d30 Blob Generator

OVERVIEW

All blobs are immune to paralysis, poison, polymorph, sleep and stunning, as well as gaze attacks, visual effects and illusions.

Jellies: Attack by slamming a pseudopod against their opponent and engulfing their prey (1 attack/round: 2-12 damage). Destroys wood, leather and cloth in 1 round. Does not affect metal or stone. May seep through small cracks/openings.

Oozes: Attack by striking with a pseudopod that slams their opponent for a combination of force and acid damage (1 attack/round: 2-16 damage). Sticks to victim on successful "to hit" roll. Continues to do 2-16/round. Automatically destroys non-magical armor and weapons. Destroys magical armor and weapons in 1 turn. Does not damage stone or wood.

Puddings: Attack by slamming a pseudopod against their opponent and engulfing their prey (1 attack/round: 3-24 damage). Dissolves wood and corrodes metal in 1 turn. May climb on walls and ceilings, and pass through small cracks/openings.

Slimes: "Attack" by climbing into high places and dropping on unsuspecting victims (1 attack: clings to victim and turns them into a slime in 1-4 rounds). Conditions for removal at DM's discretion based on immunities. May be killed with a cure disease spell. Dissolves wood & metal in 6 rounds. Cannot dissolve stone.

Optional Attack Abilities (roll 1d5):

1. Stun touch: save vs. paralysis or stand stunned for 1d3+1 rounds.

2. Paralyzing touch: save vs. paralysis or become immobile for 1d3+1rounds.

3. Paralyzing vapor: 10' range; save vs. breath weapon or become immobile for 1d3+1 rounds.

4. Lethargic touch: save vs. poison or slow to 1/2 movement for 1d3+1 rounds (cumulative).

3. Lethargic vapor: 10' range; save vs. breath weapon or slow to 1/2 movement for 1d3+1 rounds (cumulative).

BLB1: BASE TYPE

Roll	Type	HD	AC	Move
1	jelly	6	9	6
2	jelly	6	8	6
3	jelly	6	7	6
4	jelly	6	9	3
5	jelly	6	8	3
6	jelly	6	7	3
7	jelly	7	9	6
8	jelly	7	8	3
9	jelly	7	7	3
10	ooze	3	8	1
11	ooze	3	7	1
12	ooze	3+1	8	1
13	ooze	3+1	7	1
14	ooze	4	8	1
15	ooze	4	7	1
16	pudding	8	7	12
17	pudding	8	6	9
18	pudding	8	5	6
19	pudding	9	7	12
20	pudding	9	6	9
21	pudding	9	5	6
22	pudding	10	7	9
23	pudding	10	6	6
24	pudding	11	7	6
25	slime	2	9	0†
26	slime	2+1	9	0†
27	slime	2+2	9	0†
28	slime	2+3	9	0†
29	slime	2+4	9	0†
30	slime	2+5	9	0†

† slimes move approx. 1'/hour

BLB2: COLOR

Roll	Acid
1	amber
2	black
3	bloody
4	blue
5	bronze
6	brown
7	clear††
8	ebony
9	golden
10	gray
11	green
12	indigo
13	jade
14	lemon
15	milky
16	mustard
17	ochre
18	orange
19	pearl
20	pink
21	plum
22	purple
23	red
24	scarlet
25	silver
26	smoky
27	umber
28	violet
29	white
30	yellow

†† clear (crystal)= 95% invisibility

BLB3/4: DAMAGE FROM...

Roll 1: Roll 2:	Acid Cold	Electricity Heat/Flame
1	adds hp	adds hp
2	adds hp	divides
3	adds hp	immune
4	adds hp	½ damage
5	adds hp	1x damage
6	divides	2x damage
7	divides	adds hp
8	divides	divides
9	divides	immune
10	divides	½ damage
11	immune	1x damage
12	immune	2x damage
13	immune	adds hp
14	immune	divides
15	immune	immune
16	½ damage	½ damage
17	½ damage	1x damage
18	½ damage	2x damage
19	½ damage	adds hp
20	½ damage	divides
21	1x damage	immune
22	1x damage	½ damage
23	1x damage	1x damage
24	1x damage	2x damage
25	1x damage	adds hp
26	2x damage	divides
27	2x damage	immune
28	2x damage	½ damage
29	2x damage	1x damage
30	2x damage	2x damage

BLB5: DAMAGE FROM...

Roll	Magic Missiles*	Normal Weapons**
1	adds hp	impervious
2	adds hp	1 hp/hit
3	adds hp	½ damage
4	adds hp	-1 pt./die
5	adds hp	1x damage
6	divides	divides
7	divides	impervious
8	divides	1 hp/hit
9	divides	½ damage
10	divides	-1 pt./die
11	immune	1x damage
12	immune	divides
13	immune	impervious
14	immune	1 hp/hit
15	immune	½ damage
16	½ damage	-1 pt./die
17	½ damage	1x damage
18	½ damage	divides
19	½ damage	impervious
20	½ damage	1 hp/hit
21	1x damage	½ damage
22	1x damage	-1 pt./die
23	1x damage	1x damage
24	1x damage	divides
25	1x damage	impervious
26	2x damage	1 hp/hit
27	2x damage	½ damage
28	2x damage	-1 pt./die
29	2x damage	1x damage
30	2x damage	divides

* M.M. (magic missiles): includes similar magical "force" attacks
** N.W. (normal weapons): damage from magic weapons at DM's discretion