

Limestone Publishing's

Monster Cookbook

A Guide to Monsters
& How to Transform
The Fiercest Foes into
Fabulous Feasts

The *Monster Cookbook* is made for people who enjoy highly imaginative, playable, and often amusing monsters in their fantasy games. Each monster includes stats in both the d20 and Higher Arc systems, ideas for adventures with that monster, and perhaps best of all, a delicious recipe for cooking that monster. Also included is the adventure *Them's Good Eatin'*, which will give you the opportunity to put all these monsters and recipes to good use.

The *Monster Cookbook* is packed with a whole bunch of new monsters and races, like the undead necromon and the shambling dungeon, as well as unique new takes on a bunch of old monsters, from beholders to unicorns, and is fully compatible with *Chain of Being: The Fantasy Roleplaying Game of Epic Absurdity*.

The Jeopard

The jeopard is a strange creature. It is sort of leopard and sort of something else rather hard to define. It is clearly big and nasty, and its predation habits are especially frightening, for the jeopard has it in for *specific individuals*. It decides on a particular person — always an intelligent mortal — that it desires. It then chases that person down relentlessly until it slays and eats him. Perhaps worse than this, however, is that the jeopard is somewhat telepathic in a limited fashion, and it always knows where its potential victim is located (in terms of distance and direction). This “homing telepathy” means it never needs to track its prey.

All jeopardards have one yellow eye and one green eye. To decide to make someone a target, the jeopard must have had a chance to spy on that person for at least 30 seconds with its yellow eye. During this time, a victim often reports the creepy feel-



HA Jeopard Stats

Jeopard (Conscious/Huge)

XP: 4800

PECT: 3/2/2/3

Proficiencies

Prowess

Grappling	30
Strength	32
Swinging	28
Thrusting	20

Eloquence

Creativity	6
Elocution	12
Emoting	12
Subterfuge	15

Resolve

Concentration	15
Endurance	20
Evocation	8
Resilience	12

Vision

BERP: 3/4/1/2

CFRS: 20/N.A./40/10

Maneuver

Agility	16
Aiming	8
Dexterity	18
Wits	20

Intellect

Crafting	1
Inventiveness	2
Erudition	2
Reasoning	8

Intuition

Awareness	16
Instinct	10
Savvy	8
Wisdom	6

Presence

d20 Jeopard Stats

Large Magical Beast

Hit Dice: 12d10+36 (102 hp)

Initiative: +3 (Dex)

Speed: 40 ft., swim 25 ft. climb 20 ft.

AC: 20 (-1 size, +3 Dex, +8 natural)

Attacks: 2 claws +20 melee, bite +15 melee, tail bash +15 melee

Damage: Claw 2d4+10, bite 2d6+5, tail bash 2d6+5

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Pounce, improved grab, rake 2d4+4

Special Qualities: Scent, homing telepathy, green eye love

Saves: Fort +16, Ref +13, Will +11

Abilities: Str 30, Dex 16, Con 17, Int 3, Wis 12, Cha 10

Skills: Green Eye +8, Hide +0, Jump +11, Listen +8, Move Silently +9, Spot +3, Swim +11

Feats: Alertness, Improved Initiative

Climate/Terrain: Any. Prefers forest, hill, mountains, or plains

Organization: Solitary or pair

Challenge Rating: 9

Treasure: None

Advancement: 13-24 HD (Large)

ing that she is being watched, even if she isn't aware of the leopard's presence. If she is aware of the leopard's presence, of course, the leopard's squinted stare is indeed chilling.

After its stare is complete, the leopard can decide to make a person it has stared at into its victim at its leisure. When this happens, the selected person acquires a jade leopard spot on some part of his body. Although a selected victim is not telepathically aware of the leopard's location, the leopard's telepathy is somewhat mutual and emits a kind of feedback. This allows a victim to sense the leopard's presence (though not its exact location) when it comes within 300 feet. This will awaken all but the deepest sleepers and is usually experienced as a slight itching or the raising of hair on the back of the neck. This feeling intensifies as the leopard approaches.

For a non-sentient creature, the leopard is highly intelligent. Furthermore, its green eye has further mystic powers. When the leopard makes eye contact with a previously selected victim, it has the ability to make that person fall in love with it (Higher Arc players make a Resolve / Concentration / Resisting Urges check versus the leopard's Eloquence / Subterfuge / Entrancing; d20 players make a Will save versus the leopard's Green Eye ability). Those in love with the leopard must make further Resolve / Concentration / Resisting Urges checks or Will saves to avoid trusting and giving affection to the creature. Once the leopard finds its victim, it will kill him, first ripping out his heart and eating that. Then it will sate itself on the rest of the body.

Once the leopard decides to make a person its victim, the leopard cannot change its mind until the potential victim dies. If the leopard is unable to kill and consume this person, the leopard itself will starve to death, because it cannot derive nutrition from anyone it hasn't selected as a victim, and it cannot select a new victim until the old one dies.

In order to prevent them from mating, most kingdoms

have made it illegal for leopards to hang out with one another. Not being intelligent in the same way that humans and other mortals are, however, leopards universally ignore this directive.

Seeing a leopard, even one that doesn't have it in for you, is considered extremely bad luck.

Mom's Jeopardhead Surprise

Take 1 thoroughly dead leopard. Remove head. Cut off top of 1 small pumpkin and scoop out seeds. Mince four cloves garlic and place in pumpkin. Place pumpkin between jaws, propping them open. Prop open eyes, lips, and eyebrows with toothpicks so that head retains fearsome expression while cooking. Steam head in a large pan for 3 hours, basting eyeballs every 15 minutes with a mixture of oil, vinegar and curry. When head is done, remove pumpkin and toothpicks. Cut pumpkin into strips and arrange on a large platter with washed, shredded kale. Place head on platter, pour extra eyeball baste into mouth, and cover with opaque lid. Serve to an unsuspecting 3-5 people, yelling "Raaar!" or "Look, it's a JEOPARD!" as you remove cover quickly.

Adventure Ideas: A leopard decides to prey on a party member; an important person suddenly acquires a whole bunch of jade spots; a sphinx hosts a game show where the loser gets fed to a pair of leopards; something goes wrong with a leopard and it falls in love with a PC; someone is using leopards as assassins