

Monster Extractor II: THE UN-DEAD

for The Dungeon Crawl Classics Role Playing Game

This generator is designed to help jump-start your brain when you become weary of the garden-variety un-dead out there already staggering through the world, but can't dig up anything from the mist-covered loam of your creative centers. Running through the charts will give you a set of stats and some 'bare bones'. Then you'll need to look at everything you've rolled and 'electrify' this thing into life (so to speak) – but you may well start to have strong ideas along the way, and that is exactly the point of the Extractor: to help you find fun ideas when your skull-candy falters.

HOW TO START • The expected number of Player Characters (#PCs) in the group your monster opposes is used as a baseline to generate some stats • If you already have an idea for some aspect of your monster, don't bother to roll that part • If an idea for the creature strikes you along the way, allow that idea to influence remaining results • Don't re-roll anything during the process; instead, tinker at the end • Don't read the charts all the way across; make a roll for each header.

ARMOR CLASS = 10+(#PCs)**INITIATIVE** = +1d14-5**HD TYPE** = Double the number of PCs and use the die type nearest to that number.**QUANTITY OF HD** = Highest Level among the Player Characters (PCL).**TIME SINCE FINAL BREATH:** (1d30 -1) x (1d100) years; 0 years = 1d12-1 months.**ALIGNMENT:** Roll 1d20: 1-9 Chaotic • 10-14 Neutral • 15-20 Lawful

1d7+ #PCs	MOVE	ACTION DICE	# of ATAKKS	ATTACK BONUS	INTELLIGENCE IN DEATH
1-4	20	1d20	1	PCL-2	Animal
5-7	30	1d20+1d16	1-2	PCL	Low
8-10	40	2d20	2	PCL+1	Human Average
11-13	50	2d20+1d16	2-3	PCL+1d3	Above Average
14+	60	3d20	3	PCL+1d5	Super-Genius

TYPES OF ATTACKS Roll 1d10 for each Attack from above:

- 1 *Withering* – 1d3 to 1d6 damage per hit from 1 pre-determined random Ability.
- 2 *Amnesia / Confusion* – Roll under Luck each round to act, for 1d(#PCs) rounds.
- 3 *Immobilization* – Target is motionless for 1d(#PCs) rounds.
- 4 *Standard Weapon* – Randomly determined(?); is significant from former life.
- 5 *Possession* – Creature operates PC – while PC operates Creature(?).
- 6 *Aging* – 1d(#PCs) years – a Crit = 1d30 years – years lost do not "heal".
- 7 *Commute Own Wounds* – Share dying wounds for 1d4 to 1d10 damage.
- 8 *Fists & Feet* – 1d4 to 1d10 damage; may also exist alongside other attack types.
- 9 *Ectoplasm* – All target's rolls drop on Dice Chain (per hit?), until de-slimed.
- 10 *Vitality Theft* – 1d(PCL or #PCs) of damage, which is added to creature's hp total.

If the same result comes up more than once, creature can affect that many adjacent targets with a single attack. Check for each attack: on a 3-in-5 the creature can use that attack against targets 1d8x5' away. Freely combine attack types as seems interesting, e.g., Punch or Kick attack that also inflicts *Ectoplasm* and its effects.

SAVES: 9-in-10 Un-dead are immune to anything that strikes via a Fort Save.
7-in-10 are immune to anything that strikes via a Will Save.
Roll 1d8+#PCs and enter that for all remaining Save types.

— AS THEY LIVED AND BREATHED

Roll 1d20 to discover what this thing was most significantly before death.

1-6 Gong Farmer, etc.	11 Performer	16 Judge
7 King	12 Prisoner	17 Doctor
8 Nobility	13 Slave	18 Psychopath
9 Wizard	14 Outcast	19 Monster
10 General/Solider	15 Pirate Captain	20 Roll Twice

POWERS TO AVOID DESTRUCTION Roll 1d12 #PCs-1d3 Types • OR • 1d8-1d4 Types

- 1 Intangibility (to hit: Ref DC = to AC)
- 2 Flesh Matters Not (All atks do 1 damage)
- 3 Same Alignment = no effect
- 4 Frighteningly Fast (un-dead Ref DC 15 = miss)
- 5 Resumes Death State (Regeneration)
- 6 Throws New Wounds Back At Attacker
- 7 Bend Attacker's Will (to hit: Will DC 15)
- 8 Near-Invisibility (-1d when attacking)
- 9 Different Alignment = no effect
- 10 +1d6 to Armor Class & Reflex Saves
- 11 0 hp = Banishment for 1d30 days
- 12 HD are 2 steps up Chain & maximum hp

OBSESSIVE GOAL Roll 1d16

- 1 Burn Down/Bring Down A House
 - 2 Kill Own Killer
 - 3 Destroy All Life
 - 4 See Familial Remains Consecrated
 - 5 Held By Outside Power
 - 6 Protect Specific Location/Item
 - 7 Reconcile with Former Foe
 - 8 Share a Secret From Their Lifetime
 - 9 Return to Life
 - 10 Prepare the Way for Being of Power
 - 11-13 Follow/Haunt PC(s)
 - 14-16 No goal; can only be destroyed
- Assisting the Un-dead in resolving their obsession may allow them to rest and cease their un-dead existence.*

VISAGE Roll 1d6

- | | |
|-------------|-----------------------------|
| 1 Decayed | 4 Skinless |
| 2 Bloodless | 5 Skeletal |
| 3 Swollen | 6 Normal (whatever that is) |

POST-ROLLING TINKERING:

- Nothing this size could ever address all potential possibilities. Adjust results as needed to be useful/memorable.
- Don't necessarily strengthen a weakness – add more strength elsewhere instead.
- If the monster seems too weak to be a threat, give it supporting mooks.
- This Extractor isn't well suited to threaten high-Level PCs. You may need to strengthen these un-dead creatures for high-level play.

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COMPATIBLE WITH
**DCC
RPG**

This product is compatible with the Dungeon Crawl Classics Role Playing Game. This product is based on the Dungeon Crawl Classics Role Playing Game, published by

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NAME: _____

Time Dead: _____ Visage: _____

Occupation in Life: _____

Attacks

_____ + _____ (_____)
_____ + _____ (_____)
_____ + _____ (_____)

AC _____ HD _____ hp _____ Act _____

Init _____ MV _____ INT _____

Fort + _____ Ref + _____ Will + _____ AL _____

Special Abilities & Notes _____

_____ sketch

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