



d30 Illusion Generator

ILL1: ILLUSIONS PROTECTING/HIDING FEATURES

1s Digit: Illusion	10s Digit: Subject
1 concealed/camouflaged	1-10 object
2 disguised (as different thing)	11-20 passage
3 displaced, appears stationary	21-30 trap
4 displaced, appears to move/teleport	
5 hidden by illusory wall	
6 invisible	
7 protected by illusory energy type (roll on ILL2a)	
8 protected by Type 1 illusory guardian (roll on ILL2b)	
9 protected by Type 2 illusory guardian (roll on ILL2c)	
0 protected by illusion effect (roll on ILL2d)	

ILL2a: ILLUSORY ENERGY TYPE & SIZE

"Shape" of Illusory Energy						Apparent Energy Type
Cloud	Column	Cube	Sphere	Wall		
1	2	3	4	5		acid
6	7	8	9	10		cold/frost
11	12	13	14	15		electricity
16	17	18	19	20		fire/flame
21	22	23	24	25		smoke
26	27	28	29	30		spectral

Roll on d30

ILL2b: GUARDIAN I*

Roll	Appears as...
1	1d3 basilisks
2	1 beholding beast
3	1d2 chimerae
4	1d5 cockatrices
5	1 couerl (D.P.)
6	1 demon
7	1 djinni
8	1 dragon
9	1 dragonne
10	1 efreet
11	1 elemental
12	1 ettin
13	1d5 gargoyles
14	1 giants
15	1 golem
16	1d2 gorgons
17	1 hydra
18	1d3 lamias
19	1d3 lammasus
20	1 lich
21	1d3 manticores
22	1d3 medusae
23	1d5 minotaurs
24	1 naga
25	1 ogre mage
26	1d3 rakshasas
27	1d3 salamandera
28	1d3 spectres
29	1 sphinx
30	1 vampire

ILL2c: GUARDIAN II*

Roll	Appears as...
1	1d10 berserkers
2	1d6 bugbears
3	1d5 centaurs
4	1d6 clerics
5	1d10 dwarves
6	1d10 elves
7	1d10 fighters
8	1d10 gargoyles
9	1d6 ghosts
10	1d6 ghouls
11	1d10 gnolls
12	1d30 goblins
13	1d6 harpies
14	1d6 hobgoblins
15	1d30 kobolds
16	1d6 lizardmen
17	1d3 lycanthropes
18	1d5 magic-users
19	1d10 men-at-arms
20	1d5 mummies
21	NPC party
22	1d5 ogres
23	1d10 orcs
24	1d30 skeletons
25	1d10 thieves
26	1d6 trobghouls
27	1d6 troglodytes
28	1d3 trolls
29	1d5 wights
30	1d30 zombies

ILL2d: ILLUSORY EFFECTS†

Roll	Effect
1	audible glamor (flee in fear)
2	audible glamor (stand stunned in fear)
3	blurs eyesight (suffer "to hit" penalty)
4	color spray (blinded)
5	color spray (fall unconscious)
6	color spray (stand stunned/dazed)
7	confusion (as spell)
8	darkness in room (causes blindness)
9	emotion: apathy (will not attack)
10	emotion: empathy (-1 to hit; -2 to damage rolls)
11	emotion: rage (attack those nearby)
12	equilibrium loss (lose balance, fall down)
13	fear (flee area)
14	fear (stand stunned 1d3 turns on failed save)
15	hold (unable to move)
16	hypnotize (become fascinated with target)
17	hypnotize (respond to suggestion/command)
18	illusory electricity
19	illusory fire
20	illusory fog (reduces vision to half, -2 "to hit")
21	illusory script (unseen on failed save)
22	illusory temperature change/shift
23	magic mouth (requires riddle be answered)
24	mass invisibility (all people/objects in area)
25	mirror image(s)
26	moving light(s)
27	moving shadow(s)
28	target appears larger/farther/closer than it is
29	silence (causes deafness)
30	twist tongues (unable to speak/cast spells)

* illusory guardians will disappear on a successful "to hit" roll against them (AC at DM's discretion)

† duration of any effect at DM's discretion; save vs. spells where appropriate