



d30 Giant Generator

GG1: SIZE, HD, ATTACK/DAMAGE, MOVE

1s	Height	HD	Hurl Rocks	Damage	10s Digit: Move
1	8'	6	100'	2d6	1-10 9'/90'
2	9'	7	125'	3d4	11-20 12'/120'
3	10'	8	150'	2d8	21-30 15'/150'
4	12'	9	175'	3d6	
5	14'	10	200'	4d6	
6	16'	11+1	225'	5d6	
7	18'	12+2	250'	6d6	
8	20'	13+3	275'	5d8	
9	22'	14+4	300'	6d8	
0	24'	15+5	300'	7d8	

GG2: SKIN COLOR AND ARMOR CLASS

1s	Skin Color	10s Digit: AC Adjustment*
1	blush	1-10 +1 (penalty)
2	peach	11-20 ±0
3	dull tan	21-30 -1 (bonus)
4	sunwashed	* base armor class = 3
5	olive	
6	smoky	
7	gray	
8	white	
9	bluish	
0	reddish	

GG5: BREATH DAMAGE

Roll only on this table as indicated by #s 1-4 on GG4.

1s: Type	10s: # of Dice
1 d4	1-10 1
2 d6	11-20 2
3 d6	21-30 3
4 d6	
5 d8	
6 d8	
7 d8	
8 d10	
9 d10	
0 d12	



GG3: ALIGNMENT/INTELLIGENCE

Roll	Alignment	Intelligence
1	neutral	non-†
2	neutral	animal
3	neutral	semi-
4	lawful good	low
5	lawful neutral	low
6	lawful evil	low
7	neutral good	low
8	(true) neutral	low
9	neutral evil	low
10	chaotic good	low
11	chaotic neutral	low
12	chaotic evil	low
13	lawful good	average
14	lawful neutral	average
15	lawful evil	average
16	neutral good	average
17	(true) neutral	average
18	neutral evil	average
19	chaotic good	average
20	chaotic neutral	average
21	chaotic evil	average
22	lawful good	*
23	lawful neutral	*
24	lawful evil	*
25	neutral good	*
26	(true) neutral	*
27	neutral evil	*
28	chaotic good	*
29	chaotic neutral	*
30	chaotic evil	*

GG4: SPECIAL ATTACKS & DEFENSES

Roll	Ability
1	breath, cold (roll on GG4)
2	breath, electric (roll on GG4)
3	breath, fire (roll on GG4)
4	breath, poison (roll on GG4)
5	confusion (per spell)*
6	fight to death if engaged in combat
7	immune to charm
8	immune to cold
9	immune to disease
10	immune to flame/fire
11	immune to electrical attacks
12	immune to ice/cold
13	immune to paralysis
14	immune to poison
15	immune to sleep
16	invisibility*
17	regeneration: + 1-3 HP/melee round†
18	resistant to cold (1/2 damage)
19	resistant to electric (1/2 damage)
20	resistant to fire (1/2 damage)
21	resistant to poison (saves +1)
22	spells as 1st level cleric
23	spells as 2nd level cleric
24	spells as 1st level MU
25	spells as 2nd level MU
26	saves with +1 HD bonus
27	saves with +2 HD bonus
28	saves with +3 HD bonus
29	surprises (roll 1d3+2 for chance in 6)
30	surprised only on a 1

† under control/command of another entity

* roll additional d30; **[1-15]=very**, **[16-25]=high**, **[26-29]=exceptional**, **[30]=genius**

* roll d3 to determine number of times per day; roll additional d3 to determine duration in turns

† roll d3 to determine regeneration rate