs. It also possesses	Yes (2)	Yes (2)	Yes 50%





		goat-like or horse-like features. Satyrs and Sileni are examples. Keywords: Climbing (25%)			
[13-18]	**Cranial Abomination**	This fiend is a hovering skull, head, or sphere of fiendish matter. Keywords: Arcane, Levitating	No	No	No
[19-25]	**Fiendish Aberration**	Roll on the Beast table. The monster will be composed of human remains or similarly twisted flesh.	Varies	Varies	Varies
[26-32]	**Fiendish Beast**	Roll on the Beast table. The monster will be composed of human remains or similarly twisted flesh.	Varies	Varies	Varies
[33-38]	**Fiendish Giant**	Roll on the Giant table. The monster will be composed of human remains or similarly twisted flesh.	Varies	Varies	Varies
[39-44]	**Four-Armed Infernal Biped**	This fiend has a head, four arms, and two legs. The Glabrezu Demon is one example. Keywords: Flesh Eater	Yes (4)	Yes (2)	Yes 50%
[45-50]	**Gorgonian Fiend**	This fiend has a head covered with serpent-like appendages (or tentacles), two arms, and two legs. Medusa is the prime example. Keywords: Elemental	Yes (2)	Yes (2)	Yes 25%
[51-56]	**Infernal Acephalus**	A bipedal fiend with two arms and two legs. However, Acephali are headless; their fanged maws are in their torsos. They possess Tremorsense instead of eyes. Keywords: Tunneling (25%)	Yes (2)	Yes (2)	No
[57-62]	**Infernal Batrachian**	This frog-like fiend has a head, two forelegs, and two powerful hind legs. The Hezrou Demon is an example of this form. Keywords: Aquatic, Flesh Eater	Forelegs	Yes (2)	No
[63-68]	**Infernal Biped**	This fiend has a head, two arms, and two legs. Keywords: Flesh Eater	Yes (2)	Yes (2)	No
[69-74]	**Infernal Sacral Acephalus**	Similar to an Infernal Acephalus, but this monster also has a tail. Keywords: All are Flesh Eater, also: Tunneling (25%)	Yes (2)	Yes (2)	Yes
[75-80]	**Sacral Infernal Biped**	This fiend has a head, two arms, a tail, and two legs. Keywords: Flesh Eater	Yes (2)	Yes (2)	Yes





[81-87]	**Winged Fiend**	This monster is a winged humanoid with infernal features and a tale. Perhaps similar to a Gargoyle or Pit Fiend. Keywords: Winged	Wings, Arms	Yes (2)	Yes 50%
[88-94]	**Winged Infernal Biped**	This monster is a winged humanoid with infernal features, which has taken on somewhat-human features to interact with mortals. Perhaps similar to a Succubus. Keywords: Dream Eater, Winged	Varies	Varies	Varies
[95-00]	**Winged Scorpion Biped**	This humanoid monster has wings and a scorpion tail, similar to a Bone Devil. Keywords: Flesh Eater, Winged	Wings, Arms	Yes (2)	Yes

If you are done with this section and wish to proceed directly to the next chapter, please click here.







II.12

BODY TYPES IX
THE GIANTS

The Lord Gro lifted the ball with both hands above his head, and it was ponderous as a ball of lead, and according to the command of Gorice the King he hurled it on the floor, so that it was pashed in pieces.

And, behold, a puff of thick smoke burst forth from the fragments of the ball and took the form of one of human shape and dreadful aspect, whose two legs were two writhing snakes; and it stood in the chamber so tall that the head of it touched the vaulted ceiling, viewing the King and Gro malevolently and menacing them.

The King caught down a sword that hung against the wall, and put it in Gro's hand, shouting, "Smite off the legs of it! And delay not, or thou art but dead!" Gro smote and cut off the left leg of the evil wight, easily, as it were cutting of butter. But from the stump came forth two fresh snakes awrithing …

— *The Worm Ouroboros*, by E. R. Eddison

TABLE 13
ABOMINATION BODY TYPE DETERMINATION: GIANTS

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-04]	**Aquatic Ichthyoid Giant**	This giant has a head, two arms and two fish-like legs. Keywords: Aquatic, Omnivorous	Yes (2)	Tail-Legs (2)	Tail-Legs (2)
[05-08]	**Batrachian Giant**	A frog-like giant with a head, two arms, and two powerful hind legs. Keywords: Aquatic, Omnivorous	Yes (2)	Yes (2)	No
[09-18]	**Bipedal Giant**	This giant has a head, two arms, and two legs. Keywords: Omnivorous	Yes (2)	Yes (2)	No
[19-22]	**Boar-Like Giant**	Similar to an enormous Wereboar. Keywords: Omnivorous	Yes (2)	Yes (2)	Yes 50%
[23-26]	**Capran Giant**	This giant has a head, two arms, and back-bending legs. It also	Yes (2)	Yes (2)	Yes 50%





		possesses goat-like features, like an enormous Satyr. Keywords: All are Omnivorous, also: Climbing (25%)			
[27-30]	**Equine Giant**	Similar to a Capran Giant, but with equine hooves and perhaps features as well (similar to an enormous Silenus). Keywords: Plant Eater	Yes (2)	Yes (2)	Yes 50%
[31-34]	**Feline Giant**	Similar to an enormous Rakshasa or Weretiger. Keywords: All are Flesh Eater, also: Climbing (10%)	Yes (2)	Yes (2)	Yes







[35-38]	**Four-Armed Giant**	This giant has a head, four arms, and two legs. The Gegenees and Hecatoncheires of Greek mythology are similar to this form (although Hecatons possess many more limbs). Keywords: Flesh Eater	Yes (4)	Yes (2)	No
[39-42]	**Four-Armed Insectoid Giant**	This is a four-armed insect-like giant, such as an ant-man-giant. Keywords: All are Omnivorous, also: Climbing (25%)	Yes (4)	Yes (2)	No
[43-47]	**Giant Simian**	An enormous ape-like or baboon-like biped. Keywords: All are Omnivorous, also: Climbing (50%)	Yes (2)	Yes (2)	No
[48-51]	**Gorgonian Giant**	This monster has a head covered with serpent-like appendages (or tentacles), two arms, and two legs. Similar to a giant Medusa. Keywords: Elemental	Yes (2)	Yes (2)	No
[52-55]	**Headless (Acephalus) Giant**	A bipedal giant with two arms and two legs. However, Acephali are headless; their fanged maws are in their torsos. They possess Tremorsense instead of eyes. Keywords: Tunneling (10%)	Yes (2)	Yes (2)	No
[56-59]	**Ichthyoid Giant**	This giant has a head, two arms and two fish-like legs. Similar monsters in folklore include the Melusine and the Triton. Similar to the Gargantes of Greek myth, however, it can move onto land. Keywords: Aquatic, Omnivorous	Yes (2)	Tail-Legs (2)	Tail-Legs (2)
[60-63]	**Insectoid Giant**	An insect-like giant, such as an ant-man-giant. Keywords: All are Omnivorous, also: Climbing (25%)	Yes (2 50%, 4 50%)	Yes (2)	No
[64-67]	**Lupine Giant**	Similar to an enormous Werewolf. Keywords: Flesh Eater	Yes (2)	Yes (2)	Yes 50%
[68-71]	**Muridan Giant**	Similar to an enormous Wererat. Keywords: Carrion Eater	Yes (2)	Yes (2)	Yes
[72-75]	**Ossified Giant**	A stone-carapaced giant, similar to a Stone Giant but with rock-like flesh. Keywords: All are Omnivorous, also: Tunneling (50%)	Yes (2)	Yes (2)	No





[76-79]	**Sacral Giant**	This monster has a head, two arms, a tail, and two legs. Similar to a giant version of Lizardfolk. Keywords: All are Omnivorous, also: Aquatic (25%)	Yes (2)	Yes (2)	Yes
[80-83]	**Sacral Two-Headed Giant**	This is a two-headed reptilian giant with a tail, similar to a demon lord. Keywords: Flesh Eater, Dream Eater	Yes (2)	Yes (2)	Yes
[84-87]	**Scorpion Giant**	This is a giant with a long scorpion tail, similar to an enormous and wingless Bone Devil or the Scorpion People of Mesopotamian myth. Keywords: All are Flesh Eater, also: Climbing (10%)	Yes (2)	Yes (2)	Yes
[88-91]	**Tauran Giant**	Similar to an enormous Minotaur. Keywords: Flesh Eater	Yes (2)	Yes (2)	Yes 50%
[92-96]	**Two-Headed Giant**	Similar to an Ettin, but likely much more intelligent and evolved. Keywords: Flesh Eater	Yes (2)	Yes (2)	No
[97-00]	**Ursine Giant**	Similar to an enormous Werebear. Keywords: Omnivorous	Yes (2)	Yes (2)	No

If you are done with this section and wish to proceed directly to the next chapter, please click here.







II.13

BODY TYPES X

THE HUMANOIDS

TABLE 14
ABOMINATION BODY TYPE DETERMINATION: HUMANOIDS

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-04]	**Acephalus (Headless One)**	A bipedal humanoid with two arms and two legs. However, Acephali are headless; their fanged maws are in their torsos. They possess Tremorsense instead of eyes. Keywords: All are Omnivorous, also: Tunneling (25%)	Yes (2)	Yes (2)	No
[05-08]	**Aquatic Ichthyoid Biped**	This monster has a head, two arms and two fish-like legs. Similar monsters in folklore include the Melusine (sometimes known as the "Starbucks mascot") and the Triton. Keywords: Aquatic, Omnivorous	Yes (2)	Tail-Legs (2)	Tail-Legs (2)
[09-12]	**Batrachian Biped**	This frog-like monster has a head, two arms, and two powerful hind legs. Keywords: Aquatic, Omnivorous	Yes (2)	Yes (2)	No
[13-16]	**Boar-Like Biped**	Similar to a Wereboar. Keywords: Omnivorous	Yes (2)	Yes (2)	Yes 50%
[17-20]	**Capran Biped**	This creature has a head, two arms, and back-bending legs. It also possesses goat-like or horse-like features. Satyrs and Fauns are examples. Keywords: All are Omnivorous, also: Climbing (25%)	Yes (2)	Yes (2)	Yes 50%





[21-24]	**Equine Biped**	Similar to a Satyr (Capran Biped), but with equine hooves and perhaps features as well (Silenus). Keywords: Plant Eater	Yes (2)	Yes (2)	Yes 50%
[25-28]	**Feline Biped**	This is a tiger-like humanoid, similar to a Rakshasa. Keywords: All are Flesh Eater, also: Climbing (50%)	Yes (2)	Yes (2)	Yes
[29-32]	**Four-Armed Biped**	This monster has a head, four arms, and two legs. Similar to the Gegenees of Greek mythology. Keywords: Flesh Eater	Yes (4)	Yes (2)	No
[33-36]	**Four-Armed Insectoid Biped**	This is an insect-like humanoid, such as an ant-man or mantis-man. Keywords: All are Omnivorous, also: Climbing (50%)	Yes (4)	Yes (2)	No
[37-40]	**Gorgonian Biped**	This monster has a head covered with serpent-like appendages (or tentacles), two arms, and two legs. Medusa is the prime example. Keywords: Elemental	Yes (2)	Yes (2)	No
[41-45]	**Ichthyoid Biped**	This is a fish-like humanoid, similar to a Deep One. Keywords: Aquatic, Flesh Eater	Yes (2)	Yes (2)	No
[46-50]	**Insectoid Biped**	This is an insect-like (but only four-limbed) humanoid, such as an ant-man or mantis-man. Keywords: All are Omnivorous, also: Climbing (50%)	Yes (2)	Yes (2)	No
[51-54]	**Lupine Biped**	This is a wolf-like humanoid, similar to a Werewolf. Keywords: Flesh Eater	Yes (2)	Yes (2)	Yes
[55-58]	**Muridan Biped**	This is a rat-like humanoid, similar to a Wererat. Keywords: All are Carrion Eater, also: Climbing (25%), Tunneling (25%)	Yes (2)	Yes (2)	No
[59-62]	**Ossified Biped**	This is a stone-carapaced humanoid, similar to a Magmin. Keywords: All are Elemental, also: Tunneling (50%)	Yes (2)	Yes (2)	No
[63-66]	**Sacral Acephalus**	Similar to a “normal” Acephalus, but this monster also has a tail.	Yes (2)	Yes (2)	Yes





		Keywords: All are Omnivorous, also: Tunneling (25%)			
[67-71]	**Sacral Biped**	This monster has a head, two arms, a tail, and two legs. Similar to Lizardfolk (reptilian) or perhaps something mammalian. Keywords: Omnivorous	Yes (2)	Yes (2)	Yes
[72-75]	**Sacral Two-Headed Biped**	This is a two-headed reptilian biped with a tail, similar to a demon lord. Keywords: Flesh Eater, Dream Eater	Yes (2)	Yes (2)	Yes
[76-80]	**Sacral Ursine Biped**	This is a bear-like biped with a tail, similar to an Owlbear. Keywords: Omnivorous	Yes (2)	Yes (2)	Yes 50%
[81-84]	**Scorpion Biped**	This is a humanoid with a long scorpion tail, similar to a wingless Bone Devil or the Scorpion People of Mesopotamian myth. Keywords: All are Flesh Eater, also: Climbing (25%)	Yes (2)	Yes (2)	Yes
[85-89]	**Simian**	An ape-like or baboon-like biped. May be a degenerated form of humanity. Keywords: All are Omnivorous, also: Climbing (75%)	Yes (2)	Yes (2)	No
[90-93]	**Tauran Biped**	Similar to a Minotaur. Keywords: Omnivorous	Yes (2)	Yes (2)	Yes 50%
[94-96]	**Two-Headed Biped**	This humanoid has two heads, similar to an Ettin. Keywords: Flesh Eater	Yes (2)	Yes (2)	No
[97-00]	**Ursine Biped**	A bear-like humanoid, similar to a Werebear. Keywords: Omnivorous	Yes (2)	Yes (2)	No

If you are done with this section and wish to proceed directly to the next chapter, please click here.





II.14

BODY TYPES XI
THE MONSTROSITIES

The nethermost caverns ... are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head.

Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes. For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but fats and instructs the very worm that gnaws*; till out of corruption horrid life springs, and the dull Carrion Eaters of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl.*

— *The Festival*, by H. P. Lovecraft







TABLE 15
ABOMINATION BODY TYPE DETERMINATION: MONSTROSITIES

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-04]	**Centauran**	An equine monster like a centaur, with an equine body and a humanoid head, arms, and torso. Keywords: Omnivorous	Yes (2)	Yes (4)	Yes
[05-07]	**Cerebral Quadruped**	A creature which looks like a four-legged brain, or a quadrupedal beast with an exposed brain. Keywords: All are Dream Eaters, also: Climbing (10%)	No	Yes (4)	No
[08-11]	**Chimeric Beast**	A monster combining the features of two or three animals. There are many examples in heraldry, such as the Allocamelus, Calygreyhound, Pantheon, and Tyger.	No	Yes (4)	Yes 75%
[12-14]	**Dipteran Abomination**	A creature similar to a giant fly with a human-like or troll-like face. Keywords: Carrion Eater, Winged	Forelimbs (2)	Yes (4)	No
[15-17]	**Dodecapedal Abomination**	A serpentine monster with twelve legs which can rear up and use its forelegs, like a Remorhaz. Keywords: All are Omnivorous, also: Climbing (25%)	Forelegs (2)	Yes (10)	Yes
[18-21]	**Evolved Hexapede**	A six-limbed monster which moves as a quadruped, with two forelimbs as arms. Keywords: All are Omnivorous, also: Climbing (50%)	Forelimbs (2)	Yes (4)	Yes 50%
[22-25]	**Evolved Octopede**	An eight-limbed monster which moves on six legs, with two forelimbs as arms. Keywords: All are Omnivorous, also: Climbing (50%)	Forelimbs (2)	Yes (6)	Yes 50%
[26-29]	**Evolving Quadruped**	A monster with four legs, which can rise and run on two legs and use its forelegs as arms (for short distances). Keywords: Omnivorous	Forelegs (2)	Hind Legs (2)	Yes 50%





[30-32]	**Four-Armed Serpentine Abomination**	A monster with a head, four arms, and tail, similar to a Marilith Demoness. Keywords: Flesh Eater	Yes (4)	Yes (2)	Yes
[33-35]	**Harpyia**	A winged monster similar to a Harpy. Keywords: Flesh Eater, Winged	Yes (2), Wings	Yes (2)	Yes
[36-39]	**Ichthyoid Abomination**	A tentacled swimming creature, similar to an Aboleth. Keywords: Aquatic, Omnivorous	Tentacles	No	Yes
[40-42]	**Leonine Centauran**	A quadrupedal beast with a torso, head, and two forearms, similar to a Lamia. Keywords: Flesh Eater	Forearms (2)	Yes (4)	Yes
[43-45]	**Long-Necked Quadruped**	A monster similar to the mythic Katobleps. Keywords: All are Omnivorous, also: Aquatic (10%)	No	Yes (4)	Yes
[46-49]	**Monstrous Behemoth**	This is a large, huge, or gargantuan quadruped (typically, but not always, furred). The monster will have garish features, such as back-bending legs, outsized fangs, six eyes, antlers, or something similar. Keywords: Omnivorous	No	Yes (4)	Yes 50%
[50-52]	**Quadrupedal Selachimorph**	A four-legged shark-thing, similar to an amphibious Bulette. Keywords: All are Flesh Eater, also: Aquatic (25%)	No	Yes (4)	Yes 50%
[53-55]	**Sacral Hexapede**	A six-legged monster with a tail, like a Dimensional Beast. Keywords: All are Flesh Eater, also: Climbing (25%)	No	Yes (6)	Yes
[56-58]	**Sacral Octopede**	An eight-legged monster with a tail, like an old school Basilisk. Keywords: Elemental	No	Yes (8)	Yes
[59-62]	**Serpent Thing**	A snake with a human-like head, similar to an old school Larva or Naga. Keywords: All are Dream Eater, also: Climbing (25%)	No	No	Yes
[63-66]	**Serpentine Hexapede**	A monster with a head, six arms, and tail, similar to a Marilith Demoness. Keywords: Flesh Eater	Yes (6)	No	Yes





[67-70]	**Serpentine / Ichthyoid Monstrosity**	A monster with a head, two arms / forelegs, and a tail, similar to a Hippocampus, Merman or Salamander. Keywords: Omnivorous	Yes (2)	No	Yes
[71-74]	**Spherical Abomination**	A hovering or swimming spherical monster with two pincer limbs. Keywords: All are Flesh Eater, also: Aquatic (50%), Levitating (50%)	Forelimbs (2)	No	No
[75-77]	**Tripedal Behemoth**	A monster with three legs and three arms, similar to a Xorn. Keywords: All are Elemental, also: Tunneling (50%)	Yes (3)	Yes (3)	No
[78-80]	**Uraean**	A winged serpent. Keywords: Flesh Eater, Winged	Wings	No	Yes
[81-84]	**Uraean Avian**	A winged serpent-like monster with two legs, similar to a Cockatrice. Keywords: Carrion Eater, Winged	Wings	Yes (2)	Yes
[85-88]	**Winged and Serpentine**	A winged serpent-like monster with two arms, similar to a Dantean arch-	Yes (2), Wings	No	Yes



		devil. Keywords: Flesh Eater, Winged			
[89-92]	**Winged Chimeric Beast**	A winged monster combining the features of two or three animals. Several examples are the mythic Criosphinx, Hieracosphinx, and Hippogriff. Keywords: Omnivorous, Winged	Wings	Yes (4)	Yes 75%
[93-96]	**Winged Equine Quadruped**	An animal with a horse-like body and wings, similar to the mythic Pegasus or Shedu. It may or may not have a human- or humanoid-like face. Keywords: Plant Eater, Winged	Wings	Yes (4)	Yes 75%
[97-00]	**Winged Leonine Quadruped**	An animal with a lion-like body and wings, similar to the mythic Dragon Beast, Griffon, or Lion of Saint Mark. Keywords: Flesh Eater, Winged	Wings	Yes (4)	Yes

If you are done with this section and wish to proceed directly to the next chapter, please click here.

II.15

BODY TYPES XII

THE OOZES

I watched, and at last I saw nothing but a substance as jelly.

For one instance I saw a Form, shaped in dimness before me, which I will not farther describe. But the symbol of this form may be seen in ancient sculptures, and in paintings which survived beneath the lava, too foul to be spoken of...

— *The Great God Pan*, by Arthur Machen



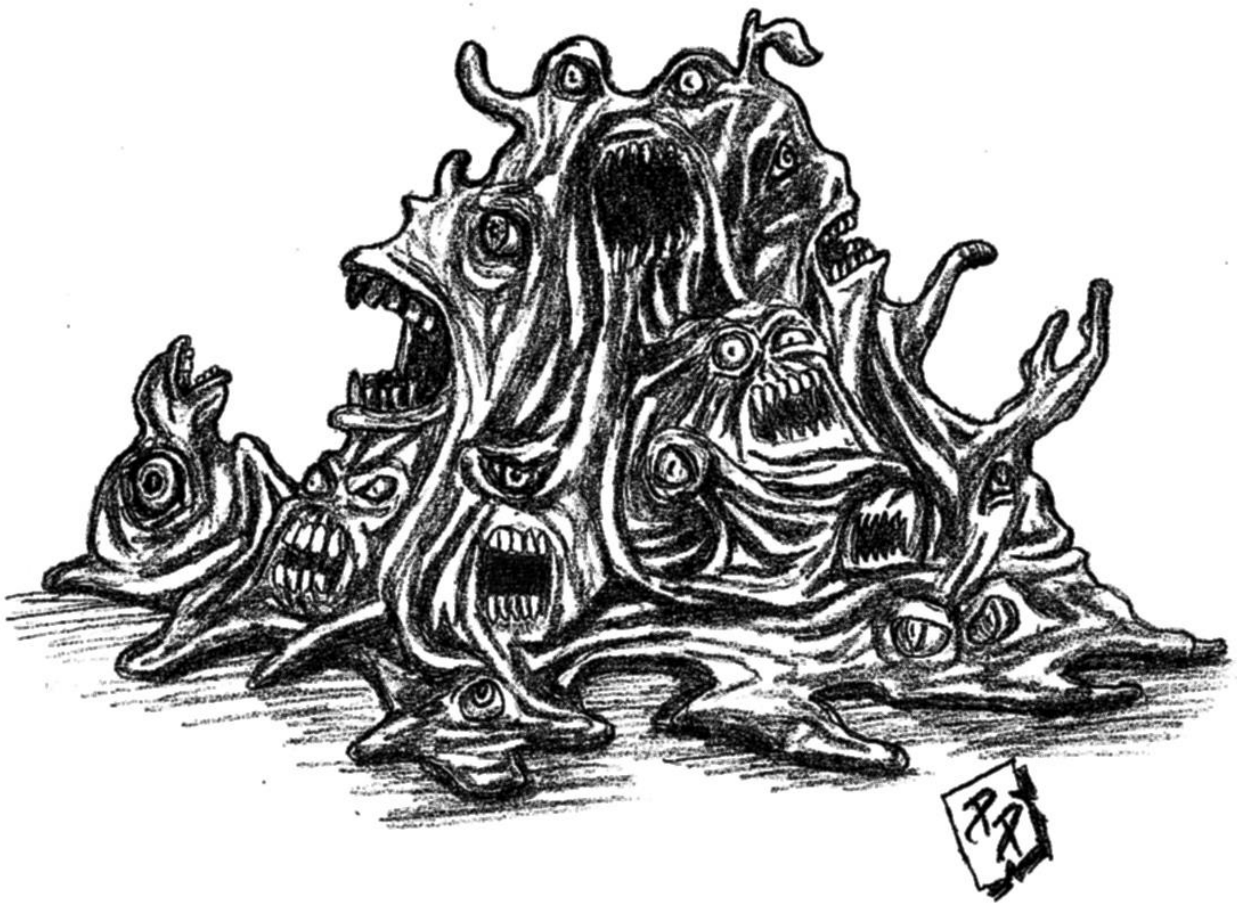


TABLE 16
ABOMINATION BODY TYPE DETERMINATION: OOZES

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-10]	**Abominable Slime**	A slime covered in mouths and eyes, similar to a Gibbering Mouther or Shog'thai. Keywords: Flesh Eater, Climbing	Pseudo	Pseudo	No
[11-20]	**Amorphous Algae**	This monster is a blob of slimy plant life. Keywords: All are Climbing and Omnivorous, also: Aquatic (50%)	No	Creepers 25%	No



[21-30]	**Amorphous Energy**	This monster is a cloud-like whorl of energy. The Colour Out of Space (Lovecraft) is a similar monster. Keywords: Arcane, Levitating	No	No	No
[31-40]	**Amorphous Flesh**	This monster is a blob of amoeba-like flesh. Similar monsters include the Mimic and the Ochre Jelly. Keywords: Climbing, Dream Eater	Pseudo	Pseudo	No
[41-50]	**Amorphous Sand**	This monster is a blob of shifting sand. Keywords: All are Climbing and Elemental, also: Tunneling (25%)	No	No	No



[51-60]	**Cubic Pillarine**	An artificial creature of cubic shape, similar to a Gelatinous Cube. Keywords: Carrion Eater	Pseudo	No	No
[61-70]	**Pillarine**	A crawling pillar of flesh. It may have many tiny legs, or pull itself along on muscled pseudopods. Keywords: All are Carrion Eaters, also: Climbing (50%)	No	Pseudo 50%	No
[71-80]	**Pillarine Slime**	A crawling pillar of slime, like a demon lord. It may have many tiny legs, or pull itself along on pseudopods.	No	Pseudo 50%	No





		Keywords: All are Omnivorous, also: Climbing (50%)			
[81-90]	**Serpentine Liquid**	A weird, watery monster which looks like a liquid or slimy serpent. Keywords: Aquatic, Flesh Eater	No	No	Yes
[91-00]	**Two-Limbed Pillarine**	A slime with a rudimentary head and two arms, similar to a Lemure. Keywords: All are Carrion Eaters, also: Climbing (25%)	Yes (2)	No	No

If you are done with this section and wish to proceed directly to the next chapter, please click here.

II.16

BODY TYPES XIII

THE PLANTS

TABLE 17
ABOMINATION BODY TYPE DETERMINATION: PLANTS

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-06]	**Amorphous Algae**	This monster is a blob of slimy plant life. Keywords: Aquatic, Plant Eater	No	No	No
[07-12]	**Arboreal Biped**	A two-legged tree monster, similar to a Treant. Keywords: Plant Eater	Branches	Yes (2)	No
[13-18]	**Bipedal Plant**	This “plant man” has a head, two arms, and two legs. Keywords: Plant Eater	Yes (2)	Yes (2)	No





[19-24]	**Brugmansian Abomination**	A plant monster which releases pollen grains that can cause confusion, hallucinations, madness, poisoning, or death. Keywords: Carrion Eater	No	Creepers 25%	No
[25-29]	**Dionaena**	A monster similar to a moving Venus flytrap. Keywords: Flesh Eater	No	Creepers 25%	No
[30-34]	**Droseran**	A monster similar to a moving sundew. Keywords: Flesh Eater	No	Creepers 25%	No
[35-40]	**Fungal Biped**	A walking sentient mushroom-like fungus; a "fungus man." Keywords: Omnivorous	Yes (2)	Yes (2)	No
[41-46]	**Fungal Hexapede**	A strange walking fungus with six "legs." Keywords: All are Carrion Eaters, also: Climbing (25%), Tunneling (10%)	No	Yes (6)	No
[47-52]	**Fungal Octopede**	A strange walking fungus with eight "legs," perhaps a fungal "spider." Keywords: All are Carnivores and Carrion Eaters, also: Climbing (25%), Tunneling (10%)	No	Yes (8)	No
[53-58]	**Fungal Pillarine**	A crawling pillar of fungus, similar to a Shrieker. Keywords: All are Plant Eater, also: Climbing (10%)	No	Creepers 50%	No
[59-64]	**Fungal Quadruped**	A strange walking fungus with four "legs." Keywords: All are Carrion Eaters, also: Climbing (25%), Tunneling (10%)	No	Yes (4)	No
[65-70]	**Gorgonian Plant**	This "plant (wo)man" has a head covered with vine-like appendages (or tentacles), two arms, and two legs. Medusa is the prime example of this general body type. Keywords: Elemental	Yes (2)	Yes (2)	No
[71-76]	**Hogweed Abomination**	A plant monster which excretes acidic sap as its basic physical attack. Keywords: Carrion Eater	No	Creepers 25%	No
[77-82]	**Mold**	A deadly monstrous mold, sometimes golden or brown in color. Keywords: Climbing	No	No	No





		(assumed to be mobile), Omnivorous			
[83-86]	**Slime Mold**	An odd kind of spore-releasing fungus. Keywords: Climbing (assumed to be mobile), Omnivorous	Pseudo 25%	Pseudo 25%	No
[87-90]	**Spherical Spore**	A hovering fungoid creature with a spherical body. The monster may have a unique type of feature, such as eye stalks, tentacles, an exposed "brain," or a fanged maw. Keywords: Dream Eater, Levitating	No	No	No
[91-95]	**Viridian Biped**	A two-legged plant monster, similar to a Shambling Mound. Keywords: All are Omnivorous, also: Aquatic (25%)	Yes (2)	Yes (2)	No
[96-00]	**Viridian Quadruped**	A four-legged plant monster. Keywords: All are Plant Eater, also: Climbing (10%)	No	Yes (4)	No

If you are done with this section and wish to proceed directly to the next chapter, please click here.







II.17

BODY TYPES XIV

THE UNDEAD

TABLE 18
ABOMINATION BODY TYPE DETERMINATION: UNDEAD

D100 Roll	Abomination Type	Description	Arms?	Legs?	Tail?
[01-06]	**Armless Bipedal Undead**	This damaged monster has a head, severed arms, and two legs. Keywords: Flesh Eater	No (Severed)	Yes (2)	No
[07-13]	**Gorgonian Undead**	This monster has a head covered with serpent-like appendages (or tentacles), two arms, and two legs. Medusa is the prime example. Keywords: Flesh Eater, Elemental	Yes (2)	Yes (2)	No
[14-19]	**Headless (Acephalus) Undead**	A bipedal undead creature with two arms and two legs. However, Acephali are headless; their fanged maws are in their torsos. Alternately, the creature might have been decapitated in life. Acephali possess Tremorsense instead of eyes. Keywords: All are Flesh Eater, also: Tunneling (50%)	Yes (2)	Yes (2)	No
[20-25]	**Legless Undead**	This damaged monster has a head, two arms, and severed legs. Keywords: Flesh Eater	Yes (2)	No (Severed)	No
[26-32]	**One-Armed Bipedal Undead**	This damaged monster has a head, one intact arm, one severed arm, and two legs. Keywords: Flesh Eater	Yes (1)	Yes (2)	No
[33-39]	**Undead Aberration**	Roll on the Aberration table. The monster will be partially skeletal, rotting, zombified, or mutilated in appearance.	Varies	Varies	Varies





[40-46]	**Undead Beast**	Roll on the Beast table. The monster will be partially skeletal, rotting, zombified, or mutilated in appearance.	Varies	Varies	Varies
[47-53]	**Undead Behemoth**	This is a large, huge, or gargantuan quadruped (typically, but not always, furred). The monster will have garish features, such as back-bending legs, outsized fangs, six eyes, antlers, or something similar. Keywords: Flesh Eater	No	Yes (4)	Yes 50%
[54-59]	**Undead Celestial**	Roll on the Celestial table. The monster will be partially skeletal, rotting, zombified, or mutilated in appearance. Keywords: Arcane, Dream Eater	Varies	Varies	Varies
[60-66]	**Undead Dragon**	Roll on the Dragon table. The monster will be partially skeletal, rotting, zombified, or mutilated in appearance.	Varies	Varies	Varies
[67-72]	**Undead Fey One**	Roll on the Fey One table. The monster will be partially skeletal, rotting, zombified, or mutilated in appearance.	Varies	Varies	Varies
[73-79]	**Undead Fiend**	Roll on the Fiend table. The monster will be partially skeletal, rotting, zombified, or mutilated in appearance.	Varies	Varies	Varies
[80-86]	**Undead Giant**	Roll on the Giant table. The monster will be partially skeletal, rotting, zombified, or mutilated in appearance.	Varies	Varies	Varies
[87-93]	**Undead Humanoid**	Roll on the Humanoid table. The monster will be partially skeletal, rotting, zombified, or mutilated in appearance.	Varies	Varies	Varies
[94-00]	**Undead Monstrosity**	Roll on the Monstrosity table. The monster will be partially skeletal, rotting, zombified, or mutilated in appearance.	Varies	Varies	Varies




WM



The Oldskull Experiment, Session 3

My Abomination (as I determined in Oldskull Experiment Session 2) is a Plant, which means that I proceed next to Table 17, Body Types XIII: The Plants. Once I click through the menu, I roll D100 to determine my monster's body type. I roll a 73, which indicates a result of Hogweed Abomination: A plant monster which excretes acidic sap as its basic physical attack. My monster is described as having no arms or forelimbs, and no tail. But in the Legs section, the entry reads "Creepers 25%." This means there is a 25% chance that my monster will have vine-like creepers which allow it to drag itself around. I roll D100 again, but my result of 57 means that it does not creepers. Perhaps it is immobile. I can't be certain yet.

In worksheet section 1-3, I record "Hogweed Abomination." I also record that the monster has no arms, no legs, and no tail. In section 1-4, I check off the Keyword entry "Carrion Eater," since this was indicated in the Hogweed Abomination description.

Growing curious and attempting to visualize my rough creation, I decide to do some Internet research as well. I look up the "Hogweed" entry on Wikipedia and learn that this entry refers to the real-life plant *Heracleum mantegazzianum*. This plant has phototoxic sap that can blister sunburned skin. Given enough severe contact, it can even cause scars and potentially blindness.

What fun!

Perhaps my monstrous plant will smother ancient ruins and temples in the jungles of my world? Or maybe it will live underground, and thrive off of victim body heat instead of photosynthesis? I don't know yet, but I keep this idea in the back of my mind as I proceed to the next step of monster design.







CODEX
III

THE DETAILED CONCEPTION




ORIGINAL OLD SCHOOL
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III.1

NATURA

PREDATORS AND PREY

(Worksheet Section 1-5, and referring to section 1-4)

III.1.1

COMPLEX NATURE:

BEYOND THE SCOPE OF THE OLDSKULL MONSTER GENERATOR

There are many aspects of an Abomination's **nature** — nocturnal / diurnal activity, life cycle, reproduction, lifespan, culture, history, resonance with mythological accounts, and so forth — which are far too variable to be summarized in a book. Basically, these details will need to be developed as a result of your own efforts.

To save time and sanity, I recommend that you allow these details to form as a result of emergent gameplay. In other words, if the monster is first encountered in the game at night, then it is likely nocturnal (if it is awake) or diurnal (if it is asleep). If it is encountered guarding young, then you can determine a few basic ideas about the Abomination's life cycle as a result of its body type, movement modes, aggression and behavior.

Did your Abomination attack during this encounter? If so, the species is aggressive. Did it run away, despite there being eggs present? If yes, then the species will abandon young and eggs to save itself. Virtually all needed details can be recorded in this way as situations arise, and adopted for use.

You can also consider the life cycles of real life creatures to guide your efforts in this direction. Spiders lay eggs, ants are evolved pupae, mammals give birth, etc. These endless details only become crucial when they are needed in play. You can avoid falling into the time-wasting trap of over-design by letting the secrets manifest themselves as result of unpredictable die rolls, play, and your players' actions and questions.

Don't overdesign until you need to. Keep moving, and keep creating new monster types instead of obsessing over one. The overarching goal in this regard is to make your campaign's monsters as varied as possible, and that goal is better served by making your monster repertoire broader before you make it deeper.





III.1.2

SIMPLE NATURE:

THE DIET AND ITS IMPLICATIONS

One detail that is easy to summarize and helpful to know, however, is the monster's preferred **diet**. *All* Abominations regardless of nature feast on souls, dreams, and mortal life essence; that curious distinction (we might call it "adaptive trans-planar consumption") is what allows them to keep incarnating and surviving in the game world away from their alien home.

In addition to that basic need, Abominations can also possess one or the following feasting preferences, based on their recorded Keywords, as follows:

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- Monsters with the Keyword **Arcane** are arcane devourers, which means that they feast upon magical energies. These types of monsters will prefer to eat spells, spell victims (even their own fallen kind), magic items, and spell casters.
- Monsters with the keywords **Carrion Eater** are scavengers, and will eat just about anything substantive, even after it is dead and rotting.
- Monsters with the keywords **Dream Eater** are psychic / psionic devourers, and will seek out mortals — especially dreamers who are lost in the Dream Worlds — to drain their minds of hopes and thoughts. These monsters will focus on prey with high Intelligence and/or Wisdom scores.
- Monsters with the keyword **Elemental** are elemental devourers, which means that they feast on primal elements (winds, stone, fire, or water). You can refine the details as you prefer (with some monsters preferring to feast upon scents instead of winds, crystals instead of stone, phlogiston instead of fire, oceanic petrol-ice instead of water, or whatever).
- Monsters with the keywords **Flesh Eater** are carnivores, and will feast on humans and other living creatures.
- Monsters with the keywords **Plant Eater** are herbivores, and will consume plants (or molds, or fungi, etc.).
- Monsters with the keyword **Omnivorous** will eat just about anything that is alive.

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Even if the appropriate Keywords are not present, you can add one or more of these options to your monster description if they seem interesting or appropriate.





The Oldskull Experiment, Session 4

I know that my unnamed hogweed monster (from Oldskull Experiment Session 3) is a Carrion Eater, because that Keyword phrase was included in the description. So I check off that box in worksheet section 1-5. I also decide that I like the Arcane Devourer concept, because it seems very unusual and kind of scary for a plant. So I check off that one too. Now I know that my plant does not just eat dead things, it eats magic and spell casters, too!

III.2

DENIZENS

MONSTER POPULATION RATING

(Worksheet Section 1-6)

While you are designing your Abomination, you may want to consider (if you have not already done so) whether the creature is unique or representative of a species. Unique creatures will of course not have eggs, young, nests, and so forth in most circumstances. You can create special exceptions if you feel this will lead to a compelling scene within the game; for example, you might create a unique monster that is actually malformed because it has a bud on its "head" that is going to drop off and turn into a new baby monster when the "mommy" dies. (Surprise, disgusted adventurers!)

If you cannot imagine multiples of the monster existing, or if you want to have the players (and PCs) learn that the creature is the last of its kind for dramatic effect, then you will want to classify your creation as a *Nonesuch* as I mentioned earlier (Section I.8).

Otherwise, you will probably want to classify the monster's **frequency of appearance**, or **population rating**, at this time. I recommend the use of the classic Common / Uncommon / Rare / Very Rare (CURVR) progression to measure monster populations, with some minor modifications to approach as explained below.

In my opinion there is a pitfall in classic editions of the FRPG, where monsters would be listed as "Very Rare" but then would be found all over the place in dungeon modules and other officially published materials. And conversely, monsters listed as "Common" would often be in short supply, simply because they tended to be mundane and uninteresting. With the Abominations, however, every creation you make is evocative and otherworldly and you can feel comfortable using a well-crafted monster with any level of CURVR frequency … especially if you are designing an Abomination invasion scenario in your campaign. Creatures that are extra-planar and Very Rare right now might well be Rare in another game year, and Uncommon after a year after that.





Very generally, I recommend that most Abominations (CR 6 to 17) should be classified as Rare, with the strongest types (CR 18+) being Very Rare and the weaker ones (~CR 2 to 5) being Uncommon. The "Common" designation should be reserved for swarm-type monsters (CR 0 to 1), such as weaker humanoids, oozes, imp-fiends, insects, and minor beasts. If you don't know the monster's CR, and can't venture a rough guess, then a Rare frequency rating is a fairly conservative and reasonable choice.

Classically, a Gygax-recommended spread of monsters in an FRPG campaign (circa 1977) would include 65% encounters with Common monsters, 20% Uncommon, 11% Rare and 4% Very Rare. However, I feel that this Gygaxian hierarchy unfairly burdens the GM with pressure to include too many Common creatures, while ignoring the excellent Very Rare end of the spectrum. The fact that Common monsters were uninteresting, while Very Rare monsters were fascinating, caused GMs to favor encounters with unusual monsters despite the recommended percentages. More reasonably then, I would suggest that the GM should use two different frequency percentage classifications for encounters, based on the realm the adventurers are exploring, as follows:

- **Encounters in Outside / Wilderness Areas:** Common 40%, Uncommon 30%, Rare 20%, Very Rare 10.
- **Encounters Dungeon, Planar, or Dream World Areas (where the exotic becomes the norm):** Common 35%, Uncommon 30%, Rare 20%, Very Rare 15%

As an overall note for encounter building, I also recommend that no more than 20% (1 in 5) of a scenario's encounters should be with Abominations unless the adventure is taking place in a planar realm or in the Dream Worlds. The remaining 80% of the encounters or even 90-95% should be with "normal" monsters, so that the Abominations do not completely change the flavor of the game away from the classic paradigm. If you disagree with this conservative rule of thumb, you should certainly tell your players that you are going to be changing the campaign from a heroic one to a horror-themed one, and very quickly.

Keep in mind as always that these are guidelines, and that to use this system effectively you may need to classify all of the SRD5 monsters according to CURVR frequency. If there is sufficient GM interest in knowing the frequencies of classic monsters and other "hidden" data that is not in the current edition, I will include this type of data in a future work.

And if all of this is simply too much to think about at this stage of your monster creation process, you can simply check the "Unknown at This Time" box in worksheet section 1-6 and ignore the problem for now. Just be careful not to leave the problem unattended in the long term, because the frequent inclusion of Abominations in your dungeons *will* decisively change the nature of the game. The change will be for the better if you are careful and thoughtful in the changes that you are making to the monster population overall.





The Oldskull Experiment, Session 5

I do not yet know the frequency of my new hogweed plant monster, and I don't know its Challenge Rating either. My vision at this time is that this monster will be relatively weak in the world, and I don't want to have my new Abomination popping up everything if this experiment doesn't work. Therefore, I decide that my monster will be Rare and I note that in worksheet section 1-6.

III.3

PROTAGONISTS

CALCULATING AVERAGE PARTY LEVEL (APL)

(Worksheet Section 1-7)

To move forward with your monster design, you will need to consider more complex meta-game intangibles beyond just the monster itself. You need to generally know how powerful the monster could potentially be, even though you don't yet know all of the things that allow you to calculate a specific Challenge Rating. You also need to have a decent understanding of how the monster will fit into your existing campaign. To do that, you need to assess your regular play group's relative *power level* for all of the Player Characters (PCs), which will allow you make informed decisions about the rough potential range of low and high Challenge Ratings that might be appropriate for the new Abominations entering your game world.

A PC group's power level is a very tricky thing to measure, because there are so many variables in play which affect the actual rating. Things which this book cannot measure, but which certainly affect relative party power level, include: player intelligence and creativity; player skill; player teamwork; class selections, availability, and unavailability; player attendance (do you still play when the group is at partial strength?); group aggression and play style; min-maxing (or a lack thereof); ruling loopholes (and how the GM responds to them when they drastically and clearly favor a self-serving player); how forgiving the GM is (do you fudge any rolls to save a PC's life?); the frequency and power of magical healing, as well as the armor rewards provided to the group; and, an understanding of how you as a GM tend to build the majority of your encounters. Some GMs always build easy or "average" encounters for story purposes, while others build deadly and deadly+ encounters all over the place and then expect the players to plan and react accordingly.

(*Caveat emptor:* The author, despite harboring a tender soft spot for veteran players with many decades of play experience, shamelessly falls into that latter category! ~K)

There are two helpful power variables which *are* easy to factor, however: [1] the number of Player Characters in your regular group, and [2] the experience levels of those characters and their associates.





These numbers can give you a rough measuring stick which I call the **Average Party Level (APL).** My system varies somewhat from the official systems for the FRPG, but nevertheless I feel it is fairly informative as a guideline for monster difficulty purposes.

To calculate your party's APL, simply do the following:

[1] Count the number of PCs in the regular group. This is the **PC Count**.

[2] Include those NPCs who frequently accompany the party (henchmen, retainers, etc.). This is the **NPC Count**.

[3] Add the PC Count and NPC Count together to get the **Character Count**.

[4] Add all of these characters' experience levels together. For example, if your group has five characters of levels 3, 3/3 (multi-classed), 4, 5, and 6, then the sum is (3 + 3 + 3 + 4 + 5 + 6 =) 24. This number is the **Level Count**.

[5] Divide the Level Count by the Character Count. This is the **Average Party Level** (fraction included), or APL.

[6] Modify the APL based on the Character Count, as follows:

[6a] If the Character Count is 2 (!), reduce the APL by 50% (x .5).

- A single character death would always be catastrophic for this party.

[6b] If the Character Count is 3, reduce the APL by 33% (x .666).

- This party is highly vulnerable to losing a single member, but the loss is not a death sentence.

[6c] If the Character Count is 4, make no adjustment to the APL.

- This is the baseline party power level considered in the modern edition of the FRPG.

[6d] If the Character Count is 5, increase the APL by 15% (x 1.15).

- Beyond this point, the party can be considered "large" by modern standards, or "average" by old school standards.

[6e] If the Character Count is 6, increase the APL by 30% (x 1.3).

[6f] If the Character Count is 7, increase the APL by 45% (x 1.45).

[6g] If the Character Count is 8, increase the APL by 60% (x 1.6).

[6h] If the Character Count is 9, increase the APL by 75% (x 1.75).

(Etc., adding +0.15 per additional character if the group is very large.)

[7] Round the APL off to get an easily workable number, as follows:

[7a] If the decimal for your APL number is 0.499 or lower, round the number down to the next **lowest** integer (e.g., 6.434 becomes 6).





[7b] If the decimal for your number is 0.5, round up to the next **highest** integer (i.e., 6.5 becomes 7).

[7c] If the decimal for your number is 0.501 or higher, round up to the next **highest** integer (e.g., 6.934 becomes 7).

(Please note that this system can never be perfect, due to the need for simplicity and the vagaries inherent in the obfuscated "bounded accuracy" paradigm of game design. I welcome veteran GM feedback on these estimations, because Fifth Edition is not my primary rules set, and I may modify this system in the future. ~K)

[8] Record the resulting final APL score, along with the date you made the calculation, in Abomination worksheet section 1-7. Keep in mind that you will want to re-crunch this number on a fairly periodic basis as the group changes; I recommend doing so once (a) a month, or (b) whenever there is a significant change in player membership, or (c) whenever there is a permanent character death and you are preparing for the next session.

As always, you must be cautious in avoiding the temptation to over-trust this approximation: this system is perilously open to your excessive reliance upon the math without applying common sense. The APL is a guideline for your reference, not an authoritative game balancing factor. Please also refer to the "things which this book cannot measure" section, above, and personally decide if this number is truly representative of your campaign group's power level and the way you play the game. You may then want to lower this power number if your game is "hard" or unforgiving (meaning that the party is relatively weak in ratio to your monsters), or increase this power number if your game is "easy." As a judgmental rule of thumb, if you do everything you can to save a PC's life up to and including cheating, you are an easy GM.

In either direction of APL variance, low or high, be honest with yourself for best results!

Now that you have an idea of your campaign's approximated APL, you can move forward with the design of multiple monsters within a general range of "acceptable" lethality. Refer to the next section for more concerning an Abomination's **"Base Lethality Rating" (BLR)**, a calculated variable which can be used to guide the creation of monsters possessing a tough but fair level of difficulty.

The Oldskull Experiment, Session 6

For the sake of our continuing example, let us say that our campaign includes six active PCs: a level 6 barbarian, a level 5 cleric, a level 5 druid, two fighters (levels 3 and 5) and a level 7 wizard. These adventurers have three frequent NPC companions, including a level 2 ranger, a level 3 monk, and a brown bear. Now the bear is a bit of a wild card, so we will consider his CR of 1 (meaning he's an easy





yet respectable challenge for a low-level party) and arbitrarily give him an “experience level” of 2 for calculation purposes.



The PC Count for this group is 6. The NPC Count is 3. (Bear advocacy rights just scored, big time.) The Character Count, adding 6 and 3 together, is 9. The experience levels are 6 + 5 + 5 + 3 + 5 + 7 + 2 + 3 + 2, totaling 38. That’s the Level Count. The Level Count divided by the Character Count, 38 divided by 9, is 4.222 (repeating, of course). That is our Average Party Level (APL).

Next, we modify the APL based on the Character Count, which is high at 9. Calculation step [6h] shows us that we should apply a modifier of 1.75, basically increasing the APL to reflect the large party size. 4.222 multiplied by 1.75 is 7.3885. That’s our new APL figure, replacing the old 4.222.





Moving on to calculation step [7], we round the 7.3885 down to a flat 7. We record this information in worksheet section 1-7, and move on to the next chapter, where our formerly reliable author loses it for a little bit.

It's okay. It happens to the best of us.

III.4

ANTAGONISTS
BASE LETHALITY RATING (BLR) AND ITS IMPORTANCE

(Worksheet Section 1-8)

Once you have considered the power of the heroes in your campaign, you can then consider the power of your monster-in-progress and come to a meaningful conclusion as to the relative power of your fiendish creation.

Unlike classic "normal" monsters — which have all been pre-designed, play tested, refined and balanced for the FRPG — it is very difficult to create a random monster generator, with a vast array of possibilities, that will always pop out interesting beasties to instantly fit into a preconceived Challenge Rating (CR) that you assign.

Balance in a creative game doesn't and cannot work that way. Creation is messy. There needs to be some breathing room within the system prior to any difficulty assignment, so that we can maximize the potential number of monstrous possibilities at in design phase. If you pre-restrict your Abominations into CRs before they even possess any generated powers, your "unique" monsters will then quickly tend to resemble one another after only a few design attempts. And why? Because the calculations involved in CR determination demand that your monsters can barely move within the constricting difficulty box you will shove them into. A single strong ability, or a single weakness, can significantly alter a CR along the way as we sort the monster's powers out.

This means that some intentional chaos **needs** to be seeded into a quality monster design system, so that a huge number of aberrations (each of a reasonable magnitude!) can potentially result. We sacrifice predictive balance in favor of infinite options.

Some form of during-creation power measurement is certainly still helpful, however, while we're busy making everything a bit off-kilter. You will want to be reasonably certain that (a) your new monster will be a challenge for your players' characters right now, for inclusion in the next play session, and (b) that the monster will still remain fearsome and useful in your campaign for the foreseeable future, as the PCs' experience levels inevitably rise. To put it another way, you will want your monsters to start out a bit overpowered so that they are fearful right now, and so they will remain viable for at least a real-world year or so.





These conflicting requirements create a bit of a random generator conundrum, because all of these design considerations (involving the APL, the CR, the monster power options, and everything else) need to be carefully balanced with one another without stifling the interaction of the intrinsic random design systems. After all, if you use this book's systems to create a useless monster that is either far too weak or far too powerful (or, the ultimate horror, a new monster that's predictable and boring), then you've wasted precious design time.

III.4.1

A NECESSARY SECTION YOU CAN SAFELY IGNORE:

(IN WHICH THE AUTHOR GOES TROMPING OFF ON A MERRY TANGENT)

(Rant on.)

If you're just going to create something "safe" and orthodox to replace Orcs — something that isn't very interesting — then why not just stick with Orcs and call it a day?

Don't play it safe when you design your Abomination. Go for weird, and go for memorable. Make your monster *interesting*, even if you can't figure out precisely how powerful it's going to be.

And yes, I know your players will probably blame you if your monster ends up being too dangerous and too difficult. Well, your more difficult players think they're smart and savvy and skilled, right? They do all of that studying, the rules lawyering, the build sharing online, and the min-maxing to maximize their characters' power, yes? (They may role-play and make atmospheric choices and design well too, but any skillful player who says they don't ever try to empower their character outside of play time is selling something.)

They're hero material, right? Then welcome to the proving grounds. Your players are simply going to have to deal.

Monsters should always kill PCs at least some of the time. Skill mitigates that risk, but it never eliminates it. The inherent danger should always be there.

Old school play is about calculated risk-taking in the face of danger. And here, we are focused upon the most important risks inherent in the game: the monsters themselves. Make them fearsome. When your PCs defeat them, you want the players to feel as if they really accomplished something … because they did.

III.4.2

UNDERSTANDING THE BLR:

AN UNORTHODOX PREDICTIVE TOOL

Now, to get slightly back on track: How do we abandon Challenge Ratings for now — and still keep our monsters within a roughly predictable power bracket — while allowing enough system flexibility for near-infinite design options?





This book utilizes a compromise system which is useful for monster power *forecasting* (*not* measurement), which is called the **Base Lethality Rating (BLR)**. A BLR is *similar* to a Challenge Rating, and will tend to range between 0 and 30. A BLR is still a measure of an Abomination's power level, but it is necessarily "hazier" than a CR and it has a very different intent.

To be clear: The purpose of a CR is to estimate a monster's power after the monster has been fully designed and play-tested, so that reliable CR calculations can be plugged into an encounter during the pre-session scenario design phase. A BLR, conversely, is a guideline which can be used to frame a monster's potential power spectrum (within a fixed range of relative highs and lows) while the monster's powers are still being generated, pondered, shifted and modified. Where a CR is made to be restrictive and informative, a BLR is made to be unstructured and intuitive. The "looseness" of the BLR therefore allows you the maximum number of potential and random variables, while its upper and lower limits prevent the generation of a truly ludicrous random result.

The BLR range will (for example) prevent you from creating a tiny CR 3 bat-squid with a CR of 28. But the BLR will also guide you towards powers that are reasonable for CR 3, while still allowing for some power creep.

As you may have already surmised, I am not precisely enamored with the Challenge Rating system. I rather believe that it is necessary to create more powerful and varied monsters for the game, and to move the expectation away from modern GM-driven encounter *balance*, and back toward player-driven encounter *appraisal*.

My rather unpopular position is this: **Unless your players are absolute neophytes playing in their first campaign, you shouldn't be creating balanced encounters.** At least, not all of the time. Your players' characters should be hiding, hiring, divining, scouting, planning, and plotting, always trying to figure out if any given encounter is conquerable and "worth it," or simply something to be avoided.

It is an open (if controversial) secret that the current edition's CR and encounter design systems were engineered to create mostly soft and easy results, where the PCs will almost always win an encounter … unless they either (a) do too many things in one day, (b) roll everything terribly and refuse to disengage, or (c) make an extremely stupid tactical decision. In other words, if you have clever players and/or a forgiving Game Mastering style, the outcome of almost every encounter is foreordained. This means that the excitement, unpredictability, and danger inherent in old school play (in my opinion, which you are probably learning can be sour!) are effectively neutered. The players in such a campaign, which is filled with predictable encounter templating, rarely need to make a tactical estimation of any one monster's strength. The players can simply assume that if you put it in the game, it was put there by the book, and therefore it was designed to be beaten. This mentality is supported, and encouraged, by the mechanics of balanced and CR-driven encounter design.

Since this book has been designed to re-infuse the modern game with old school principles of monster development, I recommend that you actually *do not* give your Abominations a Challenge Rating at all. Tell your players the next session will be dangerous, and let the dice fall where they may. The systems in this book were designed to create memorable encounters that will never be boring, predictable, easily measurable, or a pushover. Hopefully, the results will be surprising and exciting to the GM and players alike. Some Abominations will be easily defeated by a skilled group, but most of the new encounters will





be challenging indeed. The classic maxim “Run away, live to fight another day” is crucially missing from the game if all of your encounters are balanced to ensure automatic monster defeats. If you are willing to change this paradigm, and to warn your players that you are increasing the game’s difficulty level and mode of play, then new Lovecraftian monsters become the perfect and justifiable nemeses which even epic-level heroes might be eager to run away from.

All of this uncertainty in early monster power estimation is included here *by design*. The BLR (and its resultant Abomination difficulty rating) is a feature, not a bug. This supplement was written and dedicated to celebrate the Weird, the Horrifying, and the Unknown. Much of this cumulative atmospheric effect can be ruined if you use the current edition’s CR and encounter design systems to create an easily-defeated Abomination. And as experienced GMs know, even a “Deadly” encounter can be a pushover for a well-played team of Player Characters.

With all of that being said, I do understand that these principles of design and play are considered outmoded — or at the very least esoteric — by many people who have played the FRPG for fewer than 20 or 30 years. The game has become generational and the generations of players and GMs now see things very differently. For that reason, I do include guidelines at the end of this tome (as an appendix) that will allow you to approximate an Abomination’s CR prior to play, if you feel that you must have that piece of information.

Click here if you would like to review the CR guidelines now.

III.4.3

A MEASURE MOST CHAOTIC:

DECIDING UPON A BLR FOR YOUR MONSTER DESIGN

And now that you understand what a BLR is, and its predictive intent during the design process, I can provide a recommended range of BLRs for you to consider for your monster creation.

I recommend that the very first monster you create with the *Oldskull Monster Generator* should possess **a BLR equal to your campaign’s Average Party Level, or APL**. In other words, if you campaign’s current APL is 6, then you will probably want to create a BLR 6 monster before you use the system’s wider potential power range.

After you create your first Abomination and grow more comfortable with the results, you can then tinker with my systems until they suit you and your game’s style and difficulty level perfectly. You may serendipitously find a “sweet spot” where the Abominations are perfectly suited as a dangerous and deadly challenge which your players will welcome with eager fear, loathing, and anticipation. If (for example) you have a very skilled and crafty group of players who always have memorable encounters with Abominations of a BLR equal to their APL+2, then you can keep designing “BLR=APL+2” monsters for the rest of that campaign.





Alternately, you can later randomly determine the BLR within a fixed range to keep the uncertainty and loathing strong. If you do so, I recommend that you introduce monsters which possess a BLR **between APL-3 and APL+3**, with a minimum BLR of 0 and a maximum of 30. For example, if your game's current APL is 8, then you would want to create new Abominations with a BLR between APL (8 - 3 =) 5 and (8 + 3 =) 11. This spectrum keeps the monsters you worked so hard to create relevant to the game for a long time, and it gives a good range of unpredictability that will keep your players fearful and on their toes. The difficulty of individual monster types can be tweaked simply by tinkering with the number of Abominations appearing in any given encounter. Monsters with low BLRs can appear in swarms, while those with high BLRs can be singular or in small groups and surrounded with protective minions. (See the last portion of this book for many ideas in that direction.)

If you want to randomly determine Abomination BLRs later in the campaign — after you create your first monster with a BLR equal to the APL — I recommend a range that favors the middle (APL = BLR), but does not foreordain it, like this:

TABLE 19
CALCULATING THE APPROPRIATE BLR FOR A NEWLY-CREATED ABOMINATION

D100 Roll	Suggested Action	Potential Encounter Difficulty (Affected by Number Appearing)
[01-03]	Create a new monster of BLR equal to APL-3 (to a minimum BLR of zero) [*]	Easy to Challenging
[04-10]	Create a new monster of BLR equal to APL-2	Moderate to Challenging
[11-25]	Create a new monster of BLR equal to APL-1	Challenging to Dangerous
[26-75]	Create a new monster of BLR equal to APL	Challenging to Deadly
[76-90]	Create a new monster of BLR equal to APL+1	Challenging to Horrific
[91-97]	Create a new monster of BLR equal to APL+2	Dangerous to Horrific
[98-00]	Create a new monster of BLR equal to APL+3	Deadly to Horrific

[*] Special Note on Introducing Low-Level Abominations to the Game: If your group is of low enough power that monsters of CR 0 and 1 are still frequently featured in the game, you may want to consider creating a monster with a BLR of either 0 (25% chance if you wish to determine this randomly), 1/8 (25%), 1/4 (25%), or 1/2 (25%). The monster power tables have been designed to include all of these slight BLR gradations between 0 and 1, with a fair number of possible power options at each level of the hierarchy.





III.4.4

IN CLOSING:

BLRS ENCOURAGE UNPREDICTABILITY

Once you become comfortable with the BLR system, you will hopefully come to find that the players are beginning to respond to the variance in encounter difficulty levels. They may not always like it, but they will probably begin to approach encounters differently.

Keep in mind too that because Abominations are so unusual and variable, the players are very likely to first perceive them *all* as an invasive threat. As the campaign continues and Abominations of different alignments and power levels are introduced, their role in the campaign will expand from mere "kill-on-sight enemy" to further encompass possibilities such as "lucrative," "entertaining," and "potentially helpful." Your adventurers will later become interested in tracking down specific Abomination species to seek sage advice from, to tame, to conjure, or to kill and harvest for potion ingredients. When these possibilities broaden naturally within the game, the BLR mechanism will become less important to your designs.

It is hoped that the BLR forecasting technique will help you to become more comfortable with reintroducing the principles of uncertainty, chaos, and potential monster lethality to the modern game. If it all seems a bit much to consider, just remember: Even though you will need to calculate a BLR to effectively use the upcoming monster ability chapter of this book, you can always fall back to the firmer ground of the CR appendix (Appendix A) if you are uncomfortable with the vagaries inherent in the BLR.

The Oldskull Experiment, Session 7

In our last example, we calculated our imagined party's Average Party Level (APL) at 7. This means two things: [1] Our first monster design, the hogweed plant Abomination which we have not forgotten, should have a Base Lethality Rating (BLR) equal to the APL, meaning 7; and [2] in the future, beginning with our second monster design, we will roll percentile dice on Table 19 above to determine the appropriate BLR for each new Abomination type. If when we decide to create a second Abomination our party's APL is still 7, then we will be looking at BLRs between APL-3 and APL+3, indicating a difficulty range between 4 and 10. Due to the way Table 19 is designed, 50% of the time, the BLR will be equal to the APL; 25% of the time, the BLR will be lower; and 25% of the time, the BLR will be higher. The players will never know exactly how powerful each new monster is.

For now, we will keep the figure "BLR=7" in mind, so that when we move on to the next design step we know approximately how strong our hogweed plant monster will be.





III.5

DELIRIUM

THE MADNESS SYSTEM

(Worksheet Section 1-9)







I cannot forget Carcosa where black stars hang in the heavens; where the shadows of men's thoughts lengthen in the afternoon, when the twin suns sink into the lake of Hali; and my mind will bear for ever the memory of the Pallid Mask. I pray God will curse the writer, as the writer has cursed the world with its beautiful stupendous creation, terrible in its simplicity, irresistible in its truth – a world which now trembles before the King In Yellow.

— *The King in Yellow*, by Robert W. Chambers

There is one excellent old school play mechanic which is already featured in the SRD5, and the *Oldskull Monster Generator* works perfectly with its inclusion in your campaign. This is the FRPG's optional Madness system.

I recommend that you read the official system in the SRD5 carefully, and strongly consider including it in your campaign. Players frequently tend to dislike the madness rules because they are seen as punitive, and because they can also potentially remove player control of a PC on a temporary basis. However, I have found that the rules perfectly complement the inclusion of Abominations in the game, and serve to quantify the uncanny atmosphere which is created when ungodly entities invade the "mundane" game world. Further, many of the conditions are relatively minor, and enduring madness can only commonly occur when the players insist on getting the PCs in over their heads. The inclusion of the Madness system, in my opinion, is a clean and balanced way to introduce the precepts of Weird Fiction to your game.

If you do decide to use the Madness rules, I recommend the following changes and features to make the rules work perfectly with your Abominations. This section is necessarily suggestive rather than strict, because your campaign and your players will be very different from mine in ways that I cannot foresee.

Firstly, I recommend that only Abominations of **Neutral or Evil alignment** should be capable of inducing madness during combat. Good-aligned Abominations are either creatures born of the Dream Worlds (with mortal intervention), or have evolved to the point where they seek to learn from and interact with lesser mortals in order to sate their alien curiosity. As such, even those Good-aligned Abominations which turn hostile should not ever engender "combat madness" in Player Characters. I also recommend that *non-Abomination* monsters should never cause madness at all, so that the otherworldly nature of all Abominations is emphasized. You can then define madness as a mechanic which is caused by hostile experience with otherworldly entities. Following logically from this point, you may want to make an exception for Aberration monster types on a case-by-case basis (especially those with exposed brains and/or tentacles, as a general rule!).

You will note that the official system does not offer concrete rules for the various levels of madness which can be caused by a monster. I suggest that the three levels of madness defined in the SRD5 — **short-term**, **long-term**, and **indefinite** — should each be the result of a different magnitude of power disparity between the heroes and the monsters. In other words, if the party's APL and the monster's BLR are relatively equal, then short-term madness might be result; but if the APL is overwhelmed by the BLR,





then indefinite madness should become a very real possibility. Savvy players will quickly learn that the madness system is a very accurate predictor of an Abomination's relative danger level, and will likely act accordingly in future encounters.

And mercifully, madness may actually save PCs from time to time, since madness makes the mortal mind unguarded and easy for Abominations to probe, feed upon, and contemplate. Madmen are frequently kept alive: Abominations who drive mortals mad tend to keep their gibbering victims around as tasty psychic treats.

Since Wisdom can be regarded as a measure of a character's sanity, I recommend that a Wisdom saving throw should be required to avoid the onset of madness during an Abomination attack. You can decide on the particulars of the saving throw and its modifier(s) as you consider just how much insanity you (and your players!) want to include in the game. My own further suggestion is that you should make the first Abomination encounter *almost certain* to induce madness, so that the new mode of play is "announced" by the strange encounter. Thereafter, the chance of madness onset should be reduced considerably as the game world's inhabitants come to terms with the encroaching reality of an extra-planar invasion by psychic assailants. You will probably want to make the madness check an *advantage* saving throw for **cleric** and **paladin** PCs, because those characters in particular draw their power from the certain knowledge that they are — to an extent — divinely protected by planar powers which are greater than the Abominations themselves.

Due to PCs generally being daring exemplars and brave adventurers, they should not (in my opinion) suffer madness simply by *viewing* horrific entities. You can certainly have that effect for low-level NPCs accompanying the party, but PCs and stalwart henchmen should only find their sanity attacked when a Neutral or Evil Abomination enters combat with them. When the combat encounter with an Abomination begins, the monster(s) will make a brutally primal empathic link with their prey. The madness saving throw should take place, at the speed of thought, at the very moment the violence begins.

To determine the severity of madness on a failed saving throw, consider the following:

- If the Abomination's BLR is *less than* the party's APL, then bravery should prevail over the trauma of the psychic link, and no madness should be possible. You can describe the onslaught of visions, of course, but the victim's willpower silences the intrusive missives.
- If the Abomination's BLR is *equal to* the APL, then **short-term madness** is possible.
- If the Abomination's BLR is *1 or 2 points higher* than the APL, then **long-term madness** is possible.
- If the Abomination's BLR is *3 or more points higher* than the APL, then **indefinite madness** is possible.

The specific type of madness can be decided upon by the GM as appropriate to the monster species, or randomly rolled using the tables already provided in the SRD5.





In addition to these "madness through psychic empathy" rules, I also encourage you to consider the possibility of "madness through the **death knell**." This is an additional system which can be helpful if you later want to introduce the idea that some Abominations can become allies, conjured servitors, or tameable familiars. Players may well become less inclined to instantly attack every Abomination species if doing so results in bouts of madness, after all! Skilled players will learn over time that violence is not the only way to deal with threatening enemies.

Importantly, Good-aligned Abominations should be able to induce this form of death knell madness, just as Neutral and Evil Abomination do.

The idea of the death knell is that the very first time a PC kills an Abomination of any particular species, there is a psychic backlash and a moment of cosmic revelation. Examples of cosmic revelations, if you want to get that detailed, can include:

- Seeing a glimpse of the monster's home world.
- Seeing and feeling murder by an alien intelligence through the victim monster's senses as the killing blow strikes (i.e., the alien's and PC's senses temporarily change places).
- Seeing the primordial creation of the universe, or another universe, or the multiverse.
- Seeing the future end of humanity.
- Seeing the Mad God which lies at the heart of the universe.
- Realizing that most "normal" gods were once heroic mortals, who will one day die (due to a lack of mortal worshippers, who go extinct) while the Abomination races shall remain forever.

To retain game balance, each character can only suffer death knell madness *once* as a result of killing any given species. In other words, if you have Abomination species A, B, C, D, and E in the campaign, then a character will go mad when he lands a killing blow for the first time on A, and will suffer madness once again when killing species B for the first time as well. Killing multiples of species A simultaneously will only result in madness once, and encountering species B later and killing more of them will not result in madness after the first time. However, later encountering and killing species C for the first time would induce the death knell madness once again. You will of course need to keep a campaign journal summary of each character's interaction with each Abomination species to apply this ruling fairly.

If you do decide to use the death knell system, I recommend that there should be *no saving throw*, unless the killing character in question is (a) a cleric, (b) a paladin, (c) Chaotic Evil, (d) Chaotic Neutral, and/or (e) possesses a Wisdom score in excess of 15.

The severity of the death knell madness effect can be based solely on the monster's BLR, ignoring the characters' APL, as follows:





- **Minor Entities:** Abominations of **BLR 0 to 2** create no death knell madness effect when slain, as they are not powerful enough to do so.
- **Lesser Entities:** Abominations of **BLR 3 to 7** induce **short-term madness**.
- **Greater Entities:** Abominations of **BLR 8 to 12** induce **long-term madness**, unless the killing character has Wisdom 13+, in which case only **short-term madness** is caused.
- **Eldritch Entities:** Abominations of **BLR 13 to 20** induce **indefinite madness**, unless the killing character has either Intelligence 15+ or Wisdom 15+. If either of these conditions are met, then only **long-term madness** is caused. If both of these conditions are met, then only **short-term madness** is caused.
- **Ageless Entities:** Abominations of **BLR 21 to 25** induce **indefinite madness**, regardless of the killer's Intelligence or Wisdom.
- **Apocalyptic Entities:** Abominations of **BLR 26+** are hyper-dimensional entities. They induce **indefinite madness** in the killer, and indefinite madness in all mortals within 1 mile of the killer as well. (Individual saving throws, as appropriate, do apply.) The killer(s) will have current hit points reduced by 50%. For example, a wounded PC with 36 hit points remaining would be reduced to 18 hit points remaining by the psychic shock. Further, NPC mortals and monsters of INT 5+ and CR<4 will instantly die of shock as the horror of the death knell revelation is revealed.

These systems should allow the logical use of the madness system in your heroic fantasy campaign, without completely overriding player control of the PCs. The purpose of these rules is not to punish the players, but rather to evolve their play, and to maximize the atmospheric potential of Abominations in the game.

III.6

KINESTHESIA

THE MONSTER'S SENSES

(Worksheet Section 2-1)

Once the thorny issues surround monster power have been sorted out, it is time to focus on some of the easier and more straightforward qualities that your creation will possess. The first variable in this category is the monster's **senses**, chiefly its sense of sight.





The following options summarize the nature of monstrous senses as portrayed in the official SRD5. You may want to add some more elaborate details, such as how acute the monster's hearing and perception ratings are, or unusual senses far beyond mortal scope and certainty; but the general details below should be sufficient to allow you to run most Abomination encounters.

The first question you will want to ask yourself in this regard is simple: Does the monster have eyes and a sense of vision? This may seem like a very straightforward yes/no question, but you will want to consider how you perceive the nature of your world's monsters before you answer this decisively. For example, constructs typically have sculpted or jeweled eyes because they are statue-like. But do those "eyes" convey vision, or do the constructs sense prey through vibration or some other detection mechanism? Undead tend to have eyes, even if they are non-corporeal. But if something is deathless, are its eyes still functional and alive? Or does it use something more like Tremorsense to find its enemies? Does a humanoid plant monster have eyes? If not, how does it sense and interact with its environment? These finer points of contention can go either way, depending on how you think your monsters should "realistically" function in your game world.

Next, you will want to consider a monster's **Perception rating**. Perception is a Skill that is based on Wisdom. It usually makes sense to give your monster Perception or Passive Perception based on its general capabilities. My best common sense recommendation in this regard is to consider your Abomination's BLR, and to compare it to the CRs of monsters at that same approximate level. As an example, if I am creating an Abomination of BLR 4 and considering its Perception rating, I will be looking at CR 4 monsters in the SRD5 before making my final decision. CR 4 monsters include Chuuls, Couatls, Red Dragon Wyrmlings, Ettins, Ghosts, Lamias, Wereboars, Weretigers, Black Puddings, and so forth. If I am designing a *draconian* BLR 4 Abomination, I will be looking more closely at the Couatl and the Red Dragon Wyrmling; but if it's a *bestial humanoid*, I will be looking at the Wereboar and Weretiger; and so forth. By comparing your Abomination to roughly similar monsters, you can decide what Perception rating is most appropriate for the new monster and for your game. You can always change the Abomination's stats later if you don't like the way this initial approximation works out in play.

Beyond the Perception matter, you will also want to decide if the monster has a special sensing ability: **Blindsight**, **Darkvision**, **Sense Magic**, **Tremorsense**, and/or **Truesight**. There is no good way to randomly determine this, but I provide some guidelines for your consideration here:

- **Blindsight** is appropriate for monsters that do not rely on sight as their dominant sense, such as arachnids, bats, burrowing creatures, constructs, dragons, fungi, insects, plants, slimes, and snakes. If your Abomination belongs to one of these general monster types and/or body types, I recommend imbuing it with Blindsight.
- **Darkvision** is appropriate for netherworld dwellers, who need enhanced sight to survive in low-light conditions. This includes many demi-humans and humanoids, as well as any nocturnal or subterranean predators. I recommend that you always give your new Abomination Darkvision, unless it is (a) sightless or (b) you cannot imagine the monster thriving in a dark setting. (A light / energy elemental, for example, would be a good candidate for exclusion factor (b)).
- **Sense Magic** is a special power conferred to Chuuls. This ability should be rare, but it makes sense to give it to Abominations that are arcane, celestial, and/or of high Intelligence or Wisdom. I also recommend it for all Abominations who possess the Arcane Devourer nature, which means they feast on magic and spells.





- **Tremorsense** should be given to monsters that are either eyeless, or burrowing. I recommend several specific body "Acephalus" (headless) types as having Tremorsense, as listed in the tables included earlier in this volume.
- **Truesight** is an ability which is usually restricted to powerful extra-planar creatures, such as angels, demons and devils. However, keep in mind that "powerful extra-planar creature" is basically the definition of an Abomination. I therefore recommend a good chance that the Abomination will possess this power; perhaps BLR x 5% if you want to make a random determination. In other words, a BLR 5 monster would have a 25% chance of possessing Truesight, while all Abominations of BLR 20+ would possess it, unless you decide otherwise.

You can check off all of these appropriate senses in section 2-1 of your Abomination worksheets.

Lastly, you will want to consider the **intensity** of each of the monster's senses. This is a measurement of the sense's maximum range under most conditions. This level of micro detail can be a pain to reasonably decide on, unless you want to wait until your monster design is almost complete. I encourage you to determine the intensity of an Abomination's special senses, and the resultant maximum ranges, using simple random rolls on the table below. Please note that these ranges are based on the many examples evident in the SRD5, and that I have followed my research into that data carefully. You can use longer ranges than these if you prefer, but keep in mind that by doing so you are making your monster's senses more acute than just about anything else in the game.

TABLE 20
RANGE DETERMINATION FOR ABOMINATION SENSES

If the Abomination possesses:	Roll 1D100 to determine the sense's intensity and maximum range:				
	[01-20]	[21-40]	[41-60]	[61-80]	[81-00]
Blindsight	Limited (10' Range)	Normal (20' Range)	Attuned (30' Range)	Acute (40' Range)	Excellent (60' Range)
Darkvision	Limited (30' Range)	Normal (60' Range)	Attuned (75' Range)	Acute (90' Range)	Excellent (120' Range)
Sense Magic	Instinctual (15' Range)	Limited (30' Range)	Attuned (60' Range)	Acute (90' Range)	Excellent (120' Range)
Tremorsense	Limited (10' Range)	Normal (20' Range)	Attuned (30' Range)	Acute (45' Range)	Excellent (60' Range)
Truesight	Instinctual (10' Range)	Limited (30' Range)	Attuned (60' Range)	Acute (90' Range)	Excellent (120' Range)




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The Oldskull Experiment, Session 8

Continuing with the design of our BLR 7 hogweed plant monster, I now consider the monster's senses. First, I look at the SRD5 to see which monsters have a CR of 7 (equal to my new monster's BLR). I can see that the CR 7 roster includes Young Black Dragons, Young Copper Dragons, Stone Giants, Oni, Shield Guardians, and Giant Apes (ctrl-F in a PDF is a lifesaver). The Passive Perception scores for these monsters range from 14 to 17, with the dragons at the high end of the scale. Since I don't think my plant monster is an innate predator or hypersensitive beastie, I stick with a Passive Perception of 14.

Next, I read and consider the entries for special senses. Blindsight seems perfect, since this is a plant and that ability is recommended for plants. I decide to not give it Darkvision, because as a plant I can't yet conceive that it thrives underground. Sense Magic its interesting, but seems inappropriate. Tremorsense fits well, however, and so I decide that the monster will have that too. Truesignt seems inappropriate.

Next, I roll for the intensity of its Blindsight. A roll of 29 shows that it has Normal Blindsight, at 20' range. I then roll for the intensity of its Tremorsense: my roll of 03 shows that it has Limited Tremorsense at lonely a 10' range.

These are lower than average rolls, so I start thinking of my plant monster as something a bit like a Venus flytrap: it can't detect prey at a very long range, but it exudes a pleasing fragrance to attract things to it. When things get close, it is very aware of them and lurches into action.

Now we're beginning to come up with some interesting ideas. I record this information in section 2-1 of the worksheets and journey on.

III.7

DIMENSIONS

MONSTER SIZE

(Worksheet Section 2-2)

Next, you should consider the monster's **Size Rating**: it will be either Tiny, Small, Medium, Large, Huge, or Gargantuan. You may already have a vision of how big your monster is based on its description. If you're designing something like an eel, for example, you might settle on a length somewhere between about 1' and 15'. (Yes, I just looked it up on the Internet.) A "normal" humanoid might be regarded as





being between 4' and 7' tall. When in doubt, base your monster on something in the real world if you possibly can, and extrapolate from there.

- If you prefer to use this "measuring stick" method of determining a monster's Size, you can then simply use the following values to classify the monster:
- If the monster's maximum dimension is **2 1/2' or less**, then it is **Tiny**.
- If the monster's maximum dimension is **between 3' and 5'**, then it is **Small**.
- If the monster's maximum dimension is **between 5' and 8'**, then it is **Medium**.
- If the monster's maximum dimension is **between 9' and 14'**, then it is **Large**.
- If the monster's maximum dimension is **between 15' and 20'**, then it is **Huge**.
- If the monster is bigger than this, then it is **Gargantuan**.

If, rather, you would prefer to randomly determine your monster's size, you can roll 1D100 based on the monster's BLR, and consult the table below. Doing this can create some very entertaining and surprising results … what it your vicious draconian race is actually Tiny or Small? What if your slime monster is Gargantuan? Can you have a giant that is only 7' tall, but its body is incredibly muscular and broad?

The results below have been limited (again based on monster BLR) so that they do not overstrain one's credulity, as follows:

TABLE 21
CALCULATING THE SIZE OF AN ABOMINATION

Abomination's Base Lethality Rating (BLR)	Roll 1D100 to determine the Abomination's Size:					
	Tiny	Small	Medium	Large	Huge	Gargantuan
0	01-75	76-90	91-99	00	N/A	N/A
1/8	01-60	61-80	81-95	96-00	N/A	N/A
1/4	01-45	46-70	71-90	91-00	N/A	N/A
1/2	01-40	41-60	61-85	86-00	N/A	N/A
1	01-25	26-50	51-80	81-00	N/A	N/A
2	01-10	11-40	41-75	76-99	00	N/A





3	01-05	06-20	21-65	66-95	96-00	N/A
4	01	02-10	11-60	61-90	91-00	N/A
5	N/A	01-05	06-55	56-85	86-00	N/A
6	N/A	01	02-50	51-80	81-00	N/A
7	N/A	N/A	01-45	46-75	76-00	N/A
8	N/A	N/A	01-40	41-70	71-00	N/A
9	N/A	N/A	01-35	36-67	68-00	N/A
10	N/A	N/A	01-30	31-63	64-99	00
11	N/A	N/A	01-27	28-65	66-95	96-00
12	N/A	N/A	01-24	25-60	61-90	91-00
13	N/A	N/A	01-21	22-55	56-90	86-00
14	N/A	N/A	01-18	19-55	56-80	81-00
15	N/A	N/A	01-15	16-50	51-75	76-00
16	N/A	N/A	01-12	13-45	46-70	71-00
17	N/A	N/A	01-10	11-40	41-65	66-00
18	N/A	N/A	01-08	09-35	36-60	61-00
19	N/A	N/A	01-06	07-30	31-55	56-00
20	N/A	N/A	01-04	05-25	26-50	51-00
21	N/A	N/A	01-02	03-20	21-45	46-00
22	N/A	N/A	01	02-15	16-40	41-00
23	N/A	N/A	N/A	01-10	11-35	36-00
24	N/A	N/A	N/A	01-10	11-30	31-00
25	N/A	N/A	N/A	01-10	11-25	26-00
26	N/A	N/A	N/A	01-10	11-20	21-00
27	N/A	N/A	N/A	01-05	06-15	16-00
28	N/A	N/A	N/A	01-03	04-10	11-00
29	N/A	N/A	N/A	01-02	03-05	06-00
30	N/A	N/A	N/A	01	02	03-00





The Oldskull Experiment, Session 9

For the sake of fun and demonstrating the random system, I decide that my hogweed monster race's size will be completely random. The BLR is 7, and I roll a 58. That means that my monster is Large: a plant species that grows to between 9' and 14' high. This little tidbit gets recorded in worksheet section 2-2.

III.8

LIFEBLOOD

DETERMINING THE MONSTER'S AVERAGE HIT POINTS (AHP)

(Worksheet Section 2-3)

Once you know an Abomination's BLR and Size, you can determine its **Average Hit Points (AHP)**. This is the value you can use for the monster's hit points on short notice, or if you prefer not to roll monster hit points randomly.

For speed and convenience, the following researched Hit Point variables have been designed to fit into three potential brackets:

- **"Fragile"** Abominations, with a **Lesser Average Hit Point (AHP) rating**, will be randomly generated 20% of the time.
- **"Average"** Abominations, with a **Median AHP rating**, will be randomly generated 50% of the time.
- **"Tough"** Abominations, with a **Greater AHP rating**, will be generated 30% of the time.

To determine your monster type's AHP, either choose one of these three brackets (whatever seems best for your monstrous "vision" so far), or roll D100. Then consult the BLR-sequenced table below.





Please note that these values were derived *not* from the official monster creation guidelines, but rather from a detailed analysis of the actual HP totals listed in the SRD5 monster descriptions. In other words, actual values have been relied upon rather than theoretical ones. You can always adjust these recommended numbers upward or downward if you feel the need to do so.

The recommended AHP ratings for Abominations, based on BLR, are as follows:

TABLE 22
CALCULATING AN ABOMINATION'S AVERAGE HIT POINTS

Base Lethality Rating	Size	Lesser AHP [01-20]	Median AHP [21-70]	Greater AHP [71-00]
0	Tiny	1	3	5
0	Small	3	6	10
0	Medium	4	8	12
0	Large	6	10	15
1/8	Tiny	2	6	10
1/8	Small	4	8	12
1/8	Medium	6	11	17
1/8	Large	8	15	22
1/4	Tiny	3	8	13
1/4	Small	5	11	17
1/4	Medium	9	16	24
1/4	Large	12	22	32
1/2	Tiny	5	13	22
1/2	Small	8	17	27
1/2	Medium	11	22	33
1/2	Large	14	27	41
1	Tiny	6	17	28
1	Small	10	21	32
1	Medium	15	32	50
1	Large	20	39	58





2	Tiny	7	21	35
2	Small	12	25	39
2	Medium	20	40	60
2	Large	28	54	81
2	Huge	36	61	86
3	Tiny	8	25	42
3	Small	14	30	47
3	Medium	25	47	70
3	Large	36	64	93
3	Huge	49	74	100
4	Tiny	9	29	49
4	Small	16	35	55
4	Medium	35	60	85
4	Large	50	77	105
4	Huge	70	97	125
5	Small	18	42	66
5	Medium	45	72	100
5	Large	60	90	120
5	Huge	85	112	140
6	Small	20	49	78
6	Medium	55	82	110
6	Large	75	102	130
6	Huge	90	120	150
7	Medium	65	92	120
7	Large	85	115	145
7	Huge	100	132	165
8	Medium	75	102	130
8	Large	95	125	155
8	Huge	110	142	175





9	Medium	85	112	140
9	Large	105	135	165
9	Huge	120	152	185
10	Medium	95	122	150
10	Large	115	147	180
10	Huge	130	165	200
10	Gargantuan	150	182	225
11	Medium	105	132	160
11	Large	125	157	190
11	Huge	140	175	210
11	Gargantuan	160	197	235
12	Medium	115	142	170
12	Large	140	170	200
12	Huge	155	182	220
12	Gargantuan	175	210	245
13	Medium	125	152	180
13	Large	155	182	210
13	Huge	170	200	230
13	Gargantuan	190	222	255
14	Medium	135	162	190
14	Large	170	195	220
14	Huge	185	212	240
14	Gargantuan	205	237	270
15	Medium	145	172	200
15	Large	185	207	230
15	Huge	200	225	250
15	Gargantuan	230	257	285





16	Medium	155	182	210
16	Large	200	220	240
16	Huge	215	237	260
16	Gargantuan	245	270	295
17	Medium	165	192	220
17	Large	215	232	250
17	Huge	230	252	275
17	Gargantuan	260	285	310
18	Medium	175	202	230
18	Large	230	245	260
18	Huge	245	265	285
18	Gargantuan	275	297	320
19	Medium	185	212	240
19	Large	245	260	275
19	Huge	260	280	300
19	Gargantuan	290	312	335
20	Medium	195	222	250
20	Large	260	275	290
20	Huge	280	300	320
20	Gargantuan	310	332	355
21	Medium	205	232	260
21	Large	275	290	305
21	Huge	295	315	335
21	Gargantuan	325	347	370
22	Medium	215	242	270
22	Large	290	305	320
22	Huge	310	330	350
22	Gargantuan	345	367	390





23	Large	305	322	340
23	Huge	325	347	370
23	Gargantuan	360	385	410
24	Large	320	340	360
24	Huge	340	365	390
24	Gargantuan	375	402	430
25	Large	335	357	380
25	Huge	355	382	410
25	Gargantuan	390	420	450
26	Large	350	375	400
26	Huge	370	400	430
26	Gargantuan	405	437	470
27	Large	365	392	420
27	Huge	385	417	450
27	Gargantuan	420	455	490
28	Large	380	410	440
28	Huge	400	435	470
28	Gargantuan	440	477	515
29	Large	395	427	460
29	Huge	415	452	490
29	Gargantuan	455	495	535
30	Large	410	445	480
30	Huge	440	480	520
30	Gargantuan	480	522	565

A Special Note on 1E Monster Hit Points and Damage Ratings

If you only play the 1E game and are not familiar with 5E, some of the totals above might leave you feeling alarmed. You would be interested to know that the corporation which currently controls the game





decided to greatly scale up monster hit points at higher levels, and the totals above reflect the 5E rules. Because of this, and considering that in 1E even greater gods don't have hit points above 400, I recommend the following downward modifications for the listed hit point totals if you are using 1E:

- **Listed Hit Points 1 to 25:** Use the listed hit points.
- **Listed Hit Points 26 to 50:** Reduce by 5%, rounding down.
- **Listed Hit Points 51 to 75:** Reduce by 10%, rounding down.
- **Listed Hit Points 76 to 100:** Reduce by 15%, rounding down.
- **Listed Hit Points 101 to 150:** Reduce by 20%, rounding down.
- **Listed Hit Points 151 to 200:** Reduce by 25%, rounding down.
- **Listed Hit Points 201 to 250:** Reduce by 30%, rounding down.
- **Listed Hit Points 251 to 350:** Reduce by 35%, rounding down.
- **Listed Hit Points 351 to 450:** Reduce by 40%, rounding down.
- **Listed Hit Points 451 to 550:** Reduce by 45%, rounding down.
- **Listed Hit Points 551+:** Reduce by 50%, rounding down.







In a similar fashion, you will probably want to consider reducing the damage an Abomination can inflict in a proportional manner, because the 5E damage ratings were designed to target 5E characters with 5E hit points. In other words, if a 5E abomination has 225 hit points (to be reduced by 30% for use in 1E, rounded down), then you will also want to consider reducing its damage per attack figures by 30% as well. This is not a hard and fast rule; you can also compare the Abomination to an existing monster of similar power. For example, for a HD 7 or 8 1E Abomination, you might want to compare its damage to a HD 6+6 troll, or an 8 HD hill giant, to see what damage ratings are "fair" and good to use.

You may need to fiddle with these figures to achieve viable results, but I have found that this guideline is very effective in creating reasonable random Abominations a good 85%+ of the time. Have fun tinkering until the totals feel right.

The Oldskull Experiment, Session 10

Considering my hogweed monster's BLR of 7, and its Large size, I roll 1D100 and the result is 54. Cross-referencing on the table above, I therefore learn that my monster's Average Hit Point (AHP) rating is Median, at 115.

This seems a bit high for a plant, but I can justify it by saying that the monster is (a) very tough despite its nature, and (b) it possesses a dense bundle of subterranean roots under the ground. In other words, the visible monster is Large, but it's actually bigger than that if you dig it up.

Hmm, a huge twisted root bundle … now I have a place to put the monster's brain! Heheh …

III.9

VITALITY

DETERMINING ACTUAL HIT POINT TOTALS FOR ABOMINATIONS

(Worksheet Section 2-3)

This section is somewhat optional, depending on the way that you play. You only need to use this section if (a) you want to consider your monsters' hit points beyond the AHP rating, and/or (b) you want to calculate your monster's Hit Dice.





Note for 1E Game Masters

This section pertains to 5E monsters. If you are using 1E, you can leave the Abomination's calculated hit points unaltered and move on to Section III.10.

III.9.1

METHOD 1:

QUICK AND EASY (FLAT VALUE)

The *actual* Hit Point totals for your creations, when they are played in the game, depends on how you personally prefer to roll monster HP overall. If you want quick-and-easy totals so that you can design encounters quickly and account for wandering monster rolls on the fly, then you should always use the numbers given in the previous section.

III.9.2

METHOD 2:

SLIGHT VARIANCE (D20 RANGE)

If you instead want a slight range of variation so that individual monsters will differ from one another, then you can use the AHP from the tables in the previous section, subtract 10, and add 1D20. Note that this method does not work well for Average Hit Point values below 15; below 15, you may want to use AHP-6+1D12, AHP-5+1D10, AHP-4+1D8, or AHP-3+1D6 instead, with a minimum possible HP total of 1.

As an example, if you have a Large BLR 5 Abomination with a Median AHP of 90, you can then state that the monster species' actual HP totals for individuals range at (90 minus 10 plus 1D20 equals) 80+1D20, which gives individual scores between 81 and 101 inclusive, averaging 90.5. This will make every monster slightly different within a predictable averaging scale.

This method is slightly confusing at first, but it has the advantages of (a) giving you random hit point totals within a fixed range and (b) requiring only a single die roll per monster encountered.

III.9.3

METHOD 3:

SIGNIFICANT RESEARCHED VARIANCE (FULL HD CALCULATION)

(Warning – complexity ahead!)





At the far end of the spectrum, if you want individual monsters to have wildly different HP totals, you can determine your Abomination's **Hit Dice (HD)** at this time. Please note that this can be a laborious process, and that you will not find appropriate dice to use for all of the AHP values listed in the previous section without doing some serious crunch research on your own.

I have provided some research here to aid you. Below are 55 actual HD values which have been drawn directly from the SRD5, so that you can estimate the final **Hit Dice rating** (**number of hit dice** + **hit die type** + **final modifier**) to use for your monster type. And if you are *very* detail-oriented, you will note that the actionable data sample is rather sparse and that you have may well have some serious additional research work to do.

(Preemptive author alibi: The data is incomplete because it is incomplete in the SRD5. And I did not make these values, I just report them. Kindly do not shoot the messenger! ~K)

TABLE 23
CALCULATING AN ABOMINATION'S HIT DICE

If the monster's calculated BLR is:	And a roughly equivalent official monster's CR is therefore:	And your monster's Size is:	And its AHP rating is approximately:	Then you may want to use, or slightly modify, Hit Dice value:
0	0	Tiny	5	2D4
0	0	Small	10	3D6
0	0	Medium	13	3D8
1/8	1/8	Small	7	2D6
1/8	1/8	Medium	13	3D8
1/8	1/8	Large	15	2D10+4
1/4	1/4	Small	17	5D6
1/4	1/4	Medium	18	4D8
1/4	1/4	Large	19	3D10+3
1/2	1/2	Medium	13	3D8
1/2	1/2	Large	16	3D10
1	1	Medium	27	5D8+5
1	1	Medium	33	6D8+6





2	2	Medium	39	6D8+12
2	2	Large	33	6D10
2	2	Large	39	6D10+6
3	3	Medium	52	8D8+16
3	3	Huge	90	12D12+12
4	4	Medium	97	13D8+39
4	4	Large	93	11D10+33
5	5	Medium	110	13D8+52
5	5	Large	94	9D10+45
6	6	Medium	104	16D8+32
6	6	Large	114	12D10+48
7	7	Large	110	13D10+39
7	7	Huge	157	15D12+60
8	8	Medium	78	12D8+24
8	8	Large	78	12D10+12
9	9	Large	157	15D10+75
9	9	Huge	200	16D12+96
10	10	Medium	136	16D8+64
10	10	Large	135	18D10+36
11	11	Huge	168	16D12+64
11	11	Gargantuan	248	16D20+80
12	12	Medium	99	18D8+18
12	12	Medium	153	18D8+72
13	13	Large	184	16D10+96





13	13	Huge	200	16D12+96
14	14	Large	180	19D10+76
14	14	Huge	195	17D12+85
15	15	Medium	97	13D8+39
15	15	Huge	207	18D12+90
16	16	Large	200	16D10+112
16	16	Huge	225	18D12+108
17	17	Huge	256	19D12+133
17	17	Gargantuan	341	22D20+110
19	19	Huge	262	21D12+126
20	20	Large	300	24D10+168
20	20	Gargantuan	333	18D2+144
21	21	Large	243	18D10+144
21	21	Gargantuan	350	20D20+140
22	22	Gargantuan	385	22D10+154
23	23	Gargantuan	487	25D20+225
24	24	Gargantuan	546	28D20+252
30	30	Gargantuan	676	33D20+330





The Oldskull Experiment, Session 11

For the sake of example and general crunchy masochism, I decide that I want to know the exact details of my hogweed monster's hit dice.

You may recall from earlier examples that my monster is BLR 7, Large, and with a "Median" AHP, meaning that monsters of this new species have an average of 115 hit points.

Looking at the table above, I use this information to compare my monster to the existing monsters published in the SRD5. It turns out that an average Large monster of CR 7 (equivalent to BLR 7 for this comparison purpose) has an AHP of 110. That means that the official monsters in that classification have Hit Dice equal to 13D10+39. Considering that my own monster has AHP 115, and that this is 5 points higher than the "official" baseline of AHP 110, I then add (115 minus 110 equals) 5 points to that suggested 13D10+39 Hit Dice equation. This means that my hogweed monster race's Hit Dice are 13D10+44.

If I am filled with self-loathing, I can do a little more math to play around with this number and to punish myself even further. The average roll on 1D10, statistically speaking, is 5.5. If we're rolling 13D10, then this means that the average roll is (13 times 5.5 equals) 71.5. When we add the 44 modifier as listed above, we learn that a completely average hogweed monster has (71.5 plus 44 equals) 115.5 hit points.

Further, the lowest hit point total possible is now (13 D10 rolls of 1, plus 44 equals) 57, and the highest hit point total possible is (13 D10 rolls of 10, plus 44 equals) 174. We can double check our work by adding the lowest and highest totals together and dividing by 2, which gives (57 plus 174 equals 231, divided by 2 equals) 115.5.

And now, with the money we saved on this most excellent and affordable Darkseraphim book, we can go buy another handful of D10s at the local gaming store. It's time to crunch up some hogweed hit points for an encounter scheduled for tomorrow's session. Happy rolling!

III.10

POTENTIALITY

ABOMINATION ABILITY SCORE RANGES

(Worksheet Sections 2-4 and 2-5)

In order to effectively use your Abomination in the game, you will need to quantify its three **physical ability scores** (**Strength** (STR), **Dexterity** (DEX), and **Constitution** (CON)) as well as its three **mental ability scores** (**Intelligence** (INT), **Wisdom** (WIS), and **Charisma** (CHA)).

It can at times seem a bit facetious to attempt calculation of an unearthly entity's capabilities on a scale of mortal and earthly measures, but nevertheless these scores can be very helpful to determine a





monster's saving throws, skills, accuracy, and so forth. The game is easier to run when you know these scores beforehand.

When considering an Abomination's ability scores, consider the following definitions that I recommend:

- The monster's **STRENGTH** is based on its size, composition on the Material Plane, and its otherworldly essence.
- The monster's **DEXTERITY** is based on its size, speed, movement modes, and the incarnation of its flickering extra-planar flesh.
- The monster's **CONSTITUION** is based on pain resistance, supernatural origin, and innate regenerative healing.
- The monster's **INTELLIGENCE** is based on the species' age, history, and the implied existence of an instinctual racial hive mind.
- The monster's **WISDOM** is based on its detached observation of mortals and comprehension of the cosmos.
- The monster's **CHARISMA** is in no way based on its beauty, but is rather a measure of its awe factor and intimidation power, as well as its latent psychic ability to influence mortal minds (which leads to the inevitable attraction of cultists and worshippers).

An Abomination's six **ability score ranges** (that is, the minimum and maximum possible scores for each of the listed attributes) are all dependent upon the monster's BLR and its Size. Similar to the earlier chapter on Average Hit Points (AHP), this section is the result of a deep and synthesized analysis of the official monsters featured in the existing SRD5. Some additional smoothing and (to my mind) logical coherence has been built in to these findings, to eliminate — or at least reduce — the chance of creating impractical and unusable monstrous outsiders.






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TABLE 24
ABOMINATION ABILITY SCORE RANGES

BLR	Abomination Size	STR Score Range	DEX Score Range	CON Score Range	INT Score Range	WIS Score Range	CHA Score Range
0	Tiny	1 to 10	5 to 13	8 to 10	1 to 5	3 to 5	1 to 4
0	Small	1 to 11	5 to 12	8 to 11	1 to 5	3 to 5	1 to 4
0	Medium	2 to 12	5 to 11	8 to 12	1 to 5	3 to 5	1 to 4
0	Large	4 to 14	5 to 10	8 to 14	1 to 5	3 to 5	1 to 4
1/8	Tiny	1 to 10	5 to 14	8 to 10	1 to 6	3 to 6	1 to 5
1/8	Small	2 to 11	5 to 13	8 to 11	1 to 6	3 to 6	1 to 5
1/8	Medium	3 to 12	5 to 12	8 to 12	1 to 6	3 to 6	1 to 5
1/8	Large	5 to 14	5 to 11	8 to 14	1 to 6	3 to 6	1 to 5
1/4	Tiny	1 to 11	6 to 15	8 to 11	1 to 7	3 to 7	1 to 6
1/4	Small	3 to 12	6 to 14	8 to 12	1 to 7	3 to 7	1 to 6
1/4	Medium	3 to 13	6 to 13	8 to 13	1 to 7	3 to 7	1 to 6
1/4	Large	5 to 15	6 to 12	8 to 15	1 to 7	3 to 7	1 to 6
1/2	Tiny	1 to 11	6 to 16	8 to 11	1 to 8	3 to 8	1 to 7
1/2	Small	3 to 13	6 to 15	8 to 13	1 to 8	3 to 8	1 to 7
1/2	Medium	4 to 13	6 to 14	8 to 13	1 to 8	3 to 8	1 to 7
1/2	Large	6 to 15	6 to 13	8 to 15	1 to 8	3 to 8	1 to 7
1	Tiny	1 to 12	7 to 16	8 to 12	1 to 9	3 to 9	1 to 8
1	Small	4 to 13	7 to 15	8 to 13	1 to 9	3 to 9	1 to 8
1	Medium	5 to 13	7 to 14	8 to 13	1 to 9	3 to 9	1 to 8
1	Large	7 to 15	7 to 13	8 to 15	1 to 9	3 to 9	1 to 8
2	Tiny	1 to 12	7 to 17	8 to 12	2 to 10	3 to 10	1 to 9
2	Small	5 to 13	7 to 16	8 to 13	2 to 10	3 to 10	1 to 9
2	Medium	6 to 13	7 to 15	8 to 13	2 to 10	3 to 10	1 to 9
2	Large	8 to 15	7 to 14	8 to 15	2 to 10	3 to 10	1 to 9
2	Huge	10 to 17	7 to 13	10 to 17	2 to 10	3 to 10	1 to 9





3	Tiny	1 to 13	8 to 17	8 to 13	3 to 11	3 to 11	2 to 10
3	Small	5 to 14	8 to 16	8 to 14	3 to 11	3 to 11	2 to 10
3	Medium	6 to 14	8 to 13	8 to 14	3 to 11	3 to 11	2 to 10
3	Large	8 to 16	8 to 12	8 to 16	3 to 11	3 to 11	2 to 10
3	Huge	10 to 18	8 to 11	10 to 18	3 to 11	3 to 11	2 to 10
4	Tiny	1 to 13	8 to 16	8 to 13	4 to 12	4 to 12	3 to 11
4	Small	6 to 14	8 to 16	8 to 14	4 to 12	4 to 12	3 to 11
4	Medium	6 to 15	8 to 14	8 to 15	4 to 12	4 to 12	3 to 11
4	Large	8 to 17	8 to 13	8 to 17	4 to 12	4 to 12	3 to 11
4	Huge	10 to 19	8 to 12	10 to 19	4 to 12	4 to 12	3 to 11
5	Small	6 to 15	9 to 16	8 to 15	5 to 13	5 to 13	4 to 12
5	Medium	6 to 16	9 to 15	8 to 16	5 to 13	5 to 13	4 to 12
5	Large	8 to 18	9 to 14	8 to 18	5 to 13	5 to 13	4 to 12
5	Huge	10 to 20	9 to 13	10 to 20	5 to 13	5 to 13	4 to 12
6	Small	7 to 15	10 to 16	8 to 15	6 to 14	6 to 14	5 to 13
6	Medium	7 to 16	10 to 15	8 to 16	6 to 14	6 to 14	5 to 13
6	Large	9 to 18	10 to 14	9 to 18	6 to 14	6 to 14	5 to 13
6	Huge	11 to 20	10 to 13	11 to 20	6 to 14	6 to 14	5 to 13
7	Medium	7 to 17	10 to 16	8 to 17	7 to 15	7 to 15	6 to 14
7	Large	9 to 19	10 to 15	9 to 19	7 to 15	7 to 15	6 to 14
7	Huge	11 to 21	10 to 14	11 to 21	7 to 15	7 to 15	6 to 14
8	Medium	8 to 17	11 to 17	8 to 17	8 to 16	8 to 16	7 to 15
8	Large	10 to 19	11 to 16	10 to 19	8 to 16	8 to 16	7 to 15
8	Huge	12 to 21	11 to 15	12 to 21	8 to 16	8 to 16	7 to 15
9	Medium	8 to 18	11 to 18	8 to 18	9 to 17	9 to 17	8 to 16
9	Large	10 to 20	11 to 17	10 to 20	9 to 17	9 to 17	8 to 16
9	Huge	12 to 22	11 to 16	12 to 22	9 to 17	9 to 17	8 to 16





10	Medium	9 to 18	12 to 18	9 to 18	10 to 18	10 to 18	9 to 17
10	Large	11 to 21	12 to 17	11 to 21	10 to 18	10 to 18	9 to 17
10	Huge	13 to 23	12 to 16	13 to 23	10 to 18	10 to 18	9 to 17
10	Gargantuan	15 to 25	12 to 15	15 to 25	10 to 18	10 to 18	9 to 17
11	Medium	9 to 19	12 to 19	9 to 19	11 to 19	11 to 19	10 to 18
11	Large	12 to 21	12 to 18	12 to 21	11 to 19	11 to 19	10 to 18
11	Huge	14 to 23	12 to 17	14 to 23	11 to 19	11 to 19	10 to 18
11	Gargantuan	16 to 25	12 to 16	16 to 25	11 to 19	11 to 19	10 to 18
12	Medium	9 to 20	13 to 19	9 to 20	12 to 20	12 to 20	11 to 19
12	Large	13 to 22	12 to 18	13 to 22	12 to 20	12 to 20	11 to 19
12	Huge	15 to 24	12 to 17	15 to 24	12 to 20	12 to 20	11 to 19
12	Gargantuan	17 to 26	12 to 16	17 to 26	12 to 20	12 to 20	11 to 19
13	Medium	10 to 20	13 to 20	10 to 20	13 to 21	13 to 21	12 to 20
13	Large	14 to 22	12 to 18	14 to 22	13 to 21	13 to 21	12 to 20
13	Huge	16 to 24	12 to 17	16 to 24	13 to 21	13 to 21	12 to 20
13	Gargantuan	18 to 26	12 to 16	18 to 26	13 to 21	13 to 21	12 to 20
14	Medium	11 to 20	14 to 20	11 to 20	14 to 22	14 to 22	13 to 21
14	Large	15 to 22	12 to 18	15 to 22	14 to 22	14 to 22	13 to 21
14	Huge	17 to 24	12 to 17	17 to 24	14 to 22	14 to 22	13 to 21
14	Gargantuan	19 to 26	12 to 16	19 to 26	14 to 22	14 to 22	13 to 21
15	Medium	12 to 20	14 to 20	12 to 20	15 to 22	15 to 22	14 to 22
15	Large	16 to 23	12 to 18	16 to 23	15 to 22	15 to 22	14 to 22
15	Huge	18 to 25	12 to 17	18 to 25	15 to 22	15 to 22	14 to 22
15	Gargantuan	20 to 27	12 to 16	20 to 27	15 to 22	15 to 22	14 to 22
16	Medium	13 to 20	15 to 20	13 to 20	16 to 23	16 to 23	15 to 23
16	Large	17 to 23	12 to 18	17 to 23	16 to 23	16 to 23	15 to 23
16	Huge	19 to 25	12 to 17	19 to 25	16 to 23	16 to 23	15 to 23
16	Gargantuan	21 to 27	12 to 16	21 to 27	16 to 23	16 to 23	15 to 23





17	Medium	14 to 20	15 to 20	14 to 20	17 to 23	17 to 23	16 to 24
17	Large	18 to 23	12 to 18	18 to 23	17 to 23	17 to 23	16 to 24
17	Huge	20 to 25	12 to 17	20 to 25	17 to 23	17 to 23	16 to 24
17	Gargantuan	22 to 27	12 to 16	22 to 27	17 to 23	17 to 23	16 to 24
18	Medium	15 to 20	16 to 20	15 to 20	18 to 24	18 to 24	17 to 25
18	Large	18 to 24	12 to 18	18 to 24	18 to 24	18 to 24	17 to 25
18	Huge	20 to 26	12 to 17	20 to 26	18 to 24	18 to 24	17 to 25
18	Gargantuan	22 to 28	12 to 16	22 to 28	18 to 24	18 to 24	17 to 25
19	Medium	16 to 20	16 to 20	16 to 20	19 to 24	19 to 24	18 to 26
19	Large	19 to 24	12 to 18	19 to 24	19 to 24	19 to 24	18 to 26
19	Huge	21 to 26	12 to 17	21 to 26	19 to 24	19 to 24	18 to 26
19	Gargantuan	23 to 28	12 to 16	23 to 28	19 to 24	19 to 24	18 to 26
20	Medium	17 to 20	17 to 20	17 to 20	20 to 25	20 to 25	19 to 27
20	Large	20 to 24	12 to 18	20 to 24	20 to 25	20 to 25	19 to 27
20	Huge	22 to 26	12 to 17	22 to 26	20 to 25	20 to 25	19 to 27
20	Gargantuan	24 to 28	12 to 16	24 to 28	20 to 25	20 to 25	19 to 27
21	Medium	18 to 20	17 to 20	18 to 20	21 to 25	21 to 25	20 to 28
21	Large	21 to 25	12 to 18	21 to 25	21 to 25	21 to 25	20 to 28
21	Huge	23 to 27	12 to 17	23 to 27	21 to 25	21 to 25	20 to 28
21	Gargantuan	25 to 29	12 to 16	25 to 29	21 to 25	21 to 25	20 to 28
22	Medium	19 to 20	18 to 20	19 to 20	22 to 26	22 to 26	21 to 29
22	Large	22 to 25	12 to 18	22 to 25	22 to 26	22 to 26	21 to 29
22	Huge	24 to 27	12 to 17	24 to 27	22 to 26	22 to 26	21 to 29
22	Gargantuan	26 to 29	12 to 16	26 to 29	22 to 26	22 to 26	21 to 29
23	Large	23 to 25	12 to 18	23 to 25	23 to 26	23 to 26	22 to 30
23	Huge	25 to 27	12 to 17	25 to 27	23 to 26	23 to 26	22 to 30
23	Gargantuan	27 to 29	12 to 16	27 to 29	23 to 26	23 to 26	22 to 30





24	Large	24 to 26	12 to 18	24 to 26	24 to 27	24 to 27	23 to 30
24	Huge	26 to 28	12 to 17	26 to 28	24 to 27	24 to 27	23 to 30
24	Gargantuan	28 to 30	12 to 16	28 to 30	24 to 27	24 to 27	23 to 30
25	Large	24 to 26	12 to 18	24 to 26	25 to 27	25 to 27	24 to 30
25	Huge	26 to 28	12 to 17	26 to 28	25 to 27	25 to 27	24 to 30
25	Gargantuan	28 to 30	12 to 16	28 to 30	25 to 27	25 to 27	24 to 30
26	Large	24 to 26	12 to 18	24 to 26	26 to 28	26 to 28	25 to 30
26	Huge	26 to 28	12 to 17	26 to 28	26 to 28	26 to 28	25 to 30
26	Gargantuan	28 to 30	12 to 16	28 to 30	26 to 28	26 to 28	25 to 30
27	Large	24 to 26	12 to 18	24 to 26	26 to 28	26 to 28	26 to 30
27	Huge	26 to 28	12 to 17	26 to 28	26 to 28	26 to 28	26 to 30
27	Gargantuan	28 to 30	12 to 16	28 to 30	26 to 28	26 to 28	26 to 30
28	Large	24 to 26	12 to 18	24 to 26	27 to 29	27 to 29	27 to 30
28	Huge	26 to 28	12 to 17	26 to 28	27 to 29	27 to 29	27 to 30
28	Gargantuan	28 to 30	12 to 16	28 to 30	27 to 29	27 to 29	27 to 30
29	Large	24 to 26	12 to 18	24 to 26	27 to 29	27 to 29	28 to 30
29	Huge	26 to 28	12 to 17	26 to 28	27 to 29	27 to 29	28 to 30
29	Gargantuan	28 to 30	12 to 16	28 to 30	27 to 29	27 to 29	28 to 30
30	Huge	26 to 28	12 to 17	26 to 28	28 to 30	28 to 30	28 to 30
30	Gargantuan	28 to 30	12 to 16	28 to 30	28 to 30	28 to 30	28 to 30

Notes for 1E Game Masters

The table above is for 5E, where ability scores tend to run up to about 30. In 1E, ability scores tend to run up to 25, even for the avatars of greater (anthropomorphic) gods. Therefore, I recommend the following conversions for the above figures if you are creating a 1E Abomination:

- **For ability scores between 1 and 5,** leave them unaltered.
- **For ability scores between 6 and 10,** apply a -1 modifier now.
- **For ability scores between 11 and 15,** apply a -2 modifier now.
- **For ability scores between 16 and 20,** apply a -3 modifier now.
- **For ability scores between 21 and 25,** apply a -4 modifier now.





- **For ability scores between 26 and 30,** apply a -5 modifier now.

Also keep in mind that in 1E, unless the monster is an anthropomorphic giant or humanoid, the Strength score is not used to modify the monster's to hit and damage abilities in melee. (Instead, the creature's damage ratings imply the monster's overall strength.) So a monster with STR 25 will not have the +7 to hit and +14 to damage modifiers you might expect it to, unless it has a human shape. If you feel this distinction is too arbitrary, you can give a monster no more than +3 to hit and +3 to damage per attack for STR scores of 18 and up.

The Oldskull Experiment, Session 12

Considering my hogweed monster example: our monster is Large, with a BLR of 7. Looking up the values on the table above, this means that the race's ability scores will fall somewhere within the following ranges.

Physical Ability Scores

- **Strength** Between 9 and 19, inclusive
- **Dexterity** Between 10 and 15
- **Constitution** Between 9 and 19

Mental Ability Scores

- **Intelligence** Between 7 and 15
- **Wisdom** Between 7 and 15
- **Charisma** Between 6 and 14

I don't yet know the exact scores appropriate for this race, but that will be the subject of our next chapter.





III.11

APTITUDE

ACTUAL ABILITY SCORES FOR ABOMINATIONS

(Worksheet Sections 2-4 and 2-5)

Similar to the situation with hit point generation complexity, your approach to determining an Abomination's actual viable **ability score values** is dependent upon the level of detail and variance that you want to put into your game.

If you want to keep it simple, you can pick scores at random from the ranges provided in the previous chapter; or, to be more methodical, you can choose one of the following approaches to suit your preferred level of game complexity.

III.11.1

METHOD 1:

QUICK AND EASY (FLAT CALCULATED VALUE)

If you want quick ability scores with no personal preference involved, take the **average of the provided range** and round up. For example, if the range for Strength is listed as 12 to 17, the average score is then (12 plus 17 equals 29, divided by two equals 14.5, rounded up equals) 15.

Continue this method to determine the monster's Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

III.11.2

METHOD 2:

CHOOSE WISELY (FLAT DECIDED VALUE)

If you want quick ability scores dependent upon your own opinion, simply choose a number within the range. For example, if the range is listed as 12 to 17, choose the number you prefer between 12 and 17 inclusive. This is my recommended method.

Instead of making this a completely arbitrary process, you can consider the Abomination's monster type, body type, and general characteristics (so far) to inform your decisions. A slender plant monster would like be weaker than a construct, for example, meaning that the plant monster would probably have





a Strength score at the low end of the range while the construct would have a Strength score at the high end.

III.11.3

METHOD 3:

DETERMINE THE RANGE'S DIE CLASSIFICATION, AND ROLL

(COMPLEX CALCULATED AND RANDOMIZED VALUE)

(Warning – headache-inducing complexity ahead!)

If you want to determine the race's ability scores randomly, you need to give this process a little thought. The calculations may take you a fair amount of time the first time through.

The easiest way to do this is with Excel, or a similar spreadsheet volume. For example, if the ability score range is "Strength 13 to 20," you can build a quick formula reading =RANDBETWEEN(13,20), and the program will assign your Strength via random selection.

If you want to be old school and roll dice instead of using a formula, you need to do quite a bit more work, as follows:

[1] Count the number of possible ability score results. For example, if the ability score range is 20 to 26, then there are seven possible results: 20, 21, 22, 23, 24, 25, or 26. The number of options (seven in this case) is the **Range Breadth**.

[2] Write down the number 1, and also the Range Breadth. To continue the above example, you would write "1 to 7" on a piece of scratch paper. The number that is not 1 (in this case, 7) is your **Base Die Range (BDR)**.

[3] Note the lowest possible score. This is the **Range Minimum**. Continuing the above example, the lowest possible score is 20.

[4] Subtract 1 from the Range Minimum. Continuing the above example, the lowest possible score minus 1 is (20 minus 1 equals) 19. This is your **Die Roll Modifier (DRM)**.

[5] Determine the type of die you need to roll. For example:

- **[5a] If your BDR is 2**, you need to roll **1D2**. Most GMs simulate this with a coin toss.
- **[5b] If your BDR is 3**, you need to roll **1D3**. You can do this by rolling 1D4 and rerolling a result of 4, or you can buy special three-sided dice.
- **[5c] If your BDR is 4**, you need to roll **1D4**.
- **[5d] If your BDR is 5**, you need to roll **1D5**. You can do this by rolling 1D6 and rerolling a result of 6.
- **[5e] If your BDR is 6**, you need to roll **1D6**.
- **[5f] If your BDR is 7**, you need to roll **1D7**. You can do this by rolling 1D8 and rerolling a result of 7, or by buying a special die.
- **[5g] If your BDR is 8**, you need to roll **1D8**.





- **[5h] If your BDR is 9**, you need to roll **1D9**. You can do this by rolling 1D10 and rerolling a result of 0 / 10.
- **[5i] If your BDR is 10**, you need to roll **1D10**.
- **[5j] If your BDR is 11**, you need to roll **1D11**. You can do this by rolling 1D12 and rerolling a result of 12.
- To continue the above example, the BDR is 7, which means we will be rolling 1D8 and ignoring a result of 8.

[6] Roll the die / dice indicated by the BDR. For the sake of example, let us say that you rolled 1D7 (1D8, rerolling if you roll an 8) and you got a 6. This is the **Random Result**.

[7] Add the DRM (Step 4) to the Random Result (Step 6). Continuing the above example, the DRM was 19, and 6+19 = 25. Congratulations, in the recommended range of 20 to 26, you have randomly determined that this ability score for this monster is 25.

(And now you know why I recommend simply choosing a value within the range …)

And please, for your own sanity, don't ever consider rolling separate and unique sets of ability scores for each individual monster encountered! If you truly want to roll each individual monster's ability scores separately, then congratulations: You have officially surpassed the highest level of complexity that I am willing to support within this huge volume. You have some design work to do!

The Oldskull Experiment, Session 13

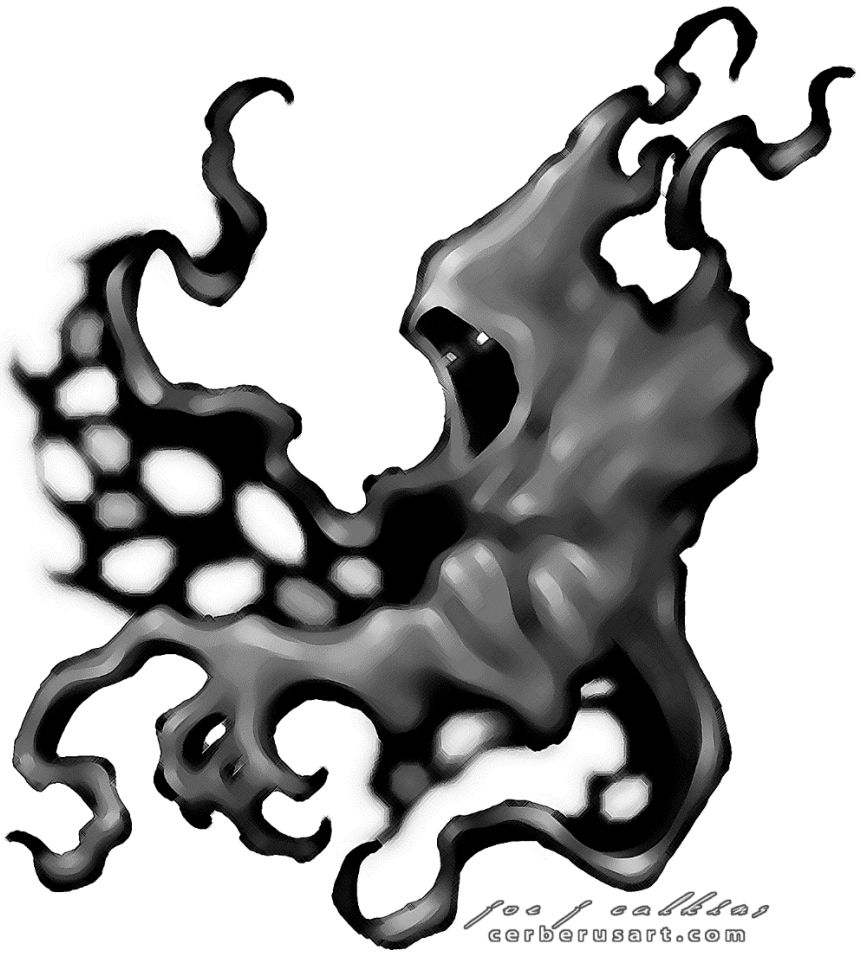
For the sake of authorial sanity, we will say that I chose Method 2: Choose Wisely to determine the ability scores for my hogweed monster. I will show you the thought process that I used to develop my monster's ability scores within the earlier-determined ranges.

Physical Ability Scores

- **Strength:** The monster's Strength score, as calculated previously in example session 10, can be between 9 and 19. Because this is a plant monster and not a muscular beast, I decide on a relatively low value: Strength 12. This will allow the monster to drag weak prey, like kobolds or men-at-arms, but most Player Characters should be able to put up a decent fight.
- **Dexterity:** The monster's Dexterity can range between 10 and 15. I don't yet know if my plant is mobile, but even if it is, it won't be very fast. Therefore, I decide a Dexterity of 10 is most reasonable.



- **Constitution:** The monster's Constitution can range between 9 and 19. I already decided that this race would have a thick, tough root bundle hidden underground. I consider that to be a decidedly above average level of hardiness. Therefore, I decide on a Constitution score of 17.



Mental Ability Scores

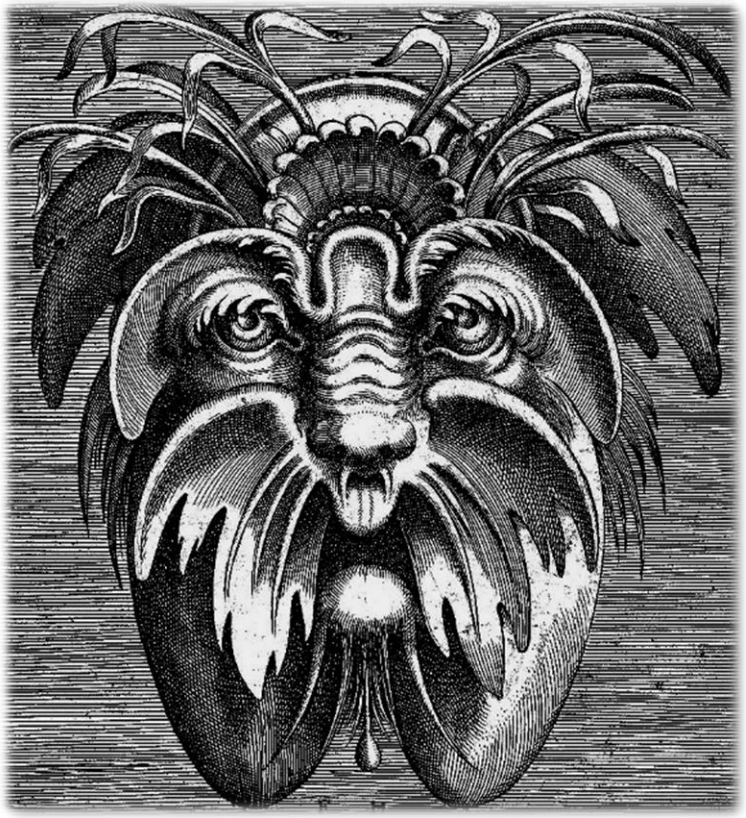
- **Intelligence:** The monster's Intelligence can range between 7 and 15. I don't yet know what is appropriate, but I did decide earlier that this species would have a hidden brain inside its root bundle. Therefore, somewhat arbitrarily, I decide to give it an Intelligence of 13. This will give me some flexibility to give the monster a culture, history, and some behavioral notes if I decide I like it.



- **Wisdom:** The monster's Wisdom can range between 7 and 15 as well. I already decided that the monster's senses were poor, and the fact that it's a plant does not bode well for its Wisdom even if it is fairly intelligent. Therefore, I give it a Wisdom of 8.
- **Charisma:** The monster's Constitution can range between 6 and 14. Keeping in mind that I earlier explained that Abomination charisma is a rating of its psychic powers, and ability to control worshippers and cultists, I look over my design notes before deciding. I have noted that my monster will have the ability to lure prey like a Venus flytrap, and it will need to have some kind of psychic compulsion to draw prey near … especially if it is mostly immobile (which I don't know yet). Therefore I give it a surprisingly high Charisma score, at 14.

- I record these scores in worksheet sections 2-4 and 2-5: STR 12, DEX 10, CON 17, INT 13, WIS 8, CHA 14.

Hopefully, these notes show some of the general thought process behind selecting a monster's ability scores. You can always change things around if your design themes change during the creation process, or if the monster proves to be too weak or too strong during play.







III.12

AGILITY

DEXTERITY CLASSIFICATION

(Worksheet Section 2-6)

A whimpering gasp escaped her lips. The darkness was taking form. Something huge and bulky grew up out of the void. She saw a great misshapen head emerging into the light. At least she took it for a head, though it was not the member of any sane or normal creature. She saw a great toad-like face, the features of which were as dim and unstable as those of a specter seen in a mirror of nightmare. Great pools of light that might have been eyes blinked at her, and she shook at the cosmic lust reflected there. She could tell nothing about the creature's body. Its outline seemed to waver and alter subtly even as she looked at it; yet its substance was apparently solid enough. There was nothing misty or ghostly about it.

As it came toward her, she could not tell whether it walked, wriggled, flew or crept. Its method of locomotion was absolutely beyond her comprehension …

— *The Slithering Shadow*, by Robert E. Howard

Once you have determined the Abomination's body type, and you know its Size Rating and Dexterity, you can figure out which **movement modes** the monster is capable of … and how quickly it can move.

There are six general modes of movement considered in the FRPG: **Burrowing**, **Climbing**, **Flying**, **Ground** (the default), **Hovering**, and **Swimming**.

Flying and Hovering are generally distinguished as follows: Flying requires wings, and is at the mercy of realistic flight dynamics; while Hovering is a magical or otherworldly effect which allows floating, levitation, and unpredictable (but maybe also slow) movement. You can choose whichever one is appropriate for your monster, or you can choose neither.

You can quickly determine a monster's movement modes by looking over the keywords you have recorded (in worksheet section 1-4), as follows:

- Monsters with the keyword **Aquatic** are capable of **Swimming**.
- Monsters with the keyword **Climbing** are capable of **Climbing**.
- Monsters with the keyword **Levitating** are capable of **Hovering**.
- Monsters with the keyword **Tunneling** are capable of **Burrowing**.
- Monsters with the keyword **Winged** are capable of **Flying**.





Beyond these general suggestions, you can add additional movement modes for the monster as you feel are appropriate. A ghost of a supernatural aquatic beast, for example, might be capable of both Hovering (above the water's surface) and Swimming (below it).

(*Special Note:* A specific Power which will appear later in this book, **Unnatural Celerity**, can increase an Abomination's Dexterity to 20. If this occurs, the DEX 20 rating should supersede the guidelines given hereafter.)

When in doubt, the monster can always move via Ground, unless you have a reason to believe otherwise (e.g., a jellyfish is typically incapable of breathing or moving on land).

The Oldskull Experiment, Session 14

And now, I need to decide whether my hogweed plant monster can move. This will be an example of creative problem solving rather than a detailed explanation of me following the rules.

You may recall — way, way back in experiment session 3 — that my hogweed monster had a 25% chance of having "creepers" (vine-like tendrils) as a form of locomotion due to its body type. The result was negative, which means that the monster does not have a conventional form of movement.

My monster does not have any of the Keywords (above) that denote assured forms of movement either. However, I am not fully content with having my monster being completely immobile, and I want to make sure that it is eerie, surprising and otherworldly. Therefore, I have to think about this for a bit.

First, I think about how a plant monster might move around. I already decided that it has a large root bundle beneath the surface, and that it is intelligent, and that it has a brain inside there. This means that the most vulnerable parts of the plant are hidden underground. Then I think about plant monsters in general. This makes me think of Tolkien's Ents animating trees (they uproot and walk around), mandrake roots in folklore (they get plucked) and the moss folk of German folklore, the *Waldschrat* (presumably, they walk around, but who really knows?).

If you hadn't read Tolkien (*gasp!*) and you didn't have my deep reading in folklore and mythology (understandable), you could probably get some ideas by Googling "killer plant monster" or something similar. Inspiration comes from books, movies, dreams, videogames, other monster designs, and yes: random Internet searches for wild trivial information. Idea repository sites like Wikipedia, TVTropes, IMDB, Goodreads, Theoi Greek Mythology (theoi.com), Google Image Search, and Project Gutenberg can be very helpful when you're trying to find some unusual ideas from unexpected sources. You probably have your own favorites to add to this list; and there are of course the D&D forums too if you need some input from other Game Masters. Have fun out there.





Basically, this thought process makes me decide that the monster can move on a limited basis, but that doing so is odd and dangerous in some way. I'm not aware of the exact game mechanics yet, but I decide on a basic concept: painful uprooting. The monster has Ground movement, but it only does this when necessary, because it causes damage. The hogweed uproots itself when there are no enemies around, which makes its root bundle vulnerable, and it crawls along on its roots with surprising rapidity. However, to do this it needs to snap its taproot, which causes it to take 10% or so of its hit points as immediate self-inflicted damage. This means that the monster will not move to charge (it will either camouflage itself against strong enemies or lure weak ones with fragrance), and will only move to flee if it has no other option.

This will require some further thought later on, but is an example of emergent design: the only reason I came up with this unique ability is because I was trying to solve a design problem in my monster's ability set, and the rules and guidelines had not yet offered a solution.

So, in short, my monster's movement mode is **Ground (Special)**.

III.13

CELERITY

ABOMINATION SPEED

When you know the monster's movement mode(s), you can determine its relative **speed(s)** by consulting the appropriate table for its Size Rating, below. Per the official FRPG, very generally speaking: smaller creatures tend to have high Dexterity, while larger monsters have average Dexterity. Speed seems to be based on a combination of size / gait and agility, and those implied guidelines have been statistically smoothed and clarified here for your ease of use.

Simply use the table column that is appropriate for your monster's Dexterity score, and record the rate of each movement mode on the worksheet for future reference.

A Note for 1E Game Masters

In 5E, movement speeds are much lower because the action scale is different. For 1E, multiply all movement speeds below by 3 or 4. For example, "Burrowing 10'" would equate to Burrow 30' (3") or Burrow 40' (4") in 1E. Use your judgment, and remember that the movement speed of an unencumbered human is 120' (12").



TABLE 25 PREDETERMINED SPEEDS FOR TINY ABOMINATIONS				
Low DEX (5 or 6)	**Below Average DEX (7, 8, or 9)**	**Average DEX (10 or 11)**	**Above Average DEX (12, 13, or 14)**	**High DEX (15+)**
Burrowing 10’	Burrowing 10’	Burrowing 15’	Burrowing 15’	Burrowing 15’
Climbing 20’	Climbing 20’	Climbing 25’	Climbing 30’	Climbing 30’
Flying 20’	Flying 25’	Flying 30’	Flying 35’	Flying 40’
Ground 10’	Ground 20’	Ground 25’	Ground 30’	Ground 40’
Hovering 20’	Hovering 25’	Hovering 30’	Hovering 35’	Hovering 40’
Swimming 15’	Swimming 15’	Swimming 20’	Swimming 25’	Swimming 25’





TABLE 26
PREDETERMINED SPEEDS FOR SMALL ABOMINATIONS

Low DEX (5 or 6)	Below Average DEX (7, 8, or 9)	Average DEX (10 or 11)	Above Average DEX (12, 13, or 14)	High DEX (15+)
Burrowing 10'	Burrowing 10'	Burrowing 15'	Burrowing 15'	Burrowing 20'
Climbing 20'	Climbing 25'	Climbing 30'	Climbing 35'	Climbing 40'
Flying 20'	Flying 30'	Flying 40'	Flying 50'	Flying 60'
Ground 15'	Ground 20'	Ground 25'	Ground 30'	Ground 40'
Hovering 20'	Hovering 30'	Hovering 40'	Hovering 50'	Hovering 60'
Swimming 20'	Swimming 20'	Swimming 25'	Swimming 30'	Swimming 30'

TABLE 27
PREDETERMINED SPEEDS FOR MEDIUM ABOMINATIONS

Low DEX (5, 6, or 7)	Below Average DEX (8, 9, 10, or 11)	Average DEX (12 or 13)	Above Average DEX (14, 15, 16, or 17)	High DEX (18+)
Burrowing 10'	Burrowing 15'	Burrowing 20'	Burrowing 25'	Burrowing 30'
Climbing 20'	Climbing 25'	Climbing 30'	Climbing 35'	Climbing 40'
Flying 20'	Flying 35'	Flying 50'	Flying 65'	Flying 80'
Ground 10'	Ground 20'	Ground 30'	Ground 40'	Ground 50'
Hovering 20'	Hovering 35'	Hovering 50'	Hovering 65'	Hovering 80'
Swimming 20'	Swimming 25'	Swimming 30'	Swimming 35'	Swimming 40'

TABLE 28
PREDETERMINED SPEEDS FOR LARGE ABOMINATIONS

Low DEX (5, 6, or 7)	Below Average DEX (8, 9, or 10)	Average DEX (11 or 12)	Above Average (13, 14, or 15)	High DEX (16+)
Burrowing 15'	Burrowing 20'	Burrowing 25'	Burrowing 30'	Burrowing 40'
Climbing 20'	Climbing 25'	Climbing 30'	Climbing 35'	Climbing 40'
Flying 30'	Flying 60'	Flying 90'	Flying 120'	Flying 150'
Ground 15'	Ground 25'	Ground 35'	Ground 45'	Ground 55'





Hovering 20’	Hovering 35’	Hovering 50’	Hovering 60’	Hovering 80’
Swimming 20’	Swimming 25’	Swimming 30’	Swimming 35’	Swimming 40’

TABLE 29
PREDETERMINED SPEEDS FOR HUGE ABOMINATIONS

Low DEX (7 or 8)	Below Average DEX (9, or 10)	Average DEX (11, 12, or 13)	Above Average (14 or 15)	High DEX (16+)
Burrowing 20’	Burrowing 25’	Burrowing 30’	Burrowing 35’	Burrowing 40’
Climbing 25’	Climbing 30’	Climbing 30’	Climbing 35’	Climbing 40’
Flying 30’	Flying 60’	Flying 90’	Flying 120’	Flying 150’
Ground 20’	Ground 30’	Ground 40’	Ground 50’	Ground 60’
Hovering 20’	Hovering 35’	Hovering 50’	Hovering 60’	Hovering 80’
Swimming 25’	Swimming 30’	Swimming 30’	Swimming 35’	Swimming 40’

TABLE 30
PREDETERMINED SPEEDS FOR GARGANTUAN ABOMINATIONS

Low DEX (12)	Below Average DEX (13)	Average DEX (14)	Above Average (15)	High DEX (16+)
Burrowing 30’	Burrowing 35’	Burrowing 35’	Burrowing 40’	Burrowing 40’
Climbing 30’	Climbing 35’	Climbing 40’	Climbing 45’	Climbing 50’
Flying 80’	Flying 100’	Flying 120’	Flying 140’	Flying 160’
Ground 20’	Ground 30’	Ground 40’	Ground 50’	Ground 60’
Hovering 20’	Hovering 35’	Hovering 50’	Hovering 60’	Hovering 80’
Swimming 30’	Swimming 30’	Swimming 35’	Swimming 40’	Swimming 40’





III.14

ETHOS

AN ABOMINATION'S ALIGNMENT

(Worksheet Section 2-8)

He knew he was face to face with a demon of the Elder World, and the realization robbed him of all his faculties except sight.

The trunk of the horror was lifted and quested about, the topaz eyes stared unseeingly, and Conan knew the monster was blind. With the thought came a thawing of his frozen nerves, and he began to back silently toward the door.

But the creature heard.

The sensitive trunk stretched toward him, and Conan's horror froze him again when the being spoke, in a strange, stammering voice that never changed its key or timbre. The Cimmerian knew that those jaws were never built or intended for human speech.

"Who is here? Have you come to torture me again, Yara? Will you never be done? Oh, Yag-kosha, is there no end to agony?"

Tears rolled from the sightless eyes, and Conan's gaze strayed to the limbs stretched on the marble couch. And he knew the monster would not rise to attack him …

— *The Tower of the Elephant*, by Robert E. Howard

Once you have determined the monster's Intelligence score, you can consider its **alignment**. Classically, most otherworldly entities are interpreted (by mortal prey) as being something akin to Chaotic Evil or Neutral Evil. In practice, however, I recommend giving your Abominations a **Chaotic Neutral alignment** whenever you do not want to make a random determination. This will make the monster malicious when provoked, but will also leave you with rich opportunities for negotiation, tense circumstances, and role-playing. Do remember in all honesty, we are trying to build new monsters into the game in a special way so that we can (a) give smart and adaptable PCs a more challenging time, and (b) kill, maim, or punish PCs who are stupid and stubborn. A Chaotic Neutral alignment for most Abominations tends to fit both of these opportunities quite nicely.

There is a common exception to my Chaotic Neutral recommendation: In accordance with implied FRPG parameters, I recommend that **most Abominations of low Intelligence should be considered Unaligned**. This simply means that they are self-interested, instinctual, and/or uncaring of mortal ethics.

I recommend the following rule of thumb overall:





- **Unintelligent Monsters:** Abominations with an INT score of 1, 2, or 3, should always be Unaligned, unless the GM decides otherwise.
- **Pseudo-Sentient Monsters:** Abominations with an INT score of 4 should be Unaligned 50% of the time. If they are not Unaligned, you can determine their alignment randomly or by choice.
- **Sentient Monsters:** Abominations of INT 5+ should never be Unaligned; they should always "have an opinion" as far as mortal philosophies are concerned. Again, if you are undecided, you can either roll randomly or decided on the Chaotic Neutral alignment as the default.

If for whatever reason you do not want to use a Chaotic Neutral alignment without considering a random determination, I have developed a more complex system which includes all of the FRPG's alignments (with some extra old school flavor thrown in).

Below, I give a random alignment determination table which emphasizes the fact that Abominations are otherworldly intelligences existing beyond mortal concerns. I reintroduce a mostly forgotten old 1970s detail — the idea of alignment "tendencies" — although I use it in a slightly different manner than in Gygax's methodology. I further offer a new set of alignments appropriate to aliens, the *Primal* aspects of Chaos, Law, and Neutrality.

Primal Alignment is an outlook which cannot be held by a creature with a mortal lifespan. A Primal ethos basically means that the Abomination existed before mortals could worship gods, because their gods did not yet exist. These (timeless?) monsters existed before there could be any divine or infernal influence over human philosophy. Communication with Primal-aligned entities can be difficult due to their alien perspective, but these Abominations will have frequently make an attempt — often via superior Wisdom and/or Intelligence — to grasp encountered adventurers' limited comprehension of the sentient entropic universe. In other words, Primal Abominations tend to welcome parley. (They might be fascinated enough by humans to speak with them for an hour, and then annihilate them out of boredom, but hey, it's a start in the rough realm of inter-planar diplomacy!)

The table below also makes a distinction between **Species Alignment** and **Individual Alignment**. This should apply to all Abominations that are not *Nonesuch* (unique status, meaning only one is in existence). Basically, the Species Alignment tells you what philosophy the *majority* of that Abomination race embraces; while the Individual Alignment should be rolled for each separate encounter that you design with that creature type. In this way, the adventurers will occasionally encounter Abominations with surprising alignments, even after they have a general idea of the race's general inclination.

(Humanity, as an example, with everyone from Mother Theresa to Adolf Hitler represented in our philosophical makeup offers a rather broad spectrum of all the alignments, even though most of us are either "Neutral" or "Good.")

To randomly determine an Abomination's alignment, **roll twice** on the table hereafter. The **first roll** should be made in the D100 Roll column, and will determine the **Species Alignment**. The **second roll** should be made in the **Individual Alignment** column, and can be used to generate each separate encounter with that race.





TABLE 31
ABOMINATION ALIGNMENT
SEPARATE DETERMINATION FOR SPECIES AND INDIVIDUALS

D100 Roll	Abomination Species Alignment	Species Alignment Abbreviation	Individual Alignment (Second D100 Roll)
[01-05]	Chaotic, Primal	C (P)	**[01-25]** CE, [**26-50]** CG, **[51-00]** CN
[06-11]	Chaotic Evil	CE	**[01-92]** CE **[93]** CG, **[94]** CN, **[95]** LE, **[96]** LG, **[97]** LN, **[98]** NE, **[99]** NG, **[00]** TN
[12-13]	Chaotic Evil with Neutral Tendencies	CE (N)	**[01-50]** CE, **[51-75]** CN, **[76-00]** NE
[14-19]	Chaotic Good	CG	**[01-92]** CG **[93]** CE, **[94]** CN, **[95]** LE, **[96]** LG, **[97]** LN, **[98]** NE, **[99]** NG, **[00]** TN
[20-21]	Chaotic Good with Neutral Tendencies	CG (N)	**[01-50]** CG, **[51-75]** CN, **[76-00]** NG
[22-27]	Chaotic Neutral	CN	**[01-92]** CN **[93]** CE, **[94]** CG, **[95]** LE, **[96]** LG, **[97]** LN, **[98]** NE, **[99]** NG, **[00]** TN
[28-29]	Chaotic Neutral with Evil Tendencies	CN (E)	**[01-50]** CN, **[51-75]** CE, **[76-00]** NE
[30-31]	Chaotic Neutral with Good Tendencies	CN (G)	**[01-25]** CG, **[26-75]** CN, **[76-00]** NG
[32-36]	Lawful, Primal	L (P)	**[01-25]** LE, **[26-50]** LG, **[51-00]** LN
[37-42]	Lawful Evil	LE	**[01-92]** LE **[93]** CE, **[94]** CG, **[95]** CN, **[96]** LG, **[97]** LN, **[98]** NE, **[99]** NG, **[00]** TN
[43-44]	Lawful Evil with Neutral Tendencies	LE (N)	**[01-50]** LE, **[51-75]** LN, **[76-00]** NE
[45-50]	Lawful Good	LG	**[01-92]** LG **[93]** CE, **[94]** CG, **[95]** CN, **[96]** LE, **[97]** LN, **[98]** NE, **[99]** NG, **[00]** TN
[51-52]	Lawful Good with Neutral Tendencies	LG	**[01-50]** LG, **[51-75]** LN, **[76-00]** NG
[53-58]	Lawful Neutral	LN	**[01-92]** LN





			[93] CE, **[94]** CG, **[95]** CN, **[96]** LE, **[97]** LG, **[98]** NE, **[99]** NG, **[00]** TN
[59-60]	Lawful Neutral with Evil Tendencies	LN (E)	**[01-25]** LE, **[26-75]** LN, **[76-00]** NE
[61-62]	Lawful Neutral with Good Tendencies	LN (G)	**[01-50]** LN, **[51-75]** LG, **[76-00]** NG
[63-67]	Neutral, Primal	N (P)	**[01-20]** CN, **[21-40]** LN, **[41-60]** NE, **[61-80]** NG, **[81-00]** TN
[68-73]	Neutral Evil	NE	**[01-92]** NE **[93]** CE, **[94]** CG, **[95]** CN, **[96]** LE, **[97]** LG, **[98]** LN, **[99]** NG, **[00]** TN
[74-75]	Neutral Evil with Chaotic Tendencies	NE (C)	**[01-25]** CE, **[26-50]** CN, **[51-00]** NE
[76-77]	Neutral Evil with Lawful Tendencies	NE (L)	**[01-25]** LE, **[26-50]** LN, **[51-00]** NE
[78-83]	Neutral Good	NG	**[01-92]** NG **[93]** CE, **[94]** CG, **[95]** CN, **[96]** LE, **[97]** LG, **[98]** LN, **[99]** NE, **[00]** TN
[84-85]	Neutral Good with Chaotic Tendencies	NG (C)	**[01-25]** CG, **[26-50]** CN, **[51-00]** NG
[86-87]	Neutral Good with Lawful Tendencies	NG (L)	**[01-25]** LG, **[26-50]** LN, **[51-00]** NG
[88-92]	True Neutral	TN, or N	**[01-92]** TN **[93]** CE, **[94]** CG, **[95]** CN, **[96]** LE, **[97]** LG, **[98]** LN, **[99]** NE, **[00]** NG
[93-94]	True Neutral with Chaotic Tendencies	TN (C)	**[01-25]** CN, **[26-00]** TN
[95-96]	True Neutral with Evil Tendencies	TN (E)	**[01-25]** NE, **[26-00]** TN
[97-98]	True Neutral with Good Tendencies	TN (G)	**[01-25]** NG, **[26-00]** TN
[99-00]	True Neutral with Lawful Tendencies	TN (L)	**[01-25]** LN, **[26-00]** TN



The Oldskull Experiment, Session 15

For the sake of example, I decide to determine my plant monster's alignment via the random and complex method.

We already know that the species is intelligent, with an INT score of 13. Therefore the species will not be Unaligned. I roll D100, and the result is 16. This means that the species alignment is Chaotic Good. It's certainly a bizarre result, but is it too bizarre to work with? Probably not.

Now, my former visions of having the PCs face somewhat predictable plant monsters in combat has changed: my campaign will soon feature encounters with chatty psychic plants that want to communicate with mortals out of curiosity, and then eat the ones who misbehave. It's a bit *Little Shop of Horrors*, but that's not necessarily a bad thing!

I record this odd bit of info in worksheet section 2-8.

Next, I decide to roll the alignment of the first hogweeds encountered randomly too. This is the Individual Alignment as opposed to the Species Alignment … not all of them will be Chaotic Good. Reading across the Chaotic Good table entry, I can see that there is a 92% chance that any one particular hogweed colony will be Chaotic Good, and an 8% chance that the alignment will be something else (1% chance per differing alignment type). The roll is an 02, and the first group that the PCs encounter will be Chaotic Good. Once the players get comfortable with that, however, they might have a rude surprise waiting for them in the future in the form of Evil plant monsters.







CODEX
IV

DESCRIPTORS AND POWERS




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IV.1

PRECEPTS

MONSTER DESCRIPTORS

(Worksheet Sections 3-1 and 3-2)

Now that you have struggled through the laborious details of "guided yet random" monster creation, and chosen your preferences from a myriad of complexity levels, the real fun of monster design can finally begin! This next major section is the heart of the book, featuring hundreds of different powers, characteristics, and disadvantages that will collectively allow you to generate an effectively infinite number of reasonable and fascinating monsters.

To make your creation truly unique, it will need **Descriptors**. The Descriptors are basically a pair of special keyword adjectives, which define the creature's inherent (super)nature. With two rolls, you can create monsters that are Bestial and Burning, Earthen and Eldritch, Ocular and Oozing, or Savage and Slithering. Simply **roll D100** on the table below, and put the first result in the **Primary Descriptor** section of your worksheet (3-1); and then **roll again** and put a **Secondary Descriptor** in section 3-2. If the Secondary Descriptor ends up being identical to the Primary Descriptor, you should then reroll until you receive a different result.

The decision to give every Abomination two Descriptors was not arbitrary on my part. I have found that giving monsters a single descriptor is insufficient, because it reduces the potential amount of monster variety by over 90%. And worse, experiments with three Descriptors led to "diluted" monsters designs which tended to be sillier than they were thematic. The monsters with too many Descriptors seemed too random and were difficult to envision or believe in.

I strongly recommend that you should **give every monster two Descriptors**, no more and no less, unless you have a very specific beastie in mind that would benefit from more or less thematic detail.

The Descriptor system is the major nexus of this volume. The "master monster engine" table which powers it also determines which tables you will be rolling on to determine your monster's random abilities.

When you use this table repeatedly, you will notice that some of the options have a higher percentage chance of being selected than others, with no logically apparent reason for the distinction. The reason for this is that due to various cross-referencing systems (such as special "Behemoth" powers for large monsters, "Water" powers for aquatic monster body types, and "Sacral" monsters with tails), the rarer results are compensated for in other aspects of this work. These varying levels of probability are balanced in the table below so that you will have the widest theoretical array of monster powers and types available with every roll.

To determine your monster's Primary and Secondary Descriptors, roll twice on the table following and record the results on your worksheet.





TABLE 32
ABOMINATION DESCRIPTORS AND ASSOCIATED POWER TABLES

D100 Roll	Lo, the Abomination Shall Be …	You will later be rolling on the following table to discern the Abomination's some few of the secrets:
[01-03]	**Airy**	Air Power Table
[04-06]	**Bestial**	Bestial & Blood Power Table
[07-09]	**Burning**	Fire Power Table
[10-13]	**Corrosive**	Acid Power Table
[14-15]	**Earthen**	Earth Power Table
[16-18]	**Eldritch**	Arcane & Occult Power Table
[19-20]	**Entropic**	Death Power Table
[21-23]	**Flying**	Avian Power Table (*Special Note:* If the monster does not have Flying or Hovering movement mode, add the Hovering movement mode now, and calculate the movement rate.)
[24-29]	**Frigid**	Ice & Frost Power Table
[30-32]	**Fungoid**	Fungal Power Table
[33-36]	**Insectoid**	Arachnid & Insectoid Power Table (*Special Note:* If the monster has fewer than six legs, give it six legs now if that is feasible, and make a note on the worksheets.)
[37-39]	**Mind-Shattering**	Madness Power Table
[40-43]	**Ocular**	Eye Power Table
[44-46]	**Oozing**	Slime Power Table
[47-48]	**Otherworldly**	Dream World & Faerie Power Table
[49-51]	**Pestilent**	Vermin & Disease Power Table
[52-55]	**Psychic**	Psionic Power Table (*Special Note:* Please note that Abominations can be Psionic regardless of their ratable INT and WIS, as these creatures have incomprehensible alien hive mind "intellects" of collective sentience.)
[56-58]	**Savage**	Beast & Blood Power Table
[59-62]	**Shifting**	Amorphous Power Table
[63-65]	**Slithering**	Reptilian Power Table
[66-71]	**Tailed**	Sacral Power Table





		(*Special Note:* If the monster does not have a tail and can feasibly have one, give it one now; if you cannot picture it, reroll this Descriptor.)
[72-75]	**Tenebrous**	Shadow Power Table
[76-77]	**Thalassic**	Water & Aquatic Power Table
[78-84]	**Thundering**	Lightning Power Table
[85-88]	**Undying**	Life & Healing Power Table
[89-90]	**Unearthly**	Astral, Celestial, & Ethereal Power Table
[91-93]	**Venomous**	Poison Power Table
[94-96]	**Verdant**	Plant Power Table
[97-00]	**Writhing**	Tentacle Power Table

If after rolling the Secondary Descriptor you think it conflicts with the Primary, you can feel free to reroll. However, do consider that many seemingly contradictory combinations can actually work just fine with a little imagination. A monster with both Fire and Water / Aquatic Descriptors for example can be conceived as a *Steam* Abomination. Similarly, the powers of Death and Life & Healing are consistently found in world mythology as being coupled in one divine being despite the paradox; and a shape-shifter could certainly be both Avian and Earthen. Use your creativity to make unlikely combinations memorable!

The Oldskull Experiment, Session 16

Although I already know that my hogweed Abomination will be a plant monster with some fragrance-related powers, I still roll on the Descriptor table to see what other ideas I can come up with to further my design. The Chaotic Good alignment thing honestly took me by surprise, and now I have decided to leave some preconceptions behind and to see what the random determination system can offer me.

My first roll is an 85, which means that (a) the Primary Descriptor is **Unearthly**, and (b) I will be rolling some powers on the **Astral, Celestial, & Ethereal Power Table**. I record this information in worksheet section 3-1.

My second roll is 43, which means that (a) the Secondary Descriptor is **Ocular**, and (b) I will be rolling some other powers on the **Eye Power Table**. I record this information in worksheet section 3-2.

So now I have two new unexpected ideas to work with as I try to envision my Chaotic Good predatory plant: [1] It is either starry, or wraith-like in nature; and [2] It has a big eye of some kind. Neither of these features are easy to grasp upon first consideration.

Thinking it over, however, I decide on the following rationalizations:





Point One, Unearthly: My plants are phantom-like. They look more like gooey shadows than they do plain old plants. This makes them more sinister and interesting, and underlines the fact that they come from another world.

Point Two, Ocular: My plants do have improved senses after all. I think about the living flowers in Lewis Carroll's *Through the Looking-Glass*, for example, and decide (to maximize the fear potential) that the central stalk of the plant will be topped by a flower-like appendage that opens to reveal a horrific "eye" of many separate, swiveling facets that looks like a lotus seed pod.

(If you have a strong stomach, I now strongly encourage you to Google the phrase "lotus seed pod" to see how creepy they are, if you didn't know already. You are about to find out if you have Trypophobia! And now you will have some great and horrible images to print out to creep your players out when they encounter the hogweed, too. And if you don't have a strong stomach, don't look.)

Now, I can think of my weird monster as being something more like an *Invasion of the Body Snatchers* pod, with a well-meaning alignment. Perhaps they are not only invading our world, but they feel it is for our own good, and they mean to save some few of us that prove ourselves worthy? Are they planning to "Terraform" the game world a la *War of the Worlds* with the red vines? It's a truly odd situation, but I think it has a lot of potential for role-playing, mystery, and strange and deadly combat scenarios too.

My monster is now becoming quite surprising, colorful, disturbing and potentially campaign-changing. Just as it should be. Are these plants the first sign of an invasion from another world? Is it like Stephen King's *The Mist*, but with plants and seeds instead of insects and arachnids?

And now I have also decided on a name for my monster based on these deeper Descriptor details: the **Gazer Lotus**.

I am happy to see it all coming together, although I don't know where the design is taking me. (Oh, the joy of writing actual game design examples using completely random results …)

In the next experiment, we will get to determine our hogweed's special powers. Stay tuned!

IV.2

POWERS

ADVANTAGES & DISADVANTAGES

(Worksheet Sections 3-4 through 3-10)

Having determined both Descriptors, you can now roll your monster's **random Powers (and Disadvantages)**. Your monster will have between 4 and 7 separate Powers, with weaker Abominations having fewer abilities and stronger ones having more. The Power selector system has been set up so that **high-BLR monsters have the most powers**, while weaker Abominations still have a few tactical options.





This approach balances things so that each Abomination is unique and memorable, while ensuring that (a) most of the monster's powers will come into play during an encounter and (b) you will not be wasting your time creating an over-detailed monster. You can always override this "4 to 7" approach if you feel that is wise for your campaign, but I strongly recommend that the BLR limitation on Power strength should remain in place.

(The one change I *do* always recommend is this: If you can think of a power that is absolutely perfect for your monster, but the random roll does not select it, then you should right the situation. In that case, remove the one random power that does not seem to fit with the rest, and replace it with the one power that you really feel your monster still needs. But watch those power levels when you make the changes!)

I also recommend creating a new Abomination species whenever you want more variety, rather than adding power detail to an existing type, so that you can keep the players encountering new and exciting things. Keep in mind that the primary purpose of this supplement is to ensure that the players and their PCs frequently come into contact with the unknown. You can make your monsters interesting, but you should try to avoid overdeveloping a new monster to the point that you feel reluctant to create a new monster type.

The next step is to roll up your monster's powers, as follows hereafter. Each power has a separate technique of random determination, so that the monster's type, body type, Descriptors, movement mode, and so forth have a chance to be reasonably represented.

IV.2.1

DETERMINING THE ABOMINATION'S FIRST POWER

The first power's rules of determination have been designed to ensure that the body type, monster type, and/or Keyword(s) you recorded early on are reflected in the monster's final design.

Therefore, to determine the appropriate table for the first Power, you will need to answer the following 11 questions, in order. You can do so by referring to the information recorded so far in your Abomination worksheets.

The questions, in order, are as follows:

Considering the design information which you have accumulated so far …

[1] Is the monster something you envision as being **aquatic or water-themed**?

- If yes, then the first power is a **WATER & AQUATIC** power.
- Stop answering these questions and move on to the Water & Aquatic Power table.

[2] Is the monster type **Celestial**?

- If yes, then the first power is an **ASTRAL, CELESTIAL, & ETHEREAL** power.





- Stop answering these questions and move on to the Astral, Celestial, & Ethereal Power table.

[3] Is the monster type **Fey One**?

- If yes, then the first power is a **DREAM WORLD & FAERIE** power.
- Stop answering these questions and move on to the Dream World & Faerie Power table.

[4] Is the monster type **Plant**, but not described as a **fungu**s?

- If yes, then the first power is a **PLANT** power.
- Stop answering these questions and move on to the Plant Power table.

[5] Is the monster type **Plant**, and also described as a **fungus**?

- If yes, then the first power is a **FUNGAL** power.
- Stop answering these questions and move on to the Fungus Power table.

[6] Is the monster type **Undead**?

- If yes, then the first power is a **DEATH** power.
- Stop answering these questions and move on to the Death Power table.

[7] Does the monster move by either (amongst all its movement modes) either **Flying** or **Hovering**?

- If yes, then the first power is an **AVIAN** power.
- Stop answering these questions and move on to the Avian Power table.

[8] Is the monster's **Size Rating Large**, **Gargantuan**, or **Huge**?

- If yes, then the first power is a **BEHEMOTH** power.
- Stop answering these questions and move on to the Behemoth Power table.

[9] Is the monster described as an **arachnid**, **insect**, **insectoid**, **spider**, or **scorpion**?

- If yes, then the first power is an **ARACHNID & INSECTOID** power.
- Stop answering these questions and move on to the Arachnid & Insectoid Power table.

[10] Is the monster described as a **reptile** or **lizard**?

- If yes, then the first power is a **REPTILIAN** power.





- Stop answering these questions and move on to the Reptilian Power table.

[11] Is the monster's body type described as having a **tail**, but it is not a Dragon?

- If yes, then the first power is a **SACRAL** power.
- Stop answering these questions and move on to the Sacral Power table.

If the answer to all of these questions was **no**, then the monster's first power will be determined **randomly**. The roll will depend on the monster type. Roll 1D100 and consult the table below:

TABLE 33
RANDOM DETERMINATION OF AN ABOMINATION'S FIRST POWER

Monster Type	To determine the monster's first Power, roll next on the …
Aberration	**[01-25]** Amorphous Power Table **[26-50]** Madness Power Table **[51-75]** Slime Power Table **[76-00]** Tentacle Power Table
Beast	**[01-50]** Bestial & Blood Power Table **[51-60]** Eye Power Table **[61-80]** Poison Power Table **[81-00]** Vermin & Disease Power Table
Celestial	**[01-25]** Air Power Table **[26-40]** Arcane & Occult Power Table **[41-80]** Astral, Celestial, & Ethereal Power Table **[81-90]** Eye Power Table **[91-00]** Psionic Power Table
Construct	**[01-20]** Arcane & Occult Power Table **[21-90]** Earth Power Table **[91-00]** Eye Power Table
Dragon	**[01-15]** Acid Power Table **[16-25]** Bestial & Blood Power Table **[26-40]** Fire Power Table **[41-50]** Ice & Frost Power Table **[51-60]** Lightning Power Table **[61-75]** Poison Power Table **[76-00]** Reptilian Power Table
Elemental, Indeterminate Element	**[01-25]** Air Power Table **[26-50]** Earth Power Table **[51-75]** Fire Power Table





	[76-00] Water & Aquatic Power Table
Elemental, Air	**[01-80]** Air Power Table **[81-90]** Astral, Ethereal, & Celestial Power Table **[91-00]** Lightning Power Table
Elemental, Earth	**[01-80]** Earth Power Table **[81-90]** Life & Healing Power Table **[91-00]** Shadow Power Table
Elemental, Fire	**[01-20]** Arcane & Occult Power Table **[21-00]** Fire Power Table
Elemental, Water	**[01-10]** Acid Power Table **[11-20]** Ice & Frost Power Table **[21-00]** Water & Aquatic Power Table
Fey One	**[01-10]** Air Power Table **[11-20]** Arcane & Occult Power Table **[21-30]** Astral, Celestial, & Ethereal Power Table **[31-70]** Dream World & Faerie Power Table **[71-80]** Life & Healing Power Table **[81-90]** Psionic Power Table **[91-00]** Shadow Power Table
Fiend	**[01-10]** Acid Power Table **[11-20]** Arcane & Occult Power Table **[21-40]** Death Power Table **[41-60]** Fire Power Table **[61-80]** Madness Power Table **[81-90]** Poison Power Table **[91-00]** Vermin & Disease Power Table
Giant	**[01-15]** Air Power Table **[16-55]** Earth Power Table **[56-70]** Fire Power Table **[71-85]** Ice & Frost Power Table **[86-00]** Water & Aquatic Power Table
Humanoid	**[01-20]** Dream World & Faerie Power Table **[21-40]** Madness Power Table **[41-60]** Psionic Power Table **[61-80]** Shadow Power Table **[81-00]** Vermin & Disease Power Table
Monstrosity	**[01-35]** Bestial & Blood Power Table **[36-45]** Dream World & Faerie Power Table **[46-60]** Eye Power Table **[61-75]** Life & Healing Power Table **[76-00]** Poison Power Table
Ooze	**[01-15]** Amorphous Power Table **[16-30]** Fungal Power Table





	[31-45] Madness Power Table **[46-85]** Slime Power Table **[86-00]** Tentacle Power Table
Plant	**[01-10]** Acid Power Table **[11-20]** Earth Power Table **[21-30]** Fungal Power Table **[31-40]** Life & Healing Power Table **[41-80]** Plant Power Table **[81-90]** Poison Power Table **[91-00]** Slime Power Table
Undead	**[01-40]** Death Power Table **[41-60]** Disease & Vermin Power Table **[61-75]** Madness Power Table **[76-85]** Poison Power Table **[86-00]** Shadow Power Table







IV.2.2

SELECTING THE POWERS VIA BASE LETHALITY RATING (BLR):

ROLLING, SELECTING, AND DE-SELECTING RANDOM ABOMINATION POWERS

As you roll on the first appropriate Table (there are 30 in all), you will need some crucial information to assist you in selecting Powers from the correct list. Firstly, you will want to keep the Abomination's **Basic Lethality Rating (BLR)** in mind. This determines whether the monster can actually have the Power that you randomly roll. You should carefully avoid abilities that your monstrous creation does not "qualify" for, because this is the failsafe system that prevents (for example) a CR 2 creature from having a 90-point breath weapon. If you ignore the BLR ratings on the powers, you will end up with hugely overpowered monsters and lots of Total Party Kills (TPKs), no matter how well the players manage to perform.

The abilities are all measured by minimum required BLR, with each rating expressed with a "+" indicator (3+, 5+, 12+, etc.). So if your monster has a BLR of 3, and you randomly roll an ability that requires a BLR of 10+ (meaning 10 or higher), you will not be able to select that power due to the system's balance controls, and you will need to make a new determination.

To save you time, you do not need to reroll when this occurs. Rather, you can keep scanning through the Power entries sequentially until you get to the next available Power that "fits." Continuing the above example, after your BLR 3 monster has a roll that indicates a BLR 10+ Power, you will ignore the roll and keep reading down through the table entries until you get to one that has a BLR requirement of 0+, 1/8+, 1/4+, 1/2+, 1+, 2+, or 3+. Then, you select that Power and add it to your worksheet. If you get to the bottom of the table with no valid Power being available with a usable BLR rating, then simply start again at the top of the table and keep reading down. Every table has powers rated at low levels to account for this necessary workaround.

Some readers may find this counter-intuitive and prefer to reroll; but I have found that after you use these systems multiple times, the "ignore and read down" method is actually faster in most instances. You can reroll if you choose to but that method can become laborious … especially if you are designing a weak monster with a low BLR, where very few of the potential Powers will actually apply.

IV.2.3

SUCCINCT & APPROXIMATED DEFINITIONS:

AN IMPORTANT NOTE CONCERNING VAGUE SPECIAL ABILITIES

The significant majority of the Powers in these 30 tables have been "remixed" from their original appearances in the SRD5 document. This means that the powers are made available away from their original source. This allows you to use cool monster powers for other monster types in a logical fashion, without needing to create new rules to outline the ability's effects. For example, the ability "Scorpion Claws" is defined as follows: "The monster can grapple and claw, similar to a Giant Scorpion. This is a double-claw attack." This notation allows you to look up the Giant Scorpion entry in the SRD5 (Ctrl-F will save you time), and there you will find all of the needed details for using that attack in play.





Some abilities, however, are either derived from spells, or there is insufficient information in the SRD5. (The length of such entries, to be perfectly honest, has been kept to a strict and succinct limit so that this book does not run to over 800 pages.)

In these instances, you may need to make up a few of the details on your own. As one specific example, if a power's maximum rate of use is not stated, I recommend that a "mystery" special ability cannot be used by an individual monster more than three times in a single battle. You can make exceptions to this rule of thumb whenever it feels appropriate … keeping in mind, of course, that frequent use of a mystery ability can make a monster significantly more powerful! Turn this design knob with caution.

The Oldskull Experiment, Session 17

This step in the design of my monster (the "Gazer Lotus") is a bit involved, but it is simply a matter of following the 11 design questions. The questions are as follows:

- **[1]** Is the monster aquatic or water-themed? (No, continue to question #2.)
- **[2]** Is the monster celestial? (No.)
- **[3]** Is the monster a fey one? (No.)
- **[4]** Is the monster a plant, and not a fungus? (Yes, after I read up on hogweed a bit more to determine that this is definitely true.)

Therefore, I skip questions 5 through 11, since I have a "Yes," and I roll on the Plant Power table as directed. I am moving a bit forward into the rules here, but to continue the example: I then go to the Plant Power table and roll D100, and get a 75. This gives me the Power "Song of the Black Goat," which is defined as follows: "Similar to the Animate Trees ability of a Treant." The BLR rating on this Power is 4+, and my monster's BLR is 7, so this power fits effectively. But is it appropriate?

Next, I go to the SRD5 and search for the term "Animate Trees," in the Treant monster description. This gives me a long paragraph describing the ability and its game effects.

At first, it might seem that this power is inappropriate for the lotus / hogweed plant monster concept I have developed so far. Animate Trees is a tree ability, not a flowering plant one. But I think the problem through like this:

First, the "Black Goat" is actually an associative reference which can be interpreted as pertaining to the Lovecraftian deity Shub-Niggurath. (If you did not know this, you would learn it by entering the term "black goat" into Google, or you would follow a different creative path than mine … which is fine, because the point of this book is to create different monsters depending on your unique creative input.) We will use Lovecraft's inspiration to create a memorable creature of our own. Shub-Niggurath is a huge monster that creates plant-like monsters as "buds" that fall from her body mass. This works fairly well, because it





tells me that my Gazer Lotus monsters probably come from the same world / dimension as Lovecraft's Shub-Niggurath.

I then remember my monster's Chaotic Good alignment, which is another problem … Shub-Niggurath (imagined from a distance in game terms) is probably Evil, or at the very least Neutral. So my plants are not the brood of Shub-Niggurath herself, since I am not including that entity in my campaign. I decide that they are an intelligent plant species from her home world, and that they are being wiped out by her and her servants, which has resulted in the Gazer Lotus invasion of the game world on the Material Plane. My monsters are invading because they are being wiped out in their home, and need a new place to survive. So there's an interesting piece of background the PCs might pick up if they chat with my monster at length!

Secondly, the "Animate Trees" entry in the Treant description in the SRD5 mentions how the trees uproot themselves to move around and attack. Since this fits in well with the root bundle / uprooting movement system I've already roughed out, this is actually a good fit. Why would my Gazer Lotus animate trees? Probably (a) to hide itself when it needs to move and relocate while at its most vulnerable, and (b) to attack enemies that prove to be too strong for it.

Therefore, after thinking about this for a while I like the Animate Trees power quite a bit. I put this information in worksheet section 3-4, and also write a note about the Treant entry and the SRD5 page where I can look up the ability's particulars.

Done! My monster's first power has been selected, justified, and elaborated … and I have accidentally added some detail my creation through problem solving.

A NOTE ON ABOMINATION POWERS FOR 1E GAME MASTERS

In the power tables of this book, you will see plenty of monster powers (Labyrinthine Recall, Keen Sight, etc.) that you are not familiar with. Basically, these are just named formalizations of creature abilities such as special attacks, special defenses, and other abilities. To review the game mechanics of these abilities, you can reference the SRD5 document (see the link earlier in this book, or use Google to locate it; it's legal and free). You can then use Ctrl-F to find the ability names in the PDF. Some of the abilities are easily deduced, but others are a bit more cryptic. In most instances you can translate the mechanics into 1E terms without too much fuss … but the SRD5 is a huge helper.

IV.2.4

DETERMINING THE ABOMINATION'S SECOND POWER

When compared to the complex questions required to select the monster's first Power, the method for determining the second Power is very easy. Every monster will have at least one ability derived from a random roll on the **Common Abomination Power table**. You will want to be sure to follow the BLR requirement rule (i.e., do not select Powers that your monster's BLR do not qualify it for), when using this table.

This ability can be determined by rolling 1D100 on the table below, as follows:





TABLE 34
COMMON ABOMINATION POWERS

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-04]	**Ambusher (D10)**	3+	Similar to the Surprise Attack ability of a Doppelganger (10 extra damage).
[05-08]	**Born of the Labyrinth**	0+	Similar to the Labyrinthine Recall ability of a Minotaur.
[09-12]	**Clawed Appendage / Slashing Horns / Brutal Strikes (D5)**	2+	The monster can claw (or slash, strike, etc.) for an average of 5 damage (2D4). The damage type may be piercing, slashing, or bludgeoning, depending on the attack type chosen by the GM.
[13-16]	**Cruel Strikes (D10)**	3+	The monster's attack inflicts an average 10 damage, similar to the Claw attack of a Sea Hag (2D6+3). The attack may be slashing (claws), impaling (horns), bludgeoning (pummel or charge), etc.)
[17-19]	**Damage Immunity, Bludgeoning**	7+	The monster takes no damage from (non-magical) bludgeoning attacks or effects.
[20-22]	**Damage Immunity, Piercing**	7+	The monster takes no damage from (non-magical) piercing attacks or effects.
[23-25]	**Damage Immunity, Slashing**	7+	The monster takes no damage from (non-magical) slashing attacks or effects.
[26-29]	**Eye of the Serpent**	1/2+	Similar to the Keen Sight ability of a Griffon. Reroll if the monster has a more powerful sight ability.
[30-32]	**Eyeless**	2+	The creature has no eyes (empty eye sockets if appropriate), but can sense life. This confers the Blindsight ability.
[33-36]	**Foul Stench (Lovecraftian Foetor)**	5+	Similar to the Stench ability of a Hezrou Demon (DC 14). For Dream World, plant, or other "pretty" monsters where a death theme is inappropriate, this ability can be reimagined as Overpowering Musk.
[37-40]	**Glowing Crimson Eyes**	0+	The Abomination has the Darkvision ability.





[41-44]	**Gnawing Face / Long Stinger / Piercing Spine / Slashing Claws (D3)**	1/4+	A disturbing feature of the monster can bite (or sting, pierce, slash, etc.) for an average 3 damage (1D6). The damage type will depend on the attack type chosen by the GM.
[45-47]	**Heightened Sense of Hearing**	1/4+	Similar to the Keen Hearing ability of a Grimlock.
[48-50]	**Heightened Sense of Smell**	1/4+	Similar to the Keen Smell ability of a Cloud Giant.
[51-54]	**Lying in Wait (D7)**	2+	Similar to the Surprise Attack ability of a Bugbear (7 extra damage).
[55-57]	**Merciless Onslaught**	7+	The monster's attacks are magical, similar to the Magic Weapons ability of a Golem. This applies to any weapons wielded by the monster, and also to its unarmed attacks.
[58-61]	**Motionless**	1+	The monster has the False Appearance advantage in a dungeon setting (or wilderness setting, as appropriate to the species), similar to Animated Armor or a Cloaker.
[62-64]	**Stalking Between the Worlds**	3+	The monster is invisible until it attacks.
[65-68]	**Stench of the Grave**	4+	Similar to the Stench ability of a Ghast (DC 10). For Dream World, plant, or other "pretty" monsters where a death theme is inappropriate, this ability can be reimagined as Pungent Musk.
[69-71]	**Summoned and Earthbound**	5+	The Abomination gains a damage sharing ability similar to the Bound ability of a Shield Guardian. The monster will be accompanied by at least one Evil summoner (monster or NPC) of a higher CR (6+).
[72-74]	**Swarm Tactics**	4+	Similar to the Martial Advantage ability of a Hobgoblin. Reroll if the monster is being conceived as a solitary aberration.
[75-77]	**They Walk Serene**	8+	Similar to the Invisibility of an Invisible Stalker. The invisibility is not broken by attacks, and will not be broken until the Abomination suffers at least 20% of its total hit points in damage.
[78-81]	**Thorny Carapace or Flesh / Deadly Blood (D5)**	1+	Similar to the Barbed Hide ability of a Barbed Devil. The damage type may be piercing (carapace) or acid (deadly blood), depending on the defense type chosen by the GM.







[82-84]	**Thorny Protrusion (D2)**	1/8+	The monster can claw (or bite, strike, etc.) for an average of 2 slashing damage (1D4).
[85-87]	**Two-Headed Monstrosity**	5+	The Abomination has two heads, and gains powers similar to the Two Heads and Wakeful abilities of an Ettin.
[88-90]	**Unnatural Celerity**	10+	The Abomination's Dexterity score is raised to a minimum of 20. The monster is also Reactive in combat, similar to the ability of a Marilith Demoness.







[91-93]	**Unsleeping One**	2+	Similar to the Wakeful ability of a Hydra.
[94-97]	**Vicious Strikes (D13)**	4+	The monster's attack inflicts an average 13 damage, similar to the Claw attack of a Green Hag (2D8+4). The attack may be slashing





			(claws), impaling (horns), bludgeoning (pummel or charge), etc.
[98-00]	**Wild Aggressor**	1/2+	Similar to the Reckless ability of a Minotaur.

The Oldskull Experiment, Session 18

To figure out my Gazer Lotus's second Power, I roll D100 and come up with a 37. That results in "Glowing Crimson Eyes," which has a BLR requirement of 0+. This means that it is a descriptive note / minor ability, rather than a strong combat power. The definition is: "The Abomination has the Darkvision ability."

This works perfectly fine, because I already decided that my monster is shadowy, that it moves only in secrecy, and that it has an eye stalk. So I enter this information in worksheet section 3-5, and also make a note in section 2-1 (Senses) to indicate this logical upgrade.

Things are moving along nicely …

IV.2.5

DETERMINING THE ABOMINATION'S THIRD POWER

The Abomination's third Power should be rolled on the table that is appropriate for its **Primary Descriptor**. For example, referring back to the Monster Descriptor Table and to your worksheets, if the Primary Descriptor is "Frigid" then the Power should be determined by rolling 1D100 on the corresponding Frost & Ice Power Table.

IV.2.6

DETERMINING THE ABOMINATION'S FOURTH POWER

The Abomination's fourth Power should be rolled on the table that is appropriate for its **Secondary Descriptor**. For example, if the Secondary Descriptor is "Corrosive," then the Power should be determined by rolling 1D100 on the Acid Power Table.

If your monster's BLR is between 0 and 4 inclusive, then the selection of Powers is **complete with this fourth power selection**, and you can move on to the next chapter.





IV.2.7

DETERMINING THE ABOMINATION'S FIFTH POWER

If the monster's BLR is 5 or higher, you should roll a fifth power on the same table as the third power. That is, you should roll again on the table indicated by the Abomination's **Primary Descriptor**. If the fifth Power roll result is identical to that for the third Power, you should reroll.

If your monster's BLR is lower than 10, then the selection of Powers is **complete with this fifth power selection**, and you can move on to the next chapter.

IV.2.8

DETERMINING THE ABOMINATION'S SIXTH POWER

If the monster's BLR is 10 or higher, you should roll a sixth power on the same table as the fourth power. That is, you should roll again on the table indicated by the Abomination's **Secondary Descriptor**. If the sixth Power roll result is identical to that for the fourth Power, you should reroll.

If your monster's BLR is lower than 20, then the selection of Powers is **complete with this sixth power selection**, and you can move on to the next chapter.

IV.2.9

DETERMINING THE ABOMINATION'S SEVENTH AND FINAL POWER

If the monster's BLR is 20 or higher (a rarity), you should select a seventh power and final without rolling dice. I recommend that you review the tables used to generate the 3rd, 4th, 5th, and 6th powers, and selecting the one Power which you feel most perfectly fits the design of your monstrous creation. You may want to look at all of the appropriate tables before you make your selection.

The Oldskull Experiment, Session 19

In this example, I show how I came up with the third, fourth, and fifth powers for my Gazer Lotus monster. You may recall that my monster has a Primary Descriptor: **Unearthly**, and a Secondary Descriptor: **Ocular**.

The Unearthly Descriptor means that I roll up the monster's third power on the **Astral, Celestial, & Ethereal Power Table**. I roll an 02, which gives the ability "Astral Entity." However, the BLR requirement on this Power is 10+, and my monster's BLR is only 7, so I read down the table until I come to an entry with a BLR requirement of 7+ or lower. The next appropriate entry is "Astral Gaze," which is defined as:





"The monster can concentrate to witness remote events, similar to casting a Clairvoyance spell." This not only fits perfectly with my eye theme (surprise, even though I'm rolling on a different table!), but it also tells me a little bit about how these monsters interact with the world(s) they explore while they remain immobile. In fact, it's a little scary how perfectly this fits; I'll need to make sure that I take full credit for this random selection as a stunning example of my crafty intelligence and my master's degree in monster design. I knew that was going to happen. (**Cough**)

The Ocular Descriptor means that I roll up the monster's fourth Power on the **Eye Power Table**. I roll a 36, which gives me the rather boring ability "Damage Resistance, Psychic (Psionic): The monster takes reduced damage from psychic attacks and effects." Not very exciting, and it doesn't make perfect sense; and unfortunately it's not eye-themed either. Therefore, I now break my own rules and decide to select a power on this table, instead of just rolling this randomly. (Yes, you should do this too; the book is not in command, you are! The book is just here to help you.)

I consider the "Dread Gaze" ability, but that one is very powerful and seems a bit unfair for a mere plant-thingy to be as strong in its gaze as an angelic Solar. So I settle for the more reasonable and yet still well-themed ability "Deeping Sight: Similar to the Devil's Sight ability of an Imp or similar Devil." Looking up "Devil's Sight" in the SRD5, this simply means: "Magical darkness doesn't impede the devil's Darkvision." That's perfectly reasonable to go along with my monster's shadow and secrecy theme, so that's what I go with.

My monster's BLR is between 5 and 10, and that means that it also qualifies for a fifth and final Power roll. The fifth Power is again based on the Primary Descriptor, which is "Unearthly." So I go back to the Astral, Celestial, & Ethereal Power Table for one more roll. I roll a 27, which gives "Condition Immunity, Unconscious: The monster cannot be afflicted with the unconscious condition." That's uninteresting, but it's also perfectly logical, so I take it.

With that, all of my monster's abilities are fully selected. It still doesn't have a nasty and atmospheric main attack form (outside of animating trees), but we will worry about that later … there's another system to deal with such circumstances.

Moving on!

(The extensive monster power tables follow alphabetically hereafter.)





IV.3

POWERS I

ACID

TABLE 35
ABOMINATION POWERS DETERMINATION: ACID

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-04]	**Acid Arc (D15)**	6+	The monster hurls an acid strike 90' for an average 15 damage, similar to the Acid Arrow spell.
[05-08]	**Acid Quills (D45)**	10+	The monster hurls an acid strike 90' three times for an average 15 damage per strike, similar to a triple casting of the Acid Arrow spell.
[09-12]	**Acid Spines (D30)**	8+	The monster hurls an acid strike 90' twice for an average 15 damage per strike, similar to a double casting of the Acid Arrow spell.
[13-16]	**Acidic Fangs (D9)**	3+	The monster's fangs (or similar attack) hit at melee range for an average 9 damage, similar to the Bite attack of a Black Dragon Wyrmling.
[17-20]	**Acidic Nature**	9+	The Abomination is healed by acid, similar to the Acid Absorption ability of a Clay Golem.
[21-24]	**Acidic Spittle (D22)**	6+	The monster exhales acid 15' for an average 22 damage, similar to the Acid Breath of a Black Dragon Wyrmling.
[25-28]	**Acidic Spray (D10)**	4+	The monster exhales acid 30' for an average 10 damage, similar to the Acid Spray of an Anhkheg.







[29-32]	**Acidic Vapor (D3)**	1/2+	The monster exudes a cloud of acid 60' for an average 3 damage, similar to the Acid Splash spell.
[33-36]	**Blinding Spittle**	3+	The monster's mild but clotting acidic goo (or ichor, energy, etc.) strikes at 30' range and causes Blindness, similar to the Blinding Spittle ability of a Gibbering Mouther.
[37-40]	**Condition Immunity, Paralyzed**	3+	The monster cannot be afflicted with the paralyzed condition.





[41-44]	**Condition Immunity, Poisoned**	3+	The monster cannot be afflicted with the poisoned condition.
[45-48]	**Corrosive Acid Spittle (D49)**	9+	The monster exhales acid 30' for an average 49 damage, similar to the Acid Breath of a Young Black Dragon.
[49-52]	**Corrosive Bite (D11)**	3+	The monster's fangs (or similar attack) hit at melee range for an average 11 damage, similar to the Bite attack of a Mimic.
[53-56]	**Corrosive Flesh**	6+	The monster is corrosive and causes damage to attackers and objects, similar to the Corrosive Form ability of a Black Pudding.
[57-60]	**Damage Immunity, Acid**	7+	The monster takes no damage from acid attacks or effects.
[61-64]	**Damage Immunity, Poison**	7+	The monster takes no damage from poison attacks or effects.
[65-69]	**Damage Resistance, Acid**	4+	The monster takes reduced damage from acid attacks and effects.
[70-74]	**Damage Resistance, Poison**	4+	The monster takes reduced damage from poison attacks and effects.
[75-78]	**Deathly Acid Spittle (D67)**	12+	The monster exhales acid 90' for an average 67 damage, similar to the Acid Breath of an Ancient Black Dragon.
[79-82]	**Dangerous Acidic Fangs (D19)**	5+	The monster's fangs (or similar attack) hit at 5' (if smaller than large) or 10' (if large+) range for an average 19 damage, similar to the Bite attack of a Young Black Dragon.
[83-86]	**Gargantuan Acidic Fangs (D28)**	7+	The monster's fangs (or similar attack) hit at 10' (if smaller than huge) or 15' (if huge or gargantuan) for an average 28 damage, similar to the Bite attack of an Ancient Black Dragon. Reroll if the monster is not large, huge, or gargantuan.
[87-91]	**Irritating Vapor (D1)**	0+	The monster exudes a cloud of mild acid 40' for an average 1 damage (1D2), similar to a weaker version of the Acid Splash spell.
[92-96]	**Sinister Acid Spittle (D54)**	10+	The monster exhales acid 60' for an average 54 damage, similar to the Acid Breath attack of an Adult Black Dragon.
[97-00]	**Swallow and Consume**	11+	The monster swallows prey whole and consumes them with acid, similar to the Swallow attack of a





			Remorhaz. Reroll if the monster is not huge or gargantuan.



If you are done with this section and wish to proceed directly to the next chapter, please click here.





IV.4

POWERS II

THE AIR

TABLE 36
ABOMINATION POWERS DETERMINATION: AIR

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-04]	**Airy Essence**	2+	Similar to the Mist Form effect of a Vampire's Shapechanger ability.
[05-08]	**Airy Flesh**	1/8+	Similar to the Air Form ability of an Air Elemental.
[09-12]	**Beckon the Aerial Spirits**	5+	The monster can summon air creatures (either elementals or lesser Abominations), similar to casting the Air Elemental effect of a Conjure Minor Elementals spell.
[13-16]	**Celerity of the Wind**	8+	Similar to the Haste ability of a Clay Golem.
[17-19]	**Condition Immunity, Deafened**	3+	The monster cannot be afflicted with the deafened condition.
[20-22]	**Condition Immunity, Grappled**	3+	The monster cannot be afflicted with the grappled condition.
[23-25]	**Condition Immunity, Prone**	3+	The monster cannot be afflicted with the prone condition.
[26-28]	**Condition Immunity, Restrained**	3+	The monster cannot be afflicted with the restrained condition.
[29-32]	**Cyclonic Force (D14)**	4+	The monster can blast enemies with wind, similar to the Slam ability of an Air Elemental (average damage 14).
[33-35]	**Damage Immunity, Cold**	7+	The monster takes no damage from cold attacks or effects.
[36-38]	**Damage Immunity, Lightning**	7+	The monster takes no damage from lightning attacks or effects.





[39-41]	**Damage Immunity, Thunder**	7+	The monster takes no damage from thunder attacks or effects.
[42-45]	**Damage Resistance, Cold**	4+	The monster takes reduced damage from cold attacks and effects.
[46-49]	**Damage Resistance, Lightning**	4+	The monster takes reduced damage from lightning attacks and effects.
[50-53]	**Damage Resistance, Thunder**	4+	The monster takes reduced damage from thunder attacks and effects.
[54-57]	**Damage Vulnerability, Bludgeoning**	0+	The monster takes additional damage from bludgeoning attacks and effects.
[58-61]	**Defiance of Gravity**	0+	The monster can hover momentarily (enough to give someone a good fright, but not to move while flying).
[62-65]	**Dissipation upon Death**	0+	Similar to the Elemental Demise ability of a Djinni.
[66-69]	**Enslaved Wind Spirit**	3+	The monster can (even if it does not appear to fly) unexpectedly lift into the air, similar to a Fly spell. Reroll if the monster is already classified as winged, flying, or hovering.
[70-73]	**Gaseous Metamorphosis**	4+	The monster can temporarily turn into living gas, similar to the Gaseous Form spell.
[74-77]	**Gather the Tempest**	7+	The monster can beckon powerful winds over time, similar to the Wind effect of a Control Weather spell.
[78-81]	**Greater Whirlwind**	9+	Similar to the Create Whirlwind ability of a Djinni.
[82-85]	**Ill Wind**	1/4+	The monster can create strange winds which pull instead of push, accompanied by eerie hooting echoes. Similar to casting a Feather Fall spell.
[86-89]	**Incarnation of Wind**	7+	The Abomination can summon a powerful (and disturbing-looking) whirlwind creature, similar to the Air Elemental effect of a Conjure Elemental spell.
[90-93]	**Shantak Wind**	4+	The Abomination can create (foul-smelling) winds, similar to a Gust of Wind smell.
[94-96]	**Undying Aethereal Essence**	11+	Similar to the Misty Escape ability of a Vampire.
[97-00]	**Whirlwind**	5+	Similar to the Whirlwind ability of an Air Elemental.





If you are done with this section and wish to proceed directly to the next chapter, please click here.

IV.5

POWERS III

AMORPHOUS

I then fixed my eyes quietly on what was before me. Though horror and revolting nausea rose up within me, and an odour of corruption choked my breath, I remained firm. … The skin, and the flesh, and the muscles, and the bones, and the firm structure of the human body that I had thought to be unchangeable, and permanent as adamant, began to melt and dissolve …

— *The Great God Pan*, by Arthur Machen

TABLE 37
ABOMINATION POWERS DETERMINATION: AMORPHOUS

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-03]	**Condition Immunity, Blinded**	3+	The monster cannot be afflicted with the blinded condition.
[04-06]	**Condition Immunity, Charmed**	3+	The monster cannot be afflicted with the charmed condition.
[07-09]	**Condition Immunity, Deafened**	3+	The monster cannot be afflicted with the deafened condition.
[10-12]	**Condition Immunity, Exhausted**	3+	The monster cannot be afflicted with the exhausted condition.
[13-15]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[16-18]	**Condition Immunity, Grappled**	3+	The monster cannot be afflicted with the grappled condition.





[19-21]	**Condition Immunity, Prone**	3+	The monster cannot be afflicted with the prone condition.
[22-24]	**Condition Immunity, Restrained**	3+	The monster cannot be afflicted with the restrained condition.
[25-27]	**Damage Resistance, Acid**	4+	The monster takes reduced damage from acid attacks and effects.
[28-30]	**Damage Resistance, Bludgeoning**	4+	The monster takes reduced damage from (non-magical) bludgeoning attacks and effects.
[31-33]	**Damage Resistance, Cold**	4+	The monster takes reduced damage from cold attacks and effects.
[34-36]	**Damage Resistance, Lightning**	4+	The monster takes reduced damage from lightning attacks and effects.
[37-39]	**Damage Resistance, Piercing**	4+	The monster takes reduced damage from (non-magical) piercing attacks and effects.
[40-42]	**Damage Resistance, Slashing**	4+	The monster takes reduced damage from (non-magical) slashing attacks and effects.
[43-46]	**Face Dancer**	1+	The monster can twist the flesh of its face (if it has one, or can create one), similar to casting the Change Appearance effect of the Alter Self spell.
[47-51]	**Flesh Twisting**	4+	The Abomination can temporarily change into the shape of a relatively small “mundane” monster species equal to its Base Lethality Rating or less; similar to the Change Shape ability of a Couatl.
[52-56]	**Flickering Shapes**	0+	Similar to the Ephemeral limitation of a Will-o’-Wisp.
[57-61]	**Greater Shape-Shifter**	5+	Similar to Flesh Twisting, but the monster can change into any creature (mundane, monstrous, or supernatural) of its BLR or less, provided it does not grow in size.
[62-66]	**Humanoid Shape-Shifter**	2+	The monster can temporarily change into the shape of a human, demi-human, or humanoid, similar to the Shapechanger ability of a Doppelganger.
[67-73]	**Malleable Shape-Shifter**	3+	The monster can temporarily change into the shape of an object or room feature, similar to the Shapechanger ability of a Mimic.
[74-80]	**Planar Shape-Shifter**	7+	Similar to Greater Shape-Shifter, but the monster can grow to be anything up to huge in size.



[81-87]	**Shifting Features**	0+	The monster's face (or equivalent body part) is forever changing and shifting to reflect its thoughts and proximity to other creatures, a disturbing effect.
[88-94]	**Supernatural Shape-Shifter**	10+	Similar to Greater Shape-Shifter, but the monster can grow to be anything up to gargantuan in size.





[95-00]	**Swarming Embrace**	1/8+	Similar to the Swarm ability of a Swarm of Bats, even if the monster is singular and unaccompanied.

If you are done with this section and wish to proceed directly to the next chapter, please click here.

IV.6

POWERS IV
ARACHNID & INSECTOID

The stairway led up to two folding doors, and they stood a little ajar, and through the crack Leothric entered and tried to continue straight on, but could get no farther, for the whole room seemed to be full of festoons of ropes which swung from wall to wall and were looped and draped from the ceiling. The whole chamber was thick and black with them. They were soft and light to the touch, like fine silk, but Leothric was unable to break any one of them, and though they swung away from him as he pressed forward, yet by the time he had gone three yards they were all about him like a heavy cloak. Then Leothric stepped back and drew Sacnoth, and Sacnoth divided the ropes without a sound, and without a sound the severed pieces fell to the floor. Leothric went forward slowly, moving Sacnoth in front of him up and down as he went. When he was come into the middle of the chamber, suddenly, as he parted with Sacnoth a great hammock of strands, he saw a spider before him that was larger than a ram, and the spider looked at him with eyes that were little, but in which there was much sin, and said: "Who are you that spoil the labour of years all done to the honour of Satan?"

And Leothric answered: "I am Leothric, son of Lorendiac."

And the spider said: "I will make a rope at once to hang you with …"

— *The Fortress Unvanquishable, Save for Sacnoth*, by Lord Dunsany



TABLE 38
ABOMINATION POWERS DETERMINATION: ARACHNID & INSECTOID

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-04]	**A Touch upon the Stands**	2+	Similar to the Web Sense ability of an Ettercap. This also means that the monster can cast webs (but not quickly enough to create new webs to influence combat), and move upon them (Web Walker).
[05-08]	**Arachnid Spinnerets**	3+	The monster can create webs, similar to the Web ability of an Ettercap. This also provides the Abomination with the associated Web Sense and Web Walker abilities.
[09-11]	**Beetle Pincers (D2)**	1/8+	The monster can attack with pincers, similar to the Bite attack of a Giant Fire Beetle (average 2 slashing damage).
[12-14]	**Centipede Shapechanger**	1+	The monster can temporarily turn into a centipede, similar to the Centipede effect of a Quasit's Shapechanger ability.



[15-17]	**Condition Immunity, Paralyzed**	3+	The monster cannot be afflicted with the paralyzed condition.
[18-20]	**Condition Immunity, Poisoned**	3+	The monster cannot be afflicted with the poisoned condition.
[21-24]	**Cruel Spider Bite (D10)**	3+	The monster can attack with a poisonous bite, similar to the Bite attack of an Ettercap.



[25-27]	**Damage Immunity, Poison**	7+	The monster takes no damage from poison attacks or effects.
[28-30]	**Damage Resistance, Acid**	4+	The monster takes reduced damage from acid attacks and effects.
[31-33]	**Damage Resistance, Poison**	4+	The monster takes reduced damage from poison attacks and effects.
[34-36]	**Damage Vulnerability, Cold**	0+	The monster takes additional damage from cold attacks and effects.
[37-39]	**Damage Vulnerability, Radiant (Light)**	0+	The monster takes additional damage from radiant attacks and effects.
[40-43]	**Deathly Spider Bite**	9+	Similar to the Bite attack of a Phase spider, but inflicting triple damage.
[44-47]	**Eyes of the Hungering Spider**	0+	The monster has eight glowing eyes.
[48-51]	**Horrific Spider Bite**	6+	Similar to the Bite attack of a Phase spider, but inflicting double damage.
[52-54]	**Mantid Eyes**	0+	The monster has large eyes, with tiny fierce-looking pupils hovering in the orbs.
[55-58]	**Paralyzing Sting**	4+	The monster can sting (or insert an anesthetizing spine), similar to the Sting attack of a Giant Wasp.
[59-61]	**Scorpion Claw**	3+	The monster can grapple and claw, similar to a Giant Scorpion. This is a single-claw attack
[62-65]	**Scorpion Claws**	4+	The monster can grapple and claw, similar to a Giant Scorpion. This is a double-claw attack.
[66-69]	**Scorpion Sting**	1+	The monster can sting, similar to the attack of a Scorpion.
[70-73]	**Spider Bite (D11)**	2+	Similar to the Bite attack of a Drider.
[74-77]	**Spider Lunge**	2+	The monster can dash (similar to casting an Expeditious Retreat spell), but only to charge and attack.
[78-81]	**Spider Senses**	4+	The monster has an “always on” internal effect similar to an Alarm spell.
[82-85]	**Spider Shapechanger**	1+	The monster can temporarily turn into a spider, similar to the Spider effect of an Imp’s Shapechanger ability.
[86-89]	**Spontaneous Vermin Blossom**	6+	The Abomination can cause insects or arachnids to burst forth from the earth, similar to casting a Giant Insect spell.



[90-92]	**Sprouting Maxillae**	0+	When the monster is hungry or frightened, its mouth (or equivalent body part) sprouts bee-like mouth parts that quiver and search the air.
[93-96]	**Uncanny Climbing Ability**	2+	The monster can climb virtually all surfaces, similar to the Spider Climb ability of a Drider. This also gives the Abomination the Climbing movement mode if it did not already possess it.
[97-00]	**Virulent Spider Bite**	4+	Similar to the Bite attack of a Phase Spider.



If you are done with this section and wish to proceed directly to the next chapter, please click here.



IV.7

POWERS V

THE ARCANE & THE OCCULT

TABLE 39
ABOMINATION POWERS DETERMINATION: ARCANE & OCCULT

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-04]	**Arcane Spine (D17)**	6+	The monster can summon a ghostly spine-like stinger, similar to casting an Arcane Sword spell.
[05-09]	**Arcane Thorns (D33)**	7+	The monster can summon a ghostly swarm of whirling thorns in an unoccupied area, similar to casting a Blade Barrier spell.
[10-13]	**Cabalistic Annihilation**	4+	The monster can destroy magical effects with a sibilant hiss, like casting a Dispel Magic spell.
[14-17]	**Chimeric Mantle**	1+	Similar to the Illusory Appearance ability of a Green Hag.
[18-21]	**Condition Immunity, Charmed**	3+	The monster cannot be afflicted with the charmed condition.
[22-25]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[26-29]	**Damage Immunity, Psychic (Psionic)**	7+	The monster takes no damage from psychic attacks or effects.
[30-33]	**Damage Resistance, Psychic (Psionic)**	4+	The monster takes reduced damage from psychic attacks and effects.
[34-37]	**Damage Vulnerability, Radiant (Light)**	0+	The monster takes additional damage from radiant attacks and effects.
[38-41]	**Eldritch Eye**	5+	The monster can summon a ghostly staring eye, similar to casting an Arcane Eye spell.
[42-46]	**Extra-Dimensional Essence**	14+	Similar to the Limited Magic Immunity ability of a Rakshasa.





[47-51]	**Fundamental Unreality**	8+	The monster's extra-dimensional physics (derived from its home plane) cause it to negate many magical effects, similar to the Magic Resistance of a Deva or Demon.
[52-55]	**Greater Arcane Mantle**	2+	Similar to the Shimmering Shield ability of a Unicorn, and capable of benefitting the monster's allies and the monster itself.
[56-59]	**Guise of Revelation**	3+	Similar to the Unnerving Mask ability of a Chain Devil.
[60-64]	**Hunt the Arcane**	1/8+	The Abomination can detect magical effects and objects while concentrating at short range, similar to a Detect Magic spell.
[65-69]	**Hyper-Dimensional Essence**	20+	The monster is completely immune to magic. Use with care!
[70-73]	**Lesser Arcane Mantle**	1+	Similar to the Shimmering Shield ability of a Unicorn, but can only benefit the monster itself.
[74-78]	**Remembrance of Fallen Prey**	0+	The monster is continually surrounded by phantasmal faces, which scream in silence. The effect ranges from barely discernable (when the monster is peaceful) to very disturbing (when the monster is enraged).
[79-84]	**Scent the Arcane**	1/2+	The Abomination can detect magical effects and objects at will, similar to the Sense Magic ability of a Chuul.
[85-90]	**Shimmering Aura**	0+	The monster is surrounded by a faint colored glow. The glow's hue can be dependent on the monster's nature (blue for water, green for plant, etc.).
[91-95]	**Sorcerous Severance**	3+	The monster can nullify magical effects in others, like casting the Break Enchantment effect of a Dispel Evil and Good spell.
[96-00]	**Visages of Deception**	5+	Similar to the Phantasm ability of a Cloaker.

If you are done with this section and wish to proceed directly to the next chapter, please click here.





IV.8

POWERS VI
ASTRAL, CELESTIAL, & ETHEREAL

TABLE 40
ABOMINATION POWERS DETERMINATION: ASTRAL, CELESTIAL, & ETHEREAL

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-02]	**Astral Entity**	10+	The Abomination can phase away itself and willing allies at will, similar to casting an Astral Projection spell.
[03-04]	**Astral Gaze**	4+	The monster can concentrate to witness remote events, similar to casting a Clairvoyance spell.
[05-06]	**Beckoning of the Stars**	6+	Similar to casting a Conjure Celestial spell.
[07-08]	**Blade of the Void (D18)**	5+	The creature can telekinetically control a hovering blade-like shard, which is filled with burning stars and blackest night. This is similar to the Angelic Weapons ability of a Deva (average 18 damage).
[09-10]	**Celestial Sanctum**	9+	Similar to casting a Forcecage spell.
[11-12]	**Condition Immunity, Charmed**	3+	The monster cannot be afflicted with the charmed condition.
[13-14]	**Condition Immunity, Exhausted**	3+	The monster cannot be afflicted with the exhausted condition.
[15-16]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[17-18]	**Condition Immunity, Grappled**	3+	The monster cannot be afflicted with the grappled condition.
[19-20]	**Condition Immunity, Paralyzed**	3+	The monster cannot be afflicted with the paralyzed condition.





[21]	**Condition Immunity, Petrified**	3+	The monster cannot be afflicted with the petrified condition.
[22-23]	**Condition Immunity, Prone**	3+	The monster cannot be afflicted with the prone condition.
[24-25]	**Condition Immunity, Restrained**	3+	The monster cannot be afflicted with the restrained condition.
[26-27]	**Condition Immunity, Unconscious**	3+	The monster cannot be afflicted with the unconscious condition.
[28-29]	**Damage Immunity, Cold**	7+	The monster takes no damage from cold attacks or effects.
[30-31]	**Damage Immunity, Lightning**	7+	The monster takes no damage from lightning attacks or effects.
[32-33]	**Damage Immunity, Poison**	7+	The monster takes no damage from poison attacks or effects.
[34-35]	**Damage Immunity, Radiant (Light)**	7+	The monster takes no damage from radiant attacks or effects.
[36-37]	**Damage Resistance, Acid**	4+	The monster takes reduced damage from acid attacks and effects.
[38-39]	**Damage Resistance, Cold**	4+	The monster takes reduced damage from cold attacks and effects.
[40-41]	**Damage Resistance, Fire**	4+	The monster takes reduced damage from fire attacks and effects.
[42-43]	**Damage Resistance, Lightning**	4+	The monster takes reduced damage from lightning attacks and effects.
[44-45]	**Damage Resistance, Necrotic (Death)**	4+	The monster takes reduced damage from necrotic attacks and effects.
[46-47]	**Damage Resistance, Poison**	4+	The monster takes reduced damage from poison attacks and effects.
[48-49]	**Damage Resistance, Radiant (Light)**	4+	The monster takes reduced damage from radiant attacks and effects.
[50-51]	**Damage Resistance, Thunder**	4+	The monster takes reduced damage from thunder attacks and effects.
[52-53]	**Damage Vulnerability, Force (Arcane)**	0+	The monster takes additional damage from force attacks and effects.
[54-55]	**Damage Vulnerability, Necrotic (Death)**	0+	The monster takes additional damage from necrotic attacks and effects.
[56-57]	**Dimensional Rupture**	5+	Similar to casting a Dimension Door spell.
[58-59]	**Eyes of the Cosmos**	0+	The monster's eyes (or similar sensory organs) are jet black and filled with glimmering stars.
[60-61]	**Fade and Remain**	7+	Similar to the Teleport ability of a Solar.





[62-63]	**Flickering Flesh**	2+	Similar to casting a Blur spell.
[64-65]	**Flickering Presence**	0+	The monster flickers at all times, as if it is only transiently present in the material world.
[66-67]	**Golden Radiance**	1/8+	Similar to the Illumination ability of an Azer.
[68-69]	**Halo of the Black Star**	9+	The creature can protect itself with a translucent shell of starry night, similar to casting a Globe of Invulnerability spell.
[70-71]	**Membranous Planar Wound**	8+	Similar to casting a Demiplane spell.
[72-73]	**Moebius Gate**	7+	Similar to casting a Forbiddance spell.
[74-75]	**One with the Aether**	4+	Similar to the Etherealness ability of a Ghost.
[76-77]	**One with the Stars**	4+	Similar to the Etherealness ability of a Ghost, but used to reach the Astral Plane instead of the Ethereal Plane.
[78-79]	**Planar Expulsion**	6+	Similar to casting a Banishment spell.
[80-81]	**Planar Flickering**	0+	The monster is surrounded by “tears” in reality through which brief glimpses of other worlds can be seen. These fissures are neither wide nor stable enough to be considered traversable dimensional gates.
[82-83]	**Planar Shifting**	4+	Similar to the Ethereal Jaunt ability of a Phase Spider.
[84-85]	**Planar Strike**	5+	Similar to the Teleport (and attack) ability of a Blink Dog.
[86-87]	**Planar Whorl**	8+	Similar to casting the Dismissal effect of a Dispel Good spell.
[88-89]	**Presence of Mana-Yood-Sushai**	2+	The monster is Steadfast, similar to a Bearded Devil.
[90-91]	**Prismatic Blur**	2+	Similar to casting a Color Spray spell.
[92-93]	**Radiant Wisps**	1/4+	Similar to casting a Dancing Lights spell. The lights emerge from the monster.
[94-95]	**Revelation of Kadath**	12+	The creature can reveal a frigid and soul-wracking mental vision of Kadath, which destroys lesser creatures. Similar to casting a Divine Word spell.
[96-97]	**Sublime Radiance**	0+	The monster is surrounded in flickering golden light, like a halo of candlelight.
[98]	**The Stars Are Right**	13+	Similar to casting a Gate spell.



[99-00]	**Touch and Illumine**	2+	Similar to casting a Daylight spell. The monster touches the air with its fingers / gaze / tentacles, leaving traces of filmy phosphorescence.

If you are done with this section and wish to proceed directly to the next chapter, please click here.

IV.9

POWERS VII

AVIAN





TABLE 41
ABOMINATION POWERS DETERMINATION: AVIAN

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-04]	**Beckon Bat Swarms**	5+	The monster can summon swarms of bats (only), similar to the Summon Bat Swarms effect of a Vampire's Children of the Night Ability.
[05-08]	**Beckon Bats**	2+	Similar to the Summon Bat Swarms effect of a Vampire's Children of the Night ability, but only 1 swarm of bats can be summoned.
[09-12]	**Brutal Wing Sweep**	5+	Upon takeoff, the monster sweeps it wings into assailants for an average of 13 bludgeoning damage, similar to an Adult Black Dragon.
[13-16]	**Chiropteran Shape-Shifter**	1/2+	The monster can temporarily change into a bat, similar to the Bat effect of a Quasit's Shapechanger ability.
[17-20]	**Chiropteran Snout**	0+	The monster has a disturbing leaf-like snout, like a giant bat.
[21-24]	**Chromatic Quills**	0+	The monster is covered in brightly-colored plumage. The body / remains of the creature may be valuable to collectors, sages, mages, or alchemists. (Recommended value BLR x 200 GPV per damaged specimen, twice that for pristine specimens.)
[25-27]	**Condition Immunity, Deafened**	3+	The monster cannot be afflicted with the deafened condition.
[28-30]	**Condition Immunity, Paralyzed**	3+	The monster cannot be afflicted with the paralyzed condition.
[31-33]	**Condition Immunity, Prone**	3+	The monster cannot be afflicted with the prone condition.
[34-36]	**Damage Immunity, Cold**	4+	The monster takes no damage from cold attacks or effects.
[37-40]	**Damage Resistance, Cold**	4+	The monster takes reduced damage from cold attacks and effects.
[41-44]	**Damage Resistance, Lightning**	4+	The monster takes reduced damage from lightning attacks and effects.





[45-48]	**Damage Resistance, Thunder**	4+	The monster takes reduced damage from thunder attacks and effects.
[49-51]	**Damage Vulnerability, Acid**	0+	The monster takes additional damage from acid attacks and effects.
[52-54]	**Damage Vulnerability, Fire**	0+	The monster takes additional damage from fire attacks and effects.
[55-57]	**Damage Vulnerability, Poison**	0+	The monster takes additional damage from poison attacks and effects.
[58-61]	**Deafening Screech**	6+	Similar to the Stunning Screech ability of a Vrock Demon.
[62-65]	**Diving Blur**	1/8+	Similar to the Flyby ability of a Flying Snake.
[66-69]	**Echolocation**	1+	The Abomination has limited Blindsight, similar to a Bat.
[70-73]	**Flying Mount**	1+	The monster, when willing, can carry a creature of its own size in flight (medium, large, etc.).
[74-77]	**Gargantuan Beak (D27)**	6+	The monster's beak can strike for an average 27 piercing damage, like that of a Roc. Reroll if the monster is not huge or gargantuan.
[78-80]	**Gargantuan Talons (D23)**	7+	The monster's talons can grapple and strike for an average 23 slashing damage, similar to a Roc's attack. Reroll if the monster is not huge or gargantuan.
[81-84]	**Gift of the Winged Ones**	2+	The monster can temporarily change into a humanoid or winged humanoid, similar to the Shapechanger ability of a Succubus (but retaining the power of flight if the new form is winged).
[85-88]	**Harpy Talons / Sharp Beak (D6)**	2+	The monster's talons or beak can strike for an average 6 slashing damage, similar to the claws of a Harpy (or the beak of an Axe Beak).
[89-92]	**Raven Shape-Shifter**	1/2+	The monster can temporarily change into a raven or crow, similar to the Raven effect of an Imp's Shapechanger ability.
[93-96]	**Vulture Beak (D10)**	3+	The monster's powerful beak can bite for an average 10 piercing damage, similar to a Vrock Demon.
[97-00]	**Vulture Talons (D14)**	4+	The Abomination's talons can strike for an average 14 slashing damage, similar to a Vrock Demon.







If you are done with this section and wish to proceed directly to the next chapter, please click here.





IV.10

POWERS VIII

BEHEMOTH

TABLE 42
ABOMINATION POWERS DETERMINATION: BEHEMOTH

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-03]	**A Mountain Walks**	13+	The monster can ignore difficult terrain and slowing effects, similar to the Freedom of Movement ability of a Kraken.
[04-07]	**Blunt Goring Horns (D9)**	3+	The monster's horns can crush for an average 9 bludgeoning damage, like the Gore attack of a Rhinoceros.
[08-10]	**Claws of the Tarrasque (D28)**	7+	The monster's claws can reach 15' and inflict an average 28 slashing damage, similar to the Tarrasque.
[11-13]	**Condition Immunity, Exhausted**	3+	The monster cannot be afflicted with the exhausted condition.
[14-16]	**Condition Immunity, Grappled**	3+	The monster cannot be afflicted with the grappled condition.
[17-19]	**Condition Immunity, Poisoned**	3+	The monster cannot be afflicted with the poisoned condition.
[20-22]	**Condition Immunity, Prone**	3+	The monster cannot be afflicted with the prone condition.
[23-25]	**Condition Immunity, Restrained**	3+	The monster cannot be afflicted with the restrained condition.
[26-28]	**Condition Immunity, Stunned**	3+	The monster cannot be afflicted with the stunned condition.
[29-32]	**Crushing Trample (D22)**	5+	The monster can charge and trample foes, similar to the Trampling Charge and Stomp abilities of a Triceratops.





[33-35]	**Damage Resistance, Bludgeoning**	4+	The monster takes reduced damage from bludgeoning attacks and effects.
[36-38]	**Damage Resistance, Necrotic (Death)**	4+	The monster takes reduced damage from necrotic attacks and effects.
[39-41]	**Damage Resistance, Poison**	4+	The monster takes reduced damage from poison attacks and effects.
[42-45]	**Deadly Goring Horns (D24)**	5+	The monster's horns can impale for an average 24 piercing damage, like the Gore attack of a Triceratops.
[46-49]	**Deafening Roar**	9+	Similar to the Second Roar ability of an Androsphinx.
[50-53]	**Extra-Planar Monstrosity**	15+	Similar to the Reflective Carapace ability of the Tarrasque.
[54-57]	**Gargantuan Claws (D15)**	4+	The monster's claws can strike for an average 15 slashing damage, like an Ancient Black Dragon.
[58-61]	**Garish Coloration**	0+	The monster has dangerous-looking coloration on its hide (stripes, blotches, facial markings, etc.) which make it clear that it is a dangerous force to be reckoned with. (Smaller monsters frequently have similar patterns as a means of deception.)
[62-64]	**Goring Horns (D13)**	3+	The Abomination's horns can impale for an average 13 piercing damage, like the Gore attack of a Minotaur Skeleton.
[65-68]	**Goring Tusks (D19)**	4+	The monster's tusks can impale for an average 19 piercing damage, like the Gore attack of an Elephant.
[69-71]	**Heavy Tail Swipe (D15)**	4+	The monster's tail can smash for an average 15 bludgeoning damage, like an Adult Black Dragon.
[72-75]	**Jaws of the Tarrasque (D36)**	10+	The monster's fangs can grapple and impale for an average 36 piercing damage, like the Bite attack of the Tarrasque.
[76-78]	**Massive Club Tail (D24)**	5+	The monster's tail can smash for an average 24 bludgeoning damage, like the Tail attack of a Pit Fiend.
[79-81]	**Mighty Trampling Charge**	7+	The monster can charge and trample foes, similar to the Trampling Charge and Stomp abilities of a Mammoth.





[82-85]	**Savage Trampling Charge**	6+	The monster can charge and trample foes, similar to the Trampling Charge and Hooves abilities of a Gorgon.
[86-89]	**Swallow Whole (D22)**	12+	The monster can swallow prey, similar to the Bite attack of a Purple Worm (average piercing damage 22).
[90-93]	**Terrifying Roar**	7+	Similar to the First Roar ability of an Androsphinx.
[94-96]	**Thundering Roar**	11+	Similar to the Third Roar ability of an Androsphinx.
[97-00]	**Tyrannic Fangs (D33)**	8+	The monster's fangs can grapple and impale for an average 33 piercing damage, like the Bite attack of a Tyrannosaurus.

If you are done with this section and wish to proceed directly to the next chapter, please click here.

IV.II

POWERS IX

BESTIAL & BLOOD

And then, as I peered, curiously, a new terror came to me; for away up among the dim peaks to my right, I had descried a vast shape of blackness, giantlike. It grew upon my sight. It had an enormous equine head, with gigantic ears, and seemed to peer steadfastly down into the arena. There was that about the pose that gave me the impression of an eternal watchfulness — of having warded that dismal place, through unknown eternities. Slowly, the monster became plainer to me …

— *The House on the Borderland*, by William Hope Hodgson

A Note on Powers from the Bestial & Blood Table: This list is a necessary conglomeration of many possible sub-types, including: bestial frenzy, lupine qualities, ursine qualities, and so forth. I have





decided (in the interests of variety and atmosphere) that Bestial Abominations should be mixed hybrids of normal types, instead of following mundane precepts too closely.

TABLE 43
ABOMINATION POWERS DETERMINATION: BESTIAL & BLOOD

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-02]	**Beast of Burden**	2+	Similar to the Beast of Burden ability of a Mule; the monster is considered to be one size larger for the purposes of carrying capacity determination.
[03-04]	**Beast Charge (D15)**	4+	Similar to the Charge and Hooves abilities of an Elk. Reroll if the monster is tiny or small.
[05-06]	**Bestial Leaping**	1+	Similar to the Running Leap ability of a Lion.
[07-08]	**Bleeding Beast**	0+	The monster cries / sweats delicious-smelling blood when it is agitated and entering combat. The effect causes only mild discomfort to the monster, but is deeply unsettling.
[09-10]	**Blood Drain (D5+)**	3+	Similar to the Blood Drain attack of a Stirge.
[11-12]	**Blood Frenzy**	7+	Similar to the Slimy Doom effect of a Contagion spell.
[13-14]	**Blood Speaks to Blood**	1/4+	Similar to the Speak with Beasts ability of a Dryad (but cannot communicate with plants).
[15-16]	**Bloodthirst (D4)**	1+	Similar to the Rampage and Bite abilities of a Gnoll. (The GM may substitute a more damaging attack as appropriate to the monster and its nature.)
[17-18]	**Boar Charge (D7)**	3+	Similar to the Charge and Tusk abilities of a Boar. Reroll if the monster is tiny or small.
[19-20]	**Bull Charge (D22)**	5+	Similar to the Charge and Gore abilities of a Minotaur. Reroll if the monster is tiny, small, or medium.
[21-22]	**Charging Strike (D10)**	3+	Similar to the Charge ability of a Centaur. Reroll if the monster is tiny or small. Reroll if the monster is tiny or small.
[23-24]	**Claws (D3)**	1/2+	Similar to the Claw attack of a Barbed Devil.

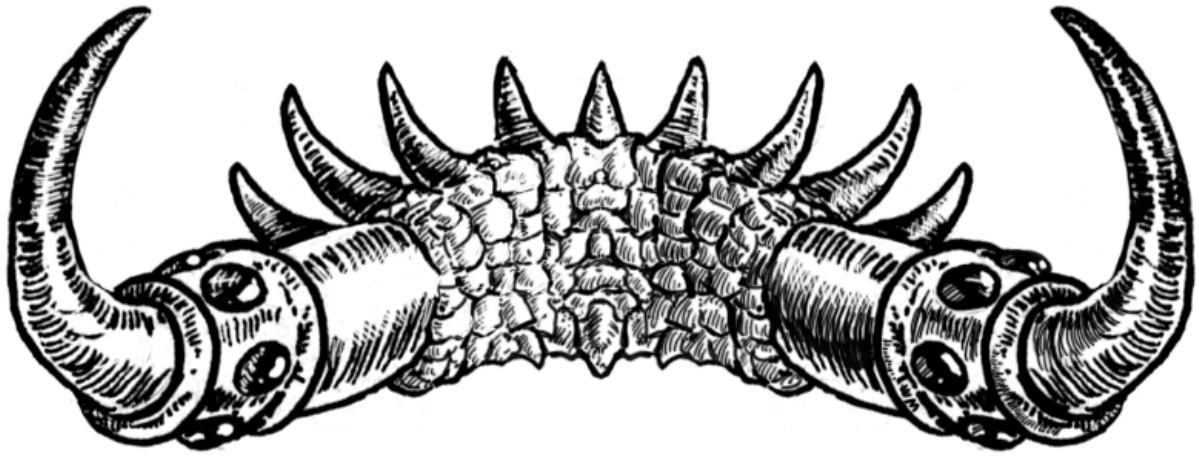




[25]	**Condition Immunity, Charmed**	3+	The monster cannot be afflicted with the charmed condition.
[26]	**Condition Immunity, Exhausted**	3+	The monster cannot be afflicted with the exhausted condition.
[27]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[28]	**Condition Immunity, Grappled**	3+	The monster cannot be afflicted with the grappled condition.
[29-30]	**Corner and Devour**	4+	Similar to the Pack Tactics ability of a Hell Hound.
[31-32]	**Crushing Leap (D28)**	7+	Similar to the Deadly Leap ability of a Bulette. Reroll if the monster is tiny, small, or medium.
[33]	**Damage Resistance, Bludgeoning**	4+	The monster takes reduced damage from bludgeoning attacks and effects.
[34]	**Damage Resistance, Piercing**	4+	The monster takes reduced damage from piercing attacks and effects.
[35]	**Damage Resistance, Slashing**	4+	The monster takes reduced damage from slashing attacks and effects.
[36]	**Damage Vulnerability, Fire**	0+	The monster takes additional damage from fire attacks and effects.
[37-38]	**Deadly Claws (D17)**	5+	Similar to the Claw attack of an Androsphinx. Reroll if the monster is tiny, small, or medium.
[39-40]	**Deceptive Cries**	1/4+	Similar to the Mimicry ability of a Green Hag.
[41-42]	**Equine Charge (D8)**	3+	Similar to the Hooves attack of a Riding Horse. Reroll if the monster is tiny or small.
[43-44]	**Equine Feature**	0+	The monster has a distinctive equine feature (hooves, a flowing mane, or it snorts, etc.).
[45-46]	**Fangs**	1/2+	Similar to the Bite attack of a Gnoll.
[47-48]	**Feline Appearance**	0+	The monster has a distinctive feline feature (whiskers, a flicking tail, a lion's mane, etc.).
[49-50]	**Gouging Spines / Antlers (D10)**	3+	Similar to the Horns attack of a Chimera.
[51-52]	**Great Ursine Claws (D13)**	4+	Similar to the Claw attack of a Werebear. Reroll if the monster is tiny or small.
[53-54]	**Great Ursine Fangs (D15)**	4+	Similar to the Bite attack of a Werebear. Reroll if the monster is tiny, small, or medium.
[55-56]	**Hooved Strike (D11)**	3+	Similar to the Hooves attack of a Centaur. Reroll if the monster is tiny or small.



[57-58]	**Hurl Deadly Quills (D7)**	3+	Similar to the Tail Spike and Tail Spike Regrowth abilities of a Manticore.
[59-60]	**Impaling Horn (D7)**	3+	Similar to the Horn attack of a Unicorn. Reroll if the monster is tiny.
[61-62]	**Instinctual Empathy**	6+	By concentrating, the monster can create an effect similar to a Dominate Beast spell.
[63-64]	**Leonine Celerity**	3+	The monster is capable of bursts of swift action. Similar to the Cat's Grace effect of an Enhance Ability spell.
[65-66]	**Leonine Claws (D11)**	3+	Similar to the Claw attack of a Chimera. Reroll if the monster is tiny.
[67-68]	**Leonine Fangs (D11)**	3+	Similar to the Bite attack of a Chimera. Reroll if the monster is tiny or small.
[69-70]	**Lupine Howl**	0+	The creature can howl, growl, or make similar wolf-like noises.
[71-72]	**Mane of Quills**	0+	The monster is covered in dangerous-looking (but non-projecting) quills and needles.
[73-74]	**Mauling Tusks (D10)**	3+	Similar to the Maul attack of a Wereboar. Reroll if the monster is tiny or small.



[75-76]	**Mighty Boar Charge (D17)**	5+	Similar to the Charge and Tusks abilities of a Wereboar. Reroll if the monster is tiny or small.



[77-78]	**Pounce (D7)**	3+	Similar to the Pounce and Claw abilities of a Weretiger.
[79-80]	**Powerful Leap**	2+	Similar to the Standing Leap ability of a Bulette.
[81-82]	**Prey on the Wounded**	1+	Similar to the Blood Frenzy ability of a Giant Shark.
[83-84]	**Retractable Claws**	2+	The monster can expose hidden claws when threatened, like casting the Natural Weapons (Claws) effect of an Alter Self spell.
[85-86]	**Sure-Footed**	1/2+	Similar to the Sure-Footed ability of a Giant Goat.
[87-88]	**Twisting Flesh of the Boar**	2+	Similar to the Shapechanger ability of a Wereboar.
[89-90]	**Twisting Flesh of the Wildcat**	2+	Similar to the Shapechanger ability of a Weretiger.
[91-92]	**Unearthly Mount**	1+	When choosing to do so, the monster can server as a mount for 1 rider of its own size (for example, a Medium creature can carry 1 Medium creature, or perhaps 2 Small or 3 Tiny creatures).
[93-94]	**Unerring Stalker of Prey**	6+	Similar to the Faultless Tracker ability of an Invisible Stalker.
[95-96]	**Voice of Ursus**	0+	The monster can growl, huff, roar, and make other fearsome sounds like a bear.
[97-98]	**Wild Blood**	1+	Similar to the Berserk disadvantage of a Flesh Golem. The disadvantage is activated when the monster is reduced below 50% of its full hit points.
[99-00]	**Yellowed Tusks**	0+	The monster has dangerous-looking decayed tusks, or tusk-like protrusions of some kind. These tusks are too small to be used as weapons, but clearly indicate that the monster is a predator of some kind.

If you are done with this section and wish to proceed directly to the next chapter, please click here.





IV.12

POWERS X

DEATH

TABLE 44
ABOMINATION POWERS DETERMINATION: DEATH

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-02]	**Adoration of Mung (D21+)**	13+	Similar to the Life Drain ability of a Wraith.
[03-04]	**Annihilating Gaze of Mung**	13+	A disembodied cosmic eye, bloodshot with black hole tracers, flickers above the monster as it momentarily erupts from the dimension of entropy. Similar to casting a Disintegrate spell.
[05-06]	**Beckon Ghouls of the Nether**	7+	The monster can turn the slain into Ghouls, similar to casting a Create Undead spell automatically whenever a mortal is slain.
[07-08]	**Beckon the Spectral Fallen**	7+	The monster can turn the slain into Specters, similar to an at will version of the Create Specter ability of a Wraith.
[09-10]	**Black Heart**	10+	Similar to the Rejuvenation ability of a Mummy Lord.
[11-12]	**Chaunt of the Priests of Mung (D5+)**	3+	Similar to the Life Drain ability of a Wight.
[13-14]	**Condition Immunity, Charmed**	3+	The monster cannot be afflicted with the charmed condition.
[15-16]	**Condition Immunity, Exhausted**	3+	The monster cannot be afflicted with the exhausted condition.
[17-18]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[19-20]	**Condition Immunity, Poisoned**	3+	The monster cannot be afflicted with the poisoned condition.





[21-22]	**Condition Immunity, Unconscious**	3+	The monster cannot be afflicted with the unconscious condition.
[23-24]	**Damage Immunity, Necrotic (Death)**	7+	The monster takes no damage from necrotic attacks or effects.
[25-26]	**Damage Immunity, Poison**	7+	The monster takes no damage from poison attacks or effects.
[27-28]	**Damage Resistance, Necrotic (Death)**	4+	The monster takes reduced damage from necrotic attacks and effects.
[29-30]	**Damage Resistance, Poison**	4+	The monster takes reduced damage from poison attacks and effects.
[31-32]	**Damage Vulnerability, Radiant (Light)**	0+	The monster takes additional damage from radiant attacks and effects.
[33-34]	**Death Curse**	8+	Similar to the Channel Negative Energy ability of a Mummy Lord.
[35-37]	**Death Premonition**	2+	The monster uses the equivalent of a Find Traps spell immediately before every encounter.
[38-39]	**Draining Touch (D9)**	5+	Similar to the Strength Drain ability of a Shadow, inflicting an average 9 necrotic damage and draining strength.
[40-42]	**Entropic Affliction**	3+	Similar to casting a Bane spell.
[43-44]	**Feast upon the Fallen**	4+	Similar to the Consume Life ability of a Will-o'-Wisp.
[45-47]	**Foetor of Decay**	0+	The monster smells like death. Adventurers will detect the monster from several hundred feet away (which could make players paranoid if the encounter is several dungeon chambers distant).
[48-49]	**Frenzy of Oblivion**	8+	Similar to the Berserk disadvantage of a Clay Golem.
[50-52]	**Ghast Claws (D10)**	6+	Similar to the Claw attack of a Ghast, inflicting an average 10 slashing damage and possibly inducing paralysis.
[53-55]	**Ghoul Claws (D7)**	5+	Similar to the Claw attack of a Ghoul, inflicting an average 7 slashing damage and possibly inducing paralysis.
[56-58]	**Life Drain (D36)**	12+	The monster depletes the life force of all nearby creatures, similar to casting a Circle of Death spell.
[59-60]	**Lingering Undeath**	1/8+	Similar to the Undead Fortitude ability of a Zombie.
[61-63]	**Lure of Death**	12+	Similar to the Charm ability of a Vampire.





[64-65]	**Necrotic Blight (D36)**	9+	The monster causes a rain of entropic dark energy to fall, similar to casting a Blight spell.
[66-68]	**Necrotic Curse (D4)**	2+	The monster's attacks inflict an average 4 extra necrotic damage, similar to casting the Necrotic Damage effect of a Bestow Curse spell.
[69-70]	**Necrotic Rot (D21)**	6+	Similar to the Disrupt Life ability of a Lich.



[71-73]	**Oath of Deliverance**	1/2+	The monster has promised its essence to the Elder Things upon annihilation, so that its life force will return to the plasm and vats of the Elder Things once death occurs. This causes the monster to automatically use an effect similar to a False Life spell, immediately before death.
[74-75]	**Shriveling Touch (D17)**	4+	Similar to the Withering Touch of a Ghost, inflicting an average 17 necrotic damage.
[76-78]	**Soul Drinker (D32)**	10+	Similar to the Draining Kiss ability of a Succubus, but the attack can also be used against unwilling targets.
[79-80]	**Sphere of Entropy**	7+	The monster exudes an aura of repulsive negative planar energy, similar to casting an Antilife Shell spell.
[81-83]	**Sphere of Nullification**	11+	The monster exudes an aura of disenchanting negative planar energy, similar to casting an Antimagic Field spell.



[84-85]	**Time, the Hound of the Gods**	15+	The monster casts a death ray which inflicts an average 42 damage and forces a death save, similar to the Slaying Longbow of a Solar.
[86-88]	**Touch of Death**	6+	Similar to the Paralyzing Touch ability of a Lich.
[89-90]	**Tremors of the Progenitor**	1+	The monster can sense positive life forces, which is similar to casting a Detect Good spell before every encounter.
[91-93]	**Unconquerable Death**	9+	Similar to the Regeneration ability of a Vampire.
[94-95]	**Visage of Death**	7+	Similar to the Frightening Gaze ability of a Lich.
[96-98]	**Whispers of Mung**	6+	Similar to the Life Drain ability of a Specter.
[99-00]	**Your Gods Are False, Priest**	5+	Undead; similar to the Turning Defiance ability of a Ghast.





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IV.13

POWERS XI

DREAM WORLD & FAERIE







TABLE 45
ABOMINATION POWERS DETERMINATION: DREAM WORLD & FAERIE

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-03]	**Admonition of Kaman-Thah**	6+	The monster causes the target to experience a vision of the hoary priest Kaman-Thah; similar to casting the Asleep effect of an Eyebite spell.
[04-07]	**Beckon Kith of the Dream Worlds**	6+	Similar to casting a Conjure Fey spell, but the creatures summoned will be otherworldly and disturbing.
[08-11]	**Beguiling Phantastes**	4+	Similar to the Charm ability of a Succubus.
[12-15]	**Citadel of Dreams**	9+	The monster can cause Dream Worlds effects to impinge upon its reality immediately before it is attacked; similar to casting a Guards and Wards spell.
[16-18]	**Condition Immunity, Charmed**	3+	The monster cannot be afflicted with the charmed condition.
[19-21]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[22-24]	**Condition Immunity, Unconscious**	3+	The monster cannot be afflicted with the unconscious condition.
[25-27]	**Damage Immunity, Force (Arcane)**	7+	The monster takes no damage from force attacks or effects.
[28-30]	**Damage Immunity, Necrotic (Death)**	7+	The monster takes no damage from necrotic attacks or effects.
[31-33]	**Damage Resistance, Force (Arcane)**	4+	The monster takes reduced damage from force attacks and effects.
[34-36]	**Damage Resistance, Necrotic (Death)**	4+	The monster takes reduced damage from death attacks and effects.
[37-39]	**Damage Vulnerability, Psychic (Psionic)**	0+	The monster takes additional damage from psychic attacks and effects.
[40-42]	**Damage Vulnerability, Radiant (Light)**	0+	The monster takes additional damage from radiant attacks and effects.
[43-46]	**Defiant Unreality**	11+	Similar to the Rejuvenation effect of a Guardian Naga.





[47-50]	**Dream Journey**	4+	Similar to the Etherealness ability of a Night Hag.
[51-54]	**Dreamer's Insight**	1/8+	Similar to the Heart Sight ability of a Sprite.
[55-57]	**Dreamers Walk with Me**	7+	Similar to the Ethereal Stride ability of a Nightmare.
[58-61]	**Entice Beyond the Fields We Know**	3+	The monster can beguile mortals with strong impressions of the beauty of the Dream Worlds, similar to the Fey Charm ability of a Dryad.
[62-65]	**Guise of Nodens**	1+	The monster can cause its presence to be overlain by a spectral image of Nodens. Similar to casting the Eagle's Splendor effect of an Enhanced Ability spell, cast on self.
[66-68]	**Lamentations of Leng**	5+	Similar to casting a Glibness spell before every encounter.
[69-72]	**Mantle of the Moon-Beast**	2+	Similar to casting a Faerie Fire spell, creating a blue-lit aura around a target.
[73-76]	**Many Maidens**	3+	Similar to the Change Shape ability of a Night Hag.
[77-80]	**Of a Dream Within a Dream**	2+	The monster is immune to magical sleep, and has improved saving throws vs. charm; similar to the Fey Ancestry ability of a Drider or a Dark Elf.
[81-84]	**Slowing Nightmare**	8+	Similar to the Slow ability of a Stone Golem.
[85-88]	**Song of Celephais**	1+	The monster can cause the air to be filled with mournful chimes and siren calls. Similar to casting an Enthrall spell.
[89-92]	**Twisted Shadows of the Dream Worlds**	6+	Similar to casting a Conjure Woodland Beings spell, but the monsters summoned will be disturbing, shadowy, and translucent in appearance.
[93-96]	**Unsettling Allure**	0+	The monster is very enticing in some way, no matter how horrific it might be (it smells like exotic spices, has beautiful coloration, or makes a pleasing sound before it attacks, etc.).
[97-00]	**Visions of Lost Pegana**	7+	Similar to the Nightmare Haunting ability of a Night Hag.





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IV.14

POWERS XII

THE EARTH

TABLE 46
ABOMINATION POWERS DETERMINATION: EARTH

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-03]	**Beckoning of Chthon**	5+	The creature can summon eerie, disturbing-looking creatures of stone, like casting the Earth Elemental effect of a Conjure Minor Elementals spell.
[04-06]	**Blood of Dust**	1/2+	Similar to the Death Burst ability of a Dust Mephit.
[07-09]	**Bore Through Stone**	1/4+	Similar to the Tunneler ability of a Purple Worm. The diameter of the tunnel left behind will depend on the size of the Abomination.
[10-11]	**Burrowing of the Great Worms**	12+	The monster can cause the Great Worms of the nether to burrow near to the surface, similar to casting an Earthquake spell.
[12-13]	**Condition Immunity, Paralyzed**	3+	The monster cannot be afflicted with the paralyzed condition.
[14-15]	**Condition Immunity, Petrified**	3+	The monster cannot be afflicted with the petrified condition.
[16-17]	**Condition Immunity, Stunned**	3+	The monster cannot be afflicted with the stunned condition.
[18-19]	**Corundum Extrusion**	1+	The creature can create a weapon-like extension for itself, or for an ally, like casting the Gem effect of a Creation spell.
[20-22]	**Crumble Foundations**	6+	Similar to the Siege Monster ability of an Earth Elemental.
[23-24]	**Damage Resistance, Bludgeoning**	4+	The monster takes reduced damage from bludgeoning attacks and effects.



[25-26]	**Damage Resistance, Cold**	4+	The monster takes reduced damage from cold attacks and effects.
[27-28]	**Damage Resistance, Lightning**	4+	The monster takes reduced damage from lightning attacks and effects.
[29-30]	**Damage Resistance, Piercing**	4+	The monster takes reduced damage from piercing attacks and effects.
[31-32]	**Damage Resistance, Slashing**	4+	The monster takes reduced damage from slashing attacks and effects.
[33-34]	**Damage Vulnerability, Acid**	0+	The monster takes additional damage from acid attacks and effects.
[35-36]	**Damage Vulnerability, Radiant (Light)**	0+	The monster takes additional damage from radiant attacks and effects.





[37-39]	**Devourer of Iron**	1/4+	The monster can use the Iron Scent ability of a Rust Monster, but cannot necessarily use an ability to quickly consume the metal. (The monster will dearly covet iron nevertheless.)
[40-42]	**Doom of Calcification**	10+	The monster can petrify enemies at range, similar to the Petrifying Breath ability of a Gorgon.
[43-45]	**Dust Halo**	0+	The monster is always surrounded by a chalk-like cloud of powdered stone. Attackers will cough and have stinging eyes, but not sufficiently to suffer a negative effect.
[46-48]	**Earth Incarnate**	3+	Similar to the Immutable Form ability of a Golem.
[49-51]	**Earthen Carapace**	1/8+	Similar to the Stone Camouflage ability of a Grick.
[52-54]	**Earthen Claws (D4)**	1+	The monster's Claw attack is similar to that of a Dust Mephit (average 4 slashing damage).
[55-57]	**Earthen Maw (D13)**	4+	The monster can attack with a dangerous bite, similar to the Bite attack of a Xorn (average 13 piercing damage).
[58-60]	**Exhalation of Dust**	3+	Similar to the Blinding Breath ability of a Dust Mephit.
[61-62]	**Fearful of Water**	0+	Similar to the Harmed by Running Water disadvantage of a Vampire.
[63-65]	**Hammer of Stone (D14)**	4+	The monster can slam foes with a stone-like appendage, similar to the Slam attack of an Earth Elemental (average bludgeoning damage 14).
[66-68]	**Heavy Hurlstone (D21)**	6+	Similar to the ranged Rock attack of a Hill Giant (average bludgeoning damage 21).
[69-71]	**Hurl Enormous Boulder (D30)**	7+	Similar to the ranged Rock attack of a Cloud Giant (average bludgeoning damage 30).
[72-73]	**Immortal Sandstorm**	11+	Similar to the Whirlwind of Sand ability of a Mummy Lord.
[74-76]	**Incarnation of Stone**	7+	The creature can summon an eerie, disturbing-looking creature of stone, like casting the Earth Elemental effect of a Conjure Elemental spell.
[77-79]	**Kiss of Calcification**	8+	The creature can petrify prey by touch, similar to casting a Flesh to Stone spell.





[80-82]	**Pelting Stones (D6)**	2+	Similar to the ranged Rock attack of an Ape (average 6 bludgeoning damage).
[83-85]	**Phase Through Stone**	5+	Similar to the Earth Glide ability of an Earth Elemental.
[86-88]	**Rusting Carapace**	6+	Similar to the Rust Metal ability of a Rust Monster. (Please note that this is separate from the Antenna ability of the same monster; in other words, this ability is defensive and rusts weapons which attack the Abomination.)
[89-91]	**Rusting Touch**	8+	Similar to the Antennae ability of a Rust Monster. (See also Rusting Carapace.)
[92-94]	**Seeker of the Precious**	2+	Similar to the Treasure Sense ability of a Xorn.
[95-97]	**Tremor Strike**	7+	Similar to the Slam ability of a Clay Golem.
[98-00]	**Whorl of Stone Dust**	6+	Similar to the Blinding Dust ability of a Mummy Lord.

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IV.15

POWERS XIII

THE EYE

TABLE 47 ABOMINATION POWERS DETERMINATION: EYE			
D100 Roll	**Abomination's Special Ability**	**Required Base Lethality Rating (BLR)**	**Effect Description**
[01-06]	**Baleful Stare of Annihilation**	9+	Similar to the Death Glare ability of a Sea Hag.
[07-12]	**Behold the Aether**	1/2+	Similar to the Ethereal Sight ability of a Ghost.
[13-18]	**Behold the Futility of All**	11+	Similar to the Dreadful Glare ability of a Mummy Lord (DC 16).
[19-24]	**Behold the Glory of Chaos**	8+	Similar to the Dreadful Glare ability of a Mummy (DC 11).
[25-30]	**Bloodshot Eyes**	0+	The monster has huge, panic-stricken eyes.
[31-35]	**Condition Immunity, Stunned**	3+	The monster cannot be afflicted with the stunned condition.
[36-40]	**Damage Resistance, Psychic (Psionic)**	4+	The monster takes reduced damage from psychic attacks and effects.
[41-46]	**Damage Vulnerability, Acid**	0+	The monster takes additional damage from acid attacks and effects.
[47-52]	**Damage Vulnerability, Piercing**	0+	The monster takes additional damage from piercing attacks and effects.
[53-58]	**Damage Vulnerability, Slashing**	0+	The monster takes additional damage from slashing attacks and effects.
[59-64]	**Deeping Sight**	1/4+	Similar to the Devil's Sight ability of an Imp or similar Devil.
[65-70]	**Detect Prey**	1+	Similar to the Perception ability of an Aboleth.







[71-76]	**Dread Gaze**	7+	Similar to the Blinding Gaze attack of a Solar (DC 15).
[77-82]	**The Eye of Nothingness**	1+	The creature has no eyes (empty eye sockets if appropriate), but can sense life. A spectral "eye" appears above the monster's head when it is tracking prey. This confers the Blindsight ability in a manner similar to a Grimlock's Blind Senses.





[83-88]	**Haunting Gaze**	4+	Similar to the Blinding Gaze attack of a Solar, but easier to resist (DC 11) and the effect will wear off naturally in 1D4+4 days.
[89-94]	**Horrific Petrifying Gaze**	12+	Similar to the Petrifying Gaze ability of a Medusa (DC 14).
[95-00]	**Petrifying Gaze**	10+	Similar to the Petrifying Gaze ability of a Basilisk (DC 12).

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IV.16

POWERS XIV

FIRE

TABLE 48 ABOMINATION POWERS DETERMINATION: FIRE			
D100 Roll	**Abomination's Special Ability**	**Required Base Lethality Rating (BLR)**	**Effect Description**
[01-02]	**Annihilate Water**	1+	The monster can destroy water, similar to casting a Destroy Water spell. However, the water does not just vanish; it dies in a squealing burst of steam and then dissipates with a wave of moist heat.
[03-04]	**Beckoning of the Pyre**	5+	The creature can summon eerie, disturbing-looking creatures of flame, similar to casting the Fire Elemental effect of a Conjure Minor Elementals spell.





[05-06]	**Bequeathal of Flame Essence**	4+	Similar to the Confer Fire Resistance ability of a Nightmare, but the resistance can be granted to any one ally within 10' of the Abomination.
[07-08]	**Blue-Lit Fumes**	0+	Subtle licks of bluish flame coruscate off of the monster's body. The flames are uncomfortable to the touch, painful but not quite damaging.
[09-10]	**Burning Carapace (D10)**	3+	Similar to the Heated Body ability of a Remorhaz (average 10 fire damage).
[11-12]	**Burning Coils (D18)**	6+	A burning and grappling attack, similar to the Tail attack of a Salamander.
[13-14]	**Burning Fangs (D20)**	5+	The monster's bite attack is similar to that of a Young Red Dragon (average damage 20).
[15-16]	**Burning and Healing Flesh**	5+	The monster's flesh is constantly burning, healing and regenerating, and gives the effect of a Fire Shield spell.
[17-18]	**Burning Vortex (D28)**	7+	The monster can erupt in a whirling sheet of flame, similar to casting a Flame Strike spell (centered upon itself).
[19-20]	**Bursting Pyre Eggs (D42)**	9+	Strange pulsating spores, shot through with fiery light, burst out of the ground near the monster (or out of the monster itself) and soon detonate in a fiery conflagration. The effect is similar to a Delayed Blast Fireball spell.
[21-22]	**Chimeric Fire Breath (D31)**	8+	The monster exhales fire, similar to a Chimera (average fire damage 31).
[23-24]	**Cinder Spray (D7)**	3+	Similar to the Fire Breath ability of a Magma Mephit.
[25-26]	**Condition Immunity, Blinded**	3+	The monster cannot be afflicted with the blinded condition.
[27-28]	**Cruel Burning Fangs (D26)**	6+	The monster's bite attack is similar to that of an Adult Red Dragon (average damage 26).
[29-30]	**Cruel Sheet of Fire (D14)**	4+	Similar to the Hurl Flame ability of a Horned Devil (average 14 fire damage).
[31-33]	**Damage Immunity, Fire**	7+	The monster takes no damage from fire attacks and effects.
[34-35]	**Damage Immunity, Lightning**	7+	The monster takes no damage from lightning attacks and effects.





[36-38]	**Damage Resistance, Fire**	4+	The monster takes reduced damage from fire attacks and effects.
[39-40]	**Damage Resistance, Lightning**	4+	The monster takes reduced damage from lightning attacks and effects.
[41-42]	**Damage Resistance, Radiant (Light)**	4+	The monster takes reduced damage from radiant attacks and effects.
[43-44]	**Damage Vulnerability, Cold**	0+	The monster takes additional damage from cold attacks and effects.
[45-46]	**Deadly Burning Fangs (D34)**	7+	The monster's bite attack is similar to that of an Ancient Red Dragon (average damage 34).
[47-48]	**Devastating Fire Breath (D63)**	12+	Similar to the Fire Breath of an Adult Red Dragon (average fire damage 63).
[49-50]	**Fiery Blood (D7)**	3+	Similar to the Death Burst ability of a Magma Mephit (average 7 fire damage).
[51-52]	**Fingers of Flame (D21)**	5+	Similar to the Fire Breath ability of a Hell Hound (average fire damage 21).
[53-54]	**Fire Breath (D24)**	6+	Similar to the Fire Breath of a Red Dragon Wyrmling (average fire damage 24).
[55-56]	**Fire Needles (D4)**	1/2+	Similar to the Claw attack of a steam mephit (average damage 4).
[57-58]	**Flesh of Fire**	4+	Similar to the Fire Form ability of a Fire Elemental.
[59-60]	**Flickering Flames**	1/8+	Similar to the Ignited Illumination ability of a Magmin (10', at will).
[61-62]	**Gnashing Inferno (D50)**	10+	A grappling and burning bite attack, similar to the Bite of a Remorhaz. Reroll if the monster is not huge or gargantuan.
[63-64]	**Halo of Fire**	5+	Similar to the Fire Aura of a Balor Demon.
[65-66]	**Heated Carapace (D5)**	2+	Similar to the Heated Body ability of an Azer (average 5 fire damage).
[67-68]	**Illuminating Flames**	1/2+	Similar to the Illumination ability of a Fire Elemental (30').
[69-70]	**Incarnation of the Balefire**	7+	The creature can summon an eerie, disturbing-looking creature of loving fire, similar to casting the Fire Elemental effect of a Conjure Elemental spell.
[71-72]	**Incinerating Fire Breath (D56)**	10+	Similar to the Fire Breath of a Young Red Dragon (average fire damage 56).





[73-74]	**Incinerating Touch (D10)**	4+	Similar to the Touch ability of a Fire Elemental.
[75-76]	**Infernal Life Force (D70)**	15+	The monster explodes upon death. Similar to the Death Throes ability of a Balor Demon.
[77-78]	**Infernal Nature**	9+	The Abomination is healed by fire, similar to the Fire Absorption ability of an Iron Golem.
[79-80]	**Obsidian Carapace**	1+	The monster has the False Appearance advantage in a fiery setting, similar to a Magma Mephit (but more stone-like).
[81-82]	**Pyric Oil Bubbles (D27)**	7+	The monster erupts with floating oil bubbles which are filled with flammable bursts of acid. This is similar to a Fireball spell, although there is a 1 round delay between the bubble emergence and impact.
[83-84]	**Pyroclasm (D38)**	8+	The monster can creature a whirlwind of fire, with itself at the eye of the storm. This effect is similar to a Fire Storm spell.
[85-86]	**Pyroclastic Fire Breath (D91)**	17+	Similar to the Fire Breath of an Ancient Red Dragon (average fire damage 91).
[87-88]	**Pyrolosis upon Death**	1/8+	Similar to the Elemental Demise ability of an Efreeti.
[89-90]	**Scorching Fangs / Fiery Strikes (D12)**	3+	An attack similar to the bite attack of a Red Dragon Wyrmling (average damage 12).
[91-92]	**Seed of a Dying Star (D7)**	3+	The monster can create rolling balls of star-like flame, similar to casting a Flaming Sphere spell.
[93-94]	**Sheet of Fire (D10)**	3+	Similar to the Hurl Flame ability of a Barbed Devil (average 10 fire damage).
[95-96]	**Sheet of Infernal Fire (D17)**	5+	Similar to the Hurl Flame ability of an Efreeti (average 17 fire damage).
[97-98]	**Spine of Living Fire (D10)**	5+	The creature can telekinetically control a hovering blade-like arc of fire, similar to casting a Flame Blade spell.
[99-00]	**Witch Fires**	1/4+	The creature can create eerie floating flames which give light but no heat, similar to casting a Continual Flame spell.

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IV.17

POWERS XV

FUNGAL





TABLE 49
ABOMINATION POWERS DETERMINATION: FUNGAL

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-03]	**Beguiling Spores**	3+	Similar to casting a Charm Person spell.
[04-06]	**Blinding Spores**	6+	Similar to casting the Blinding Sickness effect of a Contagion spell.
[07-09]	**Cloud of Scintillant Spores**	3+	Allows the monster to "see" enemies within a 30' radius; provides the Abomination with the Tremorsense ability.
[10-11]	**Condition Immunity, Blinded**	3+	The monster cannot be afflicted with the blinded condition.
[12-13]	**Condition Immunity, Charmed**	3+	The monster cannot be afflicted with the charmed condition.
[14-15]	**Condition Immunity, Deafened**	3+	The monster cannot be afflicted with the deafened condition.
[16-17]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[18-19]	**Condition Immunity, Poisoned**	3+	The monster cannot be afflicted with the poisoned condition.
[20-22]	**Cordyceps Fungus**	4+	The Abomination is able to use fungal creepers to inhabit and animate corpses, similar to casting an Animate Dead spell.
[23-24]	**Damage Immunity, Acid**	7+	The monster takes no damage from acid attacks or effects.
[25-26]	**Damage Immunity, Poison**	7+	The monster takes no damage from poison attacks or effects.
[27-28]	**Damage Immunity, Psychic (Psionic)**	7+	The monster takes no damage from psychic attacks or effects.
[29-30]	**Damage Resistance, Acid**	4+	The monster takes reduced damage from acid attacks and effects.
[31-32]	**Damage Resistance, Poison**	4+	The monster takes reduced damage from poison attacks and effects.
[33-34]	**Damage Resistance, Psychic (Psionic)**	4+	The monster takes reduced damage from psychic attacks and effects.

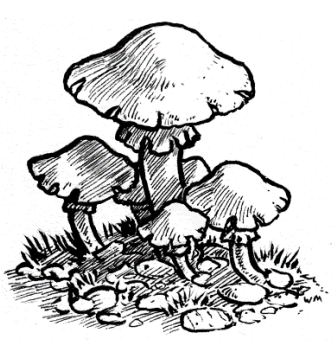




[35-36]	**Damage Vulnerability, Cold**	0+	The monster takes additional damage from cold attacks and effects.
[37-38]	**Damage Vulnerability, Fire**	0+	The monster takes additional damage from fire attacks and effects.
[39-40]	**Damage Vulnerability, Radiant (Light)**	0+	The monster takes additional damage from radiant attacks and effects.
[41-43]	**Delirium Spores**	7+	Similar to casting the Mindfire effect of a Contagion spell.
[44-46]	**Devil's Finger Fungus (D4)**	1+	Similar to the Rotting Touch ability of a Violet Fungus.
[47-49]	**Foul Debilitating Spores**	7+	The monster exudes a stream of paralyzing spores, similar to the Paralyzing Breath of a Silver Dragon Wyrmling (DC 13).
[50-52]	**Fungal Guise**	0+	The monster is covered in mushroom-like fungal protrusions.
[53-55]	**Hallucinatory Spores**	6+	Similar to casting a Confusion spell.
[56-58]	**Hooting Fungus**	1/8+	Similar to the Shriek ability of a Shrieker.
[59-61]	**Inescapable Paralyzing Spores**	15+	The monster exudes a stream of paralyzing spores, similar to the Paralyzing Breath of an Ancient Silver Dragon (DC 24).
[62-64]	**Irresistible Sleep Spores**	13+	The monster exudes a stream of sleep spores, similar to the Sleep Breath of an Ancient Brass Dragon (DC 21).
[65-67]	**Overpowering Slowing Spores**	13+	The monster exudes a stream of slowing spores, similar to the Slowing Breath of an Ancient Copper Dragon (DC 22).
[68-70]	**Overwhelming Weakness Spores**	14+	The monster exudes a stream of weakness spores, similar to the Weakening Breath of an Ancient Gold Dragon (DC 24).
[71-72]	**Paralyzing Spores**	9+	The monster exudes a stream of paralyzing spores, similar to the Paralyzing Breath of a Young Silver Dragon (DC 17).
[73-74]	**Poisonous Spores (D5)**	5+	Similar to the Spores ability of a Vrock Demon.
[75-76]	**Potent Slowing Spores**	9+	The monster exudes a stream of slowing spores, similar to the Slowing Breath of an Adult Copper Dragon (DC 18).
[77-78]	**Powerful Paralyzing Spores**	12+	The monster exudes a stream of paralyzing spores, similar to the Paralyzing Breath of an Adult Silver Dragon (DC 20).



[79-80]	**Pungent Weakness Spores**	12+	The monster exudes a stream of weakness spores, similar to the Weakening Breath of an Adult Gold Dragon (DC 21).
[81-82]	**Sleep Spores**	8+	The monster exudes a stream of sleep spores, similar to the Sleep Breath of a Young Brass Dragon (DC 14).
[83-84]	**Slowing Spores**	7+	The monster exudes a stream of slowing spores, similar to the Slowing Breath of a Young Copper Dragon (DC 14).
[85-86]	**Somnolent Spores**	5+	The monster exudes a stream of sleep spores, similar to the Sleep Breath of a Brass Dragon Wyrmling (DC 11).
[87-88]	**Spores of Deep Slumber**	10+	The monster exudes a stream of sleep spores, similar to the Sleep Breath of an Adult Brass Dragon (DC 18).
[89-90]	**Spores of Enfeeblement**	6+	The monster exudes a stream of weakness spores, similar to the Weakening Breath of a Gold Dragon Wyrmling (DC 13).
[91-92]	**Spores of Lethargy**	4+	The monster exudes a stream of slowing spores, similar to the Slowing Breath of a Copper Dragon Wyrmling (DC 11).
[93-94]	**Spores of Spice**	0+	Unnervingly, the monster smells delicious.
[95-96]	**Sprout Edible Fungi**	1/8+	As a goodwill gesture, the monster can employ this effect, which is similar to casting a Create Food and Water spell. Yum!
[97-98]	**Violet Tentacle**	7+	Similar to casting the Flesh Rot effect of a Contagion spell.
[99-00]	**Weakness Spores**	8+	The monster exudes a stream of weakness spores, similar to the Weakening Breath of a Young Gold Dragon (DC 17).





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IV.18

POWERS XVI
ICE & FROST

TABLE 50 ABOMINATION POWERS DETERMINATION: ICE & FROST			
D100 Roll	**Abomination's Special Ability**	**Required Base Lethality Rating (BLR)**	**Effect Description**
[01-05]	**Bastion of Glacial Ice**	7+	Similar to casting a Wall of Ice spell, like an Ice Devil.
[06-09]	**Boreal Shards (D18)**	5+	The monster breathes ice like a Winter Wolf (average cold damage 18).
[10-14]	**Boreal Tempest (D35)**	8+	The monster can hurl spheres of howling frost, similar to a Freezing Sphere spell.
[15-19]	**Burst of Sleet (D5)**	3+	Similar to the Frost Breath ability of an Ice Mephit.
[20-23]	**Condition Immunity, Paralyzed**	3+	The monster cannot be afflicted with the paralyzed condition.
[24-28]	**Cruel Frigid Fangs (D19)**	4+	The monster bites like a Young White Dragon (average damage 19).
[29-34]	**Damage Immunity, Cold**	7+	The monster takes no damage from cold attacks or effects.
[35-40]	**Damage Resistance, Cold**	4+	The monster takes reduced damage from cold attacks and effects.





[41-45]	**Damage Vulnerability, Fire**	0+	The monster takes additional damage from fire attacks and effects.
[46-49]	**Deathly Ice Blast (D72)**	18+	The monster breathes ice like an Ancient White Dragon (average cold damage 72).
[50-53]	**Frigid Breath (D22)**	6+	The monster breathes ice like a White Dragon Wyrmling (average cold damage 22).
[54-58]	**Frigid Fangs (D9)**	3+	The monster bites like a White Dragon Wyrmling (average damage 9).
[59-62]	**Frigid Mandibles / Frozen Fangs / Icy Tentacle (D22)**	5+	Similar to the Bite or Tail attack of an Ice Devil.
[63-66]	**Frigid Needles (D5)**	2+	Similar to the Claw attack of an Ice Mephit.
[67-70]	**Frost Breath (D40)**	8+	Similar to casting a Cone of Cold spell.
[71-74]	**Glacial Blast (D45)**	9+	The monster breathes ice like a Young White Dragon (average cold damage 45).
[75-78]	**Glacial Maelstrom (D54)**	10+	The monster breathes ice like an Adult White Dragon (average cold damage 54).
[79-82]	**Icy Blood**	1+	Similar to the Death Burst ability of an Ice Mephit.
[83-86]	**Icy Hide**	1/4+	Similar to the False Appearance ability of an Ice Mephit.
[87-90]	**Lurk in Frost**	1/8+	Similar to the Snow Camouflage ability of a Winter Wolf.
[91-95]	**Path of Ice**	0+	When the monster moves, it leaves a trail of crackling ice behind it.
[96-00]	**Wendigo Walker**	1+	Similar to the Ice Walk ability of a White Dragon.

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IV.19

POWERS XVII

LIFE & HEALING

TABLE 51
ABOMINATION POWERS DETERMINATION: LIFE & HEALING

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-04]	**Aura of Life**	3+	Similar to an Aid spell, which can be cast on the monster itself and its allies simultaneously.
[05-08]	**Benediction of Ptah**	5+	Similar to casting the Greater Restoration spell. The monster can use this ability on itself or on another chosen creature.
[09-12]	**Breath of the Progenitor**	1+	This ability protects the dead and prevents them from becoming undead. Similar to casting a Gentle Repose spell.
[13-16]	**Chant of the Life Gods**	6+	Similar to the Healing Touch ability of a Planetar (average healing 30 hit points). However, this ability can be used on the Abomination itself or on another chosen creature.
[17-20]	**Crawling Blood**	0+	When the creature's blood (ichor, energy, etc.) is spilled, the blood can be seen to crawl back to the monster's body. This effect persists for 1D6 rounds after death, which may cause considerable alarm.
[21-24]	**Damage Immunity, Necrotic (Death)**	7+	The monster takes no damage from X attacks or effects.
[25-28]	**Damage Resistance, Necrotic (Death)**	4+	The monster takes reduced damage from necrotic attacks and effects.



[29-32]	**Damage Vulnerability, Necrotic (Death)**	0+	The monster takes additional damage from death attacks and effects.

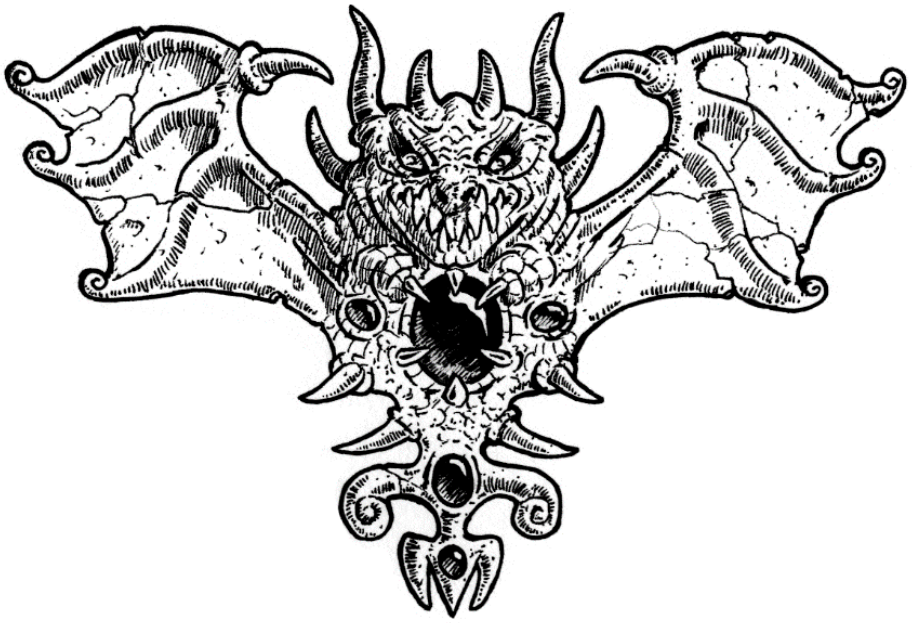




[33-36]	**Embrace of the Life Gods**	8+	Similar to the Healing Touch ability of a Solar (average healing 40 hit points). However, this ability can be used on the Abomination itself or on another chosen creature.
[37-41]	**Enduring Life Force**	3+	Similar to the Bear's Endurance effect of an Enhance Ability spell, cast on self.
[42-45]	**Ever-Knitting Flesh**	7+	Similar to the Regeneration ability of an Oni (10 points of healing per round).
[46-51]	**Greater Condition Immunity**	6+	The monster cannot be afflicted with three different types of conditions. The GM can choose these based on the creature's nature, or determine them randomly: [01-08] Blinded, [09-15] Charmed, [16-23] Deafened, [24-32] Exhausted, [33-40] Frightened, [41-48] Grappled, [49-56] Paralyzed, [57-64] Petrified, [65-73] Poisoned, [74-80] Prone, [81-87] Restrained, [88-94] Stunned, [95-00] Unconscious.
[52-57]	**Greater Damage Resistance**	8+	The monster takes reduced damage from three different types of attacks and effects. The GM can choose these based on the creature's nature, or determine them randomly: [01-08] Acid, [09-15] Bludgeoning, [16-23] Cold, [24-31] Fire, [32-39] Force, [40-47] Lightning, [48-55] Necrotic, [56-62] Piercing, [63-70] Poison, [71-78] Psychic, [79-85] Radiant, [86-92] Slashing, [93-00] Thunder.
[58-62]	**Grim Vitality**	3+	Similar to the Relentless ability of a Wereboar.
[63-66]	**Intimations of Immortality**	11+	Similar to the Legendary Resistance of an Ancient Black Dragon.
[67-71]	**Laying of Hands**	4+	Similar to the Healing Touch ability of a Deva (average healing 20 hit points). However, this ability can be used on the Abomination itself or on another chosen creature.
[72-76]	**Life Force Omen**	2+	Similar to the Healing Touch ability of a Unicorn (average healing 11 hit points). However, this ability can be used on the Abomination itself or on another chosen creature.



[77-80]	**Life Without End**	10+	Similar to the Rejuvenation ability of a Lich (and tied to a powerful amulet or talisman, similar to a phylactery).



[81-84]	**Path of Creation**	0+	When the monster moves, it leaves behind it a trail of life (blossoming flowers, sprouting grass, or even moist flesh) which slowly shrivels and crumbles away.
[85-88]	**Progenitor Symbiosis**	5+	Similar to casting the Death Ward spell. The monster can use this ability on itself or on another chosen creature.
[89-92]	**Resilient Vitality**	5+	Similar to the Regeneration ability of a troll (10 points of healing per round, but cannot heal fire or acid damage).
[93-96]	**Tremors of Empathy**	1/2+	The monster can sense negative life forces, which is similar to casting a Detect Evil spell before every encounter.
[97-00]	**Undying Flesh**	10+	Similar to the Regeneration ability of a Vampire (20 points of healing per round).



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IV.20

POWERS XVIII

LIGHTNING

TABLE 52 ABOMINATION POWERS DETERMINATION: LIGHTNING			
D100 Roll	**Abomination's Special Ability**	**Required Base Lethality Rating (BLR)**	**Effect Description**
[01-03]	**Condition Immunity, Blinded**	3+	The monster cannot be afflicted with the blinded condition.
[04-06]	**Condition Immunity, Deafened**	3+	The monster cannot be afflicted with the deafened condition.
[07-09]	**Condition Immunity, Paralyzed**	3+	The monster cannot be afflicted with the paralyzed condition.
[10-12]	**Condition Immunity, Stunned**	3+	The monster cannot be afflicted with the stunned condition.
[13-16]	**Damage Immunity, Fire**	7+	The monster takes no damage from fire attacks or effects.
[17-20]	**Damage Immunity, Lightning**	7+	The monster takes no damage from lightning attacks or effects.
[21-24]	**Damage Immunity, Radiant (Light)**	7+	The monster takes no damage from radiant attacks or effects.
[25-28]	**Damage Immunity, Thunder**	7+	The monster takes no damage from thunder attacks or effects.
[29-32]	**Damage Resistance, Fire**	4+	The monster takes reduced damage from fire attacks and effects.





[33-36]	**Damage Resistance, Lightning**	4+	The monster takes reduced damage from lightning attacks and effects.
[37-40]	**Damage Resistance, Radiant (Light)**	4+	The monster takes reduced damage from radiant attacks and effects.
[41-44]	**Damage Resistance, Thunder**	4+	The monster takes reduced damage from thunder attacks and effects.
[45-48]	**Damage Vulnerability, Bludgeoning**	0+	The monster takes additional damage from bludgeoning attacks and effects.
[49-52]	**Deadly Storm Maw (D31)**	8+	Similar to the Bite attack of an Ancient Blue Dragon.
[53-56]	**Deathly Lightning Arc (D66)**	13+	Similar to the Lightning Breath ability of an Adult Blue Dragon (66 average lightning damage).
[57-60]	**Forked Thunderbolt (D45)**	9+	Similar to casting a Chain Lightning spell.
[61-64]	**Gathering Storm (D17)**	5+	Similar to castling a Call Lightning spell.
[65-68]	**Gnashing Storm (D11)**	3+	Similar to the Bite attack of a Blue Dragon Wyrmling.
[69-72]	**Lightning Arc (D22)**	6+	Similar to the Lightning Breath ability of a Blue Dragon Wyrmling (22 average lightning damage).
[73-76]	**One with the Tempest**	9+	The Abomination is healed by lightning, similar to the Lightning Absorption ability of a Flesh Golem.
[77-80]	**Savage Lightning Arc (D55)**	10+	Similar to the Lightning Breath ability of a Young Blue Dragon (55 average lightning damage).
[81-84]	**Shocking Arc (D9)**	3+	Similar to the Shock ability of a Will-o'-Wisp.
[85-88]	**Sinuous Thunderbolt (D22)**	7+	Similar to the Lightning Storm ability of a Kraken.
[89-92]	**Static Aura**	0+	Being near to the creature, adventurers will feel the air crackle and their hair begin to stand on end. In darkness, brief cascades of sparks will appear when the monster moves.
[93-96]	**Storm Maw (D23)**	7+	Similar to the Bite attack of an Adult Blue Dragon.
[97-00]	**Tempestuous Lightning Arc (D88)**	16+	Similar to the Lightning Breath ability of an Ancient Blue Dragon (average 88 lightning damage).





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IV.21

POWERS XIX

MADNESS

TABLE 53
ABOMINATION POWERS DETERMINATION: MADNESS

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-05]	**Aura of Dread**	6+	Similar to the Fear Aura of a Pit Fiend (DC 21, 1 turn).
[06-09]	**Aura of Terror**	8+	Similar to the Frightful Presence of an Ancient Black Dragon (DC 19, 1 minute).
[10-14]	**Babbling of Skarl**	4+	Similar to the Gibbering ability of a Gibbering Mouther.
[15-19]	**Comprehension of the Spheres**	3+	Similar to the Fox's Cunning effect of the Enhance Ability spell, cast on self.
[20-23]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[24-27]	**Condition Immunity, Stunned**	3+	The monster cannot be afflicted with the stunned condition.
[28-31]	**Damage Immunity, Necrotic (Death)**	7+	The monster takes no damage from necrotic attacks or effects.
[32-35]	**Damage Immunity, Psychic (Psionic)**	7+	The monster takes no damage from psychic attacks or effects.
[36-39]	**Damage Resistance, Necrotic (Death)**	4+	The monster takes reduced damage from necrotic attacks and effects.
[40-43]	**Damage Resistance, Psychic (Psionic)**	4+	The monster takes reduced damage from psychic attacks and effects.





[44-47]	**Damage Vulnerability, Radiant (Light)**	0+	The monster takes additional damage from radiant attacks and effects.
[48-52]	**Ghastly Appearance**	0+	The monster has a very unsettling appearance (covered in eyes, appears to be inside out, completely transparent skin, etc.) which will not quite cause magical fear, but will certainly disturb anyone nearby.
[53-57]	**Indescribable Appearance**	4+	Similar to the Horrific Appearance ability of a Sea Hag (DC 11, 1 minute).
[58-62]	**Instinctual Possession**	11+	Similar to casting a Dominate Monster spell.
[63-67]	**Maddening Revelation**	10+	Similar to the Horrifying Visage and aging abilities of a Ghost.
[68-72]	**Name of the King in Yellow**	9+	Similar to the Blasphemous Word ability of a Mummy Lord.
[73-76]	**One with Oblivion**	3+	Similar to the Owl's Wisdom effect of the Enhance Ability spell, cast on self.
[77-81]	**Revelation of the True Form**	5+	Similar to the Horror Nimbus ability of a Nalfeshnee Demon (DC 15, 1 minute).
[82-86]	**Sibilance of Dorozhand**	4+	Similar to the Moan ability of a Cloaker (DC 13, 1 turn).
[87-91]	**Song of the Fluting Ones (D14)**	13+	Similar to casting a Feeblemind spell.
[92-95]	**Stirring of Mana-Yood-Sushai**	12+	Similar to casting a Geas spell.
[96-00]	**Whisper with the Hound of the Gods**	4+	Similar to casting a Divination spell for an adventurer. Even a malicious Abomination is likely to engage in telepathic communication and to offer this at the beginning of an encounter.

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IV.22

POWERS XX

PLANT







He was looking into a broad cell, and a space of this was caged off with closely set bars extending from floor to ceiling, set firmly in the stone. Within these bars lay a figure, which, as he approached, he saw was either a man, or the exact likeness of a man, twined and bound about with the tendrils of a thick vine which seemed to grow through the solid stone of the floor. It was covered with strangely pointed leaves and crimson blossoms — not the satiny red of natural petals, but a livid, unnatural crimson, like a perversity of flower-life. Its clinging, pliant branches wound about the man's naked body and limbs, seeming to caress his shrinking flesh with lustful avid kisses. One great blossom hovered exactly over his mouth. A low bestial moaning drooled from the loose lips; the head rolled as if in unbearable agony, and the eyes looked full at Conan. But there was no light of intelligence in them; they were blank, glassy, the eyes of an idiot.

Now the great crimson blossom dipped and pressed its petals over the writhing lips. The limbs of the wretch twisted in anguish; the tendrils of the plant quivered as if in ecstasy, vibrating their full snaky lengths. Waves of changing hues surged over them; their color grew deeper, more venomous …

— *The Scarlet Citadel*, by Robert E. Howard

TABLE 54
ABOMINATION POWERS DETERMINATION: PLANT

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-04]	**Blossoming Wilderness**	4+	Similar to casting a Plant Growth spell.
[05-07]	**Condition Immunity, Blinded**	3+	The monster cannot be afflicted with the blinded condition.
[08-10]	**Condition Immunity, Charmed**	3+	The monster cannot be afflicted with the charmed condition.
[11-13]	**Condition Immunity, Deafened**	3+	The monster cannot be afflicted with the deafened condition.
[14-16]	**Condition Immunity, Exhausted**	3+	The monster cannot be afflicted with the exhausted condition.
[17-19]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[20-22]	**Condition Immunity, Poisoned**	3+	The monster cannot be afflicted with the poisoned condition.
[23-25]	**Damage Immunity, Poison**	7+	The monster takes no damage from poison attacks or effects.





[26-28]	**Damage Immunity, Psychic (Psionic)**	7+	The monster takes no damage from psychic attacks or effects.
[29-31]	**Damage Resistance, Cold**	4+	The monster takes reduced damage from cold attacks and effects.
[32-34]	**Damage Resistance, Lightning**	4+	The monster takes reduced damage from lightning attacks and effects.
[35-37]	**Damage Resistance, Poison**	4+	The monster takes reduced damage from poison attacks and effects.
[38-40]	**Damage Resistance, Psychic (Psionic)**	4+	The monster takes reduced damage from psychic attacks and effects.
[41-43]	**Damage Vulnerability, Fire**	0+	The monster takes additional damage from fire attacks and effects.
[44-46]	**Damage Vulnerability, Lightning**	0+	The monster takes additional damage from lightning attacks and effects.
[47-49]	**Damage Vulnerability, Slashing**	0+	The monster takes additional damage from slashing attacks and effects.
[50-53]	**Emerald Wanderer**	8+	Similar to casting Transport via Plants spell. In game terms, it can be assumed that the monster is capable of traveling to a hidden plan many hundreds of miles distant (which is basically a total escape from an encounter with adventurers).
[54-56]	**Guardian of the Eternal Wilderland**	14+	Similar to the Watcher of the Forests ability described in this table, but two spirits can be summoned simultaneously.
[57-60]	**Photosynthesis**	0+	This green-hued monster basically feeds on light (but will not be above adding something more substantial to its diet).
[61-64]	**Rhytid Flesh**	2+	Similar to casting a Barkskin spell (with the Abomination either targeting itself, or an allied monster).
[65-68]	**Rooted and Waiting**	1/4+	Similar to the False Appearance ability of a Treant. This ability may allow the monster to appear as a tree, or may (at the GM's option) allow it to look like a different plant type depending on the monster's description. For example, a serpentine monster may appear as a twisted bundle of vines.
[69-72]	**Stinging Nettles (D6)**	3+	Similar to the Beard attack of a Bearded Devil.
[73-76]	**Song of the Black Goat**	4+	Similar to the Animate Trees ability of a Treant.



[77-80]	**Swallowing Vines**	5+	Similar to the Engulf ability of a Shambling Mound.
[81-84]	**Thorn Slash (D1)**	1/8+	Similar to the Rake attack of an Awakened Shrub.
[85-88]	**Tread of the Black Goat**	1+	Similar to the Tree Stride ability of a Dryad.
[89-92]	**Verdant Empathy**	1/8+	Similar to the Speak with Plants ability of a Dryad (but not allowing communication with beasts).
[93-96]	**Viridian Awakening**	4+	Similar to casting an Awaken spell (targeting plants, but not beasts).
[97-00]	**Watcher of the Forests**	10+	The monster can summon a living tree spirit to defend it, which is similar to an eerie-looking Treant of the same alignment as the summoner.





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IV.23

POWERS XXI

POISON

TABLE 55 ABOMINATION POWERS DETERMINATION: POISON			
D100 Roll	**Abomination's Special Ability**	**Required Base Lethality Rating (BLR)**	**Effect Description**
[01-04]	**Condition Immunity, Paralyzed**	3+	The monster cannot be afflicted with the paralyzed condition.
[05-08]	**Condition Immunity, Poisoned**	3+	The monster cannot be afflicted with the poisoned condition.
[09-11]	**Damage Immunity, Poison**	7+	The monster takes no damage from poison attacks or effects.
[12-14]	**Damage Resistance, Acid**	4+	The monster takes reduced damage from acid attacks and effects.
[15-17]	**Damage Resistance, Necrotic (Death)**	4+	The monster takes reduced damage from necrotic attacks and effects.
[18-20]	**Damage Resistance, Poison**	4+	The monster takes reduced damage from poison attacks and effects.
[21-24]	**Deadly Poison Fangs (D29)**	7+	Similar to the Bite attack of an Ancient Green Dragon.
[25-28]	**Deadly Vapor Cloud (D22)**	5+	Similar to casting a Cloudkill spell.
[29-32]	**Deathly Envenomed Breath (D45)**	9+	The monster can exhale poison gas at short range, similar to the Poison Breath attack of an Iron Golem (average 45 poison damage).





[33-36]	**Envenomed Breath (D21)**	6+	The monster can exhale poison gas, similar to the Poison Breath attack of a Green Dragon Wyrmling (average 21 poison damage).
[37-40]	**Envenomed Fangs (D10)**	3+	Similar to the Bite attack of a Green Dragon Wyrmling.
[41-44]	**Fatal Poison Exhalation (D77)**	19+	The monster can exhale poison gas, similar to the Poison Breath attack of an Ancient Green Dragon (average 77 poison damage).
[45-48]	**Loathsome Poison Exhalation (D56)**	10+	The monster can exhale poison gas, similar to the Poison Breath attack of an Adult Green Dragon (average 56 poison damage).
[49-52]	**Nettling Fangs (D1)**	1+	Similar to the Bite attack of a Homunculus.
[53-56]	**Noxious Fangs (D7+)**	7+	Similar to the Bite attack of a Spirit Naga.
[57-60]	**Noxious Vapors**	1/2+	Similar to the Fetid Cloud ability of a Dretch.
[61-64]	**Poisoned Quills (D4)**	2+	A ranged attack, similar to the Poisoned Dart ability of a Deep Gnome.
[65-68]	**Poisonous Exhalation (D42)**	9+	The monster can exhale poison gas, similar to the Poison Breath attack of a Young Green Dragon (average 42 poison damage).
[69-72]	**Poisonous Fangs (D22)**	5+	Similar to the Bite attack of a Young Green Dragon.
[73-76]	**Poisonous Nettles (D5)**	2+	Similar to the Claw attack of a Quasit.
[77-80]	**Poisonous Spittle (D45)**	8+	Similar to the Spit Poison attack of a Guardian Naga, afflicting one target.
[81-84]	**Serpent Bite (D6+)**	4+	Similar to the Bite attack of a Giant Poisonous Snake.
[85-88]	**Vermin Blight**	0+	Small insects and other tiny creatures which are near to the monster are seen to shrivel and die.
[89-92]	**Vicious Envenomed Fangs (D22+)**	8+	Similar to the Bite attack of a Pit Fiend, inflicting slashing damage as well as deadly poison.
[93-96]	**Vile Strikes (D13)**	5+	Similar to the Hellish Weapons ability of an Erinyes; the monster's attacks (whether they are weapons or not) inflict an average of +13 poison damage in addition to their other effects.
[97-00]	**Virulent Poison (D8+)**	8+	Similar to the Bite attack of a Guardian Naga.





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IV.24

POWERS XXII

PSIONIC







TABLE 56
ABOMINATION POWERS DETERMINATION: PSIONIC

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-03]	**Beguile the Beast**	2+	This power allows the Abomination to psychically communicate and compel a tiny animal, similar to casting an Animal Messenger spell.
[04-06]	**Condition Immunity, Charmed**	3+	The monster cannot be afflicted with the charmed condition.
[07-08]	**Condition Immunity, Stunned**	3+	The monster cannot be afflicted with the stunned condition.
[09-11]	**Condition Immunity, Unconscious**	3+	The monster cannot be afflicted with the unconscious condition.
[12-13]	**Creature of Guile**	3+	Similar to the Gnome Cunning ability of a Deep Gnome.
[14-15]	**Damage Immunity, Psychic (Psionic)**	7+	The monster takes no damage from psychic attacks or effects.
[16-17]	**Damage Resistance, Psychic (Psionic)**	4+	The monster takes reduced damage from psychic attacks and effects.
[18-20]	**Damage Resistance, Radiant (Light)**	4+	The monster takes reduced damage from radiant attacks and effects.
[21-23]	**Damage Vulnerability, Force (Arcane)**	0+	The monster takes additional damage from force attacks and effects.
[24-26]	**Deceptive Mind Mask**	3+	Similar to the Mask effect of an Arcanist's Magic Aura spell.
[27-28]	**Dominate Mortal**	8+	Similar to the Enslave ability of an Aboleth.
[29-31]	**Enigmatic Entity**	5+	Similar to the Inscrutable ability of an Androsphinx.
[32-33]	**Greater Telekinetic Surge**	12+	Similar to the Repulsion Breath ability of an Ancient Bronze Dragon (DC 23).
[34-35]	**Impenetrable Thoughts**	4+	Similar to the Shielded Mind ability of a Couatl.
[36-37]	**Memory of Fallen Magi**	6+	Similar to the Spell Storing ability of a Shield Guardian. (It is implied that the mage who "stored" the spell in the monster has been slain as a sacrifice.)





[38-39]	**Mind Leech**	4+	Similar to the Psychic Drain ability of an Aboleth. If the monster's BLR is 8+, this also gives the monster the Dominate Mortal ability. If the monster's BLR is 7 or less, reroll to select a more appropriate ability.
[40-41]	**Moment of Premonition**	3+	Similar to the Ambusher ability of a Doppelganger.
[42-44]	**Primal Empathy**	1+	Similar to the Limited Telepathy ability of an Otyugh (120').
[45-46]	**Primal Visions**	1/2+	Similar to the Limited Telepathy ability of a Pseud-Dragon (100').
[47-49]	**Probe the Weaker Mind**	3+	Similar to the Read Thoughts ability of a Doppelganger.
[50-52]	**Psionic Beguiling**	11+	Similar to casting a Sympathy spell.
[53-55]	**Psychic Narcosis**	4+	Similar to casting the Cursed Intelligence, Wisdom, or Charisma effect of a Bestow Curse spell.
[56-57]	**Psychic Possession**	6+	Similar to the Possession ability of a Ghost.
[58-59]	**Psychic Symbiosis**	5+	Similar to casting a Beacon of Hope spell on allies and the monster itself.
[60-61]	**Psychic Terror**	10+	Similar to casting an Antipathy spell.
[62-64]	**Psychic Tranquility**	3+	Similar to casting a Calm Emotions spell.
[65-66]	**Psychic Veil**	3+	Similar to the False Aura effect of an Arcanist's Magic Aura spell.
[67-69]	**Telekinetic Barrier**	5+	Similar to the Interposing Hand effect of an Arcane Hand spell.
[70-71]	**Telekinetic Bludgeon (D18)**	6+	Similar to the Clenched Fist effect of an Arcane Hand spell.
[72-74]	**Telekinetic Force**	6+	Similar to the Repulsion Breath ability of a Young Bronze Dragon (DC 15).
[75-77]	**Telekinetic Strangulation**	7+	Similar to the Grasping Hand effect of an Arcane Hand spell.
[78-80]	**Telekinetic Surge**	9+	Similar to the Repulsion Breath ability of an Adult Bronze Dragon (DC 19).
[81-82]	**Telekinetic Wave**	3+	Similar to the Repulsion Breath ability of a Bronze Dragon Wyrmling (DC 12).
[83-85]	**Telepathic Compulsion**	2+	Similar to casting a Command spell.
[86-87]	**Telepathic Contact**	3+	Similar to casting a Detect Thoughts spell.





[88-90]	**Telepathic Imagery**	1/2+	Similar to casting a Comprehend Languages spell.
[91-92]	**Telepathic Isolation**	3+	Similar to casting a Deafness spell.
[93-95]	**Telepathic Scrutiny**	4+	Similar to the Divine Awareness ability of a Planetar.
[96-98]	**Unveil the Mortal Will**	4+	Similar to the Probing Telepathy ability of an Aboleth.
[99-00]	**Whispering Mind**	0+	When the monster approaches and makes eye contact, all intelligent creatures (INT 8+) hear a strange yet unintelligible voice within their minds. The voice's character will depend on the monster (enticing, enigmatic, haunting, terrifying, etc.).

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IV.25

POWERS XXIII

REPTILIAN

TABLE 57 ABOMINATION POWERS DETERMINATION: REPTILIAN			
D100 Roll	**Abomination's Special Ability**	**Required Base Lethality Rating (BLR)**	**Effect Description**
[01-04]	**Behir Fangs (D22)**	5+	Similar to the Bite attack of a Behir. Reroll if the monster is not large, huge, or gargantuan.





[05-07]	**Condition Immunity, Deafened**	3+	The monster cannot be afflicted with the deafened condition.
[08-10]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[11-13]	**Condition Immunity, Grappled**	3+	The monster cannot be afflicted with the grappled condition.
[14-16]	**Condition Immunity, Poisoned**	3+	The monster cannot be afflicted with the poisoned condition.
[17-20]	**Condition Immunity, Prone**	3+	The monster cannot be afflicted with the prone condition.
[21-24]	**Constriction (D6)**	3+	Similar to the Constrict ability of a Constrictor Snake.
[25-28]	**Constricting Coils (D10)**	4+	Similar to the Constrict ability of a Couatl.
[29-32]	**Damage Resistance, Bludgeoning**	4+	The monster takes reduced damage from bludgeoning attacks and effects.
[33-36]	**Damage Resistance, Psychic (Psionic)**	4+	The monster takes reduced damage from psychic attacks and effects.
[37-40]	**Damage Vulnerability, Cold**	0+	The monster takes additional damage from cold attacks and effects.
[41-44]	**Damage Vulnerability, Piercing**	0+	The monster takes additional damage from piercing attacks and effects.
[45-48]	**Deadly Constricting Coils (D34)**	8+	Similar to the Constrict attack of a Behir.
[49-52]	**Draconian Maw (D22+)**	10+	Similar to the Bite and Swallow attacks of a Behir. Reroll if the monster is not huge or gargantuan.
[53-56]	**Five-Headed Monstrosity**	9+	Similar to the Multiple Heads, Multiattack, and Bite abilities of a Hydra.
[57-60]	**Flicking Tongue**	1+	Similar to casting a Detect Poison and Disease spell.
[61-64]	**Gargantuan Snapping Beak (D26)**	6+	Similar to the Bite attack of a Dragon Turtle. Reroll if the monster is not large, huge, or gargantuan.
[65-68]	**Horns of the Tarrasque (D32)**	7+	Similar to the Horns attack of a Tarrasque.
[69-72]	**Maw of Annihilation (D36+)**	16+	Similar to the Bite and Swallow attacks of a Tarrasque. Reroll of the monster is not gargantuan.
[73-76]	**Pebble-Like Hide**	0+	Similar to the Stone Camouflage ability of a Stone Giant.



[77-80]	**Powerful Constricting Coils (D15)**	5+	Similar to the Tail attack of a Marilith Demon.
[81-84]	**Reptilian Feature**	0+	The monster has a striking reptilian feature (a flicking tongue, scales, dewlap, frill, etc.).
[85-88]	**Reptilian Venom (D17)**	5+	Similar to the Bite attack of a Basilisk.



[89-92]	**Retractable Fangs**	2+	The monster can expose hidden fangs, similar to the Natural Weapons (Fangs) effect of the Alter Self spell.
[93-96]	**Serpent Strikes**	6+	Similar to the Reactive ability of a Marilith Demon.
[97-00]	**Serpentine Fangs (D8)**	4+	Similar to the Bite attack of a Couatl.

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POWERS XXIV

SACRAL

TABLE 58
ABOMINATION POWERS DETERMINATION: SACRAL

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-07]	**Condition Immunity, Grappled**	3+	The monster cannot be afflicted with the grappled condition.
[08-14]	**Condition Immunity, Prone**	3+	The monster cannot be afflicted with the prone condition.
[15-22]	**Deadening Sting (D4+)**	2+	Similar to the Sting attack of a Pseudo-Dragon.
[23-31]	**Envenomed Stinger (D5+)**	3+	Similar to the Sting attack of an Imp.
[32-39]	**Gargantuan Stinger (D19+)**	11+	Similar to the Tail Stinger attack of a Purple Worm. Reroll if the monster is not huge or gargantuan.
[40-48]	**Sacral Feature**	0+	The creature has a strange tail of some kind (prehensile and able to hold small objects, always swishing, changing color when agitated, becomes bushy when frightened, can be dropped when the monster is grappled by its tail, etc.).
[49-57]	**Scorpion Sting (D13+)**	6+	Similar to the Sting attack of a Bone Devil.
[58-66]	**Tail Swipe (D15)**	4+	Similar to the Tail attack of an Aboleth.
[67-74]	**Tail of the Tarrasque**	6+	Similar to the Tail attack of a Tarrasque.
[75-83]	**Weakening Sting (D10+)**	9+	Similar to the Tail attack of a Horned Devil.
[84-91]	**Wrath of the Mantichoras**	3+	Similar to the Tail Spike and Tail Spike Regrowth abilities of a Manticore.
[92-00]	**Wyvern Sting (D11+)**	7+	Similar to the Stinger attack of a Wyvern.





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POWERS XXV

SHADOW

TABLE 59
ABOMINATION POWERS DETERMINATION: SHADOW

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-03]	**Collapse of the Flesh**	3+	Similar to casting a Reduce spell.
[04-06]	**Colour Out of Space**	1+	Similar to casting a Faerie Fire spell. The light may appear as an ultraviolet radiance (purplish yet undulating along an indeterminate wavelength).
[07-09]	**Condition Immunity, Blinded**	3+	The monster cannot be afflicted with the blinded condition.
[10-12]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[13-15]	**Condition Immunity, Grappled**	3+	The monster cannot be afflicted with the grappled condition.
[16-18]	**Condition Immunity, Paralyzed**	3+	The monster cannot be afflicted with the paralyzed condition.
[19-21]	**Condition Immunity, Petrified**	3+	The monster cannot be afflicted with the petrified condition.
[22-24]	**Condition Immunity, Prone**	3+	The monster cannot be afflicted with the prone condition.
[25-27]	**Condition Immunity, Restrained**	3+	The monster cannot be afflicted with the restrained condition.
[28-30]	**Condition Immunity, Stunned**	3+	The monster cannot be afflicted with the stunned condition.
[31-33]	**Condition Immunity, Unconscious**	3+	The monster cannot be afflicted with the unconscious condition.
[34-36]	**Creep, Shadow**	3+	Similar to the Invisibility ability of a Quasit.





[37-38]	**Damage Immunity, Cold**	7+	The monster takes no damage from cold attacks or effects.
[39-40]	**Damage Immunity, Poison**	7+	The monster takes no damage from poison attacks or effects.
[41-43]	**Damage Resistance, Cold**	4+	The monster takes reduced damage from cold attacks and effects.
[44-46]	**Damage Resistance, Necrotic (Death)**	4+	The monster takes reduced damage from necrotic attacks and effects.
[47-49]	**Damage Resistance, Poison**	4+	The monster takes reduced damage from poison attacks and effects.
[50-52]	**Damage Resistance, Psychic (Psionic)**	4+	The monster takes reduced damage from psychic attacks and effects.
[53-55]	**Damage Vulnerability, Force (Arcane)**	0+	The monster takes additional damage from force abilities and effects.
[56-58]	**Damage Vulnerability, Radiant (Light)**	0+	The monster takes additional damage from radiant attacks and effects.
[59-61]	**Daylight Is Death**	0+	Similar to the Sunlight Hypersensitivity disadvantage of a Vampire.
[62-64]	**Drained by Sunlight**	0+	Similar to the Sunlight Weakness disadvantage of a Shadow.
[65-67]	**Enshrouded One**	1/2+	Similar to the Darkness Aura ability of a Darkmantle.
[68-70]	**Flitting Shadows**	1/4+	Similar to the Nimble Escape ability of a Goblin.
[71-73]	**Quadrupedal Shadow**	5+	Similar to casting a Faithful Hound spell.
[74-76]	**Ride with Shadow**	3+	Similar to casting a Find Steed spell.
[77-79]	**Shadow Ambush**	1+	Similar to the Surprise Attack ability of a Bugbear.
[80-82]	**Shadow Whorl**	2+	Similar to casting an Expeditious Retreat spell.
[83-85]	**Spook**	1+	Similar to the Scare ability of a Quasit.
[86-88]	**Tenebrous**	0+	The monster has a shadowy form in twilight (translucent and somewhat flat), which becomes more solid in darkness (become black) or light (becoming “normal”).
[89-91]	**Two-Dimensional**	2+	Similar to the Amorphous ability of a Shadow.
[92-94]	**Two-Dimensional Flesh**	7+	Similar to casting a Greater Invisibility spell.
[95-97]	**Umbral Shroud**	1/2+	Similar to the Shadow Stealth ability of a Shadow.
[98-00]	**Wither in Daylight**	0+	Similar to the Sunlight Sensitivity disadvantage of a Drider.





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IV.28

POWERS XXVI

SLIME

It dropped the girl, wheeling toward its attacker, and the maddened Cimmerian's saber, shrilling through the air, sheared clear through the black viscous bulk and rang on the stone floor, showering blue sparks. Conan went to his knees from the fury of the blow; the edge had not encountered the resistance he had expected. As he bounded up, the thing was upon him.

It towered above him like a clinging black cloud. It seemed to flow about him in almost liquid waves, to envelop and engulf him. His madly slashing saber sheared through it again and again, his ripping poniard tore and rent it; he was deluged with a slimy liquid that must have been its sluggish blood. Yet its fury was nowise abated.

He could not tell whether he was slashing off its members or whether he was cleaving its bulk, which knit behind the slicing blade. He was tossed to and fro in the violence of that awful battle, and had a dazed feeling that he was fighting not one, but an aggregation of lethal creatures. The thing seemed to be biting, clawing, crushing and clubbing him all at the same time. He felt fangs and talons rend his flesh; flabby cables that were yet hard as iron encircled his limbs and body, and worse than all, something like a whip of scorpions fell again and again across his shoulders, back and breast, tearing the skin and filling his veins with a poison that was like liquid fire.

They had rolled beyond the circle of light, and it was in utter blackness that the Cimmerian battled. Once he sank his teeth, beast-like, into the flabby substance of his foe, revolting as the stuff writhed and squirmed like living rubber from between his iron jaws …

— *The Slithering Shadow*, by Robert E. Howard





TABLE 60
ABOMINATION POWERS DETERMINATION: SLIME

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-03]	**Amorphous Passage**	3+	Similar to the Amorphous ability of a Black Pudding.
[04-05]	**Beslimed Earth**	2+	Similar to the Aberrant Ground ability of a Gibbering Mouther.
[06-07]	**Condition Immunity, Blinded**	3+	The monster cannot be afflicted with the blinded condition.
[08-09]	**Condition Immunity, Charmed**	3+	The monster cannot be afflicted with the charmed condition.
[10-11]	**Condition Immunity, Deafened**	3+	The monster cannot be afflicted with the deafened condition.
[12-13]	**Condition Immunity, Exhausted**	3+	The monster cannot be afflicted with the exhausted condition.
[14-15]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[16-17]	**Condition Immunity, Grappled**	3+	The monster cannot be afflicted with the grappled condition.
[18-19]	**Condition Immunity, Poisoned**	3+	The monster cannot be afflicted with the poisoned condition.
[20-21]	**Condition Immunity, Prone**	3+	The monster cannot be afflicted with the prone condition.
[22-23]	**Condition Immunity, Restrained**	3+	The monster cannot be afflicted with the restrained condition.
[24-25]	**Condition Immunity, Stunned**	3+	The monster cannot be afflicted with the stunned condition.
[26-27]	**Condition Immunity, Unconscious**	3+	The monster cannot be afflicted with the unconscious condition.
[28-29]	**Corrosive Pseudopod (D11)**	3+	Similar to the Pseudopod attack of a Gray Ooze.
[30-31]	**Corrosive Slime**	2+	Similar to the Corrosive Metal effect of a Gray Ooze. (This is a defensive ability which corrodes weapons which strike the monster; for the similar offensive ability, refer to Corrosive Pseudopod.)





[32-34]	**Crawling and Lurking**	2+	Similar to the Spider Climb ability of a Black Pudding.
[35-36]	**Damage Immunity, Acid**	7+	The monster takes no damage from acid attacks or effects.
[37-38]	**Damage Immunity, Poison**	7+	The monster takes no damage from poison attacks or effects.
[39-40]	**Damage Immunity, Psychic (Psionic)**	7+	The monster takes no damage from psychic attacks or effects.
[41-42]	**Damage Resistance, Acid**	4+	The monster takes reduced damage from acid attacks and effects.
[43-44]	**Damage Resistance, Lightning**	4+	The monster takes reduced damage from lightning attacks and effects.
[45-46]	**Damage Resistance, Piercing**	4+	The monster takes reduced damage from piercing attacks and effects.
[47-48]	**Damage Resistance, Poison**	4+	The monster takes reduced damage from poison attacks and effects.
[49-50]	**Damage Resistance, Psychic (Psionic)**	4+	The monster takes reduced damage from psychic attacks and effects.
[51-52]	**Damage Resistance, Slashing**	4+	The monster takes reduced damage from slashing attacks and effects.
[53-54]	**Damage Vulnerability, Cold**	0+	The monster takes additional damage from cold attacks and effects.
[55-56]	**Damage Vulnerability, Fire**	0+	The monster takes additional damage from fire attacks and effects.
[57-58]	**Damage Vulnerability, Lightning**	0+	The monster takes additional damage from lightning attacks and effects.
[59-60]	**Draining Pseudopod**	4+	Similar to casting the Cursed Dexterity effect of a Bestow Curse spell.
[61-62]	**Enveloping Attacks**	2+	Similar to the Damage Transfer ability of a Rug of Smothering.
[63-64]	**Flesh of the Shog'thai**	5+	Similar to a Freedom of Movement spell, which the Abomination casts on itself.
[65-66]	**Gluey Slime**	3+	Similar to the Adhesive ability of a Mimic.
[67-68]	**Lethal Corrosive Pseudopod (D24)**	5+	Similar to the Pseudopod attack of a Black Pudding.
[69-70]	**Luminous Slime Vapor**	1+	Similar to casting a green-hued Faerie Fire spell.
[71-73]	**Lurking in Wait**	1/2+	Similar to the False Appearance ability of a Gray Ooze.





[74-76]	**Oozing Path**	0+	The monster drips sticky slime wherever it goes, leaving a stinking trail that does not dry for several hours.
[76]	**Reactive Cytokinesis**	4+	Similar to the Split ability of a Black Pudding. Reroll if the monster is tiny or small.
[77]	**Slime Pool**	1+	Similar to casting a Grease spell.
[78-79]	**Slimy Pseudopod (D7)**	2+	Similar to the Pseudopod attack of a Mimic.
[80-81]	**Smothering Slime (D10+)**	3+	Similar to the Smother attack of a Rug of Smothering.
[82-83]	**Splitting Amoebic Flesh**	3+	Similar to casting an Enlarge spell, which the Abomination casts on itself.
[84-85]	**Swallowing Slime**	3+	Similar to the Engulf ability of a Gelatinous Cube.
[86]	**Swarm of Mouths (D17)**	4+	Similar to the Bites attack of a Gibbering Mouther.
[87-88]	**Toxoplasmic Vapor**	5+	Similar to casting the Confusion / Inaction effect of a Bestow Curse spell.
[89-90]	**Transformative Slime Globules**	4+	Similar to the Mucous Cloud ability of an Aboleth.
[91-92]	**Translucent Pseudopod (D10)**	3+	Similar to the Pseudopod attack of a Gelatinous Cube.
[93-94]	**Translucent Slime**	1/2+	Similar to the Transparent ability of a Gelatinous Cube.
[95-96]	**Vaporous Slime Globs**	6+	Similar to casting the Sickened effect of an Eyebite spell. Some of the monster's slime bursts into a glob-filled mist, and chokes the victim.
[97-98]	**Weakening Pseudopod**	4+	Similar to casting the Cursed Strength effect of a Bestow Curse spell.
[99-00]	**Withering Pseudopod**	4+	Similar to casting the Cursed Constitution Effect of a Bestow Curse spell.

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IV.29

POWERS XXVII

TENTACLE





Two large dark-coloured eyes were regarding me steadfastly. The mass that framed them, the head of the thing, was rounded, and had, one might say, a face. There was a mouth under the eyes, the lipless brim of which quivered and panted, and dropped saliva. The whole creature heaved and pulsated convulsively. A lank tentacular appendage gripped the edge of the cylinder, another swayed in the air. … There was something fungoid in the oily brown skin, something in the clumsy deliberation of the tedious movements unspeakably nasty. Even at this first encounter, this first glimpse, I was overcome with disgust and dread …

— *The War of the Worlds*, by H. G. Wells

TABLE 61
ABOMINATION POWERS DETERMINATION: TENTACLE

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-03]	**Barbed Ensnaring Tentacles (D11+)**	4+	Similar to the Chain attack of a Chain Devil.
[04-06]	**Burrowing Tentacles**	5+	Similar to casting a Black Tentacles spell.
[07-09]	**Climbing Tentacles**	2+	Similar to the Spider Climb ability of a Roper.
[10-12]	**Clutching Tentacles (D10)**	4+	Similar to the Tentacle Slam ability of an Otyugh.
[13-15]	**Condition Immunity, Grappled**	3+	The monster cannot be afflicted with the grappled condition.
[16-18]	**Condition Immunity, Restrained**	3+	The monster cannot be afflicted with the restrained condition.
[19-22]	**Crushing Tentacles (D6)**	2+	Similar to the Crush attack of a Darkmantle.
[23-25]	**Damage Resistance, Bludgeoning**	4+	The monster takes reduced damage from bludgeoning attacks and effects.
[26-28]	**Damage Resistance, Piercing**	4+	The monster takes reduced damage from piercing attacks and effects.
[29-31]	**Damage Vulnerability, Fire**	0+	The monster takes additional damage from fire attacks and effects.
[32-34]	**Damage Vulnerability, Radiant (Light)**	0+	The monster takes additional damage from radiant attacks and effects.





[35-37]	**Deflecting Armored Tentacles**	3+	Similar to the Parry ability of an Erinyes, but the monster does not to be wielding a weapon to employ the effect.
[38-40]	**Erupting Barbed Tentacles**	4+	Similar to the Animate Chains ability of a Chain Devil.
[41-43]	**Erupting Tentacles**	3+	Similar to the Bull's Strength effect of an Enhance Ability spell, which the monster casts on itself. Grasping tentacles (which are too short to attack, but ready to clutch nearby prey) burst out of the monster.
[44-46]	**Gargantuan Tentacle (D20)**	5+	Similar to the Tentacle attack of a Kraken. One tentacle.
[47-49]	**Grasp of the Great Sleeper (D20+)**	18+	Similar to the Tentacle attack of a Kraken. Eight tentacles.
[50-52]	**Grasping Tentacles**	3+	Similar to the Tentacles attack of a Chuul.
[53-55]	**Hurling Tentacles**	6+	Similar to the Fling ability of a Kraken. Reroll if the Abomination is not huge or gargantuan.
[56-58]	**Lithe Tentacles**	1+	Similar to the Grappler ability of a Mimic.
[59-61]	**Metamorphosing Tentacle Attack (D12+)**	7+	Similar to the Tentacle attack of an Aboleth.
[62-64]	**Missile Snaring Tentacles**	4+	Similar to the Rock Catching ability of a Stone Giant, but usable on all non-magical missiles.
[65-67]	**Octopoid Tentacles (D10)**	3+	Similar to the Tentacles attack of a Giant Octopus.
[68-70]	**Pair of Gargantuan Tentacles (D20+)**	7+	Similar to the Tentacle attack of a Kraken. Two tentacles.
[71-73]	**Reeling Tentacles**	3+	Similar to the Reel ability of a Roper. Reroll if the monster is tiny, small, or medium.
[74-76]	**Regenerating Tentacles**	5+	Similar to the Grasping Tendrils and Tendril abilities of a Roper.
[77-79]	**Slashing Tentacles (D9)**	2+	Similar to the Tentacles attack of a Grick.
[80-82]	**Small Venomous Tentacles (D18)**	4+	Similar to the Snake Hair ability of a Medusa.
[83-85]	**Spiny Tentacle (D11)**	3+	Similar to the Tentacle attack of an Otyugh. One tentacle.
[86-88]	**Spiny Tentacles (D11+)**	5+	Similar to the Tentacle attack of an Otyugh. Two tentacles.
[89-91]	**Tentacle of the Great Sleeper**	12+	Similar to casting a Finger of Death spell. The tentacle erupts from a dimensional portal inside the monster's mouth.





[92-94]	**Tentacular Sporelings**	2+	Similar to casting an Entangle spell. Pieces fall off of the Abomination and turn into tentacles, and begin slithering up the victims' legs.
[95-97]	**Triad of Gargantuan Tentacles (D20+)**	10+	Similar to the Tentacle attack of a Kraken. Three tentacles.
[98-00]	**Vestigial Tentacles**	0+	The monster has small, writhing tentacles in a strange place (around its mouth, on the back of its head, embedded in its fingertips, at the tip of its tongue, etc.).

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POWERS XXVIII
VERMIN & DISEASE

TABLE 62 ABOMINATION POWERS DETERMINATION: VERMIN & DISEASE			
D100 Roll	**Abomination's Special Ability**	**Required Base Lethality Rating (BLR)**	**Effect Description**
[01-05]	**Beckon the Rats**	5+	The monster can summon swarms of rats (only), similar to the Summon Rat Swarms effect of a Vampire's Children of the Night Ability.
[06-10]	**Blighting Palsy**	8+	The monster can induce plague seizures in prey, similar to casting the Seizure effect of a Contagion spell.





[11-15]	**Condition Immunity, Paralyzed**	3+	The monster cannot be afflicted with the paralyzed condition.
[16-20]	**Condition Immunity, Poisoned**	3+	The monster cannot be afflicted with the poisoned condition.
[21-25]	**Curse of the Rat-Thing (D4)**	2+	Similar to the Bite attack of a Wererat. Instead of inflicting Wererat Lycanthropy, however, the attack has the potential to cause the victim to degenerate into a Rat-Thing (a rat with a human-like face).
[26-29]	**Damage Immunity, Necrotic (Death)**	7+	The monster takes no damage from necrotic attacks or effects.
[30-33]	**Damage Immunity, Poison**	7+	The monster takes no damage from poison attacks or effects.
[34-37]	**Damage Resistance, Necrotic (Death)**	4+	The monster takes reduced damage from necrotic attacks and effects.
[38-41]	**Damage Resistance, Poison**	4+	The monster takes reduced damage from poison attacks and effects.
[42-46]	**Deadly Plague Strikes (D21+)**	7+	Similar to the Rotting Fist attack of a Mummy Lord.
[47-51]	**Diseased Bite (D5+)**	2+	Similar to the Bite attack of a Death Dog.
[52-56]	**Diseased Fangs (D12+)**	4+	Similar to the Bite attack of an Otyugh.
[57-60]	**Dripping Flesh**	0+	In an horrific effect, bits of the monster continually drop off and crawl away.
[61-65]	**Gift of the Rat-Thing**	2+	Similar to the Shapechanger ability of a Wererat.
[66-70]	**Leprous Plague**	5+	The monster can afflict enemies with leprosy, similar to casting the Filth Fever effect of a Contagion spell.
[71-75]	**Plague Strikes (D10+)**	3+	Similar to the Rotting Fist attack of a Mummy.
[76-80]	**Rat Shape-Shifter**	1+	The monster can temporarily turn into a rat, similar to an Imp.
[81-85]	**Rat-Thing Shape-Shifter**	2+	The monster can temporarily turn into a rat with a human-like face (otherwise similar to the ability of an Imp).
[86-90]	**Ratman Shape-Shifter**	2+	The monster can temporarily turn into a rat-like biped, similar to a Wererat.
[91-95]	**Trail of Vermin**	0+	Wherever the monster goes, it is followed by a trail of living vermin (ants, chiggers, maggots, mites, worms, etc.).



[96-00]	**Vermin Bite (D4+)**	1+	Similar to the Bite attack of a Diseased Giant Rat.



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POWERS XXIX
WATER & AQUATIC

Something, too, was tugging at the rudder, twisting and jerking it until the tiller strained and creaked in my hand. All at once it snapped; the tiller swung useless and the boat whirled around, heeling in the stiffening wind, and drove shoreward. It was then that I, ducking to escape the boom, caught a glimpse of something ahead — something that a sudden wave seemed to toss on deck and leave there, wet and flapping — a man with round, fixed, fishy eyes, and soft, slaty skin. But the horror of the thing were the two gills that swelled and relaxed spasmodically, emitting a rasping, purring sound — two gasping, blood-red gills, all fluted and scolloped and distended …

— *In Search of the Unknown*, by Robert W. Chambers

TABLE 63
ABOMINATION POWERS DETERMINATION: WATER & AQUATIC

D100 Roll	Abomination's Special Ability	Required Base Lethality Rating (BLR)	Effect Description
[01-02]	**Amphibious Adaptation**	0+	For one hour, gain effect equivalent to the Aquatic Adaptation effect of the Alter Self spell.
[03-04]	**Animate Water**	5+	Similar to casting the Part Water effect of a Control Water spell.
[05-06]	**Aquatic**	0+	Similar to the Water Breathing limitation of a Giant Seahorse and other creatures.
[07-08]	**Aquatic Form**	1/2+	Similar to the Underwater Camouflage ability of an Octopus.
[09-10]	**Batrachian Leap**	1/2+	Similar to the Standing Leap ability of a Giant Frog.
[11-12]	**Batrachian Shape-Shifter**	2+	The monster can temporarily turn into a frog / toad (as appropriate), similar to a Quasit.
[13-14]	**Beckon Sharks**	2+	Similar to the Shark Telepathy ability of a Sahuagin.
[15-16]	**Beckoning of the Sea**	5+	Similar to casting the Water Elemental effect of a Conjure Minor Elementals spell.





[17]	**Condition Immunity, Deafened**	3+	The monster cannot be afflicted with the deafened condition.
[18]	**Condition Immunity, Frightened**	3+	The monster cannot be afflicted with the frightened condition.
[19-20]	**Condition Immunity, Grappled**	3+	The monster cannot be afflicted with the grappled condition.
[21-22]	**Condition Immunity, Paralyzed**	3+	The monster cannot be afflicted with the paralyzed condition.
[23-24]	**Condition Immunity, Poisoned**	3+	The monster cannot be afflicted with the poisoned condition.
[25-26]	**Condition Immunity, Prone**	3+	The monster cannot be afflicted with the prone condition.
[27-28]	**Crashing Waves (D13)**	3+	The monster can hit with a powerful surge of water, like the Slam attack of a Water Elemental (average bludgeoning damage 13).
[29-30]	**Damage Resistance, Acid**	0+	The monster takes additional damage from acid attacks and effects.
[31-32]	**Damage Resistance, Cold**	4+	The monster takes reduced damage from cold attacks and effects.
[33-34]	**Damage Resistance, Poison**	4+	The monster takes reduced damage from poison attacks and effects.
[35-36]	**Damage Vulnerability, Fire**	0+	The monster takes additional damage from fire attacks and effects.
[37-38]	**Damage Vulnerability, Lightning**	0+	The monster takes additional damage from lightning attacks and effects.
[39-40]	**Deluge**	6+	Similar to casting the Flood effect of a Control Water spell.
[41-42]	**Diving Beast**	1/8+	Similar to the Hold Breath ability of a Plesiosaurus.
[43-44]	**Ensnaring Pincer (D11)**	3+	Similar to the Pincer attack of a Chuul.
[45-46]	**Expulsion of Mist**	1+	Similar to casting a Fog Cloud spell.
[47-48]	**Eye Stalks**	0+	The monster's eyes (or eye-like appendages) are on creepy-looking stalks, which shift about when the beast is agitated.
[49-50]	**Eyes of the Star Spawn**	3+	The monster has the Truesight ability.





[51-52]	**Fear of Fire**	0+	Similar to the Aversion of Fire disadvantage of a Flesh Golem.
[53-54]	**Gathering Vapors**	7+	Similar to casting the Precipitation effect of a Control Weather spell.
[55-56]	**Gills**	1/8+	The monster is amphibious, similar to an Aboleth and other creatures.
[57-58]	**Grappling Pincer (D16)**	4+	Similar to the Pincer attack of a Glabrezu Demon. One pincer.
[59-60]	**Grappling Pincers (D16+)**	6+	Similar to the Pincer attack of a Glabrezu Demon. Two pincers.
[61-62]	**Ink Cloud**	3+	Similar to the Ink Cloud ability of a Giant Octopus.
[63-64]	**Lethal Steam Blast**	10+	Similar to the Steam Breath attack of a Dragon Turtle (average fire damage 52).
[65-66]	**Maelstrom**	6+	Similar to casting the Whirlpool effect of a Control Water spell.
[67-68]	**Maw of the Kraken (D23+)**	9+	Similar to the Bite attack of a Kraken. Reroll if the monster is not huge or gargantuan.
[69-70]	**Needle-Like Fangs**	3+	Similar to the Bite attack of a Plesiosaurus.
[71-72]	**Octopoid Feature**	0+	The monster has a very prominent octopoid feature (snapping beak, suction cups on limbs, tentacles, etc.)
[73-74]	**Planar Waves**	2+	Similar to casting a Create Water spell.
[75-76]	**Rippling Form**	0+	The monster's flesh is rippling and strangely translucent, as well as cool to the touch. The monster's blood is thin and watery, and smells heavily of salt.
[77-78]	**Scalding Steam (D4)**	1+	Similar to the Steam Breath ability of a Steam Mephit.
[79-80]	**Siren Song**	2+	Similar to the Luring Song ability of a Harpy.
[81-82]	**Slimy Amphibian**	0+	Similar to the Limited Amphibiousness disadvantage of a Sahuagin.
[83-84]	**Snapping Beak (D5)**	1+	Similar to the Beak attack of a Grick.
[85-86]	**Steaming Ichor (D4)**	1+	Similar to the Death Burst ability of a Steam Mephit.
[87-88]	**Thalassic Flesh**	2+	Similar to the Water Form ability of a Water Elemental.
[89-90]	**Thalassic Incarnation**	7+	Similar to casting the Water Elemental effect of a Conjure Elemental spell.





[91-92]	**Tidal Engulfment (D13+)**	5+	Similar to the Whelm ability of a Water Elemental. If the monster is tiny, small or medium, the effect is a summoned wave of water rather than the monster's form itself.
[93-94]	**Venomous Ink Cloud**	5+	Similar to the Ink Cloud ability of a Kraken.
[95-96]	**Vulnerable to Freezing**	0+	Similar to the Freeze disadvantage of a Water Elemental.
[97-98]	**Waters of R'lyeh**	5+	Similar to casting the Redirect Flow effect of a Control Water spell.
[99-00]	**Whelm and Devour**	2+	Similar to the Swallow ability of a Giant Frog. Reroll if the monster is tiny or small.

If you are done with this section and wish to proceed directly to the next chapter, please click here.

Then the bo'sun sung out to us to haul the crab aboard, that we had it most securely; yet on the instant we had reason to wish that we had been less successful; for the creature, feeling the tug of our pull upon it, tossed the weed in all directions, and thus we had full sight of it, and discovered it to be so great a crab as is scarce conceivable — a very monster. And further, it was apparent to us that the brute had no fear of us, nor intention to escape; but rather made to come at us …

— *The Boats of the 'Glen Carrig'*, by William Hope Hodgson







IV.32

INSIGHT

FURTHER POWER CONSIDERATIONS

(Worksheet Sections 3-11 through 3-14)

During the design process, you may have noticed that various Condition Immunities, Damage Immunities, Damage Resistances, and Damage Vulnerabilities appear in the Abomination Power selection tables. This was done so that Abominations would feature different, random, and reasonable strengths and weaknesses which reflect the several hundred examples given for classic monsters in the SRD5.

However, these entries were kept to a percentile minimum, so that their inclusion would not overwhelm the more interesting Powers and Disadvantages in each table. Therefore, once you are done with the Power selection process, you may want to consider your monster's full repertoire of abilities and ask yourself if these four categories of detail need to be further assessed.

Below is a summary of Condition Immunities, Damage Immunities, Damage Resistances, and Damage Vulnerabilities which can commonly exist, based on the monster's two Descriptors. You will probably want to review these lists, and decide if any additional strengths and weaknesses need to be added. For example, if you are making an Acid / Frost Ooze monster, and you can see that the Condition Immunity: Paralyzed is suggested for both monster types, you will want to strongly consider adding that advantage to your monster's worksheet. Refer to worksheet sections 3-11 through 3-14 for details.

After you have performed this review, you can add any additional resistances or vulnerabilities that you feel are appropriate; but this list, combined with the many Power tables, should ensure that you will not need add anything further unless you really have something that you've just been dying to add.

How many immunities you add, and whether you add any vulnerabilities, is really a matter of personal Game Master taste. This is why these entries have been split into the Power tables (as general fleeting reminders and invitations for deeper consideration) and then more extensively here (for the GMs who love to load up their monsters with immunities, like me).

I should note in all honesty that I find that condition applications ("Grappled," "Restrained," "Stunned," and all the rest) are a "cheap" and unfair way for parties to smack down powerful monsters before they have a chance to fight back. For that reason, I use this table extensively. But if you disagree, you are welcome to avoid these considerations and to move on to the next chapter.





TABLE 64
ABOMINATION POWER & DISADVANTAGE CONSIDERATIONS

Abomination Descriptor and Power Type	Possible Condition Immunities	Possible Damage Immunities	Possible Damage Resistances	Possible Damage Vulnerabilities
ALL *(Considerations for **All Abominations**)*	N/A	N/A	Bludgeoning, Piercing, Slashing, **(Non-Magical)**	N/A
ALL: BEHEMOTH *(Considerations for **All Abominations if They Are Large, Huge, or Gargantuan**)*	Exhausted, Grappled, Poisoned, Prone, Restrained, Stunned	N/A	Necrotic, Poison	N/A
ALL: TAILED *(Considerations for **Sacral** Abominations, and those described as having tails)*	Grappled, Prone	N/A	N/A	N/A
Descriptor: AIRY *(For monsters which use the **Air Power Table**)*	Deafened, Grappled, Prone, Restrained	Cold, Lightning, Thunder	Cold, Lightning, Thunder	Bludgeoning
Descriptor: BESTIAL *(For monsters which use the **Bestial & Blood Power Table**)*	Charmed, Exhausted, Frightened, Grappled	N/A	N/A	Fire
Descriptor: BURNING *(For monsters which use the **Fire Power Table**)*	Blinded	Fire, Lightning	Fire, Lightning, Radiant	Cold
Descriptor: CORROSIVE *(For monsters which use the **Acid Power Table**)*	Paralyzed, Poisoned	Acid, Poison	Acid, Poison	N/A





Descriptor: EARTHEN *(For monsters which use the **Earth Power Table**)*	Paralyzed, Petrified, Stunned	N/A	Cold, Lightning	Acid, Radiant
Descriptor: ELDRITCH *(For monsters which use the **Arcane & Occult Power Table**)*	Charmed, Frightened	Psychic	Psychic	Radiant
Descriptor: ENTROPIC *(For monsters which use the **Death Power Table**)*	Charmed, Exhausted, Frightened, Poisoned, Unconscious	Necrotic, Poison	Necrotic, Poison	Radiant
Descriptor: FLYING *(For monsters which use the **Avian Power Table**)*	Deafened, Paralyzed, Prone	Cold	Cold, Lightning, Thunder	Acid, Fire
Descriptor: FRIGID *(For monsters which use the **Ice & Frost Power Table**)*	Paralyzed	Cold	Cold	Fire
Descriptor: FUNGOID *(For monsters which use the **Fungal Power Table**)*	Charmed, Deafened, Frightened, Poisoned	Acid, Poison, Psychic	Acid, Poison, Psychic	Cold, Fire, Radiant
Descriptor: INSECTOID *(For monsters which use the **Arachnid & Insectoid Power Table**)*	Paralyzed, Poisoned	Poison	Acid, Poison	Cold, Radiant
Descriptor: MIND-SHATTERING *(For monsters which use the **Madness Power Table**)*	Frightened, Stunned	Necrotic, Psychic	Necrotic, Psychic	Radiant
Descriptor: OCULAR	Stunned	N/A	Psychic	Acid, Piercing, Slashing





*(For monsters which use the **Eye Power Table**)*				
Descriptor: OOZING *(For monsters which use the **Slime Power Tabe**)*	Blinded, Charmed, Deafened, Exhausted, Frightened, Grappled, Poisoned, Prone, Restrained, Stunned, Unconscious	Acid, Poison, Psychic	Acid, Lightning, Poison, Psychic	Cold, Fire, Lightning
Descriptor: OTHER-WORLDLY *(For monsters which use the **Dream World & Faerie Power Table**)*	Charmed, Frightened, Unconscious	Force, Necrotic	Force, Necrotic	Psychic, Radiant
Descriptor: PESTILENT *(For monsters which use the **Vermin & Disease Power Table**)*	Paralyzed, Poisoned	Necrotic, Poison	Necrotic, Poison	N/A
Descriptor: PSYCHIC *(For monsters which use the **Psionic Power Table**)*	Charmed, Stunned, Unconscious	Psychic	Psychic, Radiant	Force
Descriptor: SHIFTING *(For monsters which use the **Amorphous Power Table**)*	Blinded, Charmed, Deafened, Exhausted, Frightened, Grappled, Prone, Restrained	N/A	Acid, Cold, Lightning	N/A
Descriptor: SLITHERING *(For monsters which use the **Reptilian Power Table**)*	Deafened, Frightened, Grappled, Poisoned, Prone	N/A	Psychic, Cold	Piercing
Descriptor: TENEBROUS *(For monsters which use the **Shadow Power Table**)*	Blinded, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned, Unconscious,	Cold, Poison	Cold, Necrotic, Poison, Psychic	Force, Radiant





Descriptor: THALASSIC *(For monsters which use the **Water & Aquatic Power Table**)*	Deafened, Frightened, Grappled, Paralyzed, Poisoned, Prone		Acid, Cold, Poison	Fire, Lightning
Descriptor: THUNDERING *(For monsters which use the **Lightning Power Table**)*	Blinded, Deafened, Paralyzed, Stunned	Fire, Lightning, Radiant, Thunder	Fire, Lightning, Radiant, Thunder	Bludgeoning
Descriptor: UNDYING *(For monsters which use the **Life & Healing Power Table**)*	N/A	Necrotic	Necrotic	Necrotic
Descriptor: UNEARTHLY *(For monsters which use the **Astral, Celestial & Ethereal Power Table**)*	Charmed, Exhausted, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Unconscious	Cold, Lightning, Poison, Radiant	Acid, Cold, Fire, Lightning, Necrotic, Poison, Radiant, Thunder	Force, Necrotic
Descriptor: VENOMOUS *(For monsters which use the **Poison Power Table**)*	Paralyzed, Poisoned	Poison	Acid, Necrotic, Poison	N/A
Descriptor: VERDANT *(For monsters which use the **Plant Power Table**)*	Charmed, Deafened, Exhausted, Frightened, Poisoned	Poison, Psychic	Cold, Lightning, Poison, Psychic	Fire, Lightning, Slashing
Descriptor: WRITHING *(For monsters which use the **Tentacle Power Table**)*	Grappled, Restrained	N/A	N/A	Fire, Radiant







The Oldskull Experiment, Session 20

As an example of how I load up my monsters with well-conceived immunities (your methodology may vary, or just be an arbitrary intuitive selection):

First, you will notice that there are two entries at the top of the table: one for all Abominations, and one for monsters of Large+ size. Obviously, my Gazer Lotus monster fits both of these qualifications. Also, my monster has the Descriptors Unearthly and Ocular. When I use some scratch paper and tally up the appearance of the immunities and such for each of these four table sections, I come up with the following list:

Possible Condition Immunities

- **Charmed:** 1 mention.
- **Exhausted:** 2 mentions.
- **Frightened:** 1 mention.
- **Grappled:** 2 mentions.
- **Paralyzed:** 1 mention.
- **Petrified:** 1 mention.
- **Poisoned:** 1 mention.
- **Prone:** 2 mentions.
- **Restrained:** 2 mentions.
- **Stunned:** 2 mentions.
- **Unconscious:** Automatically selected, because I rolled this as one of my monster's random powers.

I decide to select all of those Condition Immunities that were mentioned twice: Exhausted, Grappled, Prone, Restrained, and Stunned (in addition to Unconscious).

Possible Damage Immunities

- **Bludgeoning (Non-Magical):** 1 mention.
- **Cold:** 1 mention.
- **Lightning:** 1 mention.
- **Piercing (Non-Magical):** 1 mention.
- **Poison:** 1 mention.





- **Radiant:** 1 mention.
- **Slashing (Non-Magical):** 1 mention.

The stats don't help me here as much, so I decide to see what the Damage Resistance possibilities are (below) before I make my final decisions.

Possible Damage Resistances

- **Acid:** 1 mention.
- **Cold:** 1 mention.
- **Fire:** 1 mention.
- **Lightning:** 1 mention.
- **Necrotic:** 2 mentions.
- **Poison:** 2 mentions.
- **Radiant:** 1 mention.
- **Thunder:** 1 mention.
- To consider all of these possibilities alphabetically:
  - **Acid:** This does not seem to fit (my plant has a vulnerable eye organ and leaves), so I do not take this.
  - **Bludgeoning:** I decide not to take this immunity, because the eye would be vulnerable.
  - **Cold:** This seems very likely, since we are dealing with a tough sentient plant that hides its fragile bits underground. So the question is, should this be an immunity or a resistance? I go with resistance, because plants tend to be cold resistant while still falling prey to extreme cold.
  - **Fire:** I can't think of a logical reason why my monster would have this resistance.
  - **Lightning:** This is mentioned as a possible immunity or resistance. I choose resistance, because my plants are "grounded."
  - **Necrotic:** Two mentions as a possible resistance, which seems like a strong enough recommendation to make it so.
  - **Piercing (Non-Magical):** I can't justify this one, considering the eye organ.
  - **Poison:** Mentioned as a potential immunity and as a resistance. I go with resistance — it's probably vulnerable to some poisons, but its otherworldly nature will help it out.
  - **Radiant:** I've described my monster as shadowy, so I don't give it this resistance. Light probably hurts it.





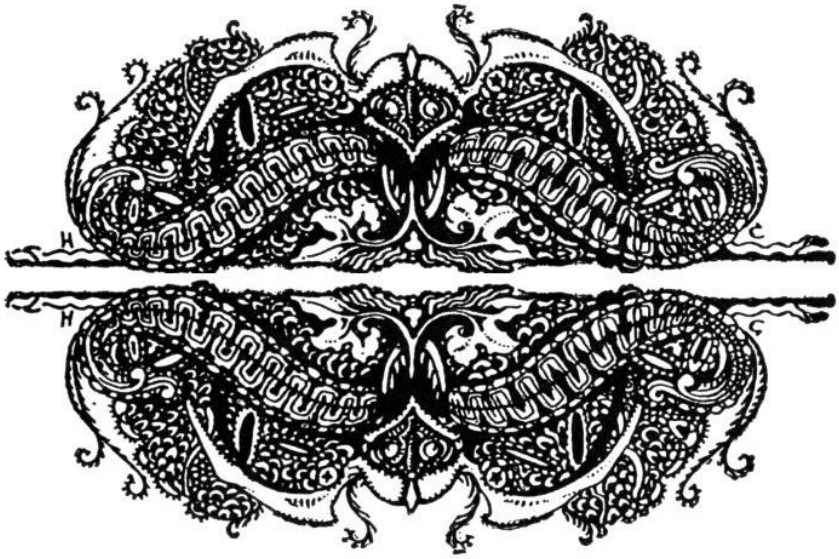
- **Slashing (Non-Magical):** As a plant with thin stalks, I can't justify this one either.
- **Thunder:** This one has one mention, but it doesn't seem to make sense as a plant resistance.

Possible Damage Vulnerabilities

- **Acid:** 1 mention.
- **Force:** 1 mention.
- **Necrotic:** 1 mention.
- **Piercing:** 1 mention.
- **Slashing:** 1 mention.

This is a bit tricky, because I only have a little guidance from the table's suggestions, and I want my monster to have one secret weakness (but no more) so that I can reward intelligent players who use divination, trial and error, research, and so on. I do not take acid, piercing, or slashing, simply because they were mentioned above as possible resistances. So that leaves force and necrotic. Since my monster is a tough blossoming thing that is learning how to thrive in another world, I decide that it's symbolic of life. That means that "necrotic" is the perfect weakness. Therefore, I decide on necrotic as its one damage vulnerability.

Phew! That was a fair amount of work. Confident that I've considered these matters carefully (a level of quality that will show in the monster's final design), I record all of this information into the appropriate sections of my worksheets for later reference.







CODEX
V

DESCRIPTIONS
& CONCEPTUAL DETAILS





V.1

FORTITUDE

ABOMINATION ARMOR CLASS RATING

(Worksheet Section 4-1)







After the Powers have determined (which is really the heavy lifting part of monster design), it's time to focus on some more of the combat-related and conceptual details.

The next consideration involves the Abomination's **Armor Class (AC) rating**. Unlike "normal" monsters, most Abominations — even humanoids — tend to avoid wearing mundane types of armor such as leather, mail, and plate. This is because they are infrequent visitors to the Material Plane, and adopting foreign materials as a trusted form of protection is actually a rare occurrence for these "Otherworlders." Just as we would be unlikely to wear slime and dead exotic plants when visiting an oozy verdant world, the Abominations tend to favor forms of protection which are "natural" to their own native environment even when they are far from home.

Instead of crafted leather and metal, Abominations tend to possess "armor" (inherent protection) that is either **Exotic**, **Chitinous**, or **Dimensional** in nature.

Exotic Armor is composed of material which mortals would deem bizarre. Possible examples include: hardened resinous secretions; lightweight crystalline material; bone or leather (stitched skin) armor created from the bodies of past victims; woven vines or molted tentacles; or unidentifiable metallic alloys which absorb light and which crumble when the life force of the Abomination is extinguished.

Chitinous Armor is an insect-like exoskeleton, a lightweight yet hardened shell which surrounds the creature. Plates and segmentation allow for limb movement and surprising speed in many cases. Abomination chitin will probably have a disturbingly beautiful jewel-like appearance; you can view real-world examples by searching for images of iridescent beetles, jewel beetles, jewel scarabs, "chitin refractive index" and so forth. The chitin might be the abomination's own exoskeleton, or it might be harvested from other slain creatures and crafted to fit.

Dimensional Armor is not really armor per se; it is simply a form of protection for Abominations where you cannot envision them having significant physical protection. Example candidates for dimensional armor include oozes, slimes, avians, many elementals, shadows, and non-corporeal creatures. Such creatures resist damage simply be being present in two dimensions simultaneously — their own, and the Material Plane. These Abominations will "flicker" in a very unusual yet clearly identifiable way which adventurers will come to know very well.

Thankfully, you can avoid complex calculations and simply roll an Abomination's Armor Class on the table below. The figures hereafter were derived by analyzing all of the official SRD5 monsters and their AC ranges, and then smoothing the results to account for Base Lethality Rating and Dexterity.

To use the table below, roll 1D100 and add the Abomination's Dexterity. For example, if you roll a 54 and the Abomination's DEX is 13, then the result would be (54 + 13 =) 67. This will indicate whether the monster's AC is relatively **Poor**, **Below Average**, **Average**, **Above Average**, or **Excellent**. Cross-reference the resulting column with the monster's BLR and the figure shown as the Armor Class. And on the off chance that you roll 00, you should add +2 to the listed Excellent AC figure.





TABLE 65
ABOMINATION ARMOR CLASS DETERMINATION

Base Lethality Rating	Poor Armor Class [01-10]	Below Average Armor Class [21-30]	Average Armor Class [31-70]	Above Average Armor Class [71-90]	Excellent Armor Class [91+]
0	9	10	10	11	12
1/8	9	10	10	11	12
1/4	10	10	11	12	13
1/2	10	11	11	12	13
1	11	11	12	13	14
2	11	12	12	13	14
3	12	12	12	14	15
4	12	12	13	14	15
5	12	13	13	15	16
6	13	13	13	15	16
7	13	13	14	16	17
8	13	14	14	16	17
9	14	14	14	16	18
10	14	14	15	17	18
11	14	15	15	17	19
12	15	15	15	17	19
13	15	15	16	18	20
14	15	16	16	18	20
15	16	16	17	18	20
16	16	17	17	19	21
17	17	17	18	19	21
18	17	18	18	19	21
19	18	18	19	20	22
20	18	19	19	20	22





21	19	19	20	21	22
22	19	20	20	21	23
23	20	20	21	22	23
24	20	21	21	22	23
25	21	21	22	23	24
26	21	22	22	23	24
27	22	22	23	23	24
28	22	23	23	24	25
29	23	23	24	24	25
30	23	24	24	25	26

Note for 1E Game Masters

The 5E game uses “ascending” Armor Class. To equate these values to old school descending Armor Classes, you will need the following conversion guide:

- **5E Armor Class 9:** Equivalent to 1E Armor Class 10
- **5E Armor Class 10:** Equivalent to 1E Armor Class 9
- **5E Armor Class 11:** Equivalent to 1E Armor Class 8
- **5E Armor Class 12:** Equivalent to 1E Armor Class 7
- **5E Armor Class 13:** Equivalent to 1E Armor Class 6
- **5E Armor Class 14:** Equivalent to 1E Armor Class 5
- **5E Armor Class 15:** Equivalent to 1E Armor Class 4
- **5E Armor Class 16:** Equivalent to 1E Armor Class 3
- **5E Armor Class 17:** Equivalent to 1E Armor Class 2
- **5E Armor Class 18:** Equivalent to 1E Armor Class 1
- **5E Armor Class 19:** Equivalent to 1E Armor Class 0
- **5E Armor Class 20:** Equivalent to 1E Armor Class -1
- **5E Armor Class 21:** Equivalent to 1E Armor Class -2
- **5E Armor Class 22:** Equivalent to 1E Armor Class -3
- **5E Armor Class 23:** Equivalent to 1E Armor Class -4
- **5E Armor Class 24:** Equivalent to 1E Armor Class -5
- **5E Armor Class 25:** Equivalent to 1E Armor Class -6
- **5E Armor Class 26:** Equivalent to 1E Armor Class -7
- (etc.)



The Oldskull Experiment, Session 21

Armor Class is a simple matter; for my Gazer Lotus, I just consider its BLR of 7 and its Dexterity (DEX) of 10. I roll 1D100, and the result is a 93. I add 10 to this (for the DEX) to get a final result of 103. This gives the monster an Excellent Armor Class, which for BLR 7 (referencing the table) is AC 17. This is a bit hard to justify given that my creature is a plant, but I can rationalize the situation as follows: [1] the monster's most vulnerable parts (except the eye) are underground; [2] it is partly made of shadow; and [3] the monster's writhing foliage does not feel pain, so it's probably hard to slash enough of it away to get in a good hit on the stalk. Considering all of this, I decide that the Gazer Lotus has mostly Dimensional Armor, mixed in with some thick crystalline resin which hardens and protects the stem and root bundle.

V.2

MELEE

THE BASIC ATTACK TYPES

(Worksheet Sections 4-3 to 4-6)

Despite all of the determination of random abilities so far, your monster may still be lacking a significant **basic attack type**. Basic attack forms are either strong natural appendages (such as claws, fangs, horns, etc.) or swift violent actions (bear hug, slam, stomp, etc.). If you feel that your monster still needs an additional set of "mundane" attack types before its repertoire of abilities is complete, you can use this section to flesh out your design with a reasonable set of attack forms. Unfortunately, there are so many variables that this deliberation process can be difficult to systemize, but I have provided some detailed guidelines here to aid your decisions.

First, you should consider the Abomination's physical attributes and appendages, and choose one or two appropriate attack types. You can do this by considering the monster's type and body type, and then looking up an official monster that is roughly similar to your creation. A fluid creature might be analogous to a Water Elemental, a serpentine one could be equivalent to a Constrictor Snake or Naga, a winged humanoid could be similar to a Gargoyle, and so forth. I recommend that you choose either one type of basic attack, or two (with claw / claw / bite being the classic example of a dual basic attack form).

The table below provides a summary of the most common basic attack types, and a notation on the associated damage type. You can change the damage type as needed; for example, a slime will typically have an envelopment attack that causes bludgeoning damage, but if it is covered in thorny spines you might decide that this inflicts piercing damage instead.

Here is a recommended set of about thirty basic attack types for your consideration:




ORIGINAL OLD SCHOOL
FANTASY ROLE PLAYING GAMES


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OSR
KDK



TABLE 66
ABOMINATION BASIC ATTACK TYPES

Common Attack Type	Most Commonly Associated Damage Type	Example Mundane Monsters or Creatures Possessing This Attack Form
Antlers	Bludgeoning	Caribou, Moose, Stag
Beak	Slashing	Axe Beak, Griffon, Vrock Demon
Bear Hug	Bludgeoning	Bear, Owlbear
Blunted Horns	Bludgeoning	Brontotheres, Titanothere
Claws	Slashing	Demons, Devils, Dragons
Coils / Constriction	Bludgeoning	Behir, Couatl, Constrictor Snake
Envelopment	Bludgeoning	Lurking Slime, Trapping Slime
Fangs / Bite	Piercing	Dragon, Manticore, Vampire
Fist	Bludgeoning	Giant, Glabrezu Demon, Mummy
Gnashing Teeth	Bludgeoning or Slashing	Bovines, Equines, Sauropods
Goring Antlers	Slashing	Caribous, Moose, Stag
Goring Tusks	Slashing	Boar, Elephant, Mammoth
Hooves	Bludgeoning	Equines, Ungulates
Horns	Bludgeoning or Slashing	Chimera, Rhinoceros
Impaling Horns	Piercing	Minotaur, Tarrasque
Pincers	Slashing	Chuul, Crab, Glabrezu Demon
Pseudopod	Bludgeoning	Black Pudding, Gray Ooze, Mimic
Raking / Slamming Branches	Bludgeoning or Slashing	Awakened Shrub, Treant
Razor Beak	Piercing	Owlbear, Roc
Slam	Bludgeoning	Air Elemental, Animated Armor
Spiked Tail	Piercing	Manticore, Stegosaurus
Spines / Quills	Piercing	Porcupine, Urchin
Stinger	Piercing	Giant Wasp, Purple Worm, Wyvern
Stomp	Bludgeoning	Behemoth, Elephant, Triceratops
Tail Swipe	Bludgeoning	Aboleth, Dragon
Talons	Slashing	Eagle, Owl, Vrock Demon
Tentacles	Bludgeoning	Chuul, Grick, Kraken, Otyugh



Thorns or Nettles	Piercing	Plant Abominations
Trample	Bludgeoning	Baluchitherium, Behemoth, Elephant
Wing Swipe	Bludgeoning	Dragon





Once you have decided upon the basic attack type(s), you should consider the **number of attacks (Multiattack)** which you think is fair for the monster, its size, and its speed. The number of attacks does not necessarily need to equate to the number of attacking appendages, however; a fast serpentine monster might attack twice a round with its bite, or a large quadruped might only attack with one forelimb while it uses the other to maintain balance.

For simplicity's sake, I recommend that an Abomination should use a basic attack either once, twice, three times, or four times per round. If you cannot decide, stick with **an attack rate of two attacks per round** instead of one, three or four, as long as the monster's BLR is lower than 20.

(Reasoning: A single huge attack can result in "spiky" damage and sudden kills which disrupt play, and a triple or quadruple attack simply involves more calculations and die rolling. So I recommend two attacks per round as a happy medium between these two extremes. But above BLR 20, you will need huge handfuls of dice regardless, unless you use a triple or quadruple attack form to keep the number of rolled dice reasonable to deal with.)

Of course, if a different number of basic attacks suggests itself based on your design so far, use that number. For example, if your monster has four heads and two clawed forelegs, you might simply decide that your exceptional beastie should attack six times per round: once per head, and once per forelimb.

To determine the damage per attack, you can compare your monster's BLR to the CR of official monsters listed in the SRD5; or, you can refer to the monster creation guidelines featured in your FRPG's GM's Guidebook.

You may also need to consider how many total attacks the monster can make in a single round of combat … can it claw and also bite? Can it strike two targets at once? Does it have multiple heads? How fast is it, even if it is relatively immobile? (Consider the blinding speed of an angry snapping turtle, for instance.) These variables cannot be codified in a work of this size, but I again recommend that you use official monsters' templates as examples to guide your design.

And concerning the damage inflicted by basic attacks, based on an Abomination's BLR, my own rough recommendations follow hereafter:





TABLE 67
DAMAGE PER ATTACK CALCULATIONS & ESTIMATIONS

BLR	Average Damage per Round	Average Damage per Attack, 1 Attack per Round	Average Damage per Attack, 2 Attacks per Round	Average Damage per Attack, 3 Attacks per Round	Average Damage per Attack, 4 Attacks per Round
0	1	1	.5	N/A	N/A
1/8	3	3	1.5	1	N/A
1/4	5	5	2.5	2	1
1/2	7	7	3.5	2.5	1.5
1	9	9	4.5	3	2
2	11	11	5.5	3.5	2.5
3	14	14	7	4.5	3.5
4	18	18	9	6	4.5
5	24	24	12	8	6
6	30	30	15	10	7.5
7	36	36	18	12	9
8	42	42	21	14	10.5
9	48	48	24	16	12
10	54	54	27	18	13.5
11	60	60	30	20	15
12	66	N/A	33	22	16.5
13	72	N/A	36	24	18
14	78	N/A	39	26	19.5
15	84	N/A	42	28	21
16	90	N/A	45	30	22.5
17	96	N/A	48	32	24
18	102	N/A	51	34	25.5
19	108	N/A	54	36	27
20	115	N/A	57	38	28.5





21	125	N/A	62	41	31
22	135	N/A	N/A	45	33.5
23	145	N/A	N/A	48	36
24	160	N/A	N/A	53	40
25	175	N/A	N/A	58	43.5
26	190	N/A	N/A	63	47.5
27	210	N/A	N/A	70	52.5
28	230	N/A	N/A	76	57.5
29	250	N/A	N/A	83	62.5
30	270	N/A	N/A	90	67.5

You will note that these values are quite fair when compared to classic monsters in the FRPG of a corresponding Challenge Rating. In fact, the damage values above may be a little low; but I have done this so that the Abominations will become more known for their Powers, madness effects, and special attack forms, as opposed to mere brute force basic attacks.

(1E Game Masters, these are 5E damage values which are represented in the data table below. Do not forget the damage reduction recommendations I made earlier in this book; refer to Section III.8.)

And here are some suggested die / dice ranges which you can use to arrive at some of these figures:

TABLE 68
SUGGESTED DICE ROLLS FOR DAMAGE DETERMINATION

Attack Form's Average Damage	Suggested Damage Range	Corresponding Die / Dice Roll
.5	0 to 1	1D2-1
1	1	N/A, not random
1.5	1 to 2	1D2
2	1 to 3	1D3





2.5	1 to 4	1D4
3	2 to 4	1D3+1
3.5	1 to 6, or 2 to 5	1D6, or 1D4+1
4	2 to 6	2D3
4.5	1 to 8, or 2 to 7	1D8, or 1D6+1
5	2 to 8	2D4
5.5	1 to 10, or 2 to 9	1D10, or 1D8+1
6	1 to 11, or 3 to 9	2D6-1, or 2D4+1
6.5	1 to 12, or 2 to 11	1D12, or 1D10+1
7	2 to 12	2D6
8	5 to 12, or 4 to 13	1D8+4, or 1D10+3
9	5 to 14, or 4 to 14	1D10+4, or 2D6+2
10	5 to 15, or 3 to 18	2D6+3, or 3D6
11	6 to 16, or 4 to 18	2D6+4, or 2D8+2
12	7 to 17, or 5 to 19	2D6+5, or 2D8+3
13	6 to 20, or 3 to 24	2D8+4, or 3D8
14	7 to 22, or 4 to 24	3D6+4, or 4D6
15	8 to 22, or 8 to 23	2D8+6, or 3D6+5
16	7 to 25, or 9 to 24	2D10+5, or 3D6+6
17	8 to 26, or 5 to 30	2D10+6, or 5D6
18	11 to 25, or 7 to 29	2D8+9, or 2D12+5
20	13 to 28, or 10 to 31	3D6+10, or 3D8+7
21	11 to 31, or 6 to 36	4D6+7, or 6D6
22	9 to 36, or 12 to 32	3D10+6, or 4D6+8
24	11 to 38, or 14 to 34	3D10+8, or 4D6+10
26	10 to 43, or 8 to 44	3D12+7, or 4D10+4
28	10 to 46, or 13 to 43	4D10+6, or 6D6+7
30	8 to 52, or 9 to 51	4D12+4, or 6D8+3
31	7 to 56, or 9 to 54	7D8, or 9D6
32	15 to 50, or 10 to 55	5D8+10, or 5D10+5
34	16 to 52, or 6 to 61	4D10+12, or 5D12+1
36	14 to 58, or 8 to 64	4D12+10, or 8D8
38	14 to 61, or 18 to 58	7D8+7, or 8D6+10
40	12 to 68, or 9 to 72	8D8+4, or 9D8
42	12 to 72	12D6





45	13 to 78	13D6
48	14 to 84	14D6
52	15 to 90	15D6
56	16 to 96	16D6
60	16 to 104	8D12+8
66	12 to 120	12D10
70	20 to 120	20D6
(etc.)		

(Additional dice rolls between these figures can be quickly extrapolated by using the nearest figure; for example, if 45 is 13D6, then 46 could be 13D6+1.)

The Oldskull Experiment, Session 22

This step in monster design can be a little frustrating until you get some practice in deciding the best approach. Fortunately, over the last twenty experiments we have considered a vast array of possibilities for the Gazer Lotus. We have a pretty clear conception of the type of monster we're designing now, even though it is very strange.

First, I look at the SRD5 for some similar monsters. There are not many; probably the closest relations to the Gazer Lotus are the Awakened Shrub, the Violet Fungus, and the Shambling Mound. An Awakened Shrub attacks once with raking thorny branches; a Violet Fungus attacks one to four times with necrotic tentacles; and a Shambling Mound attacks twice with slamming branch-like arms. None of these options fit my plant monster exactly (and you can see that the Gazer Lotus is filling a need in the SRD5 for a good plant monster that is not a fungus), but they do give me some decent ideas.

The real giant hogweed "attacks" with dangerous corrosive and irritating sap. And, my monster does not move very much. Plus, it is shadowy, sneaky, and sinister. So I don't think that slamming or raking branches are the way to go here. Instead, I decide that my plant will have two tentacle-like sub-stalks, like "arms," that will constrict, sting with nettles, and inject painful sap secretions into prey. This is a combination bludgeoning, piercing, and acid attack. The FRPG tends to only have one or two damage types per attack, so I decide that the attack will do mostly bludgeoning damage, perhaps with a bit of acid damage added in. That level of complexity can be hashed out in the final design.

Next, I simply take my own advice and give this monster a Multiattack rating of two. It attacks with these appendages twice per round; let's say it attacks two targets at a maximum distance of 5' or 10' (I'll figure that out later, based on the final description). I will call this attack form "Lashing Tendrils" which is a good descriptive phrase to use in a first combat encounter against adventurers.

Then, I look up at the previous Table 67, which shows me how much damage my monster's attacks should do. The BLR 7 entry shows that my monster's basic attacks should inflict an average of 36





damage per round, assuming both tendrils hit. This means that each tendril should hit for 18 points per strike. This is actually quite a lot, considering that my monster is just a plant; so now I reconsider my design.

I up the number of attacks from two to six, so that each individual tendril inflicts a more reasonable amount of damage. If I divide 36 by 6, this means that each tendril inflicts an average of 6 points of damage per strike. This seems more reasonable to me, when we consider the damage per attack for the comparison monsters: 1 point for the Awakened Shrub, 4 points for the Violet Fungus, and 13 points for the Shambling Mound.

Let us also assume that I want my monster to do a random amount of damage per attack, averaging 6 points. In that case — looking next at Table 68 — I can now see that an attack which inflicts an average 6 points can be simulated with 2D6-1 (for a damage rating of 1 to 11 per attack, randomly determined), or 2D4+1 (for a damage rating of 3 to 9 per attack). I decide on the 2D4+1, for the simple that reason that I like rolling D4s and having the surprising amount of damage (due to the 6 attacks) build up to cause the players some consternation. The damage will make players wary, and PCs fearful, and it will stress the shadowy, corrosive, and disturbing nature of the Gazer Lotus itself. If it ends up being too deadly after the first encounter, I'll simply tone it down in future play sessions and alter the design accordingly.

V.3

STRATAGEM

TACTICAL CONSIDERATIONS

(Worksheet Section 4-7)

Having crunched out the stats for any needed basic attack forms, you may want to consider how the Abomination is likely to react during a threatening encounter with the unknown (adventurers, from its perspective). Factors which could affect the monster's behavior include, but are by no means limited to: monster type, body type, nature, Intelligence, Wisdom, and alignment.

I recommend considering the following categories of potential behavior:

Willingness to Parley: Is the monster willing to communicate with the adventurers, telepathically or otherwise? To emphasize the alien nature of these lethal creatures — and, let's face it, to create an interesting horrific atmosphere without killing off beloved PCs left and right so many times that the players get sick of Abominations — I recommend that the monster should always be willing to parley, at least for a time, unless you decide otherwise. Just about anything intelligent likes to play with its food!

Preferred Attack Type(s) / Tactics at Range: Now that you know all of the monster's powers and basic attack forms, what is the range of its longest attack? What is it likely to do when attacked with spells or missile weapons? Will it remain at range, back off, or close to nearer range to use a breath weapon for example?





Preferred Attack Type(s) / Tactics in Melee: When in melee, what will the monster do? Does the monster potentially inflict more damage at range, or in melee? Intelligent monsters will attempt to stay at the range where they are most effective, while suffering the least damage.

Preferred Targets: Will the Abomination favor attacks against armored targets, or spell casters, or big and tasty looking mortals over small ones?

Morale / Fearlessness: Will the monster fight to the death? Even the wisest Abominations might do so, simply because they know they can reform themselves in days, years, or centuries in this alien physical realm which mortals call reality.

Likelihood of Retreat: Will the monster seek to save itself if its physical form is about to be annihilated? Does it guard an artifact, or a temple ruin, or worshippers? Does it care about the existence of allies?

Likelihood of Subdual: Can the monster be "tamed" if it is cornered, threatened and / or incapacitated? If the monster is somehow captured, what will it do when it wakes in captivity?

Answering all of these questions ahead of time, at least briefly, can prevent an adventurer massacre later on. And even if slaughter becomes a necessity, at least you will know how to play through the scene efficiently and with rational decisions concerning monstrous activity!

The Oldskull Experiment, Session 23

This thought process is actually fairly difficult to illustrate, but I can simplify my thoughts about the Gazer Lotus for you as follows:

- **Willingness to Parley:** Due to its Chaotic Good alignment, high Intelligence, and the fact that it is seeking to identify worthy mortals to spare while the game world is being converted by Gazer Lotus assimilation, I decide that this monster would be very willing to communicate. In fact, although the monster will not announce its presence, it will always try to psychically communicate unless (or until) it is attacked. Then all Hell breaks loose.
- **Preferred Attack Types / Tactics at Range:** Considering the monster's powers, its recon and tactics are pretty straightforward. A Gazer Lotus will use its Clairvoyance daily to look for interesting communication subjects and/or threats to hide from. When something approaches, it will use its Animate Trees ability to screen itself (preferably with the moving trees not being observed, but ready to defend). If attacked, it will use its Lashing Tendrils if prey is in range, or flee if it must. And come to think of it, I will need to make the monster's tendrils much longer than I expected, so that it cannot simply be peppered with arrow volleys at range and wiped out easily; perhaps I will say that the tendrils are mostly hidden underground in shoots connecting to the root bundle, and can be extended to a range of 30' or 40'.





- **Preferred Attack Types / Tactics at Range:** Lashing Tendrils all the way.
- **Preferred Targets:** The monster has probably learned by now that evil creatures of the game world are not much worth talking to, or are too dangerous to be around. Therefore, it will favor Evil targets first, Neutral targets second, and Good targets last. We can arbitrarily assume that it has a Know Alignment ability as well, due to its psychic powers, that makes this tactic viable.
- **Morale / Fearlessness:** The Gazer Lotus race is being wiped out on their violent home world, so these plants are actually flighty and not likely to engage in prolonged combat. We will protect them with some worshippers and cultists later on; read Codex VI for a lot of ideas that you can use to protect vulnerable Abomination types.
- **Likelihood of Retreat:** Very, but only as a last resort, since uprooting and severing its taproot causes itself significant injury.
- **Likelihood of Subdual:** Zero, unless the monster is cornered and feels that it needs to negotiate for its life. (Perhaps, for example, it would offer its sap / ichor secretions to an alchemist if its life is spared. Or perhaps it will even serve as a sentry to protect its subduer's stronghold, which it would be quite effective at with its Clairvoyance ability.)

As you can see, these decisions are the result of everything that we have learned so far: the monster's type, Powers, weaknesses, Intelligence, alignment, attack forms, and so forth. Let your imagination take you where it will: even if it takes you a while to answer these questions, you will find that the thought process results in a significant amount of additional interesting detail which you can add to your Abomination's worksheets. Have fun with the process.

V.4

EXPLICATION

ABOMINATION DESCRIPTION

(Worksheet Sections 5-1 to 5-5)

Now that you've labored through the labyrinthine details of your monstrous creation, you can have some fun envisioning and conceptualizing it for the final design. Best of all, now you get to try to describe it.

What does it look like in your mind? How has your conception of the creature changed from the first random die rolls, when you were considering its monster type and body type? How does it move? (And I don't just mean "Ground"; does it shamble, slither, hop, or skulk?) What kind of armor does it have? Does it make improvised tools for hunting or working? What are they? What does it smell like, sound





like, feel like? And most importantly for that crucial first player impression: If you had to describe the monster in a single sentence — in either a story or a game encounter — what would that sentence be?

The easy way to get started with writing a brief monster description is to consider the Primary and Secondary Descriptor. If the monster is Frigid and Fungoid, you might well use those adjectives to describe it in an encounter. You will also probably want to consider what type of "normal" monster the Abomination is most similar to, because that is going to be the momentary "guess" that mortal minds make when they experience first contact. Even if your beastie possesses sixteen legs, four wings, numerous pseudopods and an orange pulsating aura, if it looks kind of like an ant in body shape then the first impression is going to be a giant, flying ant with waving blobs undulating along its undersurface.

The details can be found in the lists of the creature's powers and abilities. Many of the powers define physical attributes (tentacles, wings, tail, stinger, etc.) directly. Other abilities can imply an appearance which you can include in the monster's description: an acid-resistance creature might have rubbery flesh coated in slime, while a psionic monster might have an enlarged cranium or even an exposed brain.

Lastly, you can add some unsettling details that emphasize the monster's alien origin. Just think of your favorite horror story, movie, or even a nightmare if you are hungry for ideas. The Thing might have eyes along its flanks, or it might look like a Hieronymus Bosch hybrid of monster and object, or maybe it has spindly limbs that make it look like something out of a Dali painting.

Describing monsters is an art, not a science, and I have included systems beyond these suggestions to help you with two of the most difficult details to decide upon: coloration, and evocative adjectives which can turn a brief description into an unforgettable mental scene.

The Oldskull Experiment, Session 24

To describe my monster a little more than we already have (large, root bundle, eye stalk, lashing tendrils, etc.), I simply add a few more realistic details by looking up the giant hogweed plant online. The Gazer Lotus is dark green and tenebrous, with sheath-stalks that hide the extending tendrils when they are not in use. The central eye stalk has a bulbous appendage on the end, like a lotus pod. These crucial and vulnerable parts of the plant (stalk, sheaths, and eye) are veiled by foliage, which appears just as it does on the real plant: broad serrated leaves which create overlapping layers of shadow, hiding the plant's roots and foundation.

My single-sentence description, for potential use in the first encounter in the game: "You see a large dark green plant of some kind looming in the shadows, with the weighty bulb atop its central stalk nodding solemnly in the breeze." (Alert players will note with concern that a few minutes earlier, I stated that the dense forest has dead calm air with no winds or breezes to speak of.)

The stage is set!

There's still work to be done, turning the Gazer Lotus worksheets into a formatted monster template; but my Oldskull experiments stop here. I hope you have enjoyed watching me work (and yes, struggle) with my conception of a completely random monster for insertion in my campaign.

Pity my players, will you?







V.5

CHROMA

OVERALL COLORATION

(Worksheet Section 5-1)

A crucial part of any good description is the **overall color** of a Thing. What is the general background hue of the monster's body? The basic colors for descriptive purposes are **[1]** black, **[2]** blue, **[3]** brown,





[4] gray, **[5]** green, **[6]** orange, **[7]** purple, **[8]** red, **[9]** white and **[10]** yellow. (And yes, I numbered those options so that you can throw 1D10 if you're completely at a loss!)

You can also choose a color depending on the monster's nature. (For example, my Gazer Lotus monster will not have a random color; it is green and shadowy black in hue.) If a monster swims on the surface and has a camouflage ability, it might be blue. A nocturnal monster might be black. A subterranean monster, made pale from the absence of sunlight, could be white.

After you decide upon the overall color, you can describe the exact shade of the Thing by either selecting or rolling on the table below. There are many other shades than the ones I list here of course, but I chose 100+ descriptors that I found particularly evocative, odd, and/or easy to visualize.

TABLE 69
ABOMINATION COLORATION FOR DESCRIPTIVE PURPOSES

Color	Random Descriptive Shade or Hue (D100)		
Black [1]	**[01-08]** Black Onyx **[09-16]** Coal Black **[17-24]** Crow Black **[25-33]** Ebony	**[34-41]** Inky Black **[42-50]** Jet Black **[51-58]** Midnight-Hued **[59-66]** Obsidian	**[67-75]** Pitch Black **[76-84]** Raven-Hued **[85-92]** Sable **[93-00]** Sooty
Blue [2]	**[01-08]** Aquamarine **[09-16]** Azure **[17-24]** Cerulean **[25-32]** Cyan **[33-39]** Imperial Blue	**[40-47]** Indigo **[48-55]** Midnight Blue **[56-61]** Robin's Egg **[62-69]** Royal Blue	**[70-77]** Sapphire **[78-84]** Sky Blue **[85-92]** Turquoise **[93-00]** Ultramarine
Brown [3]	**[01-07]** Bronze **[08-14]** Burnt Umber **[15-21]** Chestnut Brown **[22-28]** Chocolate Brown **[29-35]** Cinnamon	**[36-42]** Ecru **[43-49]** Hazel **[50-56]** Mahogany **[57-63]** Muddy Brown **[64-71]** Ochre	**[72-79]** Russet **[80-86]** Sandy Brown **[87-93]** Sepia **[94-00]** Tan
Gray [4]	**[01-08]** Ash Gray **[09-16]** Basalt **[17-23]** Dove Gray **[24-31]** Dun **[32-39]** Dusky Gray	**[40-46]** Heather-Hued **[47-54]** Leaden **[55-62]** Platinum **[63-69]** Rose Quartz	**[70-77]** Silvery **[78-84]** Slate Gray **[85-92]** Smoky Gray **[93-00]** Steel Gray
Green [5]	**[01-06]** Apple Green **[07-12]** Celadon **[13-19]** Emerald	**[38-44]** Jade **[45-50]** Malachite **[51-56]** Mint Green	**[70-75]** Sage **[76-81]** Sea Green **[82-88]** Slime Green





	[20-25] Grass Green **[26-31]** Harlequin Green **[32-37]** Hunter Green	**[57-62]** Moss Green **[63-69]** Olive	**[89-94]** Verdigris **[95-00]** Viridian
Orange [6]	**[01-09]** Burnt Orange **[10-18]** Cinnabar **[19-27]** Copper-Hued **[28-36]** Coral	**[37-45]** Flame Orange **[46-54]** Jacinth **[55-63]** Peach **[64-72]** Rust	**[73-81]** Salmon-Colored **[82-90]** Tawny Orange **[91-00]** Vermilion
Purple [7]	**[01-08]** Amethyst **[09-16]** Fuchsia **[17-24]** Heliotrope **[25-33]** Lavender	**[34-41]** Lilac **[42-49]** Magenta **[50-58]** Mauve **[59-66]** Midnight Purple	**[67-74]** Plum **[75-82]** Puce **[83-91]** Royal Purple **[92-00]** Violet
Red [8]	**[01-07]** Blood Red **[08-14]** Burgundy **[15-20]** Cerise **[21-27]** Cherry Red **[28-33]** Cinnabar	**[34-40]** Crimson **[41-46]** Damask **[47-53]** Maroon **[54-60]** Pink **[61-67]** Ruby	**[68-74]** Russet **[75-81]** Rust Red **[82-87]** Sandstone-Hued **[88-94]** Scarlet **[95-00]** Terra Cotta
White [9]	**[01-08]** Alabaster **[09-16]** Bone White **[17-24]** Cream-Colored **[25-32]** Eggshell White **[33-40]** Ivory	**[41-48]** Lily White **[49-56]** Milk White **[57-63]** Opalescent White **[64-71]** Pearl White	**[72-79]** Pale / Pallid **[80-86]** Seashell White **[87-93]** Snow White **[94-00]** Vanilla
Yellow [10]	**[01-06]** Amber **[07-11]** Brassy Yellow **[12-17]** Bronze **[18-23]** Citrine **[24-28]** Fallow **[29-34]** Flaxen-Hued	**[35-40]** Gold **[41-46]** Goldenrod **[47-52]** Honey-Hued **[53-58]** Khaki-Colored **[59-64]** Lemon **[65-70]** Parchment-Hued	**[71-76]** Primrose Yellow **[77-82]** Saffron **[83-88]** Straw Yellow **[89-94]** Sulphur Yellow **[95-00]** Topaz





V.6

SHADES
COLORATION
OF DISTINCTIVE BODY PARTS

(Worksheet Section 5-2)

To make your monster's description of color more nuanced and realistic, you can quickly add a few highlights to the description using the following system. Simply roll two to four times on the table below, and then reroll if the result indicates a feature that the monster does not possess. Once you have a list of distinctive features (for example, aura, labrum and pincers), you can roll on the color table in the previous section to determine that varying color of those parts.

If you want to add a little more realism, consider that herbivores and things that hide tend to be all of one color. So if your monster is blue and of a cerulean shade, you might want to roll only on the blue table to define the slightly different hues of the distinctive body parts. But creatures such as predators, poisonous things, and extremophiles — which defines most of the Abominations at a glance! — can have garish and wildly different color schemes and the result will still be "logical" considering that nature.

To randomly determine the body parts that are differently colored, roll 1D100 on the table hereafter.

TABLE 70
ABOMINATION BODY PARTS FOR DESCRIPTIVE PURPOSES

D100 Roll	Distinctive Body Part	D100 Roll	Distinctive Body Part	D100 Roll	Distinctive Body Part
[01]	Abdomen	**[35]**	Frills	**[67]**	Pseudopods
[02]	Antennae	**[36]**	Fur	**[68]**	Quills / Barbs
[03]	Antlers	**[37]**	Gill Sheaths	**[69]**	Rump
[04]	Arms	**[38]**	Gills	**[70]**	Scales
[05]	Aura	**[39]**	Hair	**[71]**	Segments
[06]	Back	**[40]**	Hands	**[72]**	Shell
[07]	Back Plates	**[41]**	Haunches	**[73]**	Shoulders
[08]	Beak	**[42]**	Hide	**[74]**	Siphon
[09]	Blowhole	**[43]**	Hindquarters	**[75-76]**	Skin / Flesh
[10]	Brows	**[44]**	Hocks	**[77]**	Snout
[11]	Carapace	**[45]**	Hooves	**[78]**	Spikes



[12]	Cephalothorax	**[46]**	Horns	**[79]**	Spines
[13]	Chelicerae	**[47]**	Hump	**[80]**	Spinnerets



[14]	Chelipeds	**[48]**	Jaws	**[81]**	Spiracles
[15]	Chest	**[49]**	Labrum	**[82]**	Spots
[16]	Claws	**[50]**	Legs	**[83]**	Stinger
[17]	Coat	**[51]**	Limbs	**[84]**	Stripes
[18]	Coils	**[52]**	Lobes	**[85]**	Swimmerets
[19]	Crest	**[53]**	Mandibles	**[86-87]**	Tail
[20]	Dewlap	**[54]**	Mane	**[88]**	Tail Tip
[21]	Ears	**[55]**	Mantle	**[89]**	Talons
[22-23]	Eyes	**[56]**	Markings	**[90]**	Tentacles
[24]	Fangs	**[57]**	Midsection	**[91]**	Tergum
[25]	Feathers / Plumes	**[58]**	Muzzle	**[92]**	Thorax
[26]	Feelers	**[59]**	Neck	**[93]**	Tongue
[27]	Feet	**[60]**	Nose	**[94]**	Trunk
[28]	Fetlocks	**[61]**	Ovipositor	**[95]**	Tufts
[29]	Fins	**[62]**	Paws	**[96]**	Tusks
[30-31]	Flanks	**[63]**	Pedipalps	**[97]**	Underbelly
[32]	Flukes	**[64]**	Pincers	**[98]**	Whiskers
[33]	Forearms	**[65]**	Plates	**[99]**	Wings



[34]	Forequarters	**[66]**	Proboscis	**[00]**	Withers

V.7

EIDOLON

RANDOM DESCRIPTION ROLLS

(Worksheet Section 5-3)

One of my own favorite aspects of monster design is coming up with random adjectives that may (or may not!) define your monster. If you want your Lovecraftian masterpiece to be batrachian, rugose, and squamous, you've come to the right place!

To use this table, roll 1D1000 (three ten-sided dice) and consult the results below. I recommend rolling five times and recording the results in your worksheet.

Definitions are provided for some of the more obscure entries, but others can be explained with a quick Google search or a jaunt through your preferred (and preferably unabridged) dictionary.

Some of these adjectives will fit perfectly, and will give you some extra descriptive ammunition that you might not have found on your own. Other words will be hilariously wrong, but even the misses can help you crystallize your imagined monster. For example, you might roll "swollen" and that is completely wrong. But if it's wrong, then what is right? If it is not swollen, then is it gaunt, lithe, skeletal or slender? You may find yourself asking questions that you would not otherwise even think about as the result of an unusual roll.

Once you have a great set of adjectives, you can work those into your description by modifying the appropriate subsets in worksheet #5.

TABLE 71
THE GLOSSARY OF THE SPAWNING POOL

~ A IS FOR ANTEDILUVIAN ~	
[001-003]	**Aberrant**
[004-007]	**Abhorrent**
[008-010]	**Abnormal**
[011-013]	**Abominable**





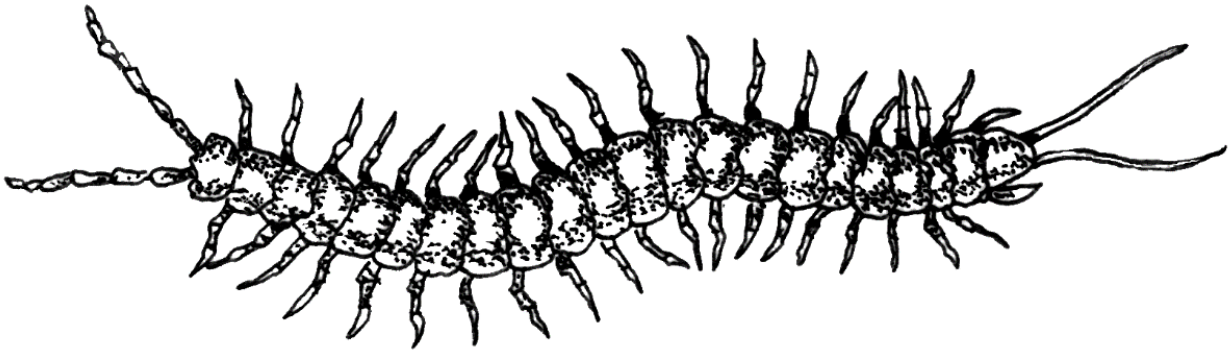
[014-016]	**Abysmal**
[017-020]	**Abyssal**
[021-024]	**Accursed**
[025-027]	**Acheronean:** From the mythic realm of Acheron.
[028-030]	**Achromatic:** Colorless, perhaps implying transparency.
[031-033]	**Acidic**
[034-036]	**Acrid**
[037-039]	**Adamantine:** Extremely resilient, or diamond-like.
[040-042]	**Aethereal:** Airy and otherworldly; evoking the rarified element of air, which was believed to fill the boundary between the atmosphere and outer space.
[043-045]	**Alchemical:** Created by alchemy (intentionally or otherwise).
[046-047]	**Alien**
[048]	**Alkahestic:** The source of the alchemical Alkahest; capable of dissolving anything.
[049-050]	**Amorphous**
[051-052]	**Ancient**
[053-056]	**Antediluvian:** Belonging to a period after a great flood.
[057-059]	**Appalling**
[060-062]	**Apparitional**
[063-066]	**Arcane**
[067-070]	**Archaean:** Extremely ancient.
[071-074]	**Archelonian:** Of or pertaining to Archelon ischyros, an extinct species of gargantuan turtle.
[075-078]	**Ashen**
[079-082]	**Asphytic:** Gasping, or perhaps even breathing without oxygen.
[083-086]	**Astral**
[087-090]	**Atlantean:** Of or from the lost city of Atlantis.





[091-093]	**Atrocious**
	~ B IS FOR BURBLING ~
[094-096]	**Babbling**
[097-100]	**Bellowing**
[101-103]	**Bestial**
[104-106]	**Bifurcated:** Split into two branches from a single root.
[107-110]	**Blasphemous**
[111-113]	**Bleating**
[114-116]	**Bloated**
[117-119]	**Bloodshot**
[120-123]	**Blubbery**
[124-126]	**Boiling**
[127-129]	**Boreal:** Of or pertaining to Boreas, the Greek god of the icy northern wind.
[130-132]	**Brobdingnagian:** Of colossal size and fit to pass for a giant.
[133-136]	**Buboed:** Covered in buboes (swollen lymph glands).
[137-139]	**Bulbous**
[140-142]	**Burbling:** Making a bubbling, warbling sound with the throat.
	~ C IS FOR CHTHONIC ~
[143-146]	**Cackling**
[147-149]	**Cacophonous:** Erupting with a loud clashing of many simultaneous noises.
[150-152]	**Cadaverous**
[153-155]	**Cataleptic**
[156-159]	**Centipedal:** Reminiscent of a centipede.





[160-162]	**Cephalopodean:** Of or pertaining to a cephalopod, a tentacle creature (such as an octopus, squid, or cuttlefish).
[163-165]	**Chaldean:** Of or pertaining to Chaldea, a region of Babylonia famed for its astronomers, astrologers and Dream World wanderers.
[166-169]	**Charnel**
[170-172]	**Chimeric**
[173-175]	**Chiming**
[176-178]	**Chitinous:** Reminiscent of chitin (a hard material found in the exoskeletons of insects and spiders).
[179-180]	**Chittering**
[181-182]	**Choloritic:** Suffering from chlorosis, a lack of chlorophyll. Pallid.
[183-185]	**Choleric:** Highly irritable and prone to anger. By occult extension, of or pertaining to the bodily humour known as choler.
[186-189]	**Chthonic:** Of or associated with the supernatural entities of the netherworld.
[190-191]	**Colossal**
[192]	**Congregated**
[193-195]	**Conjunctival:** Connected by mucous membranes.
[196-199]	**Constricting**
[200-202]	**Convulsing**
[203-205]	**Corpulent:** Bloated, fat, fleshy.



[206-208]	**Corroded**
[209-211]	**Corrosive**
[212-214]	**Corrupt**
[215-217]	**Creeping**
[218-220]	**Croaking**
[221-224]	**Crudivorous:** Eating only raw, or still-alive, food.
[225-227]	**Crumbling**
[228-230]	**Crustaceous**
[231-233]	**Cryptic**
[234-235]	**Crystalline**
[236]	**Cupric:** Coated in copper, or having a coppery hue.
[237-239]	**Cyclopean:** Architecture or landscaping fit for use by (or created by) a Cyclops, which is to say, gigantic. May also be used of a living thing, or more appropriately of a construct.
~ D IS FOR DEATHLESS ~	
[240-241]	**Daemoniac**
[242-243]	**Damnable**
[244-246]	**Dank**
[247-250]	**Deathless**
[251-253]	**Debased**
[254-256]	**Decayed**
[257-260]	**Decomposing**
[261-263]	**Decrepit**
[264-266]	**Deformed**
[267-270]	**Desiccated:** Completely dehydrated and bereft of all fluids.
[271-273]	**Diabolical**





[274-276]	**Discordant**
[277-279]	**Dissolving**
[280-283]	**Distended**
[284-286]	**Distorted**
[287-289]	**Dividing**
[290-293]	**Draconian**
[294-297]	**Dripping**
[298-300]	**Dusty**
~ E IS FOR ELDRITCH ~	
[301-303]	**Effulgent**
[304-306]	**Elastic**
[307-309]	**Eld:** Old. (Implied: Very old, and perhaps eldritch as well.)
[310-313]	**Eldritch:** Eerie, ancient and/or bizarre.
[314-316]	**Emaciated**
[317-319]	**Encrusted**
[320-323]	**Endless**
[324-326]	**Enshrouded**
[327-329]	**Enveloping**
[330-332]	**Ethereal**
[333-335]	**Evanescent:** Fading and vaporous.
[336-339]	**Exsanguined:** Having been made bloodless; drained.
~ F IS FOR FUNGOID ~	
[340-342]	**Faceless**
[343-345]	**Fecund**
[346-349]	**Festering**





[350-352]	**Festooned**
[353-355]	**Fibrous**
[356-359]	**Fiery**
[360-362]	**Filthy**
[363-365]	**Flabby**
[366-368]	**Flowing**
[369-371]	**Foaming**
[372-375]	**Foetid:** Fetid (antiquated). Stinky.
[376-378]	**Foul**
[379-381]	**Frenzied**
[382-384]	**Frigid**
[385-387]	**Frozen**
[388-391]	**Funereal**
[392-393]	**Fungoid**
[394-395]	**Fungous**
[396]	**Fusiformed:** Tapering at the end(s).
~ G IS FOR GRUESOME ~	
[397-398]	**Galvanic:** Infused with bio-electricity.
[399-401]	**Galumphing:** A portmanteau of “galloping” and “triumph”; in other words, to proudly walk in a thoroughly animated manner. A good word for Dream Worlders.
[402-404]	**Gangrenous:** Afflicted with gangrene (infection, decay, or necrosis of the flesh).
[405-408]	**Gaunt**
[409-410]	**Gelatinous**
[411]	**Gelid:** Extremely cold.
[412-414]	**Ghastly:** Appalling, horrific. In Lovecraftian parlance, more accurately, Ghastly (capitalized) means “reminding one of a Ghast.”





[415-417]	**Ghoulish:** Morbid, cannibalistic, disturbing. In Lovecraftian parlance, more accurately, Ghoulish (capitalized) means "acting in the manner of (or sharing the qualities of) a Ghoul."
[418-421]	**Gibbering**
[422-424]	**Gibbous:** Convex and moon-like.
[425-427]	**Gimbling:** Moving in a way reminiscent of a gimlet (a small metal tool), boring holes into earth, leather, or flesh.
[428-430]	**Glowing**
[431]	**Glutinous**
[432-433]	**Gnarled**
[434-435]	**Gnashing**
[436]	**Gore-Caked**
[437-440]	**Gorgonian:** Reminding one of a gorgon (a monster whose gaze would turn any beholder to stone), such as Medusa.
[441-443]	**Gossamered:** Covered in fine strands, like a spider web.
[444-447]	**Grasping**
[448-450]	**Greasy**
[451-454]	**Grisly**
[455-457]	**Grotesque**
[458-460]	**Gruesome**
~ H IS FOR HYPERBOREAN ~	
[461-463]	**Hadean:** Reminding one of Hades, the Greek netherworld of the judged dead.
[464-465]	**Hallucinatory**
[466]	**Harrowing**
[467-470]	**Hasturian:** Pertaining to Hastur (a ravening, mysterious Entity who dwells eternally in the Lake of Hali).
[471-473]	**Hideous**





[474-477]	**Hierophantic:** Similar to a hierophant (a ritual priest of the Eleusinian Mysteries in ancient Greece) or the revelations of a hierophant.
[478]	**Hircine:** Like a goat, especially in smell.
[479-480]	**Hissing**
[481]	**Horrible**
[482-483]	**Horrid**
[484-485]	**Horrific**
[486]	**Howling**
[487-490]	**Hyperborean:** From, or bearing qualities of, the lost kingdom of Hyperborea (the land which lies beyond the northern wind.)
[491-493]	**Hyper-Geometrical:** Angular or complex in a mathematical way, resonating with those dimensions which lie higher than the third.
	~ I IS FOR ICHTHYOID ~
[494-497]	**Ichorous:** Dripping with a black, acidic, aethereal substance — roughly akin to gluey blood — which is found in the veins of corporeal supernatural entities.
[498-499]	**Ichthyoid:** Fish-like.
[500]	**Ictal:** Prone to seizures, or perhaps moving in the manner of a seizure.
[501-502]	**Icy**
[503]	**Ignescent:** Capable of bursting into flame.
[504-506]	**Immolated:** Sacrificed (or prepared for sacrifice) in a destructive, sometimes incendiary fashion. Or, burning to death.
[507-508]	**Infernal**
[509-510]	**Infested**
[511-513]	**Infinite**
[514-516]	**Insectile**
[517-520]	**Iridescent**
	~ J IS FOR JELLIFIED ~
[521-524]	**Jabbering**





[525-527]	**Jaundiced**
[528-530]	**Jellified**
[531]	**Jumbled**
[532-533]	**Jumentous:** Stinking like a beast.
	~ K IS FOR KLEPTOMANIACAL ~
[534-536]	**Kleptomaniacal:** Afflicted with kleptomania (the compulsion to snatch or steal). Grabbing and clutching.
	~ L IS FOR LEPROUS ~
[547-539]	**Lachrymal:** Involving or featuring tears (or some other dripping fluid).
[540-542]	**Lamprey-Like**
[543-546]	**Lemurian:** From, or reminding one, of the ancient land of Lemuria.
[547-549]	**Leprous**
[550-553]	**Loathsome**
[554-556]	**Luminescent**
[557-559]	**Lurking**
	~ M IS FOR MANXOME ~
[560-562]	**Macabre**
[563-565]	**Maggoty**
[566-569]	**Malevolent**
[570-571]	**Malign**
[572-573]	**Malignant**
[574-576]	**Manxome:** Fearsome and primal, and perhaps implying island-dwelling. The word may be derived from “Manx,” meaning “of the Manx people,” or “from the Isle of Man.”
[577-579]	**Mausolean**: Immense and morbid, in the manner of a mausoleum (an elaborate pillared tomb).
[580-582]	**Meeping:** Making a muttering, squeaking sound (much like a Ghoul).
[583]	**Membranous**





[584-585]	**Mephistophelean**
[586-587]	**Mephitic**
[588-589]	**Mercuric:** Filled with quicksilver.
[590]	**Mesmerizing**
[591-592]	**Metameric:** With a body divided into segments.
[593-595]	**Miasmal:** In the manner of a miasma (a stinky, dangerous gas, such as that emitted by decaying corpses).
[596]	**Mildewed**
[597-598]	**Mimicking**
[599-601]	**Misty**
[602-605]	**Mithral**
[606-608]	**Moaning**
[609-611]	**Molten**
[612-615]	**Molting**
[616-618]	**Mottled**
[619-622]	**Mouldering:** Moldering (antiquated), crumbling, decaying.
[623-624]	**Murmuring**
[625]	**Murmurous**
[626-628]	**Mycologic:** Dealing with or reminding one of mycology (the study of fungi).
	~ N IS FOR NECROMANTIC ~
[629-630]	**Nauseating**
[631]	**Nebulous**
[632-634]	**Necromantic:** Of or to pertaining to black magic (death magic, zombification, Ghoul rituals, reanimation, etc.).
[635-638]	**Necrotic:** Afflicted with dead tissue or organ failure.
[639-642]	**Necrophagous:** Feasting on the dead.
[643-645]	**Nictitating:** Winking frequently.





[646-648]	**Noisome**
[649-652]	**Non-Euclidean:** Informally, angular in such a hyperbolic way that the physical laws of the third dimension are violated.
[653-655]	**Noxious**
	~ O IS FOR OCTOPOID ~
[656-658]	**Obfuscated:** Hidden, veiled, or confused.
[659-661]	**Obliviated:** Thrown irrevocably into oblivion.
[662-665]	**Octopoid:** In the manner of (or bearing the features of) an octopus.
[666-668]	**Odious**
[669-671]	**Oily**
[672-675]	**Oneirodynian:** Bearing the marks of primordial, subterranean nightmare.
[676-678]	**Oozing**
[679-681]	**Outgribing:** Bellowing, whistling and making a sneezing-snorting sound, all at once.
[682]	**Overripe**
[683-684]	**Oviform:** Shaped like an egg.
	~ P IS FOR PESTILENT ~
[685-686]	**Pale**
[687]	**Pallid**
[688-691]	**Pandemoniacal:** In the frenzied manner of a horror from Pandemonium (the city of all demons, believed to lie deep in the netherworld).
[692-693]	**Parasitic**
[694]	**Pasty**
[695-697]	**Pentacular:** Bearing the angles of a pentacle (a star-shaped, five-pointed diagram.)
[698-699]	**Perfidious**
[700]	**Pestilent**
[701-704]	**Petrous:** With a rock-like covering or carapace.





[705-707]	**Phanerozoic:** The current scientific eon of the Earth's chronology. It could mean "geologically recent," but in practice it means "very old indeed, perhaps as old as 500 million years."
[708-711]	**Phantasmagoric:** Evoking a phantasmagoria (a display of extremely convincing hallucinations or illusions).
[712-714]	**Phantasmal:** In the manner of a phantasm (a realistic illusion of a person, thing or monstrosity).
[715-717]	**Phantastic:** Fantastic (antiquated); unreal, unbelievable.
[718-720]	**Phlegmatic:** Phlegmy. In an occult sense, it alludes to phlegm as one of the body's humours.
[721-723]	**Phosphorescent:** Softly glowing, due to radiation or bioluminescence.
[724-727]	**Plutonian:** Of or pertaining to Pluto. Pluto can mean either the tenth planet of our Solar system, or the title of Hades, god of the netherworld.
[728-731]	**Polypous:** Covered with polyps (mucus-covered flesh growths).
[732]	**Porous**
[733-734]	**Possessed**
[735-737]	**Precambrian:** From the prior eon of Earth's chronology. In practice, something that is Precambrian is at least 542 million years old.
[738-740]	**Procrustean:** Constricting and murderous.
[741-742]	**Protoplasmic**
[743]	**Protozoic**
[744-746]	**Pseudopodal:** In the manner of a pseudopod (a temporary, tentacle-like limb, constructed from protoplasm).
[747-749]	**Pulsating**
[750-752]	**Pungent**
[753-756]	**Pustulant:** Covered in pustules (blister-like sores filled with pus).
[757-760]	**Putrefacted:** Having falling victim to putrefaction; decayed.
[761-763]	**Putrid**
	~ Q IS FOR QUINTESSENTIAL ~
[764-766]	**Quavering**
[767-770]	**Quintessential:** From or composed of the rarefied "fifth element" which binds the universe's primal air (gas), earth (solid), fire (energy) and water (liquid) together.

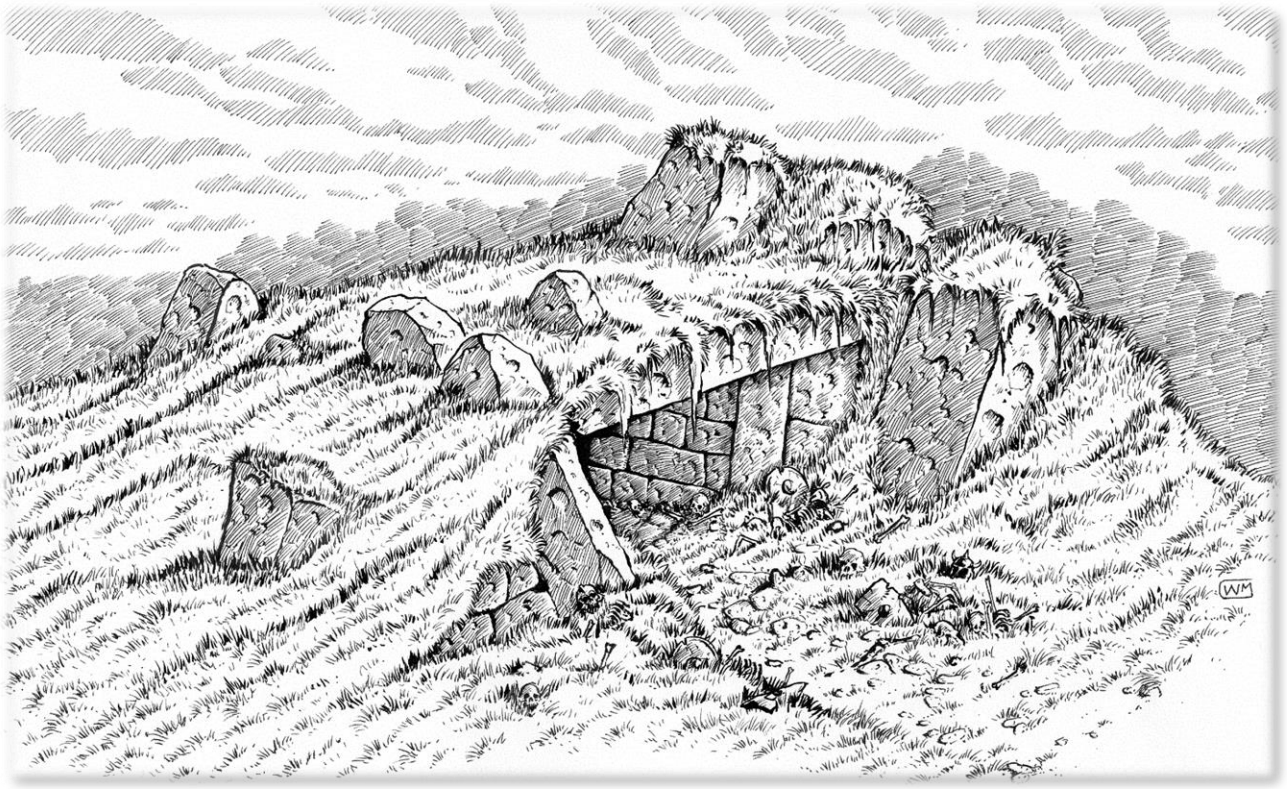




~ R IS FOR RETICULATED ~	
[771]	**Rainbowed**
[772-773]	**Rancid**
[774-775]	**Reanimated**
[776]	**Reeking**
[777-779]	**Reptilian**
[780-782]	**Repugnant**
[783-785]	**Repulsive**
[786-789]	**Reticulated:** Covered or arranged in a mesh.
[790-792]	**Rubbery**
[793-795]	**Rubicund:** Ruddy, reddish.
[796-799]	**Rugose:** Covered in alternating wrinkles and ridges.
[800-802]	**Ruined**
[803-805]	**Ruinous**
~ S IS FOR SCABROUS ~	
[806-808]	**Sanguinary:** Bloody or blood-like.
[809-811]	**Saurian**
[812-814]	**Scabby**
[815-818]	**Scabrous:** Covered with scabs.
[819-821]	**Scaly**
[822]	**Scorched**
[823-824]	**Scorching**
[825-826]	**Scintillating**
[827]	**Scraggy:** Thin and bony.
[828]	**Seeping**



[829-830]	**Seething**
[831-834]	**Sepulchral:** Reminding one of a sepulcher (an ancient tomb).



[835-837]	**Serpentine**
[838-840]	**Shimmering**
[841-843]	**Shivering**
[844-846]	**Shuddering**
[847-849]	**Sinewy**
[850-852]	**Skeletal**
[853-855]	**Slimy**
[856-858]	**Slithering**



[859-861]	**Slithy:** Lithe and slimy.
[862-865]	**Slobbering**
[866-868]	**Sluggish**
[869-871]	**Smoky**
[872-874]	**Snaking**
[875-877]	**Spectral**
[878-881]	**Squamous:** Covered with dry, decaying scales.
[882-884]	**Stygian**
[885-887]	**Sulphurous**
[888-890]	**Susurrating:** Emitting a susurrus (a rustling, whispering sound).
[891-892]	**Swarming**
[893]	**Swollen**
[894-896]	**Synaesthetic:** Causing the senses to become confused with one another.
	~ T IS FOR TENTACULAR ~
[897-899]	**Talismanic:** Bearing the properties of a talisman (an occult amulet with supernatural powers, typically of summoning or protection).
[900-902]	**Tempestuous**
[903-905]	**Tenebrous:** Deeply shadowed.
[906-909]	**Tentacular:** Covered with (or exhibiting the properties of) tentacles.
[910-912]	**Thrashing**
[913-915]	**Trembling**
[916-918]	**Tremulous:** Quivering, shuddering.
[919-921]	**Troglodytic:** Pertaining to troglodytes (cave-dwelling degenerates).







[922-924]	**Tulgey:** “Tulgey” (Carrollian) can be understood to mean “tumored” and “bulgy.”
[925-927]	**Tumescent:** Swollen.
[928-930]	**Tumorous:** Covered or filled with tumors.
[931-933]	**Turgid:** Distended by internal gasses.
~ U IS FOR ULULATING ~	
[934-936]	**Ululating**
[937-939]	**Unbeheld:** Never before seen; perhaps invisible.
[940-942]	**Unclean**
~ V IS FOR VORPAL ~	





[943-945]	**Vaprous**
[946-948]	**Vermilion:** Shockingly red.
[949-951]	**Vile**
[952-954]	**Viperous:** In the manner of a viper.
[955-957]	**Viscous**
[958-960]	**Vomitous:** Worthy of, or looking and smelling like, vomit.
[961-963]	**Vorpal:** Astral, arcane, and dangerously magical.
~ W IS FOR WRITHING ~	
[964-966]	**Wailing**
[967-969]	**Warped**
[970-972]	**Warping**
[973-975]	**Webbed**
[976-978]	**Whirling**
[979-981]	**Withered**
[982-984]	**Wretched**
[985-987]	**Writhing**
~ Y IS FOR YUGGOTHIAN ~	
[988-989]	**Yammering**
[990]	**Yeastlike**
[991-993]	**Yithian:** Reminding one of the time-traveling Great Race of Yith, or something from their homeworld (such as an alien artifact).
[994-997]	**Yuggothian:** Originating on the remote, shadowy ice planet of Yuggoth (known to mere mortals as Pluto). Yuggoth is probably a dimension-leaping planet, and so may well exist in the game world's distant solar system.
~ Z IS FOR ZYMOTIC ~	
[998-000]	**Zymotic:** Fermenting, spoiling.





V.8

DOMAIN

RECOMMENDED LAIR LOCATIONS

(Worksheet Section 5-5 through 5-7)







One of the serendipitous side effects of drafting a monster description is this: You can probably now visualize your Abomination, and its potential behavior, to the extent that you can also visualize its placement in the environs of your game world. Your monster is certainly from *Elsewhere*, but given its biology and predilections it might well favor swamps (if it's amphibious), boreal skies (if it's frigid and celestial), geyser caverns (if it's burning and nocturnal), forgotten temples (if you can't wait to roll up some Evil priests to worship it), and so forth.

Before play, I recommend that you consider where the monster might prefer to lair in the Material Plane. This is not a necessary step, since you can by all means plop a fresh Abomination into a dungeon and simply say that a new dimensional gate has opened, or that it was imprisoned there for centuries. But if you have the time to consider your creation as a race, as opposed to a one-shot gimmick, you might well find that the monster fits perfectly into your campaign and that it can serve as a new and reasonable creation which could potentially be included in numerous future encounters.

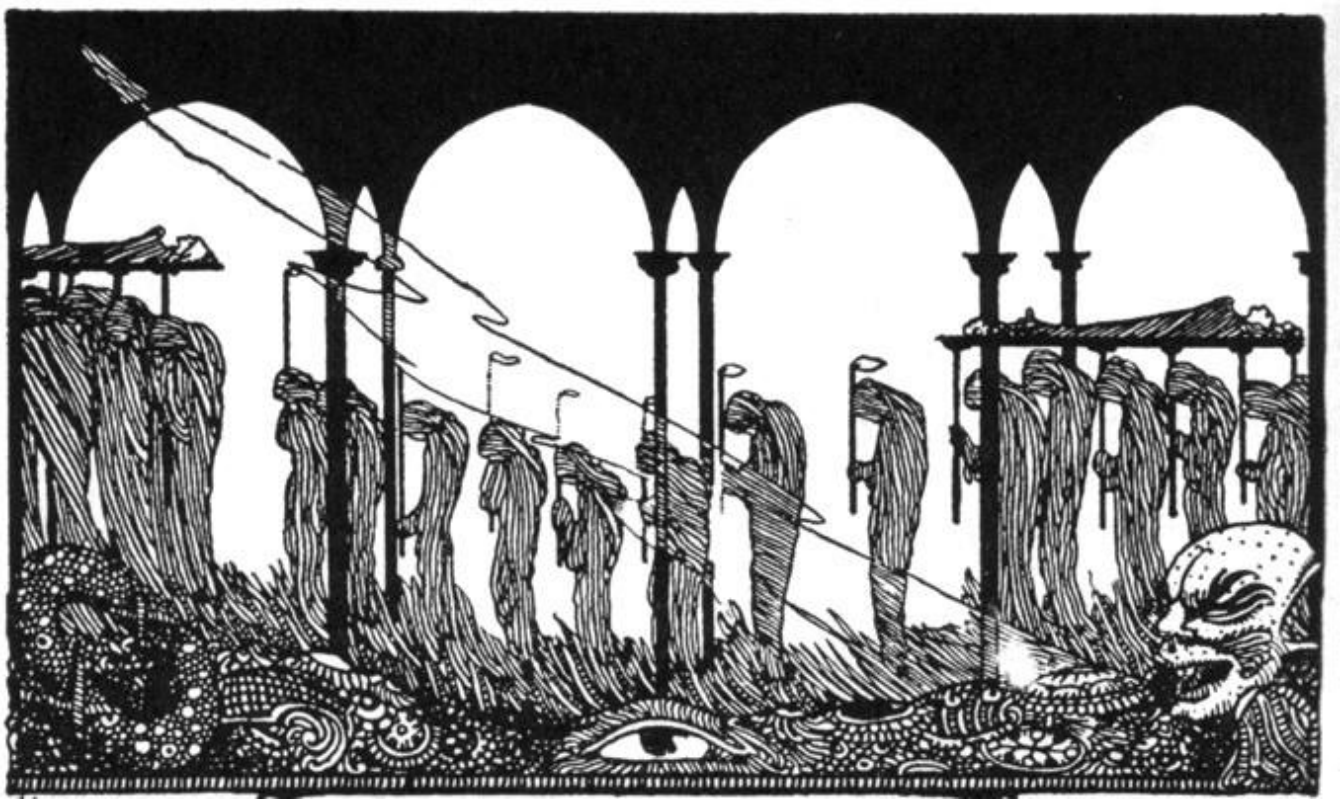
(And as a related aside, I don't recommend *ever* using Abominations as wandering monsters, unless your foolhardy adventurers are daring to explore the Dream Worlds. When every monster is special (an Abomination), no monster is. Keep these creations and their wanderings relatively under control for best results.)

To rough out the lair possibilities of your creation, you can simply run through the worksheet checklists (Worksheet 5) and decide whether the monster might appear there. I have provided entries for climate, terrain, and locale. The locales listed — which I felt offered a general overview of reasonable locations for most game worlds — are as follows:

- Alternate Material Worlds / Dimensions
- Ancient Arcane Prisons
- Archmage Fortresses
- Corrupted Wilderness
- Dream Worlds
- Dreams / Visions
- Dungeons
- Planar Rifts
- Post-Apocalyptic Ruins
- Ruins (Normal)
- Temples
- Underwater
- Underworld



Once you know where the monster can acclimate and exist, you can put the race into your world. You can make this is as simple as putting one encounter in your next session's dungeon setting, or you can look at your entire game world at the meta level, and decide if any undeveloped regions need to harbor an unspeakable secret that will startle the sages (and the heroes, as well). You might have a vague jungle, or a moon, or a netherworld that you haven't yet fully developed and you don't know what to put there. Why not consider some new Abomination species for those regions? The choice is yours.



As further inspiration, consider this: You never know which one of the little monstrosities you create that will become your players' next hated foe. And if your players end up enjoying a particular new monster (even if their "enjoyment" involves stares of disbelief and growls aimed at an unfair and old-school-afflicted Game Master), you should consider making that Abomination a major invading planar race. This is quite different from *you* making a conscious decision to work on a monster, you see. The players are unintentionally running the show here. If your players love to hate it, give it some greater depth.

You can then develop the monster's culture, beliefs, and home world for future use in the campaign. Consider for example the Dark Elves, which are widely regarded as one of the most iconic FRPG races.



In the early TSR materials, they were merely hinted at as the folkloric Nordic Svartalfar in 1976; and then whispered of in a monster book entry in 1977; and then they became a full-blown racial culture, complete with a dangerous homeland to explore, in 1978. They were then reimagined by other authors in the 1980s, and then made classic (and almost cliché, due to oversaturation) with much more added detail throughout the decades. Many books have been written about them now.

If you are patient and design an excellent and intriguing Abomination, you may find yourself with a similar situation on your hands! What will you create that will inspire other Game Masters and game designers in the future?

V.9

COMPREHENSION

ABOMINATION LANGUAGES

(Worksheet Section 5-8)

As a last atmospheric detail which makes the monster blend well into your campaign, you may want to consider the **known languages** that your Abomination can telepathically "speak," comprehend, or even utter on its own. I must apologize for this section being in a chapter which might seem to be completely out of place; but when I considered that you as the GM would need to know the Abomination's Intelligence, behavior, description, *and* lair environments before you would be able to fully consider this question, this section "feels" as if it should be included here.

This step is entirely optional, and it depends on precisely how alien you want your otherworldly monsters to be. The easy way out of this conundrum (if you are tired with fiddling with your monster's details) is to say that all of the Abominations in your game world possess an innate, almost instinctual form of visual telepathy. Even the nearly mindless ones can express themselves by planting crude and garish images in mortals' heads, and the supra-genius entities can speak to mortal minds in a myriad of ways. Clever psychic entities can easily lace mortal thoughts with beautiful and enticing "words" of silence, using any language that will prove to be the most persuasive.

That is honestly the approach that I recommend for your game, at least initially. It's otherworldly, interesting, unsettling, and easy. But for those of you who want more detail, and to make Abominations a lasting part of an ongoing campaign with years of play, here is a system which will help you to determine an Abomination's known languages in accordance with the systems in the current FRPG edition's game design.

(Warning, complexity ahead!)





First, when you think about languages you should consider your monster's **favored climate and terrain types**. If your monster lairs in temperate saltwater, for example, it likely knows the languages of the "normal" aquatic monsters there. Such an Abomination would probably comprehend (for example) the Aquan and Sahuagin tongues. If the sea there is frequented by mariners and the monster can invade their dreams, it might even be able to interpret Common as well.

To aid you in this process, it helps to know which languages exist in the game world. Here is a quick (and unfortunately partial) summary of some of the main FRPG monster languages, as represented in the SRD5:

HUMAN & CULTURAL LANGUAGES

- **Common:** The shared language of mortals.
- **Druidic:** The language of the nature priests and the primal cabals.
- **Thieves' Cant:** The coded language of the human underworld.

DEMI-HUMAN LANGUAGES

- **Dwarvish:** The language of Dwarfkind.
- **Elvish:** The language of the Elvenfolk.
- **Gnomish:** The language of Gnomekind and burrowing animals.
- **Halfling:** The language of the Shire Folk.
- **Undercommon:** The language of netherworld demi-humans

BESTIAL LANGUAGES

- **Giant Eagle:** The language of birds of prey (and some raptor-hybrid monsters).
- **Giant Elk:** The language of the primal beasts.
- **Giant Owl:** The language of the nocturnal avians.
- **Worg:** The language of woodland predators.

ELEMENTAL LANGUAGES

- **Aquan:** The language of aquatic creatures.
- **Auran:** The language of the elemental air.
- **Ignan:** The language of the elemental fire, spoken by Azer.
- **Primordial:** The common language of the elementals and primals.
- **Terran:** The language of the elemental earth.





HUMANOID LANGUAGES

- **Gnoll:** The language of bestial humanoids.
- **Goblin:** The language of small tribal humanoids.
- **Orcish:** The language of corrupted humanoids.

MONSTROUS LANGUAGES (GENERAL)

- **Abyssal:** The language of demons and Chaotic Evil.
- **Celestial:** The language of the upper planes.
- **Deep Speech:** The language of Aboleths and similar creatures of the netherworld.
- **Draconic:** The language of the Dragons.
- **Giant:** The language of the Giantfolk.
- **Infernal:** The language of devils and Lawful Evil.
- **Sphinx:** Riddling and eloquent language of Sphinxkind.
- **Sylvan:** The language of the fey.

MONSTROUS LANGUAGES (SPECIES-SPECIFIC)

- **Blink Dog:** The language of hounds and hound-like creatures.
- **Otyugh:** Guttural language of tentacle beasts.
- **Sahuagin:** The language of the Sea Devils and the Deep Ones
- **Winter Wolf:** The language of boreal predators.

With this collective knowledge, you can perform some random die rolls to determine whether your Abomination race has had an opportunity to learn how to communicate with various creatures in the game world as listed above.

The problem, however, is that you will end up with a decidedly small list of “main” languages which the Abomination can understand. But what of the *minor* languages, where it will probably be able to deduce what is being said rather quickly without knowing the language fully?

If you would like to randomly determine the monster’s secondary languages, you can roll multiple times on the guide table below. You will need to refer to your worksheets fairly extensively, because my system presupposes that your monster’s ability to learn is based primarily on its Intelligence, and also on its alignment, descriptors, monster type, movement mode, and potentially its surroundings as well.

To use this table, simply read every appropriate line and apply the existing Intelligence (INT) modifier. If your Abomination has (for example) an INT of 10, and the entry reads that there is an INT x 3% chance





of knowing the Infernal language, then that would mean your monster has a 30% chance to be able to learn that language quickly enough that it could potentially communicate in a first encounter. You would then list Infernal as a minor language on the monster's worksheet. The monster might even know a few words a minor language, perhaps from listening to worshippers or begging prey or something similar.

The full table of language options appears below. Roll 1D100 per applicable entry, as appropriate. Please note that there is some necessary redundancy inherent in the table, so that if "Undercommon" is indicated as known with an early die roll, you don't need to roll on the later "Undercommon" entries. But if the first Undercommon roll fails, you should roll on each subsequent Undercommon entry to reasonably increase the chance that your monster race has that language aptitude in its psychic nature.

TABLE 72
DETERMINATION OF ABOMINATION LANGUAGE PROFICIENCIES

Abomination Trait	Language and Chance to Know or Learn
(Default language)	INT x 10% chance to know Common
CONSIDERATION OF ALIGNMENT	
Alignment, Chaotic Evil	INT x 5% chance to know Abyssal INT x 1% chance to know Undercommon
Alignment, Chaotic Good	INT x 5% chance to know Elvish
Alignment, Lawful Evil	INT x 5% chance to know Infernal INT x 1% chance to know Undercommon
Alignment, Lawful Good	INT x 5% chance to know Dwarvish INT x 3% chance to know Gnomish INT x 3% chance to know Halfling
Alignment, Lawful Neutral	INT x 3% chance to know Gnomish
Alignment, Neutral Evil	INT x 1% chance to know Undercommon
Alignment, Neutral Good	INT x 3% chance to know Dwarvish INT x 3% chance to know Gnomish
Alignment, True Neutral	INT x 1% chance to know Druidic
CONSIDERATION OF PRIMARY AND SECONDARY DESCRIPTOR	
Descriptor, Airy	INT x 10% chance to know Auran
Descriptor, Bestial	INT x 1% chance to know Blink Dog INT x 1% chance to know Giant Elk INT x 1% chance to know Sphinx INT x 1% chance to know Winter Wolf





	INT x 1% chance to know Worg
Descriptor, Burning	INT x 10% chance to know Ignan
Descriptor, Earthen	INT x 10% chance to know Terran
Descriptor, Flying	INT x 1% chance to know Giant Eagle INT x 1% chance to know Giant Owl
Descriptor, Slithering	INT x 5% chance to know Draconic
Descriptor, Thalassic	INT x 10% chance to know Aquan
Descriptor, Unearthly	INT x 5% chance to know Celestial
Descriptor, Writhing	INT x 3% chance to know Otyugh
CONSIDERATION OF MONSTER TYPE	
Monster Type, Dragon	INT x 10% chance to know Draconic
Monster Type, Elemental	INT x 10% chance to know Primordial
Monster Type, Fey	INT x 3% chance to know Druidic
Monster Type, Fiend	INT x 3% chance to know Abyssal INT x 3% chance to know Infernal
Monster Type, Giant	INT x 10% chance to know Giant
Monster Type, Humanoid	INT x 3% chance to know Gnoll INT x 3% chance to know Goblin INT x 5% chance to know Orcish INT x 1% chance to know Thieves' Cant INT x 1% chance to know Worg
CONSIDERATION OF MOVEMENT MODE (ENVIRONMENTAL FACTOR)	
Movement Mode, Flying	INT x 5% chance to know Auran
Movement Mode, Hovering	INT x 5% chance to know Auran
Movement Mode, Swimming	INT x 5% chance to know Aquan INT x 3% chance to know Sahuagin
CONSIDERATION OF SURROUNDINGS (ENVIRONMENTAL FACTOR)	
Surroundings Where Encountered, Dream Worlds	INT x 10% chance to know Sylvan
Surroundings Where Encountered, Dungeon	INT x 5% chance to know Deep Speech





Surroundings Where Encountered, Netherworld	INT x 10% chance to know Deep Speech INT x 5% chance to know Undercommon
Surroundings Where Encountered, Underwater	INT x 5% chance to know Aquan INT x 3% chance to know Sahuagin

V.10

MINUTIAE

DEALING WITH NETTLESOME DETAILS

Having dealt with the esoteric issue of monster languages, there are a few more little pieces of data which you may want to include (or at least think about) before putting your monster into play. These are relatively minor, and I have not developed systems for such inconsequential concerns; if you have read this far, you are well on your way toward making your own decisions about any detail inherent in the creation of new monsters. But nevertheless I will elaborate on one or more of these topics in the future, if there is sufficient interest. Basically, by this point and after hundreds of pages of micro-managed detail, you should be able to complete your monster without my mentorship with a few quick insightful decisions!

A worksheet has not been developed for these details, but you can note them on scratch paper and keep them with your sheets for future reference as you refine the monster's final template.

These details include:

Ability Score Modifiers: You can record the modifiers for the monster's ability scores using the rules in your FRPG if you wish to do so.

Challenge Rating: As promised, this will be discussed in the book's appendices.

Innate Spellcasting: This is not recommended, as the extensive Powers system has been designed to supplant spellcasting with "natural" abilities to the furthest extent possible.

Proficiency Bonus: You can determine a monster's Proficiency Bonus by following the rules on page 259 of the V1.1 SRD5. You can either use the monster's Challenge Rating (if you know it), or use the Base Lethality Rating (if you don't) on the same scale. In other words, a BLR of 12 can be interpreted as being a CR of 12 for the purposes of using the SRD5 table. Abominations are dangerous and resilient creatures, however, and you may want to give them a Proficiency Bonus of +1 or even +2 over the SRD5 rates given for "normal" monsters.

Saving Throws: These can be calculated using your FRPG's monster creation rules. Generally, a Saving Throw is typically equal to the Proficiency Bonus plus the appropriate Ability Score Modifier.

Skills: The only *crucial* skill for a Monster in most encounters is Perception. If your campaign deals significantly with role-playing, subterfuge or diplomacy, however, you may want to add some more skills that round out the design. Examples from classic monsters featured in the SRD5 include, but are not





limited to: Arcana, Athletics, Deception, Insight, Persuasion, Stealth, and Survival. Any or all of these might be appropriate to your monster, depending on its body type and ability scores.

Further details concerning monstrous background, history, worship, and so forth can be developed over time. **I recommend leaving these evocative and inspiring details to "emergent play,"** so that if (for example) your adventurers converse with Abominations and learn something about their home world, you can record those details during the play session for future consideration and development.







V.11

DWEOMERCRAFT

PUTTING IT ALL TOGETHER

Having fully created your monster, you will probably want to turn your worksheets into a full and coherent monster entry for future play. This isn't necessary, but you will find it very useful for archival purposes, future encounter design, and sharing with your friends. Also, archiving the data in a traditional format makes it easy to ensure that your freshly-concocted monster's many details will not get lost.

It would certainly be nice to have been able to use this template in the beginning, of course, but as this book follows a logical progression of thoughts and systems, the order of interrelated topics discussed does not in any way coincide with the order of the monster template! I wanted to teach you how to design monsters, and to build your confidence in critical thinking, rather than to just have you roll on a set of a tables to come up with a thoughtless result.

If you would like to format your monster, you can use the emulated multi-page template which I have included below. You can also find a nicer official template via the game's publisher if you would prefer to use something formatted for publication, rather than for your use and modification in your own campaign.

(The template appears over the next several following pages.)





FRPG MONSTER TEMPLATE

Monster Name:					
Size:		**Monster Type:**		**Alignment:**	
Armor Class:			**Armor Type:**		
Hit Points:			**Hit Dice:**		

Speed Ratings

Ground	Burrow	Climb	Fly	Hover	Swim
_____'	_____'	_____'	_____'	_____'	_____'

Ability Scores & Modifiers

Physical			Mental		
STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
_____ ( )	_____ ( )	_____ ( )	_____ ( )	_____ ( )	_____ ( )

Encounter Information

Saving Throws:	**Dex** _____	**Con** _____	**Wis** _____	**Cha** _____	**Special** _____
Skills:	Perception _____	#2 _____	#3 _____	#4 _____	#5 _____
Damage Resistances:	_____ _____ _____ _____ _____ _____	**Damage Immunities:**	_____ _____ _____ _____ _____ _____	**Condition Immunities:**	_____ _____ _____ _____ _____ _____
Senses:	#1 _____	#2 _____	#3 _____	#4 _____	#5 _____
Languages:	#1 _____	#2 _____	#3 _____	#4 _____	#5 _____
Challenge:		**XP Value:**			

Actions & Legendary Actions

Action #1:	_____





Action #2:	
Action #3:	
Action #4:	
Action #5:	
Action #6:	
Action #7:	
Reactions	
Reaction #1:	
Reaction #2:	
Reaction #3:	
Details	
Summary:	
Description:	

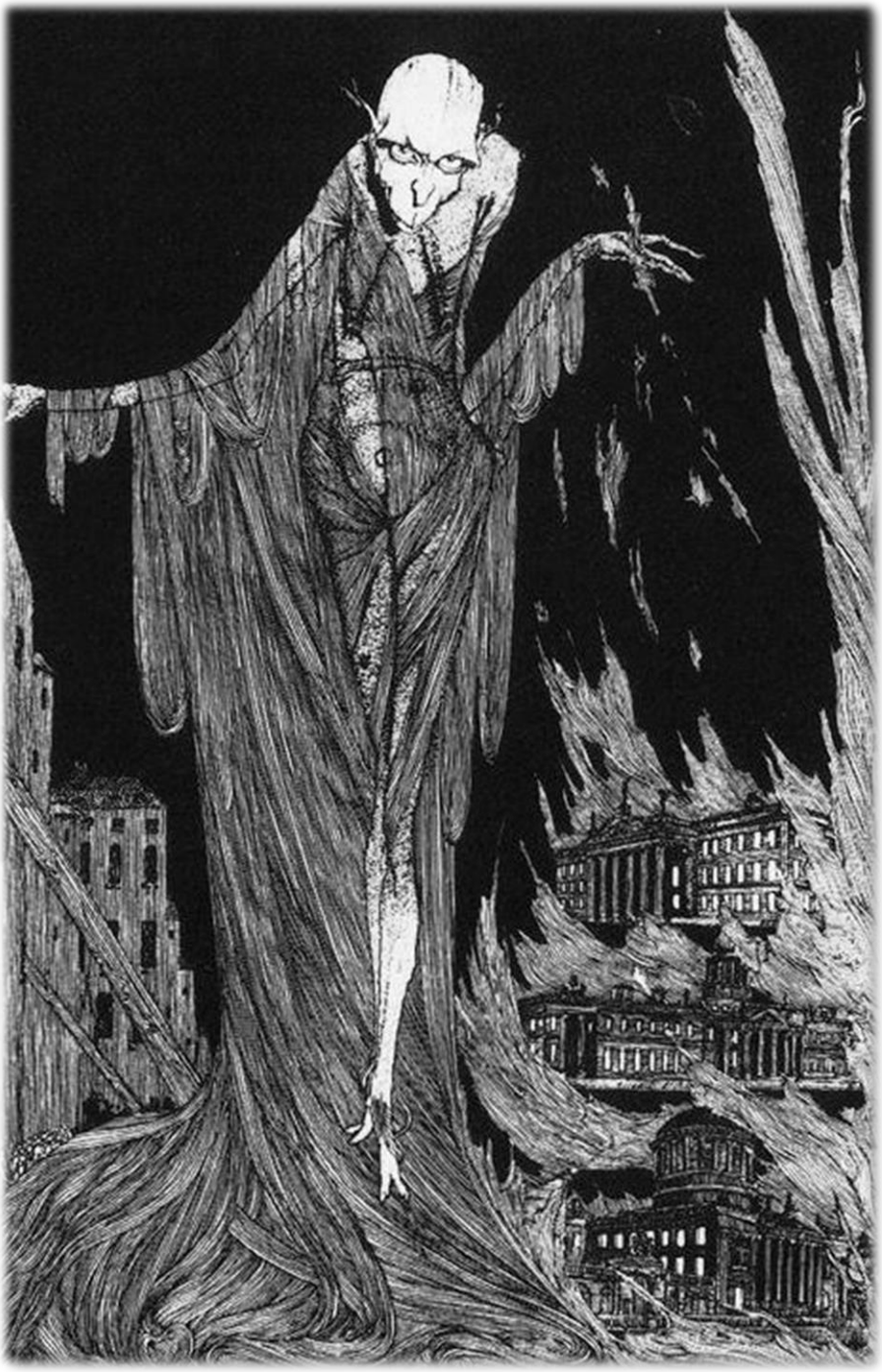




Qualities / Noteworthy Traits	
Quality #1:	
Quality #2:	
Quality #3:	
Quality #4:	
Supplementary	
Additional Notes:	
Author / Creator:	
Permissions / Copyright Status:	

(Be sure to take credit for your hard work, you earned it. And do consider sharing your monster with the community. Be proud of what you have accomplished, and encourage other enterprising GMs to take the advanced course in monster design as well!)







CODEX
VI

ENCOUNTERS & CAMPAIGN INTEGRATION





VI.1

MILIEU

INTEGRATING ABOMINATIONS WITH THE GAME WORLD

Welcome! This “bonus codex” has nothing to do with monster design, as such. Rather, it is **all about campaign options**, which will help you to integrate Abominations and Abomination themes in a way that your players will find reasonable, well-reasoned, mystifying, and fascinating.

By following all of the advice in this book, you have completely designed at least one monster that can be introduced immediately into your campaign. If you have the personal preference and expertise to design challenging and memorable encounters without my further advice, you can safely ignore this entire section of the book and go on with your game. However, if you would like to consider some further campaign-related issues and metagame topics which you may have not yet fully considered, or if you want more guidance, then this section is written specifically for you. The overriding goal of Codex VI is to give you some serious and extensive advice that will show you how to move any number of Abominations into your campaign with a minimum of disruption.

It is probably clear to you by now that one of the major intentions of this book is also to reintroduce an old school mentality to an FRPG which, in my opinion, has strayed too far toward player convenience and too far away from the original ideals which made the game such a phenomenon in the 1970s and early 1980s. But many of the ideas presented herein — specifically, increasing the difficulty level, making monsters mysterious and difficult to gauge in the moment of an encounter, and emphasizing the likelihood of adventurer deaths when things go wrong — will cause upheaval in the game if your players are not accustomed to these “antiquated” ideas.

Therefore, the most important topic in this Codex involves **being tough but fair with your players**. Encounters with Abominations should be treated as special events, with the players clearly understanding that something ominous and very different is going on. That way, they can change their strategy and tactics in response to the unknown. Negotiation with monsters should become an important part of the game, if it is not already. Death should not be the absolute end of an adventurer’s path, and I have included ideas here to make death a transformative experience for the heroes rather than a game ender.

The second goal of this Codex is to tie the idea of Abominations to the game world so deeply that their introduction will not seem completely out of sync with the existing game. Instead, the Abomination invasion will feel like the next epic chapter in the story of your campaign. This is a bit tricky to implement smoothly, but it mostly involves **designing blended encounters** that feature human NPCs and/or “common” monsters in the presence of most of your new Abominations. In this way, the Abominations become the strange and otherworldly element in the encounter, but the entire encounter itself does not feel at odds with the FRPG’s existing modern atmosphere. It is when Abominations are encountered alone that they will feel like a tacked-on afterthought to your game.

And lastly, the third design goal of this Codex is to **make your players want to experience further encounters with Abominations** as these creatures (hopefully) become the most interesting and





challenging aspect of the campaign. To do this, I have offered a system that shamelessly plays to player greed (introducing the concept of harvesting monster body parts for gold and profit), and the much longer-term plan of **introducing the Dream Worlds** to your campaign. The Dream Worlds ensure that your game's high-level adventurers will have more challenging and unpredictable realms to explore as they approach the "epic" difficulty level in search of greater glory.

I hope you will find the various tools and ideas in this section interesting, and remember: I ask always that you consider my opinion, but I never ask that you let my experiences over the decades with the game override your own! Give my unusual pieces of advice a chance, and then change what doesn't work in your game so that your players will enjoy this Abominable experiment as one of the more memorable game events they have ever experienced.

Be bold, insightful, and open to change. And on we go, into the shadowed lands …







VI.2

FORESIGHT

DESIGNING ABOMINATION ENCOUNTERS AND PREDICTING POTENTIAL OUTCOMES

To carefully introduce Abominations to the game, you will need to **avoid using them as wandering monsters** or random encounters. You may be tempted to do so, to emphasize the random and unpredictable nature of these entities and to create instances volatile emergent play. But unfortunately, if you create a strong new monster encounter at random and then spring it on your players when they have grown accustomed to balanced encounters with "usual" monsters, you will likely find that the following bad things are going to happen: [1] A lot of PCs are going to die; [2] the players are going to blame you; [3] the random monster is going to be regarded as the reason why the game flew off the rails; and [4] as a direct result, your players are going to strongly resist the introduction of further random monsters into the campaign.

Clearly, you will want to avoid these headaches as much as you possibly can. One of the best things you can do prior to your next game session is to plan out not just the new random monster's stats, but also a detailed summary of the encounter variables that you are going to introduce when the Abomination(s) first come into play. I have created a sixth worksheet that is specifically designed to track and address the many concerns and atmospheric choices in this Codex of the book, and to help you consider every aspect of the encounter before it occurs. You still won't know what's going to happen, how the dice are going to fall, or how the players are going to react; but you will at least be armed with enough information to make some informed decisions on the fly when the unexpected inevitably takes place.

(The worksheet appears on the following page.)





OLDSKULL MONSTER GENERATOR
ABOMINATION DEVELOPMENT WORKSHEET #6

ENCOUNTER PLANNING SHEET

6-1	**Abomination Species Encountered:**		**Abomination BLR Rating:**	
6-2	**Number of Abominations Appearing:**		**Location of Lair:**	_____ _____
6-3	**Species Alignment:**		**Lair Group's Alignment:**	
6-4	**Disciples Present?**	☐ Yes ☐ No	**Number:**	
			Type:	
			Challenge:	
6-5	**Summoner Present?**	☐ Yes ☐ No Notes:	**Alignment:**	
			Class:	
			Level:	
			Binder?:	☐ Yes ☐ No
			Challenge:	
6-6	**Ritual Underway?**	☐ Yes ☐ No	**Type:**	_____ _____
6-7	**Activity Notes:**	_____		
6-8	**Notes on Potential Encounter Lethality:**	_____ _____		
6-9	**If PCs Parley:**	_____		
6-10	**Possibilities if PCs Flee:**	_____		
6-11	**Possibilities if PCs Fight:**	_____		
6-12	**Reagents for Harvest:**			
	Type 1:	_____ _____	**# Specimens:**	
			GPV Each:	GP
	Type 2:	_____ _____	**# Specimens:**	
			GPV Each:	GP
	Type 3:	_____ _____	**# Specimens:**	
			GPV Each:	GP
6-13	**Other Treasures Present:**			





VI.3

NUMERA

GUIDELINES FOR THE NUMBER APPEARING

(Worksheet Section 6-2)

One of the most challenging aspects of Abomination encounter design involves the actual number of monsters appearing. If you are deeply worried about your play group's ability to defeat your new creation, and you also doubt that your players will role-play negotiations or some other form of peaceful contact, then you may simply want to set the number appearing at "1" and go from there.

I believe there is a problem with this approach, however, because the FRPG (as it is currently played) is set up to encourage and reward quick knockouts of powerful monsters due to "crowd control," overpowered Player Characters, and very powerful one-shot effects. The current game heartily encourages this "slam first, ask questions later" behavior. If your PCs can simply stun a huge monster and wipe it out before it has a chance to communicate, intimidate, emote, or even fight back, then the monster's difficulty level is effectively irrelevant (Challenge Rating zero). Worse, if you have the new monster appear alone (without any low-level worshippers to protect it), then you are actually encouraging this mode of play as well. Players are much less likely to engage in role-play when they think they can beat your monsters without a second thought!

Therefore, if your players are skilled and savvy, or powerful for their experience level, you will probably want to include a large group of weak creatures accompanying the abominations. This — along with some good lair design and monster positioning on your part — will prevent the abominations from getting swarmed, stunned, "crowd controlled" and taken out early before they can make a memorable impression. When your Abomination has worshippers, your players might actually choose to negotiate, or even to have their characters hide, sit back, and watch to learn what is going on.

Recommended low level accompanying creatures for Abominations include cultists, worshippers (leveled NPCs), humanoid thralls, demons, devils, and/or undead minions, as will be described in a separate chapter hereafter. And if your group *still* thoughtlessly wipes out the Abomination encounters despite such extensive low-level backup, you can simply keep increasing the number of worshippers appearing until a decent level of power parity is reached.

When your players are doubtful whether they can charge in and wipe out your monsters without a plan, you're on the right track.

And if you have perhaps provided your players with a friendly warning via NPC "mouthpiece," describing "premonitions of dread," or another foreshadowing contrivance, then you may want to also include *numerous* Abominations to make the encounter truly memorable. Your players might not be afraid of one Gazer Lotus surrounded by worshipping NPCs; but what if there were five of them?

And how *many* Abominations, exactly? That brings us back to the initial question of the number appearing. Unfortunately, that question is extremely difficult to answer. The short answer is, "It depends."





Do keep in mind that I frown upon the current edition's lack of difficulty level, and that I personally dislike handholding which might protect unskilled players from themselves. I provide some guidelines here for the way things are handled in my own campaign; your game may be completely different. And simply because I do not know you, or your players, or your collective play style, you should take all of this advice with a considerable grain of salt. If you find my system to be too deadly, you can reduce the suggested ranges of number appearing accordingly.

You can, if you choose to do so, base the encounter difficulty on the Challenge Rating of the Abominations. To calculate an Abomination's CR, please refer to Appendix A. You can then use the FRPG's official balancing system to calculate each creature's actual CR and calculate encounters using the orthodox system. If you do this, I recommend Deadly encounters so that your players will not use the "charge in and slam things" approach with reckless enthusiasm.

Alternately, you can use the monster's Base Lethality Rating (BLR) as a rough measuring stick as well. To do this, you should compare the Average Party Level (APL) to the Abomination's BLR, and plan accordingly. Here are some rough guidelines which work for my own campaign:

VI.3.1

EQUIVALENT POWERS:

GUIDELINES FOR BASELINE ABOMINATIONS

Abominations Equivalent to the Party: If the **APL is equal to the BLR**, then there should be **between 1 and 3 Abominations appearing**. You can roll 1D3, or 1D4 and rerolling a result of 4, to determine this if you are running a "sandbox" campaign of completely unpredictable difficulty levels. For a more measured challenge, you can estimate that 1 Abomination will be a moderate challenge, 2 Abominations will be dangerous, and 3 Abominations will be deadly. These estimations will of course scale upward significantly if allied monsters and/or worshippers are present.

VI.3.2

SUPERIOR POWERS:

GUIDELINES FOR GREATER ABOMINATIONS

Abominations Slightly Stronger Than the Party: If the **APL+1 is equal to the BLR** (meaning that the party is 1 level lower than the BLR), then there should be 1 or 2 Abominations appearing.

Abominations Stronger Than the Party: If the **APL+2 is equal to the BLR** (meaning that the party is 2 levels lower than the BLR), then there should be 1 Abomination appearing.

Abominations Significantly Stronger Than the Party: If the **BLR is 3 or more levels above the APL**, then there should be 1 Abomination appearing, with a significant number of low-level worshippers, a scene where the adventurers can engage in stealth or avoidance (for example, all of the worshippers are meditating and the Abomination is in stasis), and fair spoken warning that the PCs have stumbled into a deadly situation.





VI.3.3

INFERIOR POWERS:

GUIDELINES FOR LESSER ABOMINATIONS

Abominations Slightly Weaker Than the Party: If the **APL-1 is equal to the BLR** (meaning that the party is 1 level higher than the BLR), then there should be 1 to 4 monsters appearing. You can roll 1D4 or determine the number as you see fit.

Abominations Weaker Than the Party: If the **APL-2 is equal to the BLR** (meaning that the party is 2 levels higher than the BLR), then there should be 2 to 5 monsters appearing. You can roll 1D4+1 or determine the number as you see fit.

Abominations Significantly Weaker Than the Party: If the **APL is 3 or more levels higher than the BLR**, then there should be a significant number of monsters appearing. You can estimate such groups as including 2 to 8 Abominations at a difference of 3 levels between BLR and APL (2D4), 3 to 12 at a difference of 4 (3D4), 4 to 16 at a difference of 5 (4D4), and so forth. Be mindful though that in the current FRPG design, large numbers of weaker monsters can be deadly through the sheer number of actions allowed and the potential for lucky subsequent die rolls.

For further guidance, here is a sample table comparing APL 5 (a mid-level party) to various Abomination BLRs for encounter planning:

TABLE 73
AN EXAMPLE OF ESTIMATING
THE NUMBER OF ABOMINATIONS APPEARING

If the APL is 5 and the Abomination BLR is …	Then consider having this number of Abominations appearing:	Which you can determine randomly by rolling:
0	7 to 28	7D4
1/8	6 to 24	6D4
1/4	5 to 20	5D4
1/2	4 to 16	4D4
1	3 to 1	3D4
2	2 to 8	2D4
3	2 to 5	1D4+1
4	1 to 4	1D4
5	1 to 3	1D3,

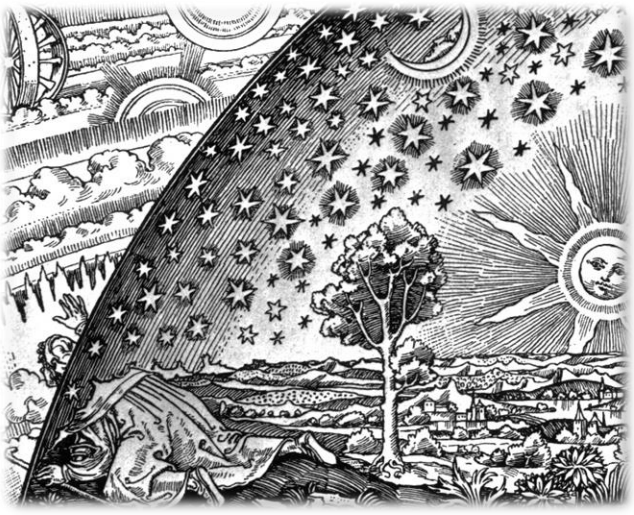




	1 = Moderate Challenge 2 = Dangerous 3 = Deadly	or 1D4 (rerolling a result of 4)
6	1 or 2 1 = Dangerous 2 = Deadly	1D2
7	1 (Deadly)	N/A
8	1 (Deadly) (Significant Warning Recommended)	N/A
9+	(Not Recommended)	N/A

You will soon find that **the number appearing is a sliding scale**, and as your players gain power and proficiency you can increase the encounter size at a steady rate to keep the game challenging for aspiring heroes. Remember too that a party that knows to run away, strategize, and return with reinforcements is indicative of effective encounter design and intelligent players. Conversely, stubborn players tend to lose lots of characters when you apply the "tough but fair" maxim of old school play. And this is a good thing, really.

After the first encounter with a new monster type, you should consider if the Abominations proved to be too weak to challenge your group. If the encounter was still a pushover, you should be certain to increase the number of Abominations *and* the number of worshippers appearing for use in future adventures. Always keep in mind that Abomination encounters should be memorable, exceptional and dangerous, or the purpose of all of this meticulous design work is for naught!







VI.4

DISCIPLES
GUARDIANS, WORSHIPPERS, & CULTISTS

(Worksheet Section 6-4)

As you design your campaign's encounters with Abominations, you should almost always consider including low-level worshippers and protectors alongside your monstrous creations. This will serve to implicitly emphasize the fact that the Abominations belong in your game, and will prevent (most?) PC groups from using brute force tactics to control and contain powerful monsters before the monsters can react. By doing so, you will also be increasing the potential for role-playing encounters as the adventurers strive to understand the planar invaders, their power, and those who choose to worship them.

Collectively, these low-level worshippers are termed **Disciples**. Some Disciples tend to be exiles, madmen, fearful prisoners, cultic minions, or slaves. The majority, however, will be ancestral pagans who possess strong tribal and totemic memories which tie their instinctual worship back to the original Age of Abomination. For these enduring tribes, the invasion of the Abominations is actually a return to glory to be celebrated. Such tribesmen are quickly exploited by the psychic and empathic messages which the invading Abominations seed into their dreams, so that the creatures are regarded as resurgent gods which need to be protected from hostile outsiders and evildoers (such as the PCs).

You can also achieve some very interesting campaign results by featuring humanoids as worshippers of the Abominations. Goblins (for example) in many games are regarded as being nothing more than strong Kobolds, or weak Hobgoblins. But if you reconsider and redesign the Goblin race so that they are shamanic antagonists who have awaited the return of the "Writhing Ones" (or whatever) for thousands of years — so that the lesser races can be subjugated as the prophecies have foretold — you can then add a lot of mystery and intrigue to the Goblin race without really changing anything.

You can even theme your humanoid tribes around your new creations to make the creative circle complete. For example, Goblins worshipping a bat Abomination might unbury ancient shrines in guano caves, herd giant bats as protectors, and their shamans might use spells and powers that involve darkness, echolocation, insect summoning, prey tracking, and disease. Now your generic humanoids have motives, allies, lairs, powers, weaknesses, and above all personality!

Whether you decide to use human, humanoid, or even demi-human worshippers in your game, their inclusion will make the Abominations seem more compelling and more appropriate to the setting despite their newness. There are three major types of Disciples to define, which I will describe here:





- **Cultists** are Disciples who worship Abominations of **Evil alignment**. They are frequently deranged, but they are also compelled to serve the curious interests of the monsters which they protect. They are not "just plain Evil," however; they are fairly intelligent and complex. They will rarely attack interlopers (PCs) on sight, but they may attempt to capture people to serve as potential converts, experimental fodder, or blood sacrifices.

- **Worshippers** are Disciples who worship Abominations of **Neutral alignment**. This category varies widely. They might be righteous clerics, somber satyrs and fey ones, pacifistic dwarven exiles, or superstitious barbarians. Worshippers tend to be zealous and xenophobic, and may even initiate combat if adventurers threaten the Abominations with violence.
- **Protectors** are Disciples who worship Abominations of **Good alignment**. They will attempt to convert adventurers to their way of thinking, but will reluctantly allow such strangers to depart if it becomes clear that the newcomers are not willing to subjugate themselves to the Abominations. Sadly, in many cases — even though they are unlikely to kill PCs who do not convert to their cause — Good-aligned Protectors can potentially be some of the most compelling, most alluring, and most dangerous.





The number of Worshippers appearing is at your discretion, and can be decided mathematically (at your option) by using the Challenge Rating (CR) system in the official FRPG. As a general rule of thumb, my answer to the question "How many Worshippers, exactly, should be present with the Abominations?" will always be, "A lot. Think *Temple of Doom*, *Metropolis*, or even *The Mummy Returns*." You shouldn't be shy about setting up two Abominations with 50-150 level zero (CR 0) human Worshippers, for example. Give the players pause, and their careful rethinking of the encounter situation might surprise you.

All Disciples are reverent fanatics. They never check morale, will never surrender, will never convert to another deity (they know the Truth), will never turn on the Abominations they worship (unless forced to do so via mind control or compulsion), and they will always — regardless of alignment — fight to their own death if the Abominations themselves are attacked. Conversely, Disciples are always eager to acquire new converts to "the Great Awakening," and even Evil Cultists are likely to negotiate with adventurers for a brief time before demanding retreat, surrender, or launching an attack to subdue and capture. Part of the reason for this is that the Abominations themselves covet interaction (however fleeting) with many different sentient lifeforms, and the Worshippers are therefore commanded to bring prisoners to them alive (for psychic communication, or interrogation) whenever possible.

Disciples tend to use wave attacks, and may rely on non-fatal forms of attack such as grappling, overbearing, net drops, sleep magic, paralytic darts, and so on. Deadlier means of attack are frowned upon, but the death-dealing weapons and spells will certainly come out if it becomes evident the adventurers are intent upon killing the Disciples or the Things which they protect.

As an added campaign feature, you should note that Dragons will never worship Abominations. The Dragons have strong racial memories of the age when their ancestors were enslaved by these extra-planar horrors. As such, Dragons of any alignment will react to Abominations with fear and loathing, and even Good Dragons will abhor communication with Good-aligned Abominations once they realize the Dream World origin of such creatures.

As you can see, Disciples tend to add a *lot* of atmosphere to your Abomination encounters, even if they are statistically weak.

So what creatures should you use to serve as Disciples in the game? Low- or zero-level human NPCs are the default, with the use of humanoids strongly encouraged as well. Demi-human NPCs should be used on a very selective basis so that their rare worship of Abominations does not class with the traditional taboos which dwarves, elves, gnomes, and halflings have against the veneration of such creatures. Ergo, demi-human Disciples tend to be exiles dwelling far away from their racial clans and ancestral kingdoms.

Not all Disciples are human or humanoid, however. You can also make very memorable encounters by selecting sentient monsters of an alignment identical to the Abomination's own. For example, Chaotic Evil Abominations might be worshipped by Hill Giants; Lawful Neutral Abominations could be worshipped





by Azers or even Gynosphinxes; and so forth. Human-like monsters, or intelligent monsters with human-like faces (such as Manticores and Nagas) make excellent choices as well, because they will leave the insinuation that such monsters were once human and degenerated to their monstrous state through contact with the Abominations over the centuries. In this way (similar to the Goblin example above) you can add considerable background lore to basic monsters with a minimum of additional design work.

To aid you in selecting appropriate Disciple types for you Abominations, I have gone through the trouble of combing the official SRD5 monster list and creating CR- and BLR-specific lists for all nine alignments. The tables below will tell you, for example, which worshippers (and which CR levels) might be appropriate for a Lawful Good Abomination of BLR 5, or a Neutral Evil Abomination of BLR 12.

To use these tables — which are admittedly a bit complex on first appraisal — you can roll 1D100 and determine which of the four columns you read down. Then, you can read down the table until you come to the row associated with your Abomination's BLR, and then read all of the entries upward until you find a monster type that appeals to you.

For example, let us say that you have a Chaotic Evil Abomination race. The Abomination BLR is 7. You roll 1D100, and roll a 37 (a number between 21 and 40, see the brackets used in the tables hereafter), which means that you should consult the second column marked [21-40]. You then read that column down to the BLR 7 row, which indicates that your Abominations could be worshipped by level 8 Chaotic Evil NPCs. Reading upward in the row, you can see other monsters of lower Challenge Ratings which might also be worthy of consideration: Hill Giants, Ettins, Minotaurs, Ghouls, Dark Elves, and level zero human "Bandits." Then, you can select one or more of these monster types which seem most appropriate to your Abomination. If (for example) your Abominations are venomous and serpentine, then you might want to use a combination of Ghouls and human Cultists to worship them; or if your Abominations are aggressive Behemoths, then Hill Giant and Ettin worshippers might feel more appropriate.

The tables below may be somewhat confusing on first use, but with repeated use the process of selecting appropriate Disciples becomes very quick and intuitive. The only notes of explanation which I believe are needed are:

- **[1]** The term "L10 NPCs" should be read as "Non-Player Characters, probably human, of average experience level 10," and this terminology is used throughout at various levels.
- **[2]** Many tables in the cells provide different options depending on the Abominations' alignment. For example, the entry "Chuul (CE), Bearded Devils (LE), Incubi (NE)" means that Chuuls should be used for a Chaotic Evil Abomination, Bearded Devils should be used for a Lawful Evil one, and Incubi should be used for a Neutral Evil one.
- **[3]** Four columns are provided, for D100 rolls of 01-20, 21-40, 41-60, and 61-80. On a roll of 81-00, you should assume that a **Magister** is present. You can use the next following chapter to determine the Magister's identity.

Many additional monster types may be added to this table as you feel appropriate for use in your campaign. Depending on further clarification of the FRPG game license, I may be able to add more detail to this table in the future beyond the SRD5.





TABLE 74 DISCIPLE TABLE I: RECOMMENDED CULTISTS FOR EVIL ABOMINATIONS				
BLR	**[01-20]**	**[21-40]**	**[41-60]**	**[61-80]**
0	L0 NPCs (equivalent to Bandits)	L0 NPCs (equivalent to Bandits)	L0 NPCs (equivalent to Bandits)	L0 NPCs (equivalent to Bandits)



1/8	L0 NPCs (equivalent to Bandits)	L0 NPCs (equivalent to Bandits)	L0 NPCs (equivalent to Bandits)	L0 NPCs (equivalent to Bandits)
1/4	L0 NPCs (equivalent to Bandits)	L0 NPCs (equivalent to Bandits)	L0 NPCs (equivalent to Bandits)	L0 NPCs (equivalent to Bandits)
1/2	Dretches (CE) Lemures (LE) Dark Elf (NE)	Dark Elf (CE) Kobolds (LE) Goblins (NE)	L1 NPCs Kobolds (LE) Grimlocks (NE)	L1 NPCs
1	Gnolls (CE) Hobgoblins (LE) Dust Mephits (NE)	L2 NPCs	Orcs (CE) L2 NPCs (LE) Ice Mephits (NE)	Shadows (CE) Sahuagin (LE) Magma Mephits (NE)
2	Bugbears (CE) Imps (LE) Dust Mephits (NE)	Ghouls (CE) L3 NPCs (LE) Ice Mephits (NE)	Harpies (CE) L3 NPCs (LE) Magma Mephits (NE)	L3 NPCs
3	Ghasts (CE) L4 NPCs (LE) Ettercaps (NE)	L4 or 5 NPCs	Ogres (CE) Wererats (LE) Ice Mephits (NE)	Merrow (CE) Wererats (LE) Magma Mephits (NE)
4	L6 NPCs	Minotaurs (CE) Bearded Devils (LE) L6 NPCs (NE)	Sea Hags (CE) Manticores (LE) Green Hags (NE)	Werewolves (CE) Mummies (LE) Wights (NE)
5	Chuul (CE) Bearded Devils (LE) Incubi (NE)	Ettins (CE) Manticores (LE) Succubi (NE)	Lamias (CE) Mummies (LE) Wereboars (NE)	L7 NPCs
6	Ettins (CE) Barbed Devils (LE) Night Hags (NE)	Hill Giants (CE) L7 NPCs (LE) Salamanders (NE)	L8 NPCs	Trolls (CE) Mummies (LE) Wraiths (NE)
7	Hill Giants (CE) L8 NPCs (LE) Night Hags (NE)	L8 NPCs	L9 NPCs	Vrock Demons (CE) Medusas (LE) Wraiths (NE)
8	L9 NPCs	L10 NPCs	Vrock Demons (CE) Oni (LE) Night Hags (NE)	Vrock Demons (CE) Oni (LE) Wraiths (NE)
9	L10 NPCs	L11 NPCs	Spirit Nagas (CE) Chain Devils (LE) Frost Giants (NE)	Vrock Demons (CE) Chain Devils (LE) Wraiths (NE)





10	Glabrezu Demons (CE) Bone Devils (LE) Evil Cloud Giants (NE)	Hezrou Demons (CE) Fire Giants (LE) Frost Giants (NE)	L12 NPCs	L13 NPCs
11	Glabrezu Demons (CE) Aboleths (LE) Evil Cloud Giants (NE)	Hezrou Demons (CE) Fire Giants (LE) Frost Giants (NE)	L14 NPCs	L15 NPCs
12	Glabrezu Demons (CE) Efreeti (LE) Evil Cloud Giants (NE)	Hezrou Demons (CE) Horned Devils (LE) Frost Giants (NE)	L16 NPCs	L17 NPCs
13	Glabrezu Demons (CE) Erinyes (LE) Evil Cloud Giants (NE)	Hezrou Demons (CE) Horned Devils (LE) Frost Giants (NE)	L17 NPCs	L18 NPCs
14	Glabrezu Demons (CE) Rakshasas (LE) Evil Cloud Giants (NE)	Nalfeshnee Demons (CE) Vampires (LE) Frost Giants (NE)	L18 NPCs	L19 NPCs
15	Nalfeshnee Demons (CE) Ice Devils (LE) Evil Cloud Giants (NE)	Nalfeshnee Demons (CE) Vampires (LE) Frost Giants (NE)	L19 NPCs	L20 NPCs
16	Nalfeshnee Demons (CE) Ice Devils (LE) Evil Cloud Giants (NE)	Nalfeshnee Demons (CE) Mummy Lords (LE) Frost Giants (NE)	L20 NPCs	L20 NPCs
17	Nalfeshnee Demons (CE) Ice Devils (LE) Evil Cloud Giants (NE)	Nalfeshnee Demons (CE) Mummy Lords (LE) Frost Giants (NE)	L20 NPCs	L20 NPCs
18	Marilith Demons (CE) Ice Devils (LE)	Marilith Demons (CE) Ice Devils (LE) Evil Cloud Giants (NE)	Nalfeshnee Demons (CE) Mummy Lords (LE) Frost Giants (NE)	Nalfeshnee Demons (CE) Mummy Lords (LE) Frost Giants (NE)





	Evil Cloud Giants (NE)			
19	Marilith Demons (CE) Ice Devils (LE) Evil Cloud Giants (NE)	Marilith Demons (CE) Ice Devils (LE) Evil Cloud Giants (NE)	Nalfeshnee Demons (CE) Mummy Lords (LE) Frost Giants (NE)	Nalfeshnee Demons (CE) Mummy Lords (LE) Frost Giants (NE)
20	Balor Demons (CE) Ice Devils (LE) Evil Cloud Giants (NE)	Marilith Demons (CE) Ice Devils (LE) Evil Cloud Giants (NE)	Marilith Demons (CE) Mummy Lords (LE) Frost Giants (NE)	Nalfeshnee Demons (CE) Mummy Lords (LE) Frost Giants (NE)
21	Balor Demons (CE) Ice Devils (LE) Evil Cloud Giants (NE)	Balor Demons (CE) Mummy Lords (LE) Evil Cloud Giants (NE)	Marilith Demons (CE) Pit Fiends (LE) Frost Giants (NE)	Marilith Demons (CE) Pit Fiends (LE) Frost Giants (NE)
22+	Balor Demons (CE) Pit Fiends (LE) Evil Cloud Giants (NE)	Balor Demons (CE) Pit Fiends (LE) Frost Giants (NE)	Liches	Liches







TABLE 75
DISCIPLE TABLE II:
RECOMMENDED PROTECTORS FOR GOOD ABOMINATIONS

BLR	[01-20]	[21-40]	[41-60]	[61-80]
0	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)
1/8	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)
1/4	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)
1/2	Commoners (CG) Commoners (LG) Sprites (NG)	Commoners (CG) Commoners (LG) Sprites (NG)	L1 NPCs (CG) L1 NPCs (LG)	L1 NPCs
1	L1 NPCs (CG) L1 NPCs (LG) Sprites (NG)	L1 NPCs	L2 NPCs	L2 NPCs (CG) L2 NPCs (LG) Sprites (NG)
2	L2 NPCs (CG) L2 NPCs (LG) Sprites (NG)	L2 NPCs	L3 NPCs	L3 NPCs
3	L4 NPCs	L4 NPCs (CG) L4 NPCs (LG) Centaurs (NG)	L5 NPCs	L5 NPCs (CG) L5 NPCs (LG) Centaurs (NG)
4	L5 NPCs	L5 NPCs	L6 NPCs	L6 NPCs
5	L6 NPCs (CG) Couatls (LG) Centaurs (NG)	L6 NPCs	L7 NPCs (CG) Couatls (LG) Centaurs (NG)	L7 NPCs
6	L7 NPCs (CG) Couatls (LG) Werebears (NG)	L7 NPCs	L8 NPCs (CG) Couatls (LG) Werebears (NG)	L8 NPCs
7	L8 NPCs (CG) Couatls (LG) Werebears (NG)	L8 NPCs	L9 NPCs (CG) Couatls (LG) Werebears (NG)	L9 NPCs
8	L9 NPCs (CG) Couatls (LG) Werebears (NG)	L9 NPCs	L10 NPCs (CG) Couatls (LG) Werebears (NG)	L10 NPCs
9	L10 NPCs (CG)	L10 NPCs	L11 NPCs (CG)	L11 NPCs





	Couatls (LG) Werebears (NG)		Couatls (LG) Werebears (NG)	
10	Treants (CG) Couatls (LG) Good Cloud Giants (NG)	Treants (CG) L12 NPCs (LG) Good Cloud Giants (NG)	L12 NPCs	L13 NPCs
11	Treants (CG) Devas (LG) Good Cloud Giants (NG)	Treants (CG) Guardian Nagas (LG) Good Cloud Giants (NG)	L14 NPCs	L15 NPCs
12	Djinn (CG) Devas (LG) Good Cloud Giants (NG)	Djinn (CG) Guardian Nagas (LG) Good Cloud Giants (NG)	L16 NPCs	L17 NPCs
13	Djinn (CG) Devas (LG) Good Cloud Giants (NG)	Djinn (CG) Guardian Nagas (LG) Good Cloud Giants (NG)	L17 NPCs	L18 NPCs
14	Djinn (CG) Devas (LG) Good Cloud Giants (NG)	Storm Giants (CG) Guardian Nagas (LG) Good Cloud Giants (NG)	L18 NPCs	L19 NPCs
15	Djinn (CG) Devas (LG) Good Cloud Giants (NG)	Storm Giants (CG) Guardian Nagas (LG) Good Cloud Giants (NG)	L19 NPCs	L20 NPCs
16	Djinn (CG) Devas (LG) Good Cloud Giants (NG)	Storm Giants (CG) Guardian Nagas (LG) Good Cloud Giants (NG)	L20 NPCs	L20 NPCs
17	Djinn (CG) Devas (LG) Good Cloud Giants (NG)	Storm Giants (CG) Planetars (LG) Good Cloud Giants (NG)	L20 NPCs	L20 NPCs
18	Djinn (CG) L20 NPCs (LG) L20 NPCs (NG)	Djinn (CG) L20 NPCs (LG) L20 NPCs (NG)	Storm Giants (CG) Planetars (LG) Good Cloud Giants (NG)	Storm Giants (CG) Planetars (LG) Good Cloud Giants (NG)
19	Djinn (CG) L20 NPCs (LG)	Djinn (CG) L20 NPCs (LG)	Storm Giants (CG) Planetars (LG)	Storm Giants (CG) Planetars (LG)





	L20 NPCs (NG)	L20 NPCs (NG)	Good Cloud Giants (NG)	Good Cloud Giants (NG)
20	Djinn (CG) L20 NPCs (LG) L20 NPCs (NG)	Djinn (CG) L20 NPCs (LG) L20 NPCs (NG)	Storm Giants (CG) Planetars (LG) Good Cloud Giants (NG)	Storm Giants (CG) Planetars (LG) Good Cloud Giants (NG)
21	Djinn (CG) L20 NPCs (LG) L20 NPCs (NG)	Djinn (CG) L20 NPCs (LG) L20 NPCs (NG)	Storm Giants (CG) Planetars (LG) Good Cloud Giants (NG)	Storm Giants (CG) Planetars (LG) Good Cloud Giants (NG)
22+	Djinn (CG) L20 NPCs (LG) L20 NPCs (NG)	Djinn (CG) Planetars (LG) Good Cloud Giants (NG)	Storm Giants (CG) Solars (LG) Good Cloud Giants (NG)	Storm Giants (CG) Solars (LG) Good Cloud Giants (NG)

TABLE 76
DISCIPLE TABLE III:
RECOMMENDED WORSHIPPERS FOR NEUTRAL ABOMINATIONS

BLR	[01-20]	[21-40]	[41-60]	[61-80]
0	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)
1/8	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)
1/4	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)	L0 NPCs (equivalent to Commoners)
1/2	Commoners	Commoners (CN) Commoners (LN) Merfolk (TN)	L1 NPCs (CN) L1 NPCs (LN) Merfolk (TN)	L1 NPCs
1	Magmins (CN) L1 NPCs (LN) Lizardfolk (TN)	L2 NPCs	Satyrs (CN) L2 NPCs (LN) L2 NPCs (TN)	Satyrs (CN) L2 NPCs (LN) Merfolk (TN)
2	Magmins (CN)	Satyrs (CN)	Satyrs (CN)	L3 NPCs





	L2 NPCs (LN) Lizardfolk (TN)	L2 NPCs (LN) Lizardfolk (TN)	L3 NPCs (LN) Merfolk (TN)	
3	L4 NPCs	L5 NPCs	Magmins (CN) Azers (LN) Gibbering Mouthers (TN)	Satyrs (CN) Azers (LN) Gibbering Mouthers (TN)
4	L5 NPCs	L6 NPCs	Magmins (CN) Azers (LN) Gibbering Mouthers (TN)	Satyrs (CN) Azers (LN) Gibbering Mouthers (TN)
5	L6 NPCs	L7 NPCs	Magmins (CN) Azers (LN) Weretigers (TN)	Satyrs (CN) Azers (LN) Weretigers (TN)
6	L7 NPCs	L8 NPCs	Magmins (CN) Azers (LN) Otyughs (TN)	Satyrs (CN) Azers (LN) Shambling Mounds (TN)
7	L8 NPCs	L9 NPCs	Magmins (CN) Azers (LN) Shambling Mounds (TN)	Satyrs (CN) Azers (LN) Xorn (TN)
8	L9 NPCs	L10 NPCs	Magmins (CN) Azers (LN) Stone Giants (TN)	Satyrs (CN) Azers (LN) Xorn (TN)
9	Cloakers (CN) L10 NPCs (LN) Stone Giants (TN)	Cloakers (CN) L11 NPCs (LN) Xorn (TN)	L10 NPCs	L11 NPCs
10	Cloakers (CN) L12 NPCs (LN) Stone Giants (TN)	Cloakers (CN) L13 NPCs (LN) Xorn (TN)	L12 NPCs	L13 NPCs
11	Cloakers (CN) L14 NPCs (LN) Stone Giants (TN)	Cloakers (CN) L15 NPCs (LN) Xorn (TN)	L14 NPCs	L15 NPCs
12	Cloakers (CN) Gynosphinxes (LN) Stone Giants (TN)	Cloakers (CN) Gynosphinxes (LN) Xorn (TN)	L16 NPCs	L17 NPCs
13	Cloakers (CN) Gynosphinxes (LN) Stone Giants (TN)	Cloakers (CN) Gynosphinxes (LN) Xorn (TN)	L17 NPCs	L18 NPCs
14	Cloakers (CN)	Cloakers (CN)	L18 NPCs	L19 NPCs





	Gynosphinxes (LN) Stone Giants (TN)	Gynosphinxes (LN) Xorn (TN)		
15	Cloakers (CN) Gynosphinxes (LN) Stone Giants (TN)	Cloakers (CN) Gynosphinxes (LN) Xorn (TN)	L19 NPCs	L20 NPCs
16	Cloakers (CN) Gynosphinxes (LN) Stone Giants (TN)	Cloakers (CN) Gynosphinxes (LN) Xorn (TN)	L20 NPCs	L20 NPCs
17	Cloakers (CN) Gynosphinxes (LN) Stone Giants (TN)	Cloakers (CN) Gynosphinxes (LN) Xorn (TN)	L20 NPCs	L20 NPCs
18+	Cloakers (CN) Androsphinxes (LN) Stone Giants (TN)	Cloakers (CN) Androsphinxes (LN) Xorn (TN)	L20 NPCs	L20 NPCs

VI.5

MAGISTERS

SUMMONERS & BINDERS

(Worksheet Section 6-5)

In addition to the possibility that Abominations may be worshipped by Disciples, there is also a chance that these extra-planar entities may have actually been dragged or lured to the Material Plane by a powerful spell-casting NPC. These NPCs are called **Magisters**, which are split into two related classifications which I term **Summoners** and **Binders**.

You can include a Magister in your Abomination encounters whenever you feel it would be appropriate to introduce a powerful NPC to the game. (You can also arrive at this system by a D100 roll of 81-00, as noted in the previous chapter.) Please note that you will need to do some significant design work to outline this individual's powers, spells, and personality, and that I will cover only the basics in this volume. I recommend that you *do not* use a Magister in the very first Abomination encounter in your campaign. But when you do choose to use one, you should almost always surround your Magister with a "minion swarm" of low-power Disciples (either humanoids or zero-level NPCs), so that aggressive PC groups cannot instantly knock out the Summoner and the Abomination(s) in a cheesy one-two punch.



Magisters are loners who crave great power and knowledge, and who foolishly summon Abominations either as their potential servants, or as sages to be questioned and learned from. In summoning Abominations to the Material Plane, the Magisters create (or widen) dimensional gates that will be used by other planar invaders in the centuries to come. The Magister always *feels* powerful in this situation, but almost never has a complete grasp of what is going on. Mortal lifespans are too short to fully comprehend the implications of the summoning. Despite the power of the Magister the Abominations tend to eventually gain the upper hand, and they will commonly either kill or imprison the Magister after a lengthy period of interrogation. Good-aligned Abominations are likely to preserve foolish Magisters rather than destroy them (for example, encasing them in crystal, or sending them into an eternal dreaming slumber, or turning them into a sentient pool of water).



Less commonly, the Abomination will form a symbiotic attachment with a Magister, and a strange form of empathic allegiance will result. Such pairings tend to bring flocks of worshippers as the psychic



bond becomes stronger, and the Magister becomes utterly convinced that he is a high priest who has ushered a new rightful god into the undeserving world.

Most Magisters are **Summoners**, which means that they have brought the Abomination(s) into the world while craving control in the name of knowledge, without demanding domination. However, 15% of Chaotic Magisters (5% CG, 10% CN), 50% of Evil Magisters (20% LE, 30% NE) and 75% of Chaotic Evil Magisters (CE) are **Binders**. A Binder is someone who is probably insane, or at least deluded, and who has actually managed to temporarily enslave the Abomination(s) to do his bidding. Binders are extremely dangerous, because they can direct the Abomination's attacks psychically while also casting spells, and they will very rarely negotiate before attempting to enslave meddlesome adventurers who do not surrender to their mind-rending cause.

Binders will have INT 20 and WIS 20, enhanced by the connection with the Abomination and their psychic revelations of other worlds. They will almost assuredly be insane (90%+); you can roll on the FRPG's Madness tables for inspiration as to the particular type of madness they are afflicted with. Sadly, Good-aligned Binders are among the most dangerous, because they are convinced that they are following the precepts of their alignment in bonding with the Abomination, and they will not be above wiping out a few misguided innocents (such as the PCs) on their path to a greater glory.

Binders will also be well-protected, and are likely to possess powerful magic items, which may have aided in the Abomination enslavement process. Play them as you would any other eccentric, misguided, supernatural super-genius, and watch your players squirm.

Almost all Magisters are human, simply because the demi-human races are neither foolish nor prideful enough to attempt direct arcane contact with an Abomination. (There's that mortal lifespan thing again; demi-humans, with ancestral memories and longer lives, tend to be smarter.) You can determine the Magister's particulars according to your preference, or you can follow my guidelines (below) to determine the NPC's class, alignment, and experience level.

TABLE 77
MAGISTER CLASS AND ULTIMATE MOTIVATION

D100 Roll	Magister NPC's Class	Interaction with the Abomination:
[01-03]	Bard	Will be seeking tales, myths and legends of other worlds.
[04-08]	Cleric	Will be summoning with the assistance of their deity.
[09-10]	Druid	Will have bound the Abomination, and trying to figure out what to do with it.
[11-30]	Sorcerer	Will be seeking knowledge or power or spells. (If you are using 1E rules, a Sorcerer can be deemed a chaotic magic-user, either CE, CG, or CN.)



[31-80]	Warlock	Will be seeking power, or ability to become one with the Abomination. (If you are using 1E rules, a Warlock can be deemed an evil magic-user, either CE, LE, or NE.)
[81-00]	Wizard	Will be seeking knowledge, or preparing to harvest reagents from the Abomination. (If you are using 1E rules, a wizard is a magic-user of any alignment.)

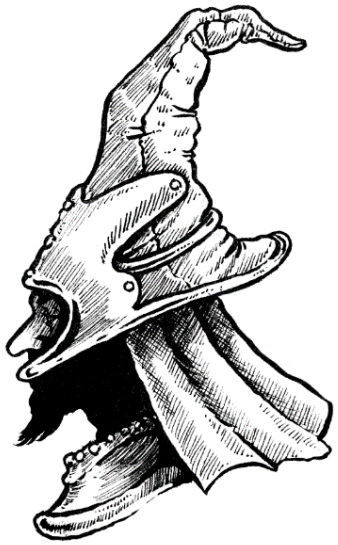


TABLE 78
MAGISTER ALIGNMENT AND POSSIBLE PERSONALITY

D100 Roll	Magister NPC's Alignment	Likely outlook towards adventurers:
[01-25]	Chaotic Evil	Megalomaniac; will want to express ability to dominate the world, and will give adventurers a chance to convert to the cause; those who refuse are likely to be sacrificed.
[26-31]	Chaotic Good	Insane; will be a pagan hierophant who wants to cleanse the world of Evil by unleashing a powerful force of (super)nature.
[32-45]	Chaotic Neutral	Dangerous; will be drunk on power and still formulating plans, and likely to wipe out anyone who seems to want to prevent the Magister's experience of a lifetime.
[46-59]	Lawful Evil	Diabolic; will regard the Abomination as an incarnation of Hell's primal force, and will be attempting to raise a devil-worshipping cult with the Abomination at the center of worship.

[60-62]	Lawful Good	Tragic; will probably be horribly misguided and secretly craving power, perhaps in the vein of Faust or Soliman Ben Daoud (*Vathek*).
[63-69]	Lawful Neutral	Irreproachable; likely to have forsaken humanity in search of a higher intellectual order, which has led to contact with the Abomination and a desire to attain apotheosis.
[70-88]	Neutral Evil	Hateful; will probably want to use the Abomination to conquer a kingdom, and to turn the kingdom into an unholy empire filled with Abomination worshippers.
[89-91]	Neutral Good	(As per Chaotic Good, but the Abomination will probably be regarded as an angelic force.)





[92-00]	True Neutral	Overwhelmed; the Magister will be certain that he possesses sufficient Intelligence and Wisdom to usher in a golden age of balance, where fallible mortal powers (kings and emperors) will be overthrown by cosmic entities (Abominations) who will rule with absolute moral authority.

The experience level of a Magister should be equal to the Abomination's BLR+1D4+1. For example, for an encounter with one or more BLR 10 Abomination's, the Magister's experience level would be between 12 and 15.

Depending on the nature of your campaign, you may want to limit your NPCs to a maximum experience level of 20. If this is the case, then any "extra" experience levels should indicate the presence of apprentices of half the Magister's level, rounded down. For example, if you have a BLR 20 Abomination (!) and you roll a Magister level of 24, then that would indicate the presence of a level 20 Magister (your campaign's maximum), and also 4 apprentices serving him, each of experience level 10.

Additional Magister details are beyond this book's scope (and length!), but I do hope you enjoy designing him (or her). Magisters can be campaign-altering NPCs, creating lengthy plot lines which will open many new adventures leading into the netherworld, the outer planes, and into the Dream Worlds as well.

VI.6

RITUALS

ABOMINABLE SECRETS

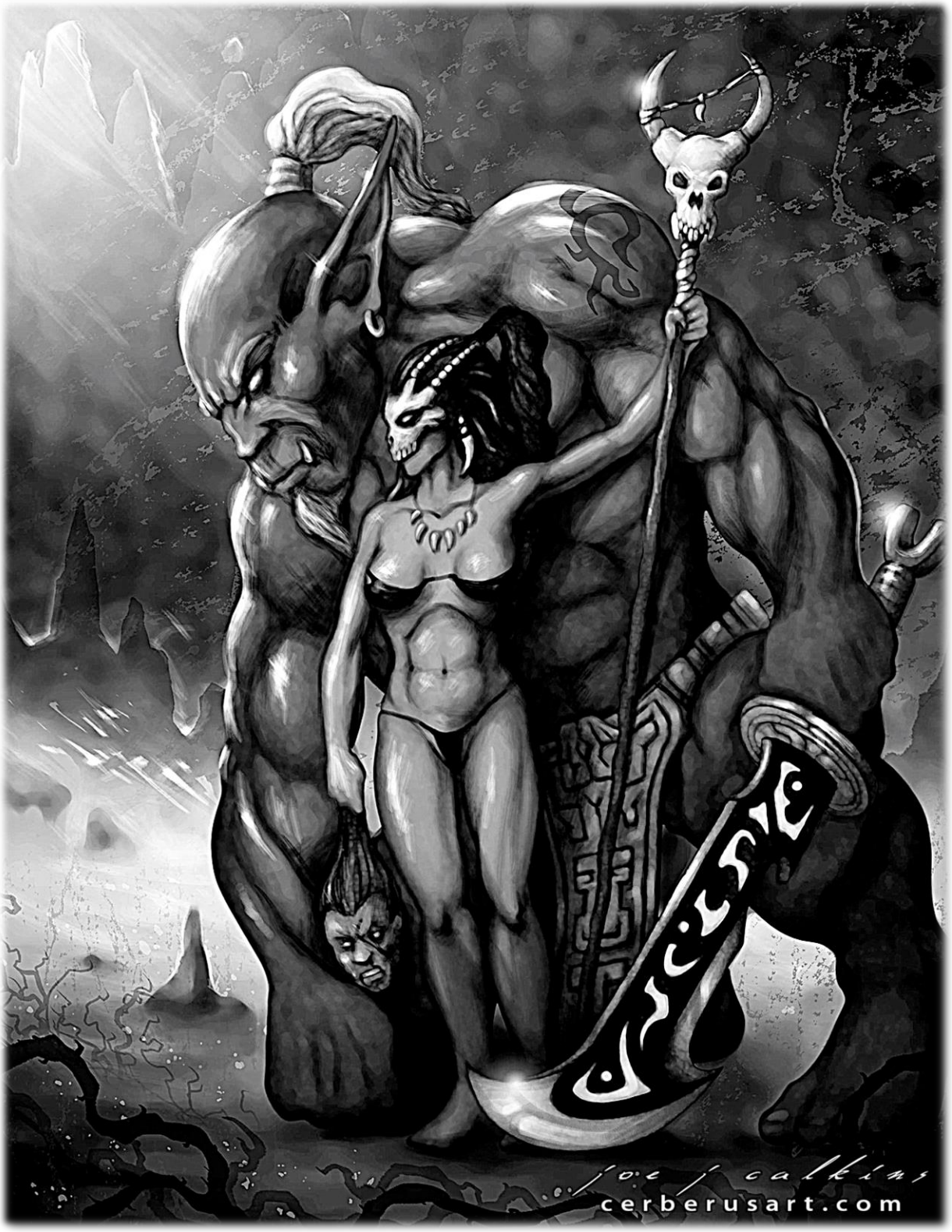
(Worksheet Section 6-6)

When you combine monsters, NPCs and Abominations into cohesive encounters, you may find yourself wondering what all of those creatures are *doing* in their unified cause. You already know that Abominations prey on sentient psyches, Disciples perform worship, and Magisters seek knowledge and control … but what kind of behaviors do those general inclinations imply?

One of the easiest ways to portray these allegiances in game is to decide upon a single **Ritual, or developing long-term goal,** per multi-monster encounter. Basically, a Ritual is a unifying activity in which the Abominations and their mortal associates work toward a common lofty destiny. The purpose of a Ritual will not always be clear to outside adventurers — for example, a group may be sacrificing maidens to a higher Abominable entity, but the *reasons why* will require some divination, scouting, or intensive role-play to figure out. The PCs will want to learn an Abomination group's shared alignment as they discern their motivations as well. If a Lawful Good group is opening a gate to summon a higher power, the PCs will probably want to protect that group over time; but if a Chaotic Evil group is doing the same thing, a violent intervention may be needed to save the kingdom.




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The following very general table will help you to consider the Rituals which an Abomination group is currently performing (immediately prior to an encounter with the PCs). You can come up with some interesting questions as you attempt to coincide the monstrous and NPC alignment(s) with these actions: Are Good creatures willing to sacrifice innocents, or are they forced to do so? Is a cataclysm being averted? Why would worshipful Orcs or Gnolls seek eternal life? Is there an undead hero of their race which is coming back to life through an Abomination's power? If a gate is being opened, then where does it lead, and why does the Abomination want it open?

Rituals are an idea mechanism, which will provide you with a general vision to set the descriptive scene, while also creating the questions that will drive you to further detail the encounter (or multi-encounter lair). And as you detail each separate encounter, you will find that you are also adding depth to your Abomination species, and to the campaign storyline as a whole.

To determine a Ritual randomly, simply roll D100 and consult the table below.







TABLE 79
RITUALS TO DEFINE ABOMINATION, NPC, AND MONSTER BEHAVIOR

D100 Roll	Ritual Performed
[01-05]	Seeking wealth and magic items
[06-09]	Seeking purity / absolution
[10-13]	Seeking prophecy, knowledge of future events
[14-18]	Seeking power
[19-23]	Seeking knowledge
[24-28]	Seeking eternal life
[29-32]	Seeking to raise ancestors
[33-36]	Seeking to open a planar gate
[37-40]	Seeking ally / allies to protect the worshippers from invaders
[41-44]	Seeking to summon a great Evil power
[45-48]	Seeking ally / allies to wipe out hated distant foe
[49-52]	Worshipping to quell drought, a long deadly season, plague, or natural disaster
[53-56]	Worshipping out of fear, do not want Abominations to rule this world
[57-60]	Worshipping out of curiosity, want something to believe in (or to be empowered from their lower hierarchy)
[61-66]	Physical desire (wanting intimate contact, breeding, intertwining of the life forces)
[67-72]	Mental desire (wanting communication, understanding, Abomination needs addressed)
[73-76]	Emotional desire (wanting to share dreams, to share journeys to the Dream Worlds)
[77-80]	Sacrifice of treasure (why?)
[81-84]	Sacrifice of blood and souls, willing martyrs (why?)
[85-88]	Sacrifice of maidens or innocents (why?)
[89-92]	Sacrifice of blood and souls, intruders (why?)
[93-96]	Worshipping out of madness; believe Abominations are only kindred spirits
[97-00]	Seeking to find an ancient artifact (to use or destroy)





VI.7

ACTIONUM
ABOMINATION, MONSTER & NPC ACTIVITIES

(Worksheet Section 6-7)

If you want to know even more about what your Abominations and their guardians are doing, or if you don't feel that a Ritual should be performed in every encounter, you can use the following system to determine what the monsters and/or NPCs are doing when they are encountered by the adventurers. I believe you will find that this table is general and useful enough in nature that you will want to apply this system to all of your encounters in the game, although your results may vary.

The table below is divided into two broad categories: **Unintelligent Monsters** (defined as having an Intelligence score below 5), and **Intelligent Monsters** (defined as having an Intelligence of 5 or higher). Simply roll 1D100 and consult the appropriate column.

Feel free to reroll any results that don't make sense, or which might seem more comical than compelling. For example, fearsome intelligent sea serpents are probably not gambling or carousing when the adventurers stumble into their lair. But you never know …

You can apply some imagination and creativity to these results, so that they make sense for the monster's alignment, lair setting, motivations, and current environment. For example, a result of "Harvesting / Planting" might simply mean "farming" for non-evil creatures that are discovered above ground. But if this same result was indicated for demonic creatures lairing in a temple underground, you might rule that they are actually "harvesting" by draining imprisoned victims of their soul essence.

As with everything in this book, regard the extensive results below as a suggestive opportunity to use your imagination, not as any authoritative determination of what you should be doing with your game.

Enjoy the random results, the justifications you make to accommodate the weirder options, and your players' reactions!

TABLE 80
ABOMINATION, MONSTER, & NPC ACTIVITIES WHEN ENCOUNTERED

D100 Roll	Activity for Unintelligent Monsters (INT 0-4)	Activity for Intelligent Monsters (INT 5+)
[01-03]	Attacking Intelligent Enemies / Prey	Arguing
[04-06]	Attacking Intelligent Enemies / Prey	Bartering / Trading





[07-08]	Attacking Unintelligent Enemies / Prey	Bathing / Cleaning
[09-10]	Attacking Unintelligent Enemies / Prey	Breeding / Mating
[11-12]	Bathing / Submerged	Brewing / Cooking
[13-14]	Being Tamed / Trained	Building / Repairing Lair
[15-16]	Burrowing / Digging	Butchering / Rendering
[17-18]	Burrowing / Digging	Carousing / Intoxicated
[19-20]	Caged / Trapped	Chanting / Singing
[21-22]	Caged / Trapped	Competing / Dueling / Sparring
[23-24]	Changing Lairs / Migrating	Confused / Disoriented
[25-26]	Changing Lairs / Migrating	Crafting / Experimenting
[27-28]	Cleaning / Preening	Defending / Guarding
[29-30]	Cleaning / Preening	Drinking
[31-32]	Climbing / Exploring	Eating
[33-34]	Climbing / Exploring	Escaping
[35-36]	Confused / Disoriented	Exploring
[37-38]	Defending / Guarding	Fighting Enemies
[39-40]	Defending / Guarding	Gambling / Playing
[41-42]	Dominating / Sparring	Gathering
[43-44]	Dominating / Sparring	Grieving / Mourning
[45-46]	Drinking	Guarding
[47-48]	Drinking	Harvesting / Planting
[49-50]	Eating	Healing / Wounded
[51-52]	Eating	Hiding / Lurking
[53-54]	Egg Laying / Giving Birth	Hunting / Trapping
[55-56]	Fleeing	Imprisoned / Imprisoning
[57-58]	Fleeing	In Exile (or Fleeing)
[59-60]	Gathering / Harvesting	In Stasis (or Feigning Death)
[61-62]	Hatching / Incubating / Nesting	Interrogating / Torturing
[63-64]	Hatching / Incubating / Nesting	Lost
[65-66]	Healing / Wounded	Meditating
[67-68]	Healing / Wounded	Mining
[69-70]	Hiding / Lurking	Negotiating
[71-72]	Hiding / Lurking	Patrolling
[73-74]	Hunting / Tracking	Planning / Plotting
[75-76]	Hunting / Tracking	Protecting Young / Children





[77-78]	Hunting / Tracking	Reading / Studying
[79-80]	Lair Building / Lair Repairing	Relaxing / Resting
[81-82]	Resting	Repairing Items / Weapons / Armor
[83-84]	Resting	Scavenging
[85-86]	Scavenging	Sleeping (or In Torpor)
[87-88]	Sheltering Eggs / Young	Stalking / Tracking
[89-90]	Sleeping / Hibernating	Storytelling / Talking
[91-92]	Sleeping / Hibernating	Taming / Training
[93-94]	Spawning	Traveling / Wandering
[95-97]	Wandering	Working
[98-00]	Wandering	Worshipping

VI.8

IMMINENCE
SETTING THE SCENE & EXPECTATIONS

Looking round me again, I saw that, quite near, what I had taken to be a reddish mass of rock was moving slowly towards me. Then I saw the thing was really a monstrous crab-like creature. Can you imagine a crab as large as yonder table, with its many legs moving slowly and uncertainly, its big claws swaying, its long antennae, like carters' whips, waving and feeling, and its stalked eyes gleaming at you on either side of its metallic front? Its back was corrugated and ornamented with ungainly bosses, and a greenish incrustation blotched it here and there.

I could see the many palps of its complicated mouth flickering and feeling as it moved. As I stared at this sinister apparition crawling towards me, I felt a tickling on my cheek as though a fly had lighted there …

— *The Time Machine*, by H. G. Wells

In keeping with uncanny tales and horror fiction, you should be sure to give your players lots of atmospheric warnings that they are going to be meeting something bizarre and unearthly before you spring it on them. You don't always need to use words out of NPCs' mouths, however. You can describe spoor, a Foetor stench, dripping slime, babbling helpless victims, worshippers enthralled by strange

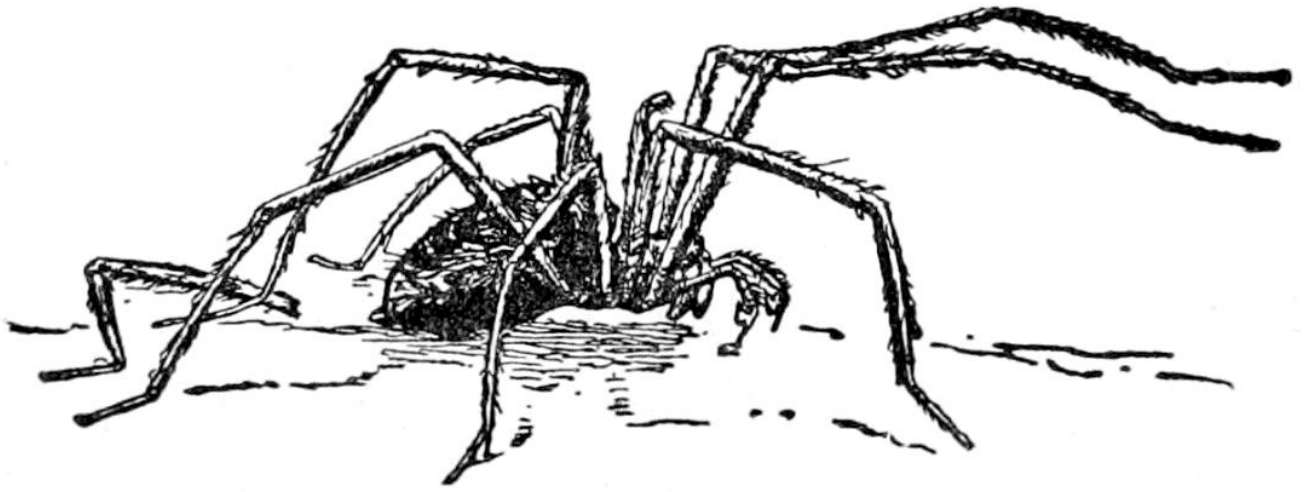


statues or idols, strangely mutilated corpses of victims, tapestries or mosaics showing sacrifices, suggestive dreams, psychic whispers, and so forth. Even beautiful monsters can be haunting, uncanny, or uncomfortable to experience. Above all you should emphasize the presence of the Unknown.

Doing all of this builds doubt and expectation, and it also gives players the sense that you're going to be throwing something at them that they should take seriously and not just charge in and attack. Of course, if the players insist on charging in blindly in the belief that you'll save them when the encounter gets too tough, let the dice fall where they may. They'll be wiser next session.

Sometimes you can save your Player Characters' lives with a few innocuous questions, if you want to change your players' default level of strategic thinking. On the night that you are going to introduce some deadly new Abominations, start asking your players ominous questions before the encounter occurs. This puts your players on guard and it might even make them more careful. If your group is arguing and the PCs are walking along, and you ask them, "What is your marching order, what do you guys have in your hands, and what are you guys doing right now *exactly*?" and then start rolling dice, your players are certain to respond with intelligence and care! Similarly, you can: ask them whether they really want to take a short rest instead of a long one; or, where their henchmen or followers are standing in relation to their liege; or, second guess their advice to one another ("Do you think that will really work?"); or, ask who has the highest Dexterity score (oh, no reason, you're just updating your records); or, just ask the best question of all time, whenever they tell you what they want their characters to do next:

"Are you sure?"





VI.9

PARLEY

NEGOTIATING WITH ABOMINATIONS

(Worksheet Section 6-9)

In the near future, your players will likely be surprised (and perhaps unnerved) to discover that Abominations like to parley and to communicate with mortals, even greedy mortals carrying pointy things who want to kill them. Abomination lifespans tend to be exceedingly long; many of them can be regenerate or even resurrect themselves; and, most of the worlds they visit are desolate and uninteresting. Reachable lifeforms are exceedingly rare in the universe, and sentient life is even more so. Further — due to more pliant and malleable laws of physics, time, cause and effect, and unreality — Abominations tend to thrive and adapt to the Dream Worlds more easily than they do to the more "mundane" mortal realms of the physical Material Plane. In fact, many Abominations which hail from nightmares know that they should not exist, and the *only reason* they emerged from the Dream Worlds and came to life was because enough foolish mortals believed in them before they actually existed.

(Wrap your head around that one for a while …)

In short, Abominations are curious and chatty, and want to get to know you. They find you interesting.

This is an intentional and important side effect which you should include in your campaign when you adopt the many systems of the *Oldskull Monster Generator*. You are introducing old school atmosphere, unknowns, randomness, and difficulty to the game, and many ultra-powerful and extra-planar beings too. This means that quite a few adventurers in your campaign could potentially die in the months to come. By having the Abominations be willing, even eager, to communicate and negotiate with mortals, you can later point out (perhaps well after the adventurers' blood first hits the dungeon flagstones) that the violence and bloodshed were actually instigated by the *players' choices*, not necessarily by the new monsters you introduced.

Abominations can communicate through a mixture of primal telepathy, psychic linkage, ancestral lore, rapid learning, and the assimilation of various languages. Even "unintelligent" Abominations typically have mental access to a more powerful and sentient hive mind which frequently directs their actions.

Due to this strange state of affairs, Abominations communicate frequently, but they do so very awkwardly from a mortal perspective. You as the GM should play Abomination communication scenes as alien situations, which are sometimes crude, funny, baffling, cold, poignant, or even mostly incomprehensible.

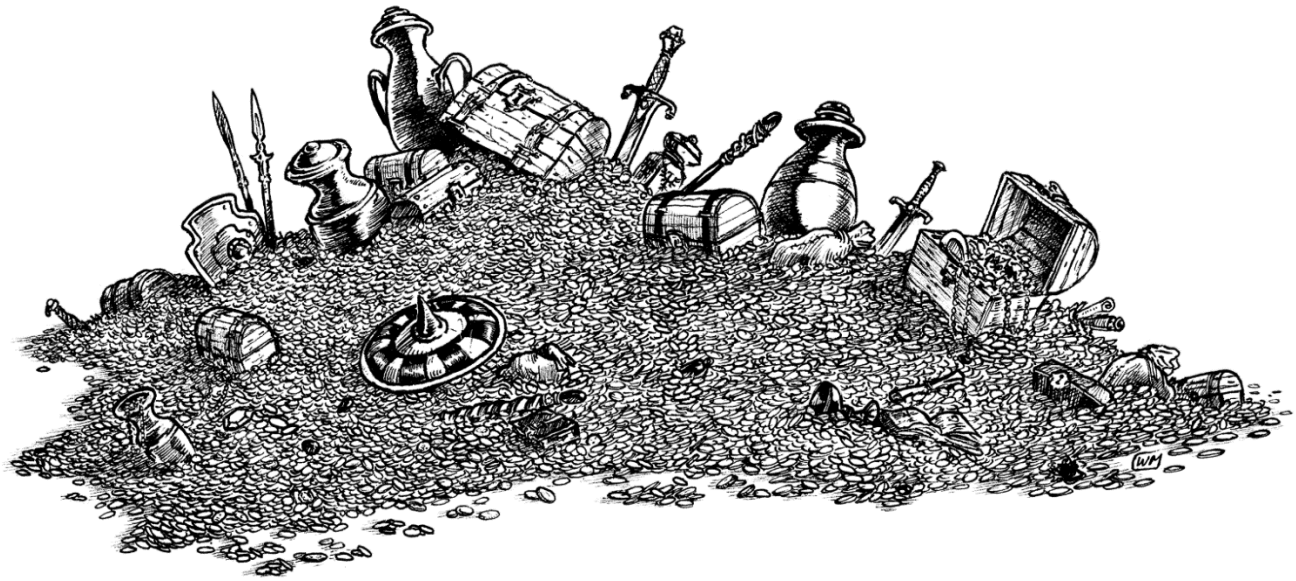
Abominations tend to ask odd questions: Why did you kill your dog when you were four and never tell anyone? How do you breathe? Why did you dream of me last night? Do you know how you will die? Can I possess you now to see what it feels like when you eat? Why have you not betrayed these others



yet? How do you interpret your surroundings with so few senses, and how can you not sense that Thing inside you?

This is all because they're not so much seeking knowledge as they are seeking a strong emotional reaction from the mortal. They feed off strong emotions like love, desire, confusion, loathing, terror, existential doubt, nostalgia, paranoia, and remorse. Such tumultuous states are delicious salt and spice to an Abomination's appetite.

The Abominations mostly know what mortals want — treasure, power, control, knowledge of a personal destiny, pleasure, freedom — and they will quickly leverage those things to get what they want for themselves. A Chaotic Evil Abomination might offer to give treasure (worthless to itself, but used as bait) to adventurers if they agree to bring it children, while a Lawful Good Abomination might offer some augury or prophecy to those who destroy other Evil Abominations nearby. Such emotionless transactions are considered nothing more than leverage. The real risk is if the Abominations run out of treasure bait (for example), or whatever else is being used to manipulate people, they will probably seek to kill some rich mortals to get some more bait very soon.



Do Good Abominations deeply care for people and their needs? How much do you care for the fly buzzing and bumping its head against your window?

The Abominations can't really relate to mortal circumstances, but the ones with high INT and/or WIS scores can certainly emulate human emotions with some eloquent efficiency, given enough processing time and contemplation.

You may want to write down some interesting questions for the next encounter, and maybe have the Abomination ask something even as the party ambushes it and the first arrows are flying through the air. And do Abominations all feel pain? Probably not as we do. If an Abomination is ultra-powerful, it might want to get a few good questions in even as it crushes the most irksome of its assailants. After all, the



monster probably doesn't care *which* human answers, as long as *one* of them answers and the answer is interesting.

Play the weirdness of the situation to the hilt. If — after the encounter ends — the players are not sure what just happened, or whether they came out on top, but they want to talk to Abominations some more in the future to maybe figure it all out, then you did a good job in the role-playing of your new monster.

And if it all still fails and your players are stupid, and the PCs keep attacking something they cannot kill that is trying to talk to them, then the answer is yes: Abominations do like to eat mortals, and particularly mortal dreams, hopes, and souls. But the smartest monsters know that mortals are basically egg-laying chickens. You can eat the chicken meat today, but that means no eggs tomorrow. Wouldn't it be better to eat the eggs (the mortal's sanity) for a few years, keep it in a cage, and then slowly eat the chicken some lonely night when you're really hungry?

Why, *of course* that's a great idea! Abominations are very smart, you see.

VI.10

FLIGHT

FLEEING FROM ABOMINATIONS

(Worksheet Section 6-10)

In addition to the suggested parley and diplomacy guidelines, I also recommend that you give the adventurers a chance to flee from Abominations whenever it seems plausible. (That way, if your PCs absolutely insist on engaging the monsters in combat, and then staying in combat, even while their survival rate goes ever more farther south, you don't need to feel too horribly bad if it all ends in a Total Party Kill (TPK).)

Fleeing is not an admittance of defeat; the wiser maxim to remember is, "Run away and live to fight another day." Players who decide to have their PCs flee the Abominations should be encouraged to seek auguries, divinations, allies, potions, and scrolls so that they can plan for another engagement on fairer terms in the near future. The players may also want to plot up some options for scouting, strategy, tactics, and contingency plans as well. All of this amounts to an intelligent increase in your players' play skill, as they adapt to the higher difficulty level which you have introduced to the game.

You want your players to triumph, yes. But you don't them to triumph stupidly.

Considering these design ideals, it is reasonable to presume that Abominations should let mortals flee a fair amount of the time. This is especially important if the Abominations are faster than the party, and/or if there are not many doors and passageways for the adventurers to use as they seek to elude pursuers. We can say that Abominations will tend to let mortals flee, simply because the monsters already fed on the adventurers' fear, shock, doubt and perhaps even their madness. From the





Abominations' perspective, not only did the Abominations achieve victory, they also identified a future delectable food source that is likely to return and to offer itself for a second feast.

In general, Abominations will usually not pursue the PCs to slaughter them, unless: [1] the PCs have enraged a Binder (who will pursue the PCs along with the monster, so that the PCs can be imprisoned); [2] the PCs have managed to steal important treasure; [3] the PCs have slaughtered a significant number of Disciples; or, [4] a crucial Ritual was disrupted (for example, a dimensional gate's opening was interrupted and the gate collapsed). Barring these situations, the PCs will probably be able to flee and even to return.

So you should *encourage* fleeing, but you don't really need to reward it beyond its own success. You might even want to include a minor atmospheric event to punish the fleeing adventurers, if you like: the **introduction of nightmares**. When mortals battle with Abominations and then flee, the Abominations create a lingering long-distance psychic link which allows them to feed upon the mortals' dreams in the weeks to come. These nightmares will be filled with images of the Abominations communicating with the adventurers, revealing themselves, and making terrible revelations. This is also a perfect time to introduce glimpses and premonitions of the Dream Worlds (described hereafter). These nightmares will linger in each PC's mind for (20 minus the PC's Wisdom) nights after the encounter the PCs were forced to flee from.

If you're feeling mean, you can say that a long rest is not possible during the nightmare nights, so that you can enforce some down time (which the PCs will hopefully take to perform some planning and research). However, this effect may not work with all play groups. It might even discourage your players from having their PCs flee from such encounters in the future. Therefore, I only recommend instituting this nightmare effect if your players are bloodthirsty and always tend to rush in without planning or thinking about their actions. If that is the case, then two weeks of down time — where they receive tactical advice from NPCs, and maybe even some allies interested in joining the next expedition — might prove beneficial.

If you want to introduce some more variety and describe each player's nightmares, you can include some of the following ideas:

- Premonitions of a new Abomination species not yet encountered.
- Visions of a Summoner or Binder not yet encountered.
- Nightmares where the Abomination is encountered along with the PC's secret fear or phobia (spiders, deep oceans, heights, etc.).
- Nightmares where the Abomination whispers the names and locations of beloved allies and family members.
- Questions where the Abomination asks about slain loved ones (allies, old PCs, family members, etc.).
- Visions of artifacts and relics hidden beneath the earth during the Age of Abomination.
- Visions of the Abomination's home world, hibernation, or dimensional travel.
- Dreams where the Abomination hunts the PC in the Dream Worlds.
- Visions of the Abomination race's future, warring with mortality and conquering the planet.





- Visions of the Abomination's past or origin, which may reveal resistances, immunities, and vulnerabilities.

Through all of these combined effects, you will teach the players that every encounter has lingering consequences, and also this: Even a perceived defeat, through learning about the enemy, can be turned into eventual victory.

VI.11

REAPING
KILLING & HARVESTING ABOMINATIONS

(Worksheet Section 6-12)

In this extremity, nothing but the promptness and agility of Peters saved us from destruction. Leaping upon the back of the huge beast, he plunged the blade of a knife behind the neck, reaching the spinal marrow at a blow. The brute tumbled into the sea lifeless, and without a struggle, rolling over Peters as he fell. The latter soon recovered himself, and a rope being thrown him, returned in triumph to the schooner, towing our trophy behind us.

— *The Narrative of Arthur Gordon Pym of Nantucket*, by Edgar Allan Poe

The types of treasures which an Abomination defends are sadly a bit beyond the scope of this work. I can say that Abominations will tend to have rich treasure hoards, especially if they are allied with a Magister and/or Disciples. You can use the standard FRPG rules to generate appropriate treasures, using either the calculated encounter CR, the party APL, or the BLR = CR approximation as a general guide to the level of treasure reward that might be deemed appropriate for an Abomination's lair.

More interestingly, as I noted previously Abominations do not typically appreciate mortal treasures for their intrinsic value. Even magic items are of limited interest to them, because they comprehend on an instinctual level that "magic" is simply a limited rules set which allows the temporary breakdown of one world's physics. And if Abominations come from worlds superior to our own, what would they care in the long term for items which they could not use in their own environment?



For these reasons, Abomination treasure troves tend to be used by their worshippers, or simply used as bait to attract mortal prey (and conversation partners). You can use Abomination lairs as a perfect excuse to introduce powerful treasures such as ancient weapons and armor, wands with almost 100% of their charges intact, antique coins of a precious alloys not seen by mortals or elf lords in many centuries, technological gadgets from other worlds, and so forth.

Beyond these many wonders, Abominations are almost always treasures in and of themselves. Their bodies, body parts, and essences (known collectively as **Trophies**) are worth a small fortune. This is because they are rare, extra-planar, psychic, and filled with bizarre entropic and living energies. Even the ones that aren't innately magical are frequently made from magic, or they have visited magical places which have changed their physical makeup. Their body parts are coveted by many powerful people … and it is the adventurers who will frequently be asked to serve as the suppliers for these Trophies from other worlds.

When you generate a new Abomination race, you will probably want to roll on the following treasure table. This will provide you with an easy future adventure hook, where the associates of a powerful NPC will ask the adventurers to be on the lookout for rare otherworldly monsters in a specific dungeon or wilderness area (e.g., the area where you plan to soon introduce your Abomination(s) to the game).

To use this table, roll 1D100, and consider developing the following ideas to create your next adventure hook involving the Abominations:





TABLE 81
ABOMINATION TROPHIES AND REAGENTS, AND THE CHARACTERS WHO COVET THEM

D100 Roll	Abomination's Trophies Are Coveted By:	So That They May Create:
[01-09]	**Alchemists**	Potions, oils, solvents, and elixirs
[10-18]	**Artificers**	Magic items and recharged magic items
[19-27]	**Evil Clerics**	Unholy relics, unholy water
[28-36]	**Druids**	Totems of preserved horrors, so that their elders may learn how to repel and/or destroy the future invaders
[37-45]	**Good Clerics (Pagan)**	Holy relics, holy water
[46-54]	**Nobles**	Beauty unguents, elixirs that cure diseases, and arcane powders that prolong life
[55-63]	**Sages**	Specimens to compare to unknown fossils of cataclysmic Abominations from ancient history
[64-72]	**Scribes**	Scroll ink ingredients, metallic inks for codex illumination
[73-81]	**Sorcerers**	New life forces, auras, and spells
[82-90]	**Warlocks / Witches**	Fetishes which allow them to seek and bind similar creatures
[91-99]	**Wizards**	Material spell components
[00]	**Covens / Secret Societies**	??? (See for example the Factions system in supplement GWG1, GAME WORLD GENERATOR, for more ideas … or use your own, particularly paying attention to the works of Lovecraft.

To develop this idea further, you should select one, two, or three coveted Trophies which are specific to your new Abomination species. You may have several Trophies already in mind based on the monster's description, but if you need some creative assistance you can roll on the following table.





TABLE 82
SUGGESTED TYPES OF ABOMINATION TROPHIES (AND OTHER ORGANIC SUBSTANCES)

D100 Roll	Trophy Type	D100 Roll	Trophy Type	D100 Roll	Trophy Type
[01-02]	Bile	**[33-35]**	Essence / Foetor (Must be harvested magically)	**[66-68]**	Planar Essence
[03-04]	Black Bile / Melancholia	**[36-38]**	Essential Salts	**[69-71]**	Planar Travel Gland
[05-07]	Blood	**[39-41]**	Eyes	**[72-73]**	Powdered Hooves / Bones
[08-09]	Blubber	**[42-44]**	Fangs / Teeth	**[74-76]**	Slime
[10-11]	Bones	**[45-46]**	Fat	**[77-78]**	Sloughed / Shed Skin
[12-14]	Brains	**[47-49]**	Flesh	**[79-80]**	Sounds / Echoes (Must be harvested magically)
[15-16]	Carapace Plates	**[50-51]**	Golden Bile	**[81-82]**	Spine Roots
[17-18]	Chitin	**[52-53]**	Heart	**[83-84]**	Spleen
[19-20]	Claws	**[54-55]**	Ichor	**[85-86]**	Spoor
[21-23]	Cocooned / Preserved Corpses of Prey	**[56-57]**	Liquefied Aura	**[87-89]**	Swallowed Objects / Digesting Prey
[24-25]	Diseased Flesh	**[58-59]**	Marrow	**[90-92]**	Tentacles
[26-27]	Ectoplasm	**[60-61]**	Molted Carapace	**[93-95]**	Unrecognizable Organ (But you'll know it when you see it!)
[28-29]	Eggs	**[62-63]**	Parasites (Alive?)	**[96-98]**	Venom or Musk
[30-32]	Entrails	**[64-65]**	Phosphorescent Protein	**[99-00]**	Wing Membranes

The next table provides recommended values per specimen collected, based on the Abomination's BLR. For example, if the Abomination's BLR is 3 and you have rolled up two different Trophy types which can be harvested from each one slain, then (reading the table) you will find that each Trophy is worth 125



Gold Pieces. This means that one harvested specimen would be worth 250 GP, two specimens 500 GP, ten specimens 2,500 GP, and so forth.



TABLE 83 SUGGESTED GOLD PIECE VALUES FOR ABOMINATION TROPHIES			
BLR of Abomination	**If 1 Trophy type is valuable:**	**If 2 Trophy types are valuable:**	**If 3 Trophy types are valuable:**
0	25 GP	12 GP	8 GP
1/8	50 GP	25 GP	16 GP
1/4	75 GP	35 GP	25 GP
1/2	100 GP	50 GP	30 GP
1	150 GP	75 GP	50 GP
2	200 GP	100 GP	65 GP
3	250 GP	125 GP	85 GP



4	300 GP	150 GP	100 GP
5	400 GP	200 GP	130 GP
6	500 GP	250 GP	160 GP
7	600 GP	300 GP	200 GP
8	750 GP	375 GP	250 GP
9	1,000 GP	500 GP	330 GP
10	1,250 GP	625 GP	410 GP
11	1,500 GP	750 GP	500 GP
12	1,750 GP	875 GP	580 GP
13	2,000 GP	1,000 GP	650 GP
14	2,500 GP	1,250 GP	850 GP
15	3,000 GP	1,500 GP	1,000 GP
16	4,000 GP	2,000 GP	1,300 GP
17	5,000 GP	2,500 GP	1,600 GP
18	6,000 GP	3,000 GP	2,000 GP
19	8,000 GP	4,000 GP	2,600 GP
20	10,000 GP	5,000 GP	3,300 GP
21	12,500 GP	6,250 GP	4,100 GP
22	15,000 GP	7,500 GP	5,000 GP
23	17,500 GP	8,750 GP	5,800 GP
24	20,000 GP	10,000 GP	6,500 GP
25	25,000 GP	12,500 GP	8,000 GP
26	30,000 GP	15,000 GP	10,000 GP
27	35,000 GP	17,500 GP	11,500 GP
28	40,000 GP	20,000 GP	13,000 GP
29	45,000 GP	22,500 GP	15,000 GP
30	50,000 GP	25,000 GP	16,000 GP

(Increase these values as needed, based on your campaign's wealth level, the availability of magic items, and the level of player enticement that you desire.)





Harvesting what is needed should be a disgusting and fascinating process. Be descriptive, and don't forget sounds and smells!

When PCs go through the loathsome effort required to harvest Abomination Trophies, you can reward them with another interesting gift: Harvesting an Abomination gives the harvesters a deeper insight into the species' biology, limitations, and inherent strengths and weaknesses. You should take this time to provide the players with the following information about your Abomination race. They may have already deduced much of this during combat, but there may be some surprises:

- **[1]** A rough estimate of the race's Average Hit Point (AHP) value. The estimate you give them should never be 100% accurate; it should be 10% too high (25% chance), 5% too high (25%), 5% too low, or 10% too low.
- **[2]** The monster's Condition Immunities;
- **[3]** The monster's Damage Immunities;
- **[4]** The monster's Damage Resistances; and
- **[5]** The monster's Damage Vulnerabilities.

By doing this, you are rewarding your players with the understanding that if they go the extra mile to learn about Abominations and their anatomy, they will learn significant information that will in turn give them a considerable advantage against that species in the future.

Some players are pretty bloodthirsty when they play the game, and when they learn that Gazer Lotus Eyes are worth a small fortune, they'll basically decide it's Christmas, you're Santa Claus, and the Gazer Lotus is an endangered species.

But to encourage your less-aggressive players to harvest the Abominations, you should make it clear that even heavily damaged / mutilated / scorched specimens will command full market value. However, to be certain that your players will make Abomination Trophy recovery a significant goal, you can also use the following sub-system to encourage them to immediately halt adventuring and to return home to sell the gathered specimens to their waiting NPC benefactor.

When the Trophies are fresh and first harvested, they are each worth 100% of the values listed above. They will retain this value for 24 game hours. Then, the stink sets in. After that time, they will quickly begin to fester and to rot away as the energies which hold them together in the Material Planes begin to dissipate. Between 24 and 48 hours, the specimens will be reduced to half value unless they are magically preserved. If transported for more than 48 hours, they will lose two-thirds of their value. Further, after the second full day, there is a cumulative 10% chance per day that the specimens will





simply rot away into uselessness. This means that after twelve full days have elapsed, there is a 100% chance (barring magical preservation) that the all of the Trophies will become useless.

The rotting, when it occurs, will be a garish sight to behold. The collapse of flesh and structures will be nearly immediate, and a cloud of repulsive stench (the *Foetor*) will linger over the area in a thick, curdled, scintillating vapor. The smells and psychic emanation which erupt during this carnal collapse will cause mundane nature in the immediate area to go berserk. Herbivores in the area will turn violent, plants will wither, the air will waver with glimpses of other worlds, birds will flock away, insects will fall out of the sky, and predators will track the adventurers (for the scent is upon them) and fight to the death.

Clearly, staying out in the wilderness with rotting Trophies is an unwise proposition. Your players will probably learn this after the first major mistake. They should either get serious about harvesting Trophies, or they should leave well enough alone.

(Yes, these rules are shamelessly designed to get even single-minded players who can't communicate interested in Abominations.)

Once the PCs manage to score a significant NPC bounty for successfully delivering Trophies, greed will become a powerful motivator for future activity. They will probably want to harvest more Trophies in the future, and your job will be to supply new types of NPCs who are looking for different reagents and ingredients. You can either use this opportunity to provide more clues about the pre-existing Abomination species (with untouched populations rumored to exist in deeper dungeons and more distant wilderness), or you can decide that this is the perfect time to roll up some new Abomination races and to begin an entirely new adventure.

Congratulations, you just turned your players into habitually obsessive Abomination hunters!

Sorry about the mess.

"He slimed me."

— Lament of the Unknown Abomination Hunter





VI.12

IMMOLATION

WHEN ABOMINATIONS KILL

(Worksheet Sections 6-8 and 6-11)

After all of these preparations, premonitions, warnings, role-playing opportunities, and tactical ins and outs, it will still happen from time to time. One or more of the PCs will die as a result of an Abomination encounter. New school players — those who have never played an original 20th-century FRPG, or a descendant "clone" game created by members of the Old School Renaissance (OSR) — may well be shocked by your audacity as a Game Master when this occurs. How dare you? You didn't balance the encounter, you didn't warn them enough, you did something terribly wrong. They couldn't find the monster in the official rules, they couldn't rattle off the monster's weaknesses ahead of time. And worst of all, they were all ready to showboat in front of their friends, and you forgot to set up the safety net when they did a triple backflip and face planted.

You're a cold-blooded murderer!

When this occurs, be sure to explain to the players that the Abominations will have a future role in the game, and explain further that they are being included to introduce some old school mystery, danger, mortality, risk, and a sense of wonder. Explain to them also that death is not the end. The fallen character is very likely to come back from death, in some form or another. But once the first PC casualty occurs, it's true: the nature of the old campaign is going to begin to change.

VI.12.1

RECOVERING THE DEAD

If the surviving PCs can recover their fallen friend's body, then the campaign world will resonate with this first heroic victim who has fallen prey to an otherworldly power from the times of yore. Make certain that word gets around that one of the city state's respected adventurers was slain by something bizarre and extremely powerful, which invaded from another world. It was something that looked like an hieroglyph on the city's most ancient gate. Assuredly, a temple of the fallen adventurer's alignment will express a passionate interest in resurrecting the victim, even if the adventurer worshipped a different deity in life.

There will be no gold piece cost to the survivors, or to the slain adventurer's clan or family, as this service of resurrection is offered. There will be a price to pay, however: The high priest(s) of the temple will want to probe the slain person's mind, to determine exactly what has happened. (For the temple's ancient scrolls have warned that in this very year, a hero would fall mysteriously, and would bear a dire invisible mark upon his body's lingering aura; and now, this ominous prophecy has finally been fulfilled.)





When the fallen one is resurrected, the following negative effects will occur:

- **A scar upon body or soul:** -1 to one of the six ability scores, as chosen by the player of the fallen PC.
- **A memory of death:** Short-term madness.
- **Existential nightmare:** A permanent -1% penalty to experience points gained.

But hey, it's better than being permanently dead, right?

(Alternately, the survivors can use a Wish, Raise Dead spell, or similar means to raise the fallen ally on their own; but make it clear that the temple resurrection is an option if they complain about the cost and consequences.)

After the first such PC death, temples of *all* alignments will still be interested in raising dead PCs, with the same demand and the same negative resultant effects. There will be a gold piece cost after the first casualty however, which will be decided upon by the GM. All faiths in the game world possess their own legends, myths, and cryptic predictions which only begin to make sense as the various Abomination species rise and appear, and the PCs who fight against and communicate with these creatures will come to be known as planar heroes who are fulfilling the prophecies with their adventurous actions.

VI.12.2

WHEN THE DEAD ARE LOST

If recovery of the body is not possible, then the GM should make a special arrangement for the player of the fallen PC. I advise that you use this tactic for the first such death only; you want to get the players accustomed to PC mortality, but you don't want to make them reliant on your mercy when they should be increasing their caution and play skill.

When the PC dies, let the player know that the PC is lost and out of the game (at least for a time). Perhaps a later wish or powerful magic will allow the slain PC to return to play. But until then, the player should be encouraged to create a new PC of the same experience level as the adventurer who has fallen. Therefore, if a level 12 thief was slain, then the player of the thief should be allowed to create a level 12 character of any class. The GM will decide on this new character's wealth, equipment, spells, and magic items (which should all be relatively modest in the beginning). Fortunately however, the new PC can be termed as an heir of some kind: a brother, a sister, a clan hero who looked up to the PC from afar, or a member of the same knightly / magical / bardic / etc. order. Therefore, the player can have the new PC inherit half of the slain PC's wealth, and half of his magic items (round down), as chosen by the player.

After this occurs and the new PC is introduced into play with the surviving party members, make it clear that this is a one-time act of mercy. And that's one time for the *entire party*, not for just one player. The players will not be rewarded when they get their PCs killed by an Abomination. The point is to get the players interested in keeping Abominations in the game, despite the challenge and the danger, while you gradually ramp up the difficulty level of the campaign. Your players might even thank you in retrospect for coming down on them. You never know!





After the second PC death, you can allow a new PC to be rolled. However, this new character's experience level will be one level lower than the slain PC's level. (In the above example, the new PC would be level 11.) Further, this time it will be an outsider, a freed prisoner, or a foreign adventurer who wishes to join the party. The surviving PCs will be given access to the fallen PC's wealth and magic items, and the inheritance guideline provided above will not be offered by the GM. The players can still discuss amongst themselves, of course, and decide how much they want to entrust this bold newcomer with wealth and items as a new adventure begins.

After the *third* death, the new PC's level will be equal to the fallen PC's level minus two; after the *fourth* death, the new PC's level will be equal to the fallen PC's level minus four; and so forth. If this keeps happening, then at some point — after many generous gestures by the patient GM — the players of slain PCs will find themselves rerolling level 1 characters to enter the game as apprentices to the surviving adventurers. And this is as it should be. Such apprentices will be extremely vulnerable, and may die if not carefully protected; but if they manage to survive a few encounters, they will quickly level up and become worthy journeymen who can contribute to the party. Eventually, a well-played new PC may almost catch up to the party's highest experience level.

This system may seem harsh, but it only applies when the surviving PCs are unable to recover the bodies of the fallen. When the bodies can be saved, the "temple resurrection" game system comes into play instead.

In time, your grumbling players will likely regard these rules as tough but fair. Those who don't like them are encouraged to play better, to be cleverer, to be more cautious, and to keep practicing the game until they learn that there will always, *always* be more powerful entities in the game world than the adventurers themselves. The game would be a boring and tedious exercise in self-adulation if every immortal PC had the potential to become a god. It's all about challenge, not entitlement, you see.

Is anyone still crying? Yes?

Well, that's nice. They'll get over it.



VI.13

WONDER

INTRODUCING THE DREAM WORLDS INTO PLAY

There are not many persons who know what wonders are opened to them in the stories and visions of their youth; for when as children we listen and dream, we think but half-formed thoughts, and when as men we try to remember, we are dulled and prosaic with the poison of life. But some of us awake in the night with strange phantasms of enchanted hills and gardens, of fountains that sing in the sun, of golden cliffs overhanging murmuring seas, of plains that stretch down to sleeping cities of bronze and stone, and of shadowy companies of heroes that ride caparisoned white horses along the edges of thick forests; and then we know that we have looked back through the ivory gates into that world of wonder which was ours before we were wise and unhappy.

— *Celephaïs*, by H. P. Lovecraft

To this point, I have repeatedly hinted at a new campaign mechanism which can be gradually introduced to the game along with the coming of the Abominations: **the Dream Worlds**. Detailing the Dream Worlds would certainly require another book of 700-800 pages, so unfortunately I cannot provide you with all of the details here. But basically, the Dream Worlds are a consensual set of imagined realms which have been created by mortals who are all simultaneously dreaming of the same types of places, beasts, desires, and fantastical happenings. This creates an alternate "reality" where wonder and terror reign in unity, and the rules of time, creation, and annihilation are twisted somewhat askew.

You can read the many stories by Lord Dunsany and H. P. Lovecraft and come up with a very strong idea of what the Dream Worlds can entail: fabulous cities made of crystal, beasts the size of mountains, cruel and Chaotic pagan gods who intermingle with mortal bloodlines, and impossible journeys to underworlds, moons, planar abysses, lost stars and other ages. Very basically from an FRPG perspective, the Dream Worlds are magic-rich worlds which are connected to the Material Plane game world, but which can only be visited by dream avatars when the PCs agree to attempt to meet in the unifying, consensual dream.

The players are likely to first be introduced to the Dream Worlds when a PC death occurs and the fallen adventurer's body cannot be recovered. When this occurs, explain the "heir" system which I outlined in the previous section. If the players find these rules unappetizing, you can then also choose to tell them (if you are ready) about the Dream Worlds and the potential for a rather curious form of campaign play which can occur: Namely, **adventures which are shared between dreaming PCs**, and their slain comrades who can return to life for a few episodic adventures in the Dream Worlds.

Are you prepared?





(Warning, complexity ahead!)

When a troublesome PC death occurs, the body cannot be recovered, and you sense that the players are unhappy with the "rerolled heir" system which I have described previously, you can choose to allow the players a special vote. (If you have an even number of players at the table, then the player of the fallen adventurer gets two votes). Ask the players: "Would you be willing to have the fallen adventurer resurrected on a limited basis, and only able to adventurer in the Dream Worlds?" You can explain the concept of the Dream Worlds, and consensual dreaming, as needed, so that they can make an informed decision. From a player perspective, the Dream Worlds have more treasure and more magic items, but they also have more madness, monsters, and unpredictable environments.

If the vote indicates that a "dream resurrection" is not preferred, then the fallen PC is dead and a new PC should be created according to the heir rules.

If, on the other hand, the vote indicates that a dream resurrection is preferred, then the fallen PC becomes "alive" in the sense that his friends and allies (the living PCs) can dream of him, and adventure with him, and he can gain experience points through adventures in the Dream Worlds when his living allies are all sleeping.

However, the following limitations apply:

- The Dream Worlds PC cannot play with the party in normal, "real world" adventures. That character is dead, and his soul is trapped in dream.
- The Dream Worlds PC could conceivably play in solo adventures guided by the GM on off nights (likely with allied Dream World NPC followers), but this would be a special favor granted by a willing GM who doesn't mind doing a lot of design work. Normally, however, this tiring special circumstance (intended to allow the dead PC to gain XP at a rate roughly equivalent to that of the living PCs) will not occur.
- The living PCs can only enter the Dream Worlds, and adventure with the slain PC, while they are all sleeping. Later in the campaign, you can have the dead and dreaming adventurer learn a way to bring willing PCs into the Dream Worlds "in the flesh" for a new and exciting phase of the campaign.
- Since the PC will forever remain dead in the real world, and only "alive" in dream, you may also want to encourage the player to roll a separate PC using the "rerolled heir" system I provided. In that way, the player would have the slain PC for dream adventures, and the second new PC to serve as an apprentice to the other PCs in the normal game world. That player would then always be able to play at the other players' table regardless of circumstances.





This type of campaign can be very challenging to create, but very rewarding as well. If you want to create a Dream World for your PCs to explore, I suggest that you pick a favorite Dunsany or Lovecraft story and model the environment off of that. Google some maps for inspiration. And if you simply can't decide, then I strongly recommend *The Dream-Quest of Unknown Kadath*. That volume inspired Gary Gygax's conception of dungeon modules D1, D2, and D3, and you will find a fantastic amount of inspiration therein. You may also want to pick up a beautiful book entitled *The Encyclopedia of Places That Never Were*, by Michael Page and Robert Ingpen. Another good (yet intimidating) idea source is *The Dictionary of Imaginary Places*, by the extremely well-read Alberto Manguel and Gianni Guadalupi. These volumes will save you lots of time.

Adventures in the Dream World can be very deadly, because none of the adventurers will ever really die. If the fallen PC "dies" in the Dream Worlds, then the death is only in effect until the next game session. In the next dream session, the dead PC is returned to full health (dreamed of once again by his living friends) and play resumes. Similarly, if a living dreamer "dies" while on a Dream World adventure, then that PC wakes up screaming in the normal game world and is simply prevented from engaging in another Dream World adventure for a period of one game month while their psyche recovers from the shock.

Please note that adventurers who die in the Dream World will suffer some repercussions, so that the players are not constantly throwing their PCs into reckless danger: The PC who was "slain" will experience long-term madness upon waking, and will suffer a permanent loss (system shock) of -1 hit point. These effects reoccur with every dream death that is suffered, until — much like Randolph Carter — the adventurers reluctantly decide that dreaming is a dangerous undertaking and their passions begin to fade.

Characters who adventure together in the Dream Worlds can slay monsters, find treasures, and gain experience points. When the PCs wake in the "real" world, they will retain their XP and will even discover that the dream treasures they won have become real and have followed them into the normal world. (A magic sword won in a dream adventurer will appear, and stay, in the normal game world when the wielder of the sword awakens. However, its powers might be toned down, or altered in some way.)

And in case you were wondering, the Abominations positively *thrive* in the Dream Worlds. Many were created there and they are much, *much* more common there. In fact, you should have about 50% of the Dream World encounters be with Abominations and their allies, while the other 50% are with other dreamers (NPCs) and exotic ("normal") monsters from the SRD5. In this way, the Dream Worlds are a relatively safe way to converse and spar and battle with Abominations, but they are also extremely dangerous in their own right.

Because the logic of dreams is empathic and frequently counter-intuitive, you do not need to have the adventures there follow a coherent and mundane path. Travel between a city and a waterfall cavern could be instant, for example (akin to a misty teleport), or it could take many in-game "years." PCs who adventure in a Dream World filled with (for example) magical mists, singing fruit and Chaotic Good orcs might wish to return to that same world later, but you might decide (for the next game session) that the PCs will wake up in a different Dream World entirely … perhaps a moon of that previous world, where all of the citizens are intelligent fungi and the treasures are incarnate spells and exotic spices. Your imagination is truly the limit when you use the Dream Worlds in play. You can experiment with different game modes and play styles that might be too risky to include in the default Material Plane game world, and if something doesn't work, then "It was all a dream" is the perfectly logical reason to remove the failed experiment from further consideration.





And everywhere, yes, the Abominations will be wandering between the worlds, feeding off of the minds of the dreaming heroes, and wanting to converse with them deeply as they all go slowly mad.

Hopefully I have inspired you to try this wild experiment for your own. It is a great way to share, cultivate, and expand your imagination.

A BEGINNING

I hope that you have found this supplement enjoyable, thought-provoking, a bit controversial, and I also hope that it changes your game in surprising, challenging, and unexpected ways. Honor the game's creators, and the authors and inspired who inspired them. Make some more Abominations, hone your craft, get advice, give advice, share your creations, and get ready to play the next session with your friends that is going to change everything.

Happy gaming. Have fun with the horrors you have wrought!







AFTERWORD



"Of course it is not in the world," the magician said, "but over the Edge of the World you may easily find it." And he told the man that he was suffering from flux of time and recommended a day at the Edge of the World.

He went past Bleth: he went along the Hills of Neol-Hungar and came to the Gap of Poy. All these are in that part of the world that pertains to the Fields We Know; but beyond the Gap of Poy on those ordinary plains, that so closely resemble Sussex, one first meets the unlikely.





A line of common grey hills, the Hills of Sneg, may be seen at the edge of the plain from the Gap of Poy; it is there that the incredible begins, infrequently at first, but happening more and more as you go up the hills.

Over these plains went Jones and over the Hills of Sneg, meeting at first unlikely things, and then incredible things, till he came to the long slope beyond the hills that leads up to the Edge of the World, and where, as all guidebooks tell, anything may happen.

You might at the foot of this slope see here and there things that could conceivably occur in the Fields We Know; but soon these disappeared, and the traveller saw nothing but fabulous beasts, browsing on flowers as astounding as themselves, and rocks so distorted that their shapes had clearly a meaning, being too startling to be accidental. Even the trees were shockingly unfamiliar, they had so much to say, and they leant over to one another whenever they spoke and struck grotesque attitudes and leered. Jones saw two fir-trees fighting.

The effect of these scenes on his nerves was very severe; still he climbed on, and was much cheered at last by the sight of a primrose, the only familiar thing he had seen for hours, but it whistled and skipped away. He saw the unicorns in their secret valley. Then night in a sinister way slipped over the sky, and there shone not only the stars, but lesser and greater moons, and he heard dragons rattling in the dark …

— *The Long Porter's Tale*, by Lord Dunsany







APPENDICES





A.1

APPENDIX A
CALCULATING ABOMINATION CHALLENGE RATINGS

Special Note for 1E Game Masters

To be honest, the 5E CR system is completely messed up, counter-intuitive, and confounding from an old school perspective. (Sorry to you 5E GMs who are peeking at this section; it's the truth.) The CR gradients are OK, but some monsters (such as orcs) have remained faithful to their 1E counterparts while others (such as dragons and giants) are completely overpowered with inflated hit points and damage ratios. So there is no blanket parallel between 1E creatures and 5E creatures, because some are inflated and some are not. This situation is exacerbated by the fact that 5E is built to make PCs overpowered at level 1, and to die rarely, and the power scales go off the rails at high experience levels. Because of all of this, for a 1E Abomination, I recommend that you completely ignore rules pertaining to a monster's Challenge Rating, and instead use the original GM's Guide Gygaxian monster experience point calculation system — considering the monster's hit dice, special abilities, etc. as normal — to determine the monster's I to X challenge level instead. When doing so, you will want to compare the monster's armor class, hit dice, hit points, and damager per attack to the ratings for other classic monsters (bestiary 1977), and adjust ratings that "feel" too low or too high accordingly.

Introduction for 5E Game Masters

As promised, this section is provided to those Game Masters who feel the need to hold fast to the deeply flawed concept (ahem) of Challenge Ratings, when new monsters (Abominations) are being created. I personally feel that CRs are dangerous, because they imply certainty where none exists. But nevertheless, this is a book of options for respectful GM consideration …

Due to the limitations of the game license, I am not certain that I can provide fully explicit details on the calculation here. But I can certainly offer some guidelines which will help you as you attempt to estimate an Abomination's Challenge Rating. For a more exact and orthodox system, you can refer solely to the FRPG's official *Game Master's Guidebook*. Its title is something like that, I'm pretty sure.

Protective Challenge Rating (PCR): I recommend that you calculate a monster's Protective (Defensive) Challenge Rating based upon the Abomination's Average Hit Points (AHP). You can also





use the monster's Armor Class if you like, but you should note then that Abominations tend to be better-armored than most "normal" monsters (by design), so you might need to take that higher-arcing variable trend into account. Using the AHP, calculate the PCR based on the official system.

Attack Challenge Rating (ACR): I recommend ignoring the monster's Attack Bonus, and focusing on its average damage per round. First, look at the average damage per round for the monster's basic attacks, and consider its Multiattack ability (if any). If for example the monster can attack 3 times per round and inflict and average of 24 points of damage per attack, then its average damage per round is 72. Then, look at the monster's special abilities (Powers) and see if any of the Powers inflict more than the basic attack. (For example, if a breath weapon inflicts an average of 80 points, then the total you will be considering would be 80, not 72.) Using the highest average damage value (either the basic attacks, or the strongest damaging Power), calculate the ACR based on the official system.

Final Challenge Rating (CR): Once you have the PCR and the ACR, round them up to arrive at the Abomination's final Challenge Rating. Using experience and a careful eye, you might want to adjust this number a bit further upwards if any of the following factors are evident:

- **[1]** The monster is extremely intelligent.
- **[2]** The monster has other, non-damaging abilities that make it considerably more powerful. (Potential damage does not tell the entire tale.)
- **[3]** The Challenge Rating is lower than the BLR.
- **[4]** The monster is immune to a damage type which the PCs frequently rely upon.
- **[5]** The monster can move very quickly, and also use its most powerful abilities from long range.

Once you have determined the Abomination's CR to the best of your ability, you may also find it useful to have one Abomination engage in a mock battle (with no player interaction, just as a GM exercise) with a "normal" monster of the same CR. This testing approach works best with Abominations which have relatively low CRs. For testing purposes, I recommend the following attack-oriented monsters as the basis for your comparison:

- **Mock Battler for Estimated CR 0:** Awakened Shrub or Lemure
- **Mock Battler for Estimated CR 1/8:** Kobold or Merfolk
- **Mock Battler for Estimated CR 1/4:** Skeleton or Steam Mephit







- **Mock Battler for Estimated CR 1/2:** Thug or Warhorse Skeleton
- **Mock Battler for Estimated CR 1:** Copper Dragon Wyrmling or Ghoul
- **Mock Battler for Estimated CR 2:** Gelatinous Cube or Ogre
- **Mock Battler for Estimated CR 3:** Bearded Devil or Owlbear
- **Mock Battler for Estimated CR 4:** Ettin or Red Dragon Wyrmling
- **Mock Battler for Estimated CR 5:** Flesh Golem or Hill Giant
- **Mock Battler for Estimated CR 6:** Chimera or Wyvern
- **Mock Battler for Estimated CR 7:** Stone Giant or Young Black Dragon
- **Mock Battler for Estimated CR 8:** Frost Giant or Hydra
- **Mock Battler for Estimated CR 9:** Bone Devil or Glabrezu Demon





- **Mock Battler for Estimated CR 10:** Stone Golem or Young Red Dragon
- **Mock Battler for Estimated CR 11:** Behir or Remorhaz
- **Mock Battler for Estimated CR 12:** Erinyes
- **Mock Battler for Estimated CR 13:** Adult White Dragon or Storm Giant
- **Mock Battler for Estimated CR 14:** Adult Black Dragon or Ice Devil
- **Mock Battler for Estimated CR 15:** Adult Green Dragon or Purple Worm
- **Mock Battler for Estimated CR 16:** Adult Blue Dragon or Marilith Demon
- **Mock Battler for Estimated CR 17:** Adult Red Dragon or Dragon Turtle

(Beyond CR 17, the mock battle testing guideline becomes too precarious and misleading to offer valuable insight, in my opinion.)

If you find that the Abomination easily wins 2 of 3 mock battles with the normal monster, you may want to increase the Abomination's CR by +1 and retest against a new mock opponent.

And if it's all too much of a time-consuming burden, simply ignore the CR and use the BLR for approximate guidance. We're intentionally building some overpowered monsters here and accommodating for that power in as many ways as we possibly can.

Turn off the targeting computer and trust your feelings, Luke …

A.2

APPENDIX B

SUGGESTED INSPIRATIONAL READING

A rambling and lengthy book like this is derived from many hundreds of sources and decades of reading and FRPG play, so I can't really offer you a complete map of the road I took to get here. But below you will a good sampling of inspirational sources which I can recommend as a starting point for the enterprising GM. Entries are arranged chronologically, so that the evolution of various concepts can be appreciated. Enjoy!





1818 – *Frankenstein, or The Modern Prometheus*, by Mary Wollstonecraft Shelley.

1838 – *The Narrative of Arthur Gordon Pym of Nantucket*, by Edgar Allan Poe.

1887 – *The Horla*, by Guy de Maupassant. (You may need to work a bit to find a good translation. Barnes & Noble has a good one in a hardcover collection I possess.)

1890 – *The Great God Pan*, by Arthur Machen.

1895 – *The Time Machine*, by H. G. Wells.

1895 – *The King in Yellow*, by Robert W. Chambers.

1896 – *The Island of Doctor Moreau*, by H. G. Wells.

1897 – *The War of the Worlds*, by H. G. Wells.

1904 – *In Search of the Unknown*, by Robert W. Chambers.

1905 – *The Gods of Pegana*, by Lord Dunsany.

1906 – *Time and the Gods*, by Lord Dunsany.

1907 – *The Boats of the 'Glen Carrig,'* by William Hope Hodgson.

1908 – *The Fortress Unvanquishable, Save for Sacnoth* (*The Sword of Welleran*), by Lord Dunsany.

1908 – *The House on the Borderland*, by William Hope Hodgson.

1920 – *Celephaïs*, by H. P. Lovecraft.

1922 – *The Worm Ouroboros*, by Eric Rucker Eddison.

1923 – *The Festival*, by H. P. Lovecraft.

1926 – *The Dream-Quest of Unknown Kadath*, by H. P. Lovecraft.

1927 – *Supernatural Horror in Literature*, by H. P. Lovecraft.

1928 – *The Dunwich Horror*, by H. P. Lovecraft.

1930 – *Last and First Men: A Story of the Near and Far Future*, by Olaf Stapledon.

1931 – *At the Mountains of Madness*, by H. P. Lovecraft.

1933 – *The Seven Geases*, by Clark Ashton Smith.

1933 – *The Scarlet Citadel*, by Robert E. Howard.

1933 – *The Tower of the Elephant*, by Robert E. Howard.

1933 – *The Slithering Shadow*, by Robert E. Howard.

1934 – *The Devil in Iron*, by Robert E. Howard.

1962 – *Hothouse*, by Brian Aldiss.

1980 – *The Mist*, by Stephen King.

1980 – *Quirks: The Game of Unnatural Selection*, by Bill Eberle et al.

1981 – *Codex Seraphinianus*, by Luigi Serafini.





1982 – *The Thing* (film), directed by John Carpenter.

2008 – *The Random Esoteric Creature Generator*, by James Edward Raggi IV.

2009 – *The Dungeon Alphabet*, by Michael Curtis.

ABOUT THE AUTHOR

Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grognardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.



There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

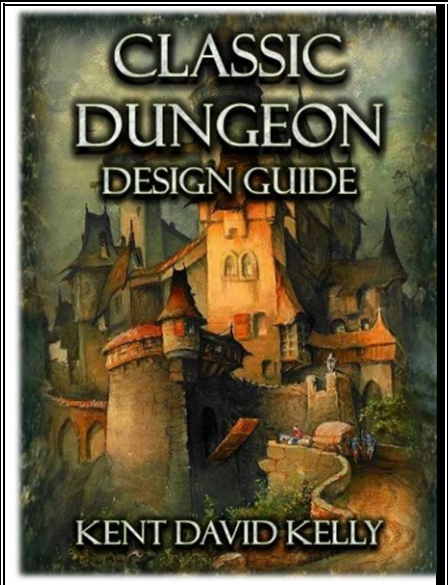
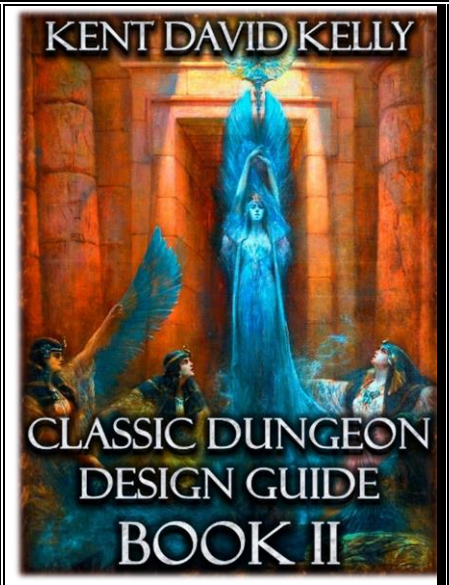
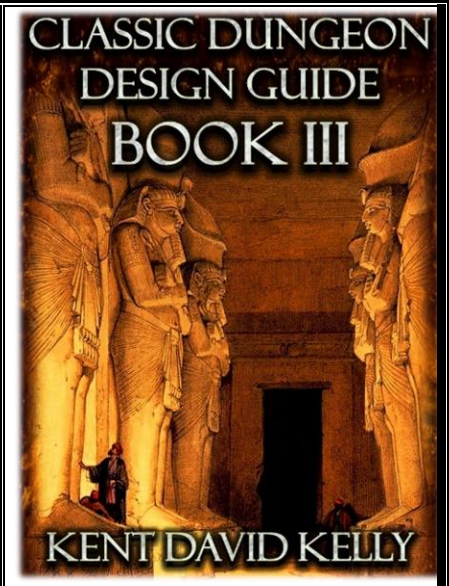




OTHER FINE OFFERINGS
FROM WONDERLAND IMPRINTS

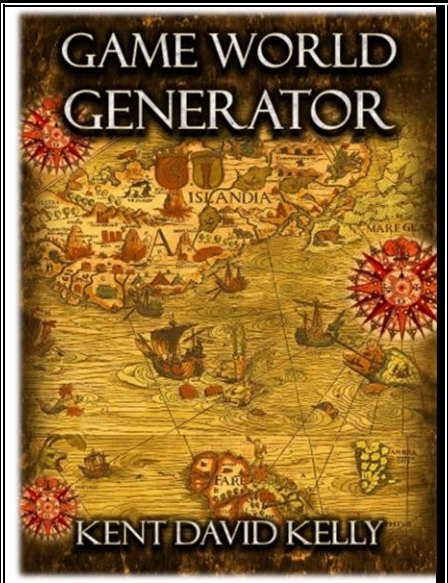
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CASTLE OLDSKULL
OLD SCHOOL FRPG SUPPLEMENTS

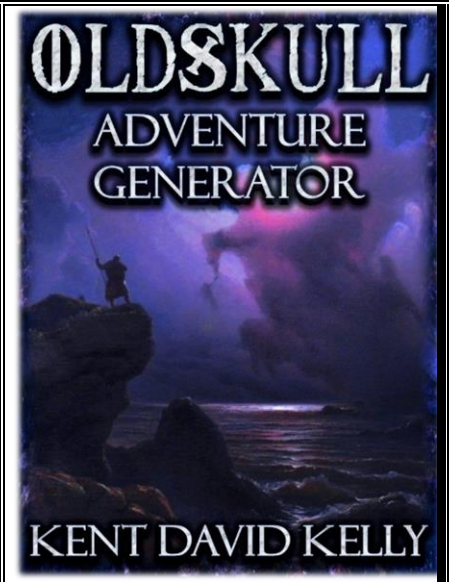
		
The Classic Dungeon Design Guide, Book I **(5-Star Platinum Medal Best-Selling Supplement)**	**The Classic Dungeon Design Guide, Book II** **(4-Star Gold Medal Best-Selling Supplement)**	**The Classic Dungeon Design Guide, Book III** **(4-Star Gold Medal Best-Selling Supplement)**



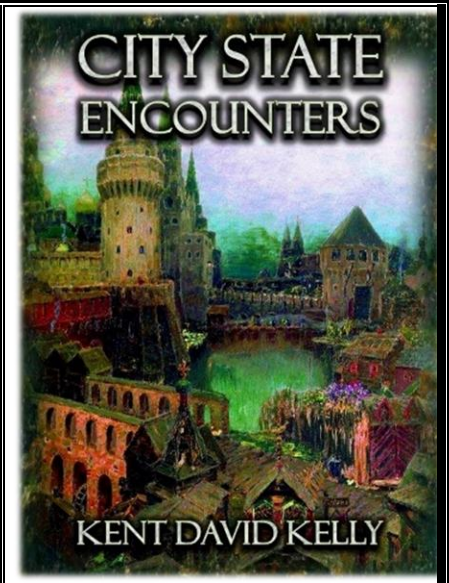




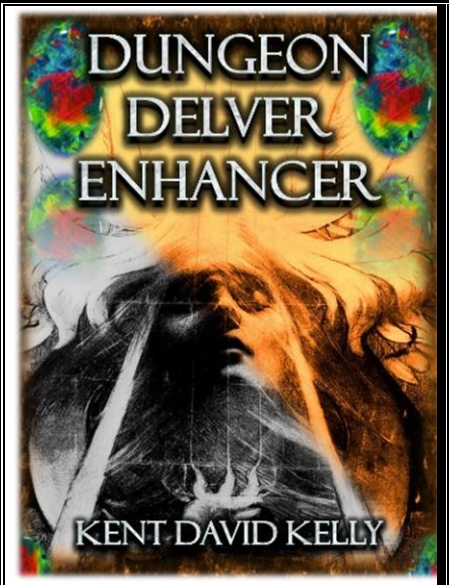
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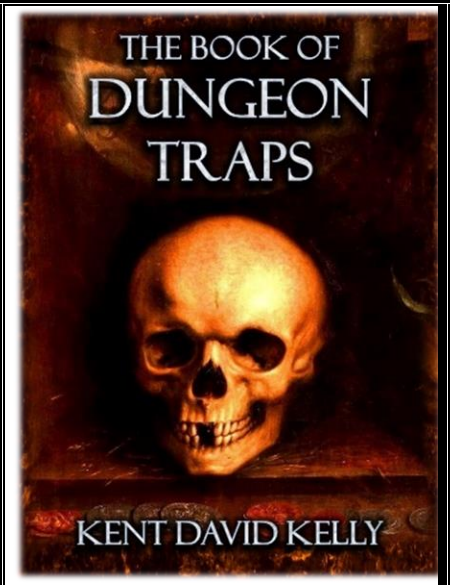
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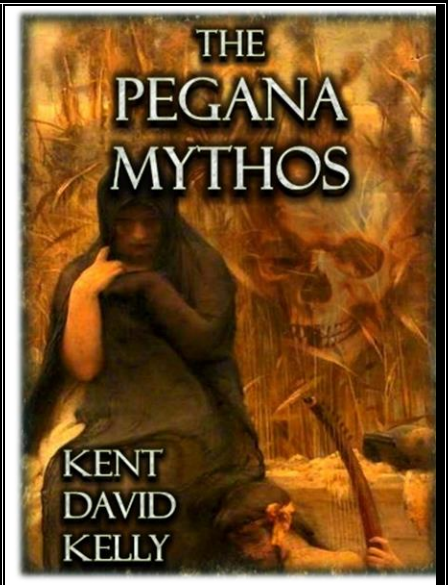
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[Dungeon Delver Enhancer (Character Creator)]
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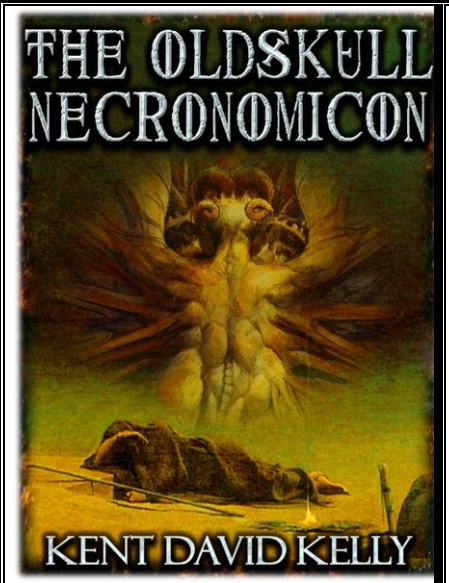
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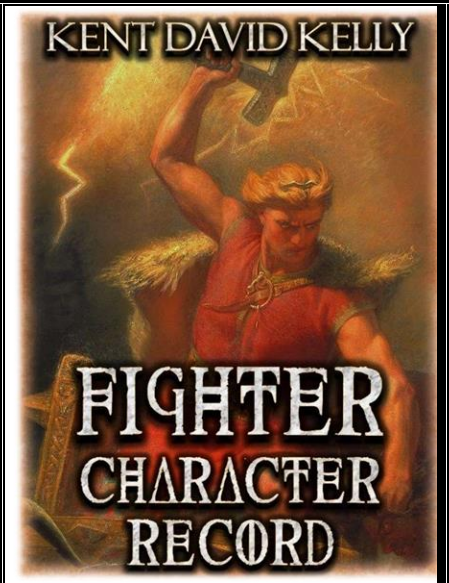
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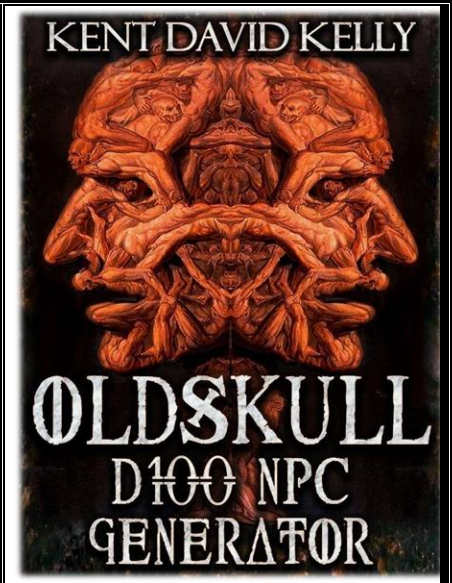




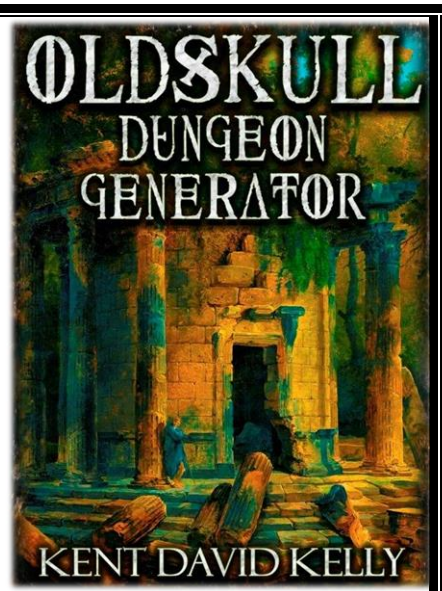
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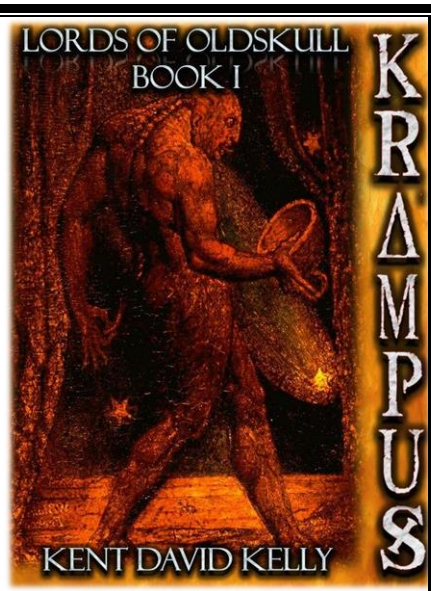
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(Free Deluxe Character Sheets)



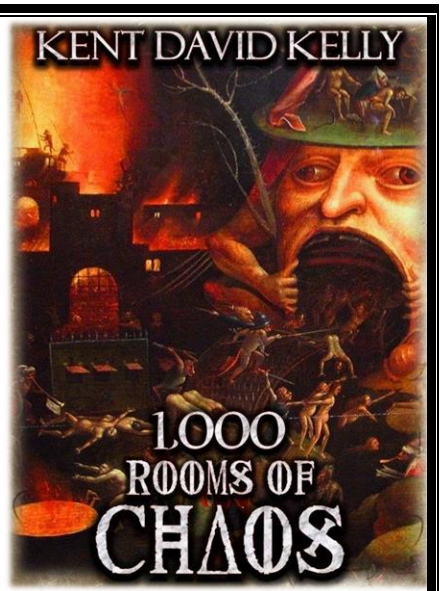
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[Oldskull Dungeon Generator, Level I]
(Electrum Medal Best-Selling Supplement)



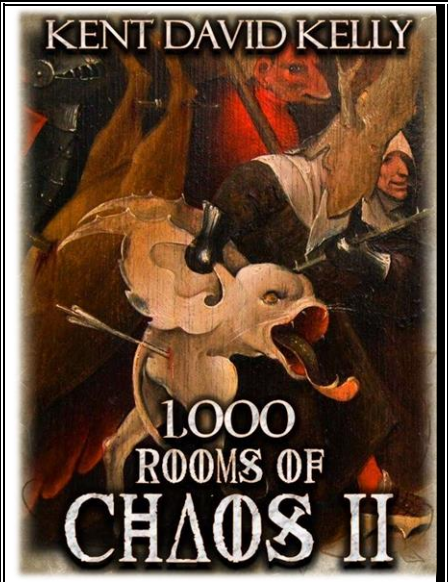
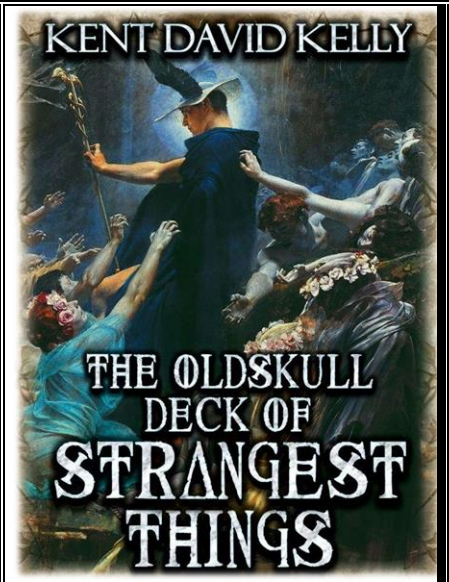
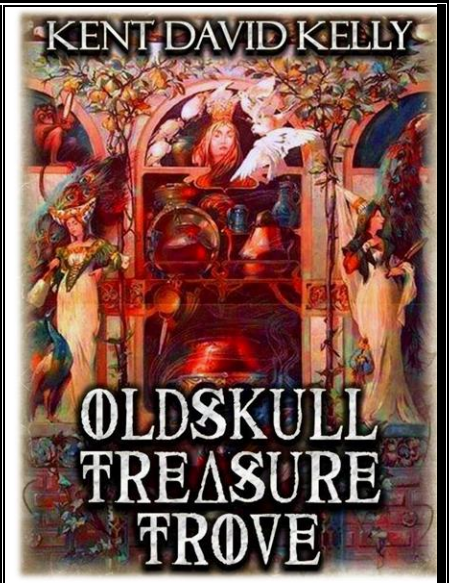
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(Copper Medal Best-Selling Supplement)



[1,000 Rooms of Chaos, Book I]
(Silver Medal Best-Selling Supplement)





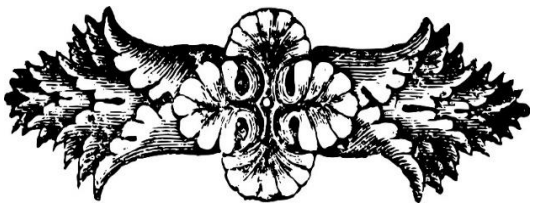
		
1,000 Rooms of Chaos, Book II **(A New Plethora of Maddening Dungeon Room Ideas)**	**The Oldskull Deck of Strangest Things** **(4-Star Copper-Medal Best-Selling Supplement)**	**Oldskull Treasure Trove, Book I** **(Massive Treasure Generation System and Idea Book)**

II

HAWK & MOOR

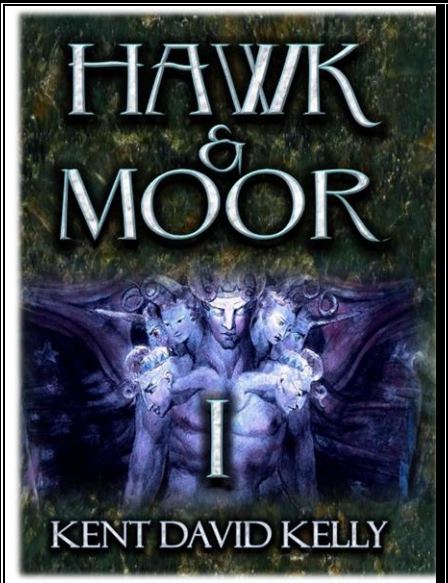
GAMING INDUSTRY HISTORY BOOKS

(Please note that several of the Hawk & Moor titles are not yet available at DriveThruRPG, but will be made available there in the future.)

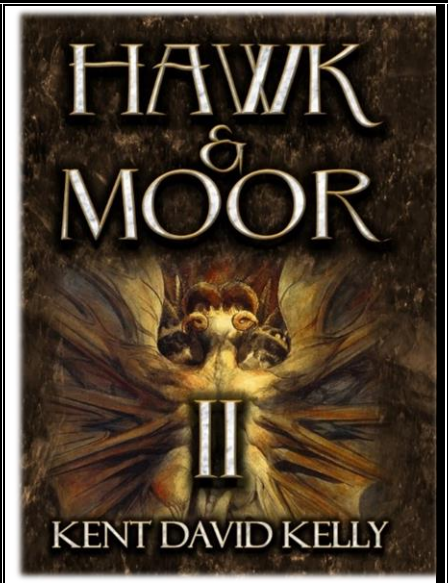




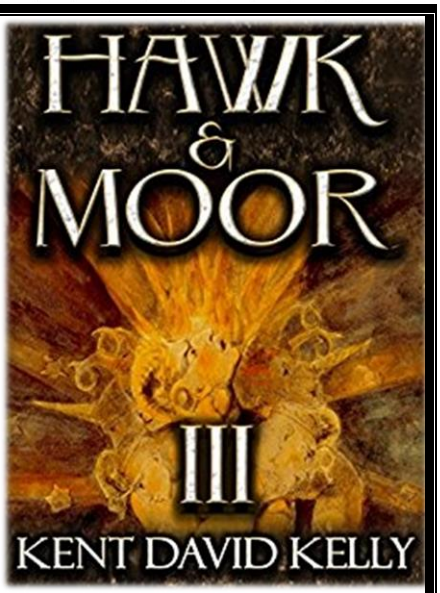




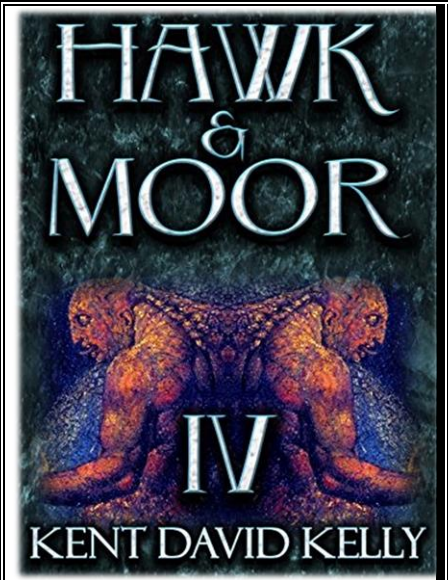
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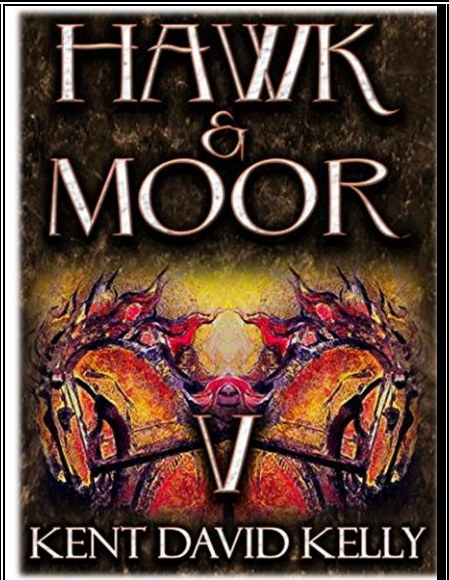
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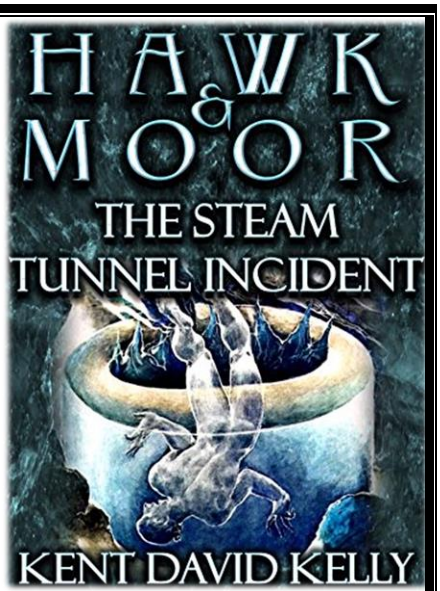
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Hawk & Moor, Book IV
(4-Star History of Gygaxian RPGs)



Hawk & Moor, Book V
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Hawk & Moor, The Steam Tunnel Incident
(4-Star History of a Tragic Event)

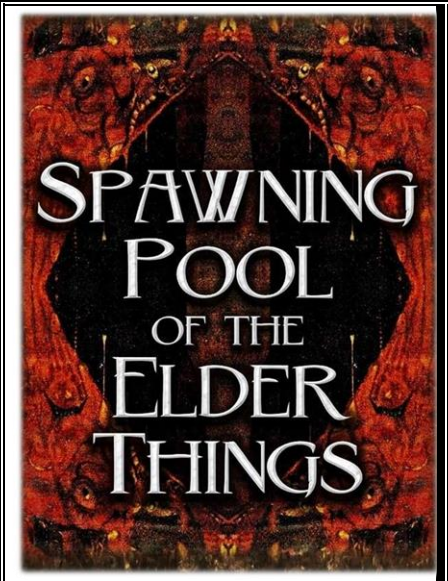
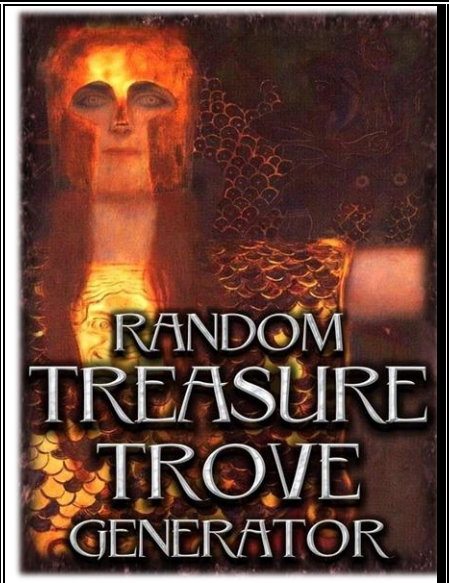
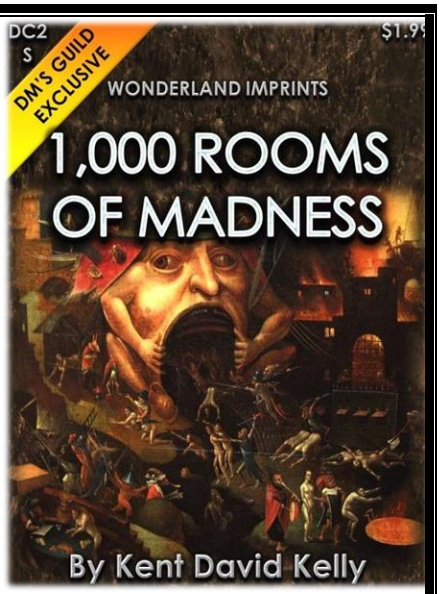




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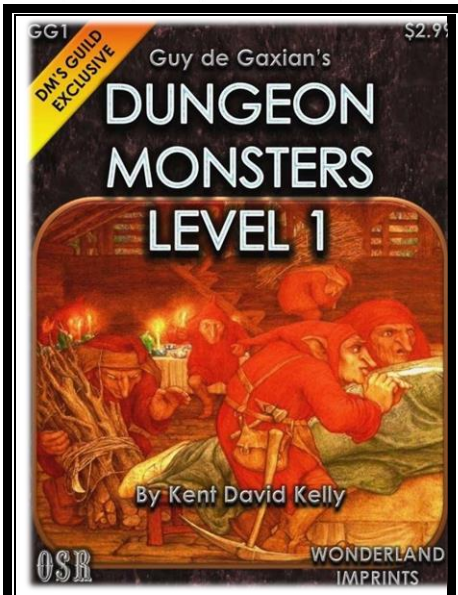
DM'S GUILD

5E OSR FRPG SUPPLEMENTS

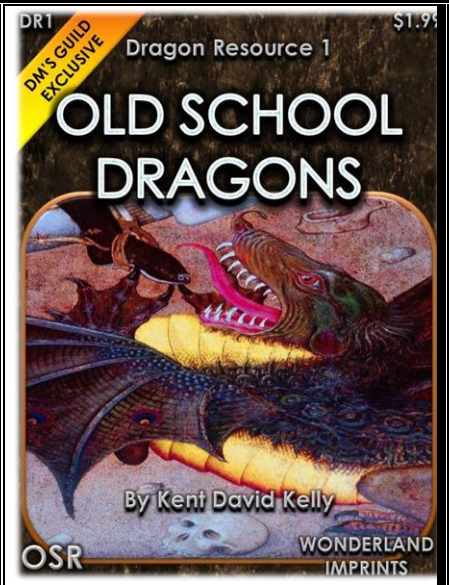
		
Spawning Pool of the Elder Things (5-Star Silver Medal Best-Selling Supplement)	**Random Treasure Trove Generator** (Advanced Macro-Driven Generator System)	**1,000 Rooms of Madness** (4-Star Silver Medal Best-Selling Supplement)



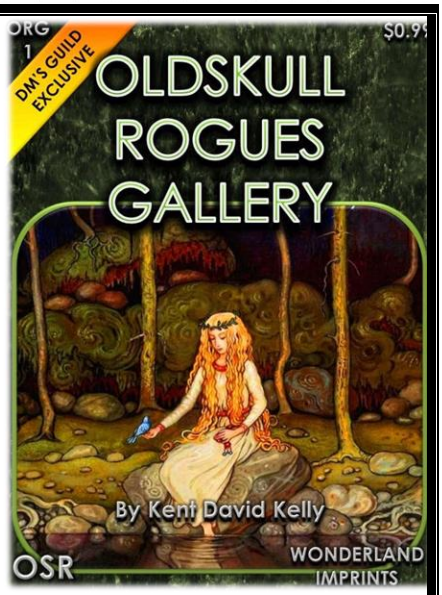




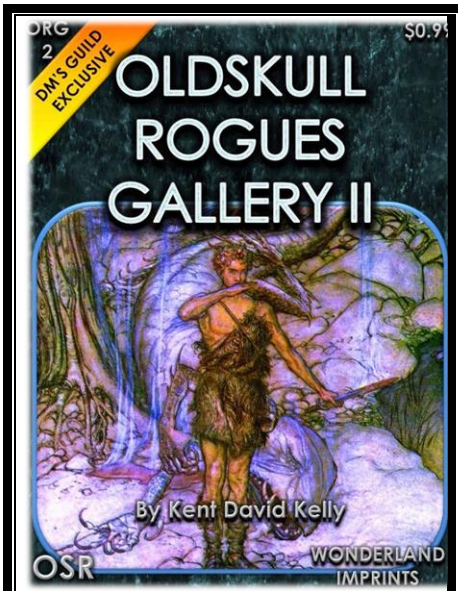
[Guy de Gaxian's Dungeon Monsters, Level 1]
(5-Star Supplement)



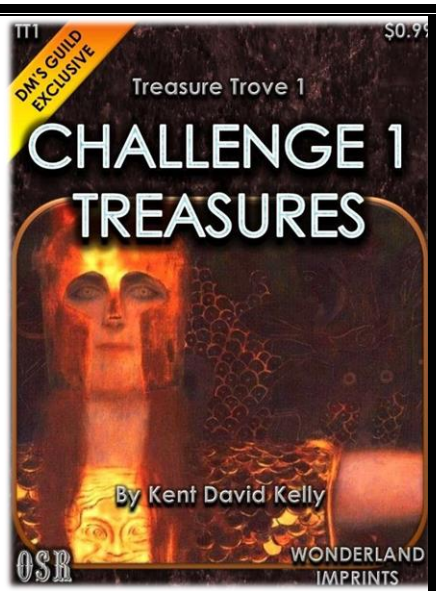
[Old School Dragons, Molting Wyrmlings]
(5E Dragon Lore Supplement)



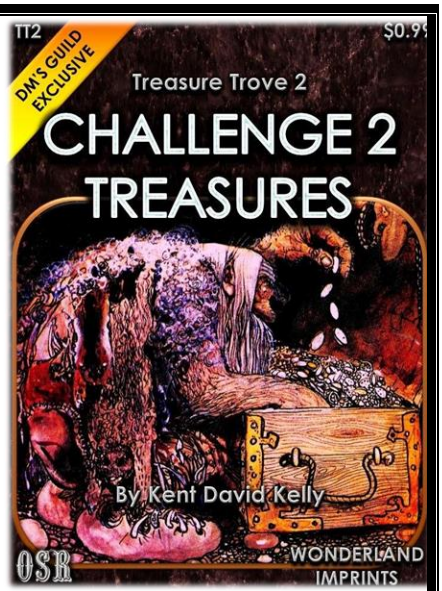
[Oldskull Rogues Gallery]
(Old School NPC Roster Supplement)



[Oldskull Rogues Gallery II]
(Old School NPC Roster Supplement)



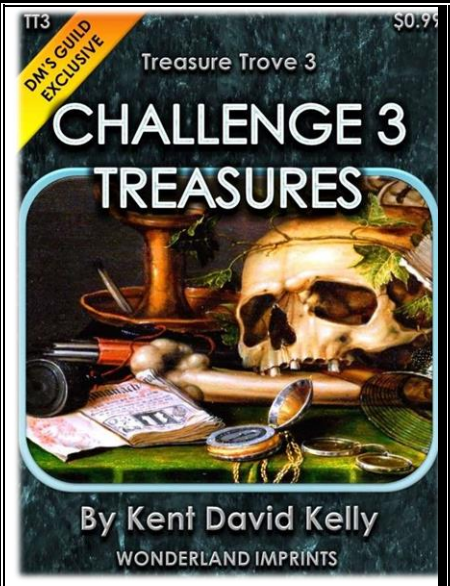
[Treasure Trove 1, Challenge 1 Treasures]
(4-Star Copper Medal Best-Selling Supplement)



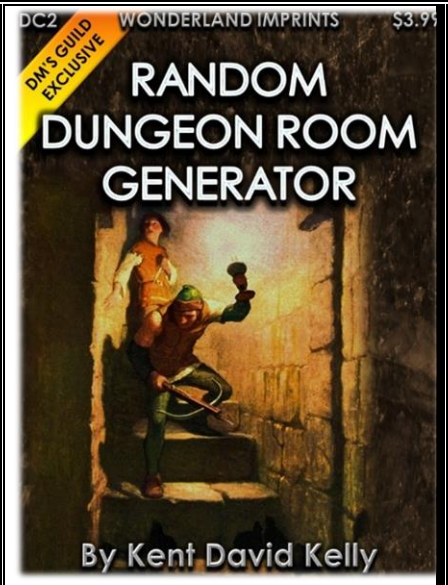
[Treasure Trove 2, Challenge 2 Treasures]
(4-Star Supplement)



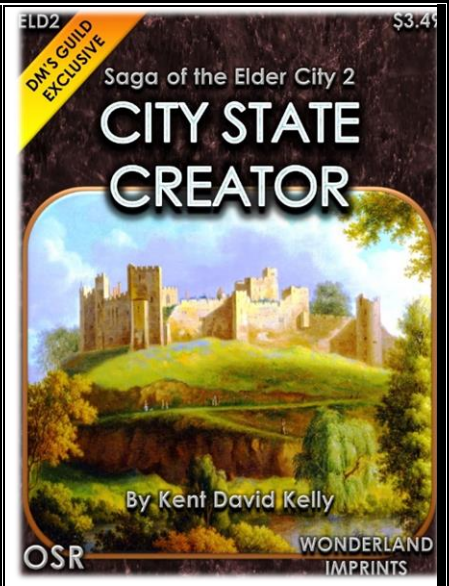




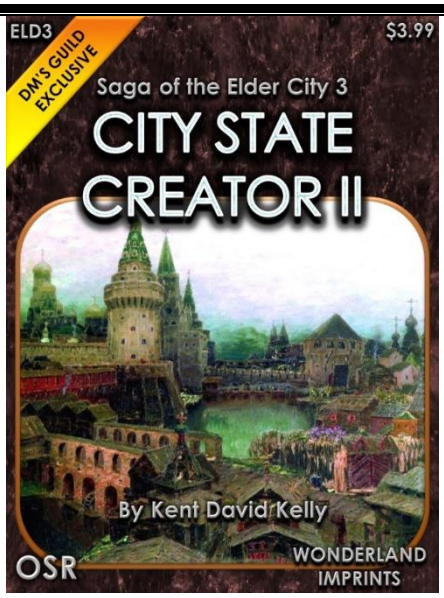
[Treasure Trove 3, Challenge 3 Treasures]
(4-Star Copper Medal Best-Selling Supplement)



[Random Dungeon Room Generator]
(5-Star Supplement)



City State Creator
(Silver Medal Best-Selling Supplement)



[City State Creator II]
(Silver Medal Best-Selling Supplement)

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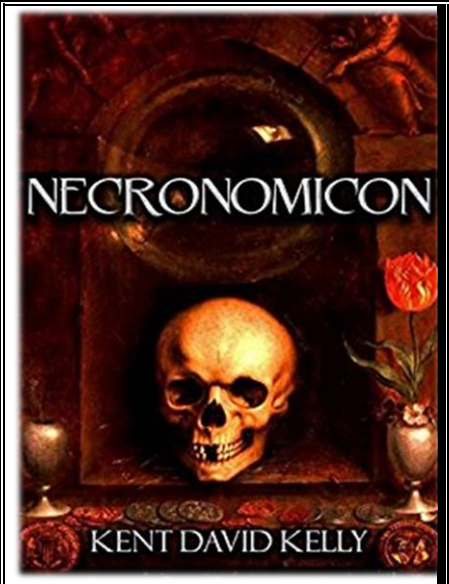
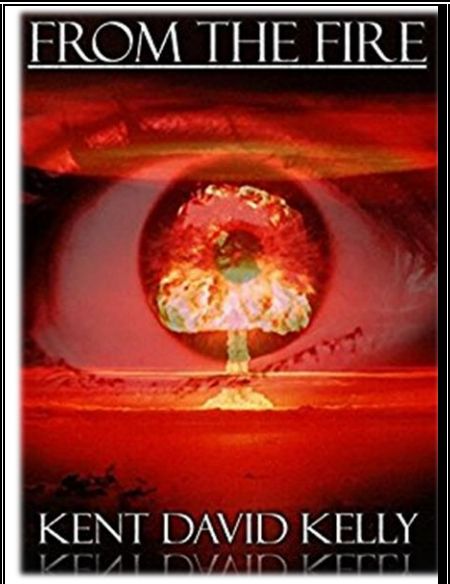
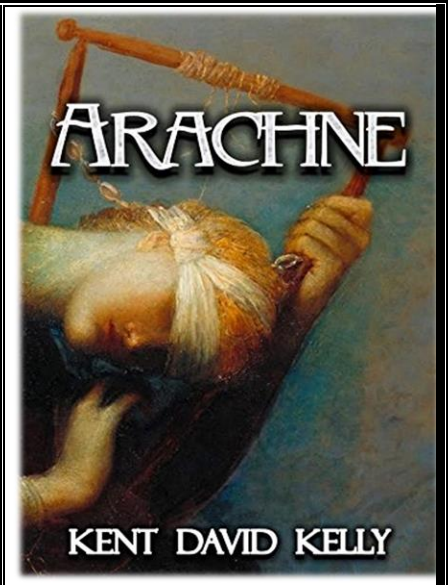




IV

FANTASY NOVELS

BY KENT DAVID KELLY

		
Necronomicon, The Cthulhu Revelations **(4-Star Lovecraftian Novel; reproduced in Castle Oldskull format as well, with additional expanded gaming material)**	**From the Fire** **(4-Star Post-Apocalyptic Novel; my most famous and best-selling book to date)**	**Arachne** **(4-Star Dark Fantasy Novel; my very first publication)**

(And there are more obscure and diverse works to discover as well, if you dig around!)





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(at DriveThruRPG.com)

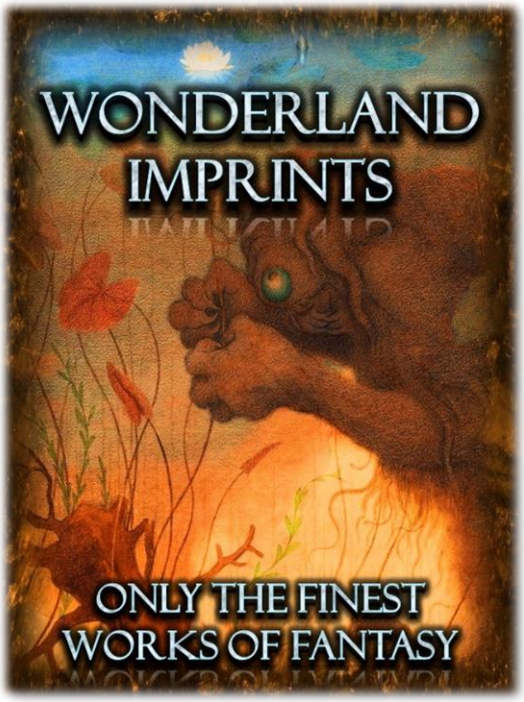
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