

Monster Generator

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1 Hit Dice

Use the d10 Size roll (below) for number of hit dice. Optionally add another die roll of your choice.

2 Size (d10)

1	mouse tiny
2-3	badger small
3-6	humanoid medium
7-8	horse large
9	elephant huge
10	whale titanic

3 Limbs (d12)

1	none
2	two front limbs
3	two rear limbs
4-6	two legs, two arms
7-9	four legs
10	two arms, four legs
11	2d8 tentacles
12	4d6 legs

4 Classification (d20)

1	vegetable
2	fungoid
3	fish
4-8	reptilian
9-15	mammalian
16	insect
17	elemental
18	avian
19	amphibian
20	mollusk or gastropod

5 Intelligence (d8)

1	plant-like mind
2	amoeba-like mind
3-5	raccoon-like mind
5-7	human-like mind
8	genius mind

6 Skin (d12)

1	jellyfish membrane
2	smooth fish scales
3	rough alligator scales
4	crab exoskeleton
5	bird feathers
6	rabbit fur
7	mammoth hair
8-10	humanoid skin
11	hedgehog spines
12	elephant hide

7 Main Color (d20)

1-2	grape green
3-4	avocado green
5-7	oat brown
5-8	coffee bean brown
9	white
10	black
11	rhino gray
12	silver gray
13	fox red
14	tomato red
15	goldfinch yellow
16	hibiscus yellow
17	jay blue
18	tiger orange
19	piglet pink
20	flamingo pink

8 Accent Color (d12)

1	ruby red
2	emerald green
3	sapphire blue
4	citrine yellow
5-8	darker shade of primary
9-12	lighter shade of primary

9 Color Pattern (d8)

1	zebra stripes
2	dalmatian spots
3	penguin belly
4	bald eagle head
5	raccoon mask
6	ladybug dots
7	skunk stripe
8	puffin legs

10 Other Features (d20)

1	turtle shell
2	antelope horns
2	ram horns
3	boar tusks
4	elephant tusks
5	eagle talons
6	parrot beak
7	bear claws
8	snake fangs
9	ostrich wings
10	hawk wings
11	bat wings
12	ant pincers
13	octopus suction cups
14	hornet stinger
15	monkey tail
16	sloth hooks
17	narwhal horn
18	beaver tail
19	shark fin
20	catfish tail

11 Behaviors (d6)

1	favors ambush
2	flees when wounded
3	distinctive howl/roar
4	hunts in packs
5	teases prey
6	throws things

Special (d8)

1	invisibility
2	teleportation
3	casts as magic user
4	levitates
5	reads minds
6	regenerates
7	venomous
8	petrifying gaze