



d30 Plant Monster Generator

PM1: BASIC STATISTICS

Roll	Size	HD	AC	Save	#App.	Move*	
1	tiny	4-6"	1 pt.	9	NM	3d30	1
2		7-9"	1-2 pts.	9	NM	2d30	1
3		10-12"	1-3 pts.	9	NM	2d30	1d2
4	small	1'	1/2	9	NM	1d30	1d3
5		2'	1	9	NM	1d15	1d3
6		3'	1	8	NM	1d15	2d3
7	medium	4'	2	9	F:1	1d10	2d3
8		4'	2	8	F:1	1d106	2d3
9		5'	3	8	F:1	1d10	2d3
10		5'	3	7	F:1	1d10	2d3
11		5'-6'	4	8	F:2	1d6	3d3
12		5'-6'	4	7	F:2	1d6	3d3
13	large	6'-7'	5	7	F:2	1d6	4d3
14		6'-7'	5	6	F:3	1d6	4d3
15		6'-7'	5	5	F:3	1d5	4d3
16		6'-7'	6	7	F:2	1d6	5d3
17		6'-7'	6	6	F:3	1d6	5d3
18		6'-7'	6	5	F:3	1d5	5d3
19	huge	7'-8'	7	6	F:3	1d5	5d3
20		7'-8'	8	6	F:4	1d5	5d3
21		7'-8'	9	6	F:4	1d5	5d3
22		7'-8'	10	5	F:5	1d3	5d3
23		8'-9'	11	5	F:5	1d3	5d3
24		9'-10'	12	5	F:6	1d3	5d3
25	giant	10'-12'	13	4	F:6	1d2	5d3
26		13'-15'	14	3	F:7	1d2	5d3
27		16'-20'	15	2	F:7	1d2	5d3
28		21'-25'	16	1	F:8	1d2	5d3
29		26'-30'	17	1	F:8	1d2	5d3
30		31'-40'	18	0	F:9	1d2	5d3

* 1-in-3 chance plant is mobile, otherwise movement=0; roll as indicated to determine plant's movement rating

PM2: ATTACK TYPE

Roll	Type	Damage Type
1-2	constricting tendrils – standard	CT
3-4	constricting tendrils – spiked (“thorns”)	CTs
5-6	projectile “pods” – standard	PP
7-8	projectile “pods” – explosive (non-poisonous)	PPe
9-10	projectile “pods” – gaseous/poisonous*	PPg
11-12	projectile “pods” – explosive + gaseous/poisonous*	PPe
13-14	projectile “quills” – non-poisonous	PQ
15-16	projectile “quills” – poisonous*	PQ
17-18	tethers (tipped tendrils), blunt	TB
19-20	tethers (tipped tendrils), spiked – non-poisonous	TS
21-22	tethers (tipped tendrils), spiked – poisonous*	TS
23-24	spore cloud – poisonous*	—
25-26	bite (plant has “head”)	B
27-28	slashing tendrils/leaves – sawtoothed	SLs
29-30	slashing tendrils/leaves – razor sharp	SLr

* Roll for poison type on **PM3**, below.

DAMAGE BY PLANT SIZE & ATTACK TYPE (PER PM1/PM2)

Size	CT	CTs	PP	PPe	PPg	PQ	TB	TS	B	SLs	SLr
Tiny	1 pt.	1d2.	1 pt.	1d2	1 pt.	1d2	1d2	1d2	as HD	1 pt.	1d2
Small	1d2	1d3+1	1d3	1d3+1	1d2	1d3	1d3	1d3+1	1d6	1d3	1d3+2
Medium	1d3+1	1d6	1d6	1d6+2	1d3	1d6+1	1d6	1d6+1	2d6	1d6	1d6+3
Large	1d6+1	2d6	2d6	2d6+3	1d6	3d6+2	2d6	2d6+2	3d6	2d6+1	2d6+4
Huge (7-9 HD)	2d6+2	3d6	3d6	3d6+4	1d6	4d6+3	3d6	3d6+3	4d6	3d6+2	3d6+5
Huge (10-12 HD)	3d6+3	4d6	3d6	4d6+5	2d6	4d6+3	4d6	4d6+4	5d6	4d6+3	4d6+6
Giant (13-15 HD)	4d6+4	5d6	4d6	5d6+6	2d6	5d6+3	5d6	5d6+5	6d6	5d6+4	5d6+7
Huge (16-18 HD)	5d6+5	6d6	4d6	6d6+7	3d6	5d6+3	6d6	6d6+6	7d6	6d6+5	6d6+8

PM3: POISON: Roll 1d6 for poison type: duration for all poisons = 1d6 turns; for all but spore cloud, save vs. poison to avoid effects; spore cloud = save vs. breath
[1=blindness, 2=confusion (as spell), 3=nausea (“-1 to hit for duration), 4=muscle constriction (1/2 movement for duration, 5=sleep, 6=death (duration=time until death))

Additional Notes on Attack Types

constricting tendrils:

of tendrils = 1d6 (1 attack per tendril); natural 20 “to hit” = constricts around neck of equal or smaller size, remains constricted until victim suffocates or plant dies

projectile pods: # of pods = 1d10; “expended” pods regrow in 1d6 days; projectile range = 10'/HD

tethers (tipped tendrils):

of tipped tendrils = 1d5+1 (1 attack per tendril); range = 1' per HD

bite: 1-in-2 chance bite = poisonous*; natural 20 “to hit” swallows 2+ smaller sizes whole (e.g., giant swallows large or smaller)

spore cloud:

does no damage other than poison (on failed save vs. breath weapon; area = 1' diameter/HD; range = 1'/HD

slashing tendrils:

of tendrils/leaves = 1d5+1 (1 attack per tendril/leaf); for razor sharp tendrils/leaves: natural 20 “to hit” = severs limb of victim (medium and larger plants only)