

Drop a d4, d6, d8, d10, d12 on the chart.

D4 is The Head. If any other die rolls the same number then creature has more than one head of the type where the other die/dice have landed.

D6 is The Torso: If any other dice roll the same number then combine those descriptions.

d8: The Limbs: Once again, if any die matches then the creature has more than one type of limb as with The Head.

Powers: Wherever the dice land, the creature gets that power. (For weaker creatures, just use the location of the d10 and d12)

Total of the dice=The Creature's Hit Points.

Base Creature' Stats before the dice are rolled: AC 12, 1 attack at d6 damage, Move 30 Feet (Ground), Saving Throws as 5th Level Fighter.

<p>Head (d4) Insectoid</p> <p>Torso (d6) Chitinous/Spider</p> <p>Limbs (d8) Pincers/ Spider Like</p> <p>Power: Immune to Normal Weapons</p>	<p>Head (d4) Crystalline</p> <p>Torso (d6) Living Lava</p> <p>Limbs (d8) Stalagmites</p> <p>Power: Teleport</p>	<p>Head (d4) Avian</p> <p>Torso (d6) Avian</p> <p>Limbs (d8) Wings</p> <p>Power: Fly</p>	<p>Head (d4) Mass of Tentacles</p> <p>Torso (d6) Mass of Insects</p> <p>Limbs (d8) Tentacles</p> <p>Power: Confusion</p>
<p>Head (d4) Giant Fanged Maw</p> <p>Torso (d6) Gaping Maw</p> <p>Limbs (d8) Unnaturally Long</p> <p>Power: Regenerate 1d6 HP/Rnd</p>	<p>Head (d4) Humanoid</p> <p>Torso (d6) Humanoid</p> <p>Limbs (d8) Humanoid</p> <p>Power: +1d6 AC</p>	<p>Head (d4) Living Flame</p> <p>Torso (d6) Elemental Maelstrom</p> <p>Limbs (d8) Flaming Whips</p> <p>Power: Attacks do 1d8</p>	<p>Head (d4) Skull</p> <p>Torso (d6) Exposed Bones & Organs</p> <p>Limbs (d8) Bones</p> <p>Power: Gaseous Form</p>
<p>Head (d4); Frog Like</p> <p>Torso (d6) Turtle Shell</p> <p>Limbs (d8) Lampreys</p> <p>Power: Entangling Tongue</p>	<p>Head (d4) Goat</p> <p>Torso (d6) Quadruped</p> <p>Limbs (d8) Cloven Hoofed</p> <p>Power: +1d4 Attacks/Rnd</p>	<p>Head (d4) Demonic</p> <p>Torso (d6) Spider</p> <p>Limbs (d8) Huge Claws</p> <p>Power: Ranged Attack</p>	<p>Head (d4) Pseudopod</p> <p>Torso (d6) Blob</p> <p>Limbs (d8) Pseudopods</p> <p>Power: Splatter. Does 1d6 to attacker when hit</p>
<p>Head (d4) Mushroom</p> <p>Torso (d6) Like a Tree Trunk</p> <p>Limbs (d8) Vines/Branches</p> <p>Power: Animate Dead</p>	<p>Head (d4) Reptilian</p> <p>Torso (d6) Reptilian</p> <p>Limbs; Forked Tongues</p> <p>Power: Poison Attacks</p>	<p>Head (d4) Gastropod</p> <p>Torso (d6) Obese Slug</p> <p>Limbs (d8) Sticky Oozing</p> <p>Power: Immune Fire</p>	<p>Head (d4) Mass of Snakes</p> <p>Torso (d6) Snake</p> <p>Limbs (d8) Snakes</p> <p>Power: Cause Fear</p>
<p>Head (d4) Creepy Doll</p> <p>Torso (d6) Biomechanical</p> <p>Limbs (d8) Chitinous Blades</p> <p>Power: Charm Person</p>	<p>Head (d4) Giant Eyeball</p> <p>Torso (d6) Ball of Energy</p> <p>Limbs (d8) Genitalia</p> <p>Power: Invisibility</p>	<p>Head (d4) Squid Like</p> <p>Torso (d6) Centipede</p> <p>Limbs (d8) Chains & Hooks</p> <p>Power: 1d20 x 5 Magic Resistance</p>	<p>Head (d4) Exposed Brain</p> <p>Torso (d6) Mass of Rotting Corpses</p> <p>Limbs (d8) Scorpion Stingers</p> <p>Power: Energy Drain</p>

Roll d4, d6, d8, d1, d12. d4-Head, d6-Torso, d8-Limbs

Total of all the dice=HP

Where any die lands get that Power.

Base Creature: AC 12, 1 atk/d6 dmg, Mv 30', Save Fighter 5