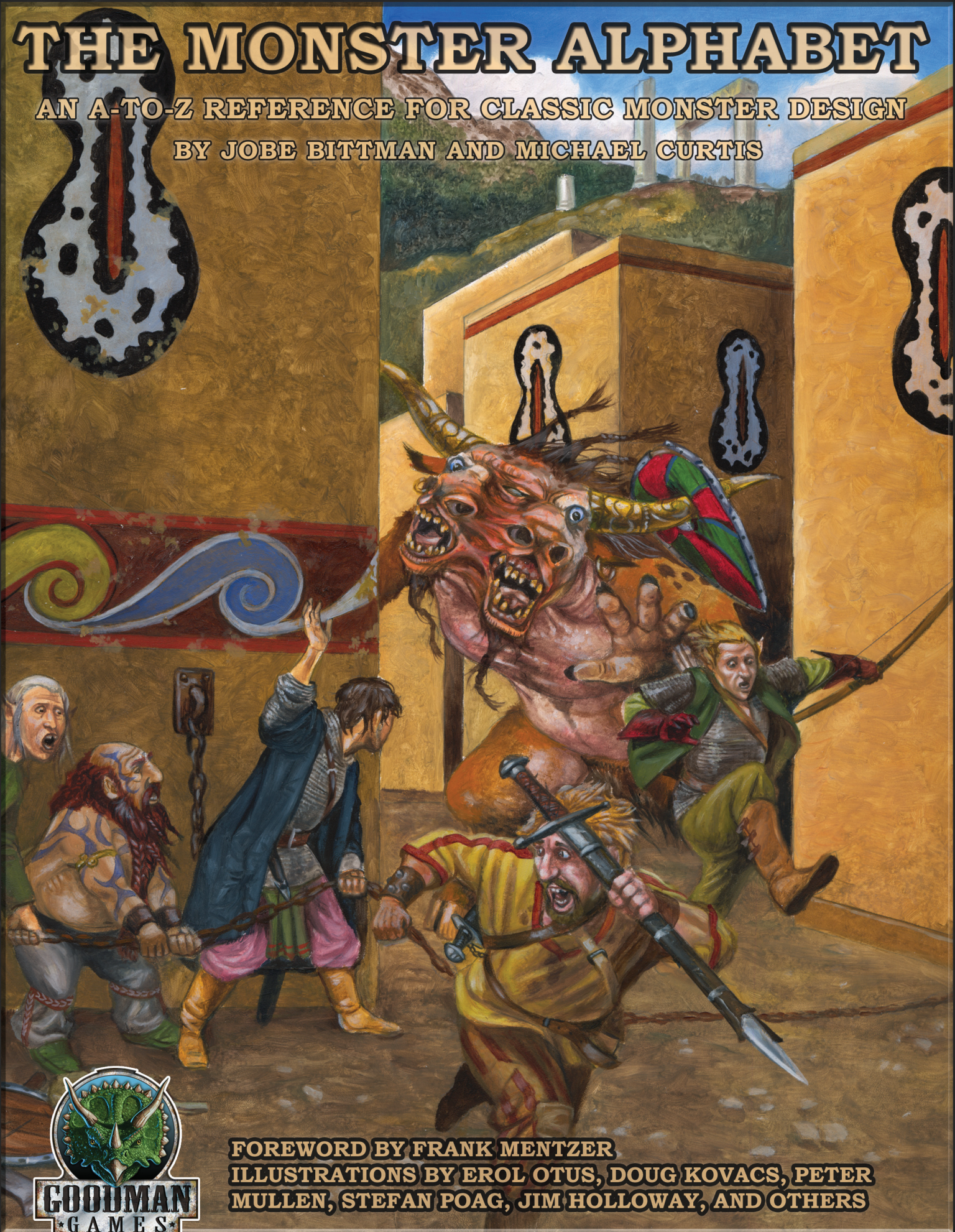


THE MONSTER ALPHABET

AN A-TO-Z REFERENCE FOR CLASSIC MONSTER DESIGN

BY JOBE BITTMAN AND MICHAEL CURTIS



FOREWORD BY FRANK MENTZER
ILLUSTRATIONS BY EROL OTUS, DOUG KOVACS, PETER MULLEN, STEFAN POAG, JIM HOLLOWAY, AND OTHERS



THE MONSTER ALPHABET

AN A to Z REFERENECE FOR MONSTERS

Writers: Jobe Bittman and Michael Curtis **Foreword:** Frank Menzer **Editors:** Jeff Erwin **Additional writing:** Steven Bean, Daniel J. Bishop, Jon Hook, Edgar Johnson, Terry Olson, James Edward Raggi IV **Cover Artist:** Jim Holloway (color edition), Stefan Poag (gold foil edition) **Layout:** Jamie Wallis **Interior Artists:** Jeff Easley, Fritz Haas, Jim Holloway, Doug Kovacs, Diesel LaForce, William McAusland, Brad McDevitt, Peter Mullen, Erol Otus, Russ Nicholson, Stefan Poag, Chad Sergesketter, Chuck Whelon, Michael Wilson **Publisher:** Joseph Goodman

Copyright © 2015 Goodman Games. All rights reserved.



Table of Contents

Foreword	5	M is for Mimic	44 - 45
Introduction	6	M is also for Minions	46 - 47
A is for Aquatic	7	N is for Noxious	48
A is also for Android	8 - 9	O is for Ongoing Damage	49
A is also for Armor	10 - 11	O is also for Ooze Lords	50 - 51
B is for Blood	12 - 13	O is also for Ordinary	52
B is for Breath Weapon	14 - 15	P is for Psionic	53
C is for Celestial	16 - 17	P is also for Plant	54 - 55
C is also for Construct	18 - 19	P is also for Possessions	56
C is also for Crossbreed	20 - 21	Q is for Quill	57
D is for Dragon	22 - 23	R is for Reaction	58
E is for Eyeball	24 - 25	R is also for Revenge	59
E is also for Extraplanar	26 - 27	R is also for Resistance	60 - 61
F is for Flame	28	S is for Sorcery	62 - 63
F is also for Frost	29	S is also for Sonic	64 - 65
G is for Geas	30 - 31	T is for Tail	66
G is also for Giant	32	U is for Unexpected	67
H is for Hoard	33	V is for Vampire	68 - 69
I is for Infernal	34 - 35	W is for Weird	70 - 73
I is also for Insectoid	36	W is also for Wings	74 - 75
J is for Jurassic	37 - 38	X is for Xenotransplantation	76 - 77
K is for Kryptonite	39	Y is for Yuck	78
L is for Lair	40 - 41	Z is for Zombie	79
L is also for Lycanthrope	43	Z is also for Zoomorphic	80
L is also for Lore	42		

RANDOM MONSTER DROP TABLE

The diagram on the next page can be used to generate a monster. Grab a handful of d12s, lay the book flat, and drop the dice directly onto the artwork. Reference the numbers on the dice and their positions on the diagram to reveal your new monster. The highest level sections on this sheet are horns, head, wings, arm/fore parts, body, leg/hind parts, and tail. For each die mostly in a section, you look at the corresponding table. For example, if a d12 reads 9 and is mostly in the "Head" section, than your monster has the head of a stag. Let common sense dictate the meaning of multiple rolls in the same section. For example, two dice in the head section could mean your monster has two heads. Within each section, there are also drawing details that contain additional traits like "slimy". If a die touches a trait, add it to your beast. If a detail ends in "..." then use the die face to look up the value in the current section's table.

THE MONSTER ALPHABET

AN  -TO-  REFERENCE
FOR CLASSIC MONSTER DESIGN

DESIGNING MONSTERS IS AS EASY AS A, B, C!

WHAT FOUL BEASTS SLOSH AND GIBBER IN THE FURTHEST REACHES OF YOUR SKULL? UNLEASH YOUR DEMONS WITH THE MONSTER ALPHABET, A COMPILATION OF MONSTER DESIGN ELEMENTS KEYED TO LETTERS OF THE ALPHABET.

A IS FOR ANDROID, B IS FOR BREATH WEAPON, C IS FOR CROSSBREED! GAME MASTERS OF ANY RULE SYSTEM WILL FIND INSPIRATION FOR CREATING STRANGE, NEW ABOMINATIONS: RANDOM TABLES OF TRAITS, POWERS, AND LORE; AWE-INSPIRING ILLUSTRATIONS BY YOUR FAVORITE FANTASY ARTISTS OLD AND NEW; AND ROLLING HANDFULS OF DICE DIRECTLY ON MONSTER GENERATION DIAGRAMS.

THE ENTRIES ARE ACCOMPANIED BY FANTASTIC ART FROM CLASSIC FANTASY ILLUSTRATORS AND ARE COMPATIBLE WITH ALL FANTASY ROLE PLAYING GAMES.



GMG4386
\$19.99

WWW.GOODMAN-GAMES.COM