






d30 Mechanics: Sea Creature Generator

SCG1: SIZE, TYPE AND HIT DICE

1s: Size	HD	Bite	10s Digit: Shape
1 15'	3	1-6	1-10 serpentine: +6" move; ±0 HD
2 20'	4	1-8	
3 25'	5	1-8	
4 30'	6	1-10	11-20 short neck: +3" move; +1 HD
5 35'	7	1-10	
6 40'	8	2-12	
7 45'	9	2-12	21-30 long neck" ±0" move; +2 HD
8 50'	10	2-12	
9 55'	11	2-16	
0 60'	12	2-16	

SCG2: SKIN COLOR AND APPEARANCE

1s: Color	10s Digit: Appearance
1 dark gold	1-10 shiny/slick: +3" move
2 light yellow	11-20 scaly: -1 AC
3 yellow green	21-30 armored: -2 AC
4 olive	
5 dark green	
6 emerald green	
7 jade	
8 turquoise	
9 aquamarine	
0 cerulean blue	

SCG4: SPECIAL ATTACKS & DEFENSES

Roll	Ability
1	breath, cold (roll on SCG4b)
2	breath, electric (roll on SCG4b)
3	breath, fire (roll on SCG4b)
4	breath, poison (roll on SCG4b)
5	confusion (per spell)*
6	claws (on forearms, +2 attacks = bite damage)
7	poison (bite)
8	ramming; force of 1 galley
9	spell: <i>charm</i> *
10	spell: <i>fear</i> *
11	spell: <i>ice storm</i> *
12	spell: <i>lightning bold</i> *
13	spell: <i>sleep</i> *
14	spell: <i>summoning</i> * (sea creatures)**
15	tentacles (2, +2 attacks = 1/2 bite damage)
16	chameleon ability (surprise 1-5; 80% unnoticed)
17	immune to <i>charm</i>
18	immune to cold-based††
19	immune to electric
20	immune to <i>fear</i>
21	immune to flame-based††
22	immune to poison
23	non-corporeal: +1 or better req. to hit
24	regeneration: +1 to 3 HP/melee round†
25	resistant to cold (1/2 damage)††
26	resistant to electric (1/2 damage)
27	resistant to fire (1/2 damage)††
28	resistant to magic (saves +1)
29	resistant to magic weapons (1/2 damage)
30	resistant to poison (saves +1)

SCG3: BASE AC AND MOVEMENT

Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
AC	0	1	1	2	2	2	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	7	7	7	8	8	9
Move	3"	6"	6"	9"	9"	9"	9"	12"	12"	12"	12"	12"	12"	12"	12"	15"	15"	15"	15"	15"	15"	15"	15"	18"	18"	18"	18"	21"	21"	24"

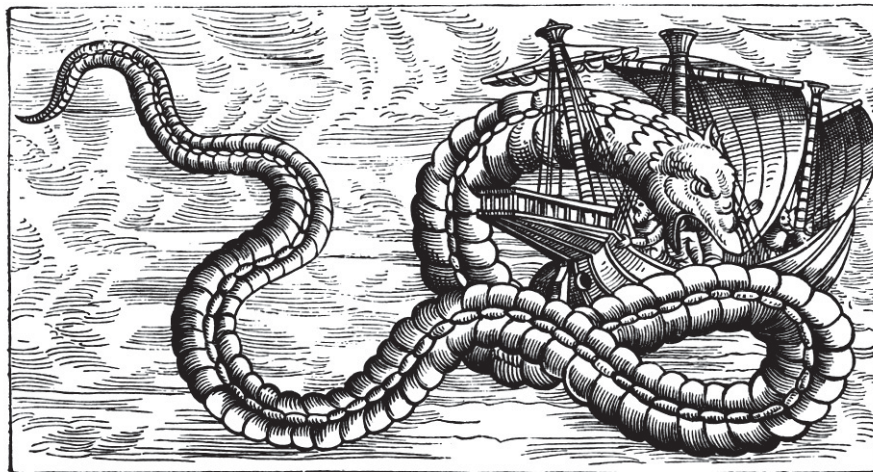


FIG. 67.—SEA-SERPENT ATTACKING A VESSEL. (From *Olaus Magnus*.)

SCG4b: BREATH DAMAGE

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	

* roll d3 to determine number of times per day; at level of MU = HD where appropriate

** roll d3 to determine type (I, II, III)

† roll d3 to determine regeneration rate

†† 50% chance = double damage from opposite type