

GRASS SPIDER

tiny beast, unaligned

treat as a hazard with 1 hp

indicated by webs between stalks of grass or over burrows (Wisdom(Perception) DC 10/ Passive Perception 15)

roll 4d10 for body, venom, size and save. write down result below. Now, all rolls of that body type yield the same type of spider

1	yellow, bulbous	non-venomous
2	shiny, black	non-venomous
3	brilliant, green	non-venomous
4	furry, brown	3 (d6) poison damage, d4 turns of raving delirium
5	brown, leaping	11 (d20) poison damage, d6 turns of unconsciousness, fevered dreams
6	bright red	d8 turns of paralysis, strange visions, some possibly true
7	green striation	d8 turns of paralysis, strange visions, always false
8	furry, black	11 (d20) poison damage, 4 temporary INT (1 day), but all INT Skills yield insane results
9	rust	3 (d6) poison damage, +10 passive perception, but sees horrors everywhere (treat as Level 2 exhaustion & can't sleep), lasts 1 day
10	purple	1 hp poison damage, outrageous blisters and, if less than 10 hp, death in ½ target CON rounds (copious webs make it spottable immediately)
1	⅛"	CON 10 Save
2	⅛"	CON 10 Save
3	⅛"	CON 10 Save
4	⅛"	CON 15 Save
5	¼"	CON 15 Save
6	¼"	CON 20 Save
7	¼"	CON 20 Save
8	½"	CON 25 Save
9	½"	no save
10	1"	no save