



d30 Statue Generator, Pt. II

STA5: EFFECTS

Roll	Effect*
1	changes color
2	changes direction (spins/rotates)
3	changes size
4	changes shape
5	appears & disappears intermittently (as invisibility)
6	ethereal (all visual; no substance)
7	teleports itself around same room
8	teleports itself to different room
9	trapped: alarm
10	trapped: blinding light (magical)
11	trapped: cold/frost (to all in 1d3×10' radius)
12	trapped: drops stone from ceiling
13	trapped: electricity (touch)
14	trapped: explodes
15	trapped: heat/flame (to all in 1d3×10' radius)
16	trapped: level drain
17	trapped: opens pit in floor [1-in-2 chance = spiked]
18	trapped: shoots needles from eyes
19	trapped: strength drain (1d3 turns)
20	trapped: summons monster(s)
21	radiates confusion (1d3×10' radius)
22	radiates darkness (1d3×10' radius)
23	radiates emotion (harmless; at DM's discretion)
24	radiates fear (1d3×10' radius)
25	radiates light (as MU spell)
26	radiates silence (1d3×10' radius)
27	radiates smell [1 =good/sweet; 2 =bad/foul]
28	surrounded by fog/mist (obscuring; 1d3×10' radius)
29	acts as jar/phyllactery for NPC
30	roll 2× on this table, ingoring this result hereafter

* [**1**=randomly; **2**=timed intervals; **3**=based on proximity]

STA6: VOCAL/BREATH EFFECTS

Roll	Effect
1	vocalizes*: bemoans
2	vocalizes*: gives false directions/instructions
3	vocalizes*: gives truthful directions/instructions
4	vocalizes*: intelligent + helpful
5	vocalizes*: intelligent + deceitful
6	vocalizes*: intelligent + neutral
7	vocalizes*: mumbles/gibbers
8	vocalizes*: professes oracle(s)
9	vocalizes*: repeats phrase
10	vocalizes*: sings [1 =useful; 2 =pointless; 3 =charms]
11	ventriloquism (roll 1d10 on this table for subject/type)
12	breath weapon - gas: poison
13	breath weapon - gas: sleep
14	breath weapon - gas: nausea
15	breath weapon - gas: confusion
16	breath weapon - gas: fear
17	breath weapon - gas: paralysis
18	breath weapon - fire [1 =cloud; 2 =cone; 3 =stream]
19	breath weapon - cold [1 =cloud; 2 =cone; 3 =stream]
20	breath weapon - acid [1 =cloud; 2 =cone; 3 =stream]
21	breath weapon - electricity (stream/bolt)
22	casts spell: animate dead (1d3×/day)**
23	casts spell: charm (1d3×/day)
24	casts spell: curse (1d3×/day)
25	casts spell: hold person (1d3×/day)
26	casts spell: teleport (target) around room
27	casts spell: teleport (target) to different room
28	casts spell: web (1d3×/day)
29	casts spells (multiple spells at DM's discretion)
30	roll 2× on this table, ingoring this result hereafter

* Roll on STA6v ** surrounded by 1d6 skeletons

STA6v: VOCALIZING STATUE

Roll on d30	Language					Volume
	Common	As Type	Arcane	Telepathic	Random*	
1	2	3	4	5	whispers	
6	7	8	9	10	speaks softly	
11	12	13	14	15	normal volume	
16	17	18	19	20	speaks loudly	
21	22	23	24	25	screams	
26	27	28	29	30	unbearably loud**	

* E.g., randomly-determined monster or humanoid

** Save vs. breath or suffer deafness for 1d30 turns

LIVING STATUE STATS BY MATERIAL/SIZE

Material/Size	HD	Move	Dam.	ST
crystal, 6"	1/2	30'(10')	1d2/1d2	NM
crystal, 12"-32"	1	30'(10')	1d3/1d3	F:1
crystal, 3'-4'	2	60'(20')	1d4/1d4	F:2
crystal, 5'-7'	3	90'(30')	1d6/1d6	F:3
crystal, 8'+	4	90'(30')	1d8/1d8	F:4
marble, 6"	1	15'(5')	1d3/1d3	F:1
marble, 12"-32"	2	15'(5')	1d4/1d4	F:2
marble, 3'-4'	3	30'(10')	1d6/1d6	F:3
marble, 5'-7'	4	30'(10')	1d8/1d8	F:4
marble, 8'+	5	30'(10')	1d10/1d10	F:5
stone, 6"	1	60'(20')	1d4/1d4	F:1
stone, 12"-18"	2	60'(20')	1d6/1d6	F:2
stone, 2'	3	60'(20')	1d6/1d6	F:3
stone, 3'-4'	4	60'(20')	2d4/2d4	F:4
stone, 5'-7'	5	60'(20')	2d6/2d6	F:5
stone, 8'+	6	60'(20')	2d8/2d8	F:6