

MOSTROTRON

an Adventure Fantasy Game Special teaser*

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Interesting creatures and opponents can really improve your game. A good method to create them is to just come up with more-or-less random stats, a justification for it and see what happens: should a Referee feel the need for a special combat or character for players to interact with, the following generator can be useful; The idea is that throwing together stats and special powers in unusual way in a specific location can bring up interesting consequences. Try, will you?

Start by deciding the level: the level of the creature is going to be the same as the dungeon level, or just decide it, or dungeon level +1d6-2; its defence is going to be 12+1d6. Then, based on the level, find the number of abilities on the Special Abilities per Tier table and then roll 1d6 of the Type Table to find the monster type; if the creature has special abilities, the first one is related to the creature type to be rolled on Type Ability Table, while for each other ability you need to roll 2d6 separately and consult the General Ability part of the table.

Now that you have everything carefully marked down, add a name, a shape and *fluff*.

Special Abilities per Level				
Level	1-3	4-6	7-9	10+
Special abilities	1d6-4	1d6-3	2d6-6	3d6-9

Type Table						
1d6	1	2	3	4	5	6
Type	Humanoid	Animal	Undead	Monster	Bug	Weird

Type Ability						
1d6	1	2	3	4	5	6
Humanoid	Caster		... and Friend	Nightvision	Bad-Ass	Giant
Animal	Nightvision	Flying	Sneaky	Swimming	Burrowing	Jumping
Undead	Immune		Draining		Deadly	Nightvision
Monster	Immune	Giant	Deadly	Sturdy	Breath Weapon	Armoured
Bug	Giant	Flying	Quick	Burrowing	Jumping	Armoured
Weird	Eldritch	Psychic	Sturdy	Protean	Immune	Bad-Ass

General Abilities						
1d6 - 1d6	1	2	3	4	5	6
1	roll an additional Type Ability					
2	Flying	Swimming	Burrowing	Jumping	Breath Weapon	
3	Caster	Psychic	Quick	Giant		
4	Nightvision		Protean	Eldritch	Bad-Ass	
5	Immune	Sneaky		Draining	Deadly	
6	Armoured	Trained		Sturdy	... and Friends	

*This version has been adapted so to use it without the Adventure Fantasy Game handbook, which, let me tell you, is made by myself so I'm totally biased because it's my baby. The conversion took a grand total of 2 minutes.

MOSTROTRON Ability List

- ... And Friends: the creature has 2d6 minions of a third of its level. Roll them on MOSTROTRON.
- Armoured: the defence is increased by two.
- Bad-Ass: the creature level is increased by 3. The number of abilities might increase as a result.
- Breath Weapon: the creature can breathe a cloud fire, or ice, or acid, or poison once every 1d6 rounds. Damage is 1d6 per Tier and can be halved with the appropriate Alertness or Toughness save.
- Burrowing, Flying, Jumping, Swimming: the creature can move in an unusual way.
- Caster: the creature can cast spells of some denomination appropriate to your game as a spellcaster of the same level or half of its level (50% chance each).
- Deadly: the creature can somehow (gaze, rays, bite) paralyze, kill, petrify or disintegrate an opponent if a toughness save is failed (equal chances for each).
- Draining: the creature, when dealing at least 1 melee damage, deals an additional 1d6 hits that are added to the creature's current and maximum hit points.
- Eldritch: the creature has 1d6 additional special powers.
- Giant: the creature is oversized and roll an additional d6 when determining melee damage.
- Immune: immune to one of the following: non-magical weapons, magic in general or a type of spell, a specific damage type like fire or frost or acid, everything that can be reduced by a successful save.
- Nightvision: the creature can see in complete darkness.
- Protean: the creature can transform to either another creature or a swarm of other creatures or something very hard to harm (like a statue or a shadow).
- Psychic: the creature can cause terror, or hallucinations or can control minds if subjects fail a Stubbornness save.
- Quick: movement speed is increased by 50%.
- Sneaky: the creature is hard to spot due to either camouflage or very good at hiding.
- Sturdy: the creature recovers 1 hit per round.
- Trained: roll the creature's hits twice and take the best result.

You might want to give extra abilities to creatures; Nightvision and Immune (Mind-affecting magic) are recommended as automatic ability for all Undeads and Bugs. In case of duplicated ability roll a different one or, if you feel confident, multiply effects accordingly.

You might end up with:

- **SKULLMARMOT** Burrowing Deadly (paralyzing bite) Monster (lvl 7, def 16)
- **TERRORBUG** Psychic (terror) Flying Giant Bug (lvl 1, def 13)
- **PILLBUG OVERLORD** Armoured Protean (swarm of pillbugs) Sturdy Immune(all magic) Nightvision Weird (lvl 11, def 19) ... and 2d6 level 4 Friends
- **DARK ENERGY ELEMENTAL** Draining Immune (all saves succeed) Weird (lvl 3, def 18)