



d30 Spider Generator

SPD1: ARMOR CLASS, HIT DICE & SIZE

		AC (Descending)					HD	Size
		7	6	5	4	3		
Roll on d30	1	2	3	4	5	1	S (6"-1' long)	
	6	7	8	9	10	2	S (2'-3' long)	
	11	12	13	14	15	3	M (4'-5' long)	
	16	17	18	19	20	4	M (6'-7' long)	
	21	22	23	24	25	5	L (8'-9' long)	
	26	27	28	29	30	6	L (10'-12' long)	

SPD2: MOVEMENT

		In Web*					On Ground
		0" / 0'(0)	3" / 30'(10')	6" / 60'(20')	9" / 90'(30')	12" / 120'(40')	
Roll on d30	1	2	3	4	5	3" / 30'(10')	
	6	7	8	9	10	6" / 60'(20')	
	11	12	13	14	15	9" / 90'(30')	
	16	17	18	19	20	12" / 120'(40')	
	21	22	23	24	25	15" / 150'(50')	
	26	27	28	29	30	18" / 180'(60')	

* Spiders with a movement of 0 in web are not web makers.

SPD3: BITE (BASE DAMAGE + POISON)

		Base Damage					Poison*
		1d4	1d6	1d8	2d4	2d6	
Roll on d30	1	2	3	4	5	not poisonous	
	6	7	8	9	10	save at +2	
	11	12	13	14	15	save at +1	
	16	17	18	19	20	save at ±0	
	21	22	23	24	25	save at -1	
	26	27	28	29	30	save at -2	

* Save or die unless contraindicated by **SPD4**.

SPD4: SPECIAL ABILITY

Roll	Ability/Notes
1	blinks (as blink dog) at will
2	fearful of light
3	hiss, deafening: all in hearing range must save vs. breath or fall deaf for 1d6 turns
4	hiss, debilitating: all in hearing range must save vs. breath or be stunned for 1 turn
5	immune to charm
6	immune to magic <i>[optional: only immune to magic below certain level; roll 1d5 for level]</i>
7	infravision (1d3×30')
8	intelligent (INT:12+1d6); spells as magic-user (roll 1d3 for level as MU)
9	intelligent (INT:3d6)
10	intelligent (INT:3d6); <i>telepathic</i>
11	keen smell (30'+1d6×10'); surprised only on a 1 (on 1d6)
12	leaps (10'/HD)
13	piercing bite: additional 1d6 bite damage; "cracks" non-magical armor on a natural "to hit" roll of 20
14	shocking touch: 1d6 electrical damage
15	special attack: acid (stream 5×HD long; does 2d6 on successful "to hit" roll)
16	special attack: gas (1d3×10' cloud; attacks to rear; save vs. breath or fall unconscious for 1d6 turns)
17	special attack: gas breath (1d3×10' cloud; save vs. breath or fall unconscious for 1d6 turns)
18	special bite (in lieu of standard poison; causes blisters on failed save vs. poison; -1d3 AC for 1d6 days)
19	special bite (in lieu of standard poison; causes dancing spasms for 1d3 turn on failed save vs. poison)
20	special bite (in lieu of standard poison; causes disease on failed save vs. poison; death in 1d6 days unless cured)
21	special bite (in lieu of standard poison; does +1d6 cold damage on failed save vs. poison)
22	special bite (in lieu of standard poison; does +1d6 electrical damage)
23	special bite (in lieu of standard poison; does +1d6 fire/flare damage on failed save vs. poison)
24	spitting attack, acid (5×HD range; does 2d6 on successful "to hit" roll)
25	spitting attack, sticky globule (victim stuck as by MU spell <i>web</i> on successful "to hit" roll)*
26	summon spider swarm (as insect swarm; 1d3×/day)
27	surprised only on a 1 (on 1d6)
28	tracks by scent (infallible)
29	uses silk line as "lasso" (catches victim on successful "to hit" roll; draws target in for automatic hit on next round)*
30	+1d2 additional special abilities; reroll on this chart, ignoring duplicate results (including this one)

* Assumes spider is a web spinner. If contraindicated by **SPD2**, reroll on **SPD2** until result includes "In Web" rating.