



d30 Generators: Magical Places

MPG1: PLACE

Roll	Type (Place)
1	garden
2	tree
3	forest
4	woods
5	grove
6	field
7	plains
8	mesa/plateau
9	valley
10	trench
11	knoll/hill
12	rock
13	mount
14	peak
15	dome
16	cave
17	cavern
18	grotto
19	well
20	pond
21	lake
22	lagoon
23	falls
24	river
25	brook/stream
26	bridge
27	circle
28	gate
29	shrine
30	spire (rock)

MPG2: NAME AND BOON

Roll	Name*	Boon Gained at Location
1	crystal _	all magic-user spells (including sub-types) memorized at location will have double effect when cast
2	divine _	all cleric spells (including sub-types) memorized at location will have double effect when cast
3	enchanted _	5-20 pixies dwell nearby; will normally remain invisible and cause mischief to characters visiting location
4	faraway _	all visitors must save vs. magic or be sent on quest which will send them "faraway" to retrieve an obscure object and return
5	golden _	removes curses from any cursed character who visits location
6	heavenly _	all lawful/good clerics who pray here receive a +1 "to hit" bonus; duration is # of days = # hours spent praying (no bonus for druids)
7	living _	provides visitors +1 protection from undead; duration = 1 day for each 2 days spent at location
8	magical _	all magic weapons (not including rods/staves/wands) and armor receive +1 bonus; duration = 1 day for each 2 days spent at location
9	_ of accord	all chaotic/evil characters become neutral in presence of location
10	_ of awakening	doubles the normal time limit on deceased corpses when <i>raise dead</i> spell is cast in this location
11	_ of dreams	prophetic visions during sleep while near place; strength/clarity of visions based on proximity to place
12	_ of enlightenment	3 days of continual meditation, prayer and fasting will raise a cleric's wisdom by +1 (one time only bonus)
13	_ of healing	restores HPs (duration time at location vs. restored points at DM discretion); also cures poison
14	_ of honor	all lawful/good fighters who rest here receive a +1 "to hit" bonus; duration of bonus = duration of stay at location
15	_ of joy	removes the effects of any magical fear
16	_ of life	provides regenerative power to visitors; +1 HP per day; duration of ability = 1 day for each 2 days spent at location
17	_ of light	provides visitors +1 protection from evil; duration = 1 day for each 3 days spent at location
18	_ of peace	removes effects of confusion and/or fear
19	_ of power	every spell memorized at location will have double effect when cast
20	_ of serenity	cures lycanthropy to afflicted who visit location
21	_ of souls	halves the normal time required to recuperate (while at location) for a cleric who has cast a <i>resurrection</i> spell
22	_ of the ancients	all demi-human who rest here receive a +1 "to hit" bonus; duration = 1 day for each 2 days spent at location
23	_ of tranquility	cures disease to afflicted who visit location
24	_ of understanding	all thieves (and thief types) who rest here receive a +1 level bonus to thieving skills; duration = 1 day for each 3 days spent at location
25	_ of visions	site is disguised by hallucinatory terrain; save vs. magic or believe illusion
26	paradise _	removes curses from any cursed character
27	singing _	magical singing; all characters who hear singing must save vs. magic or never want to leave the location
28	sorcerer's _	any magic-user spells memorized here has a 50% chance of not being forgotten the first time it is cast (will be forgotten after 2nd casting)
29	wishing _	1 in 30 chance a wish (as spell) made in presence of location will come true; once attempt per character, regardless of # of visits
30	wizard's _	allows magic-user in presence of place to memorize up to twice the normal amount of spells normally allowed (if time allows as normal)

*insert type of place in blank space with name (e.g., 12/15 = rock of joy)