



d30 Device Generator

DEV1: TYPE & MATERIAL

| 1s Digit: Type | 10s Digit: Style |
|----------------|------------------|
| 1 button | 1-10 iron |
| 2 chain | 11-20 bronze |
| 3 crank | 21-30 steel |
| 4 gear | |
| 5 knob | |
| 6 knocker | |
| 7 lever | |
| 8 pulley | |
| 9 rod | |
| 0 switch | |

DEV2: CRAFTSMANSHIP & ADDITIONAL DETAILS

| Roll on d30 | Other Details* | | | | | Craftsmanship |
|-------------|----------------|----|----|----|---|---------------|
| | 5 | 4 | 3 | 2 | 1 | |
| 1 | 2 | 3 | 4 | 5 | | crude |
| 6 | 7 | 8 | 9 | 10 | | rudimentary |
| 11 | 12 | 13 | 14 | 15 | | average/fair |
| 16 | 17 | 18 | 19 | 20 | | fine |
| 21 | 22 | 23 | 24 | 25 | | superior |
| 26 | 27 | 28 | 29 | 30 | | masterful |

* number of times to roll on table

DEV4: OTHER DETAILS;

duplicate results may be treated at DM's discretion
conflicting results may be treated at DM's discretion

DEV3: RESULT OF USING THE DEVICE

| Roll | Blemishes/Imperfections/Deterioration |
|------|--|
| 1 | looses trap in ceiling - stones (1d3xd6 damage; 1d3x10' square area) |
| 2 | looses trap in ceiling - spikes (1d3xd6+1 damage; 1d3x10' square area) |
| 3 | looses trap in ceiling - blades (1d3xd6+2 damage; 1d3x10' square area) |
| 4 | moves/shifts floor |
| 5 | moves/shifts wall (1-in-2 chance releases wandering monster) |
| 6 | opens door to hallway |
| 7 | opens door to room |
| 8 | opens door to holding pen w/ monster** |
| 9 | opens pit (1d3x10' deep) |
| 10 | opens pit (1d3x10' deep) w/ spikes (1d6+1 per 10' fallen) |
| 11 | opens pit (1d3x10' deep) w/ blades (1d6+2 per 10' fallen) |
| 12 | opens pit (1d3x10' deep) w/ fire (1d3x1d6 damage/round) |
| 13 | opens pit (1d3x10' deep) w/ monster (no treasure) |
| 14 | opens portcullis to hallway |
| 15 | opens portcullis to room |
| 16 | opens portcullis to holding pen w/ monster** |
| 17 | opens secret door to hallway |
| 18 | opens secret door to room |
| 19 | opens secret door to holden pen w/ monster** |
| 20 | opens shaft downward in floor (1-in-3 chance = w/ ladder) |
| 21 | opens shaft upward in ceiling (1-in-3 chance = w/ ladder) |
| 22 | releases benevolent magical effect |
| 23 | releases malevolent magical effect |
| 24 | starts machine(s); roll 1d30 [odd=clockwork machine; even=magical machine] |
| 25 | starts countdown to trap; 1d3 turns until trap is sprung |
| 26 | starts countdown to magical effect; 1d3 turns until effect begins/happens |
| 27 | starts countdown to destruction of a device; 1d3 turns until device is destroyed |
| 28 | starts countdown to destruction of a place; 1d3 turns until place is destroyed |
| 29 | summons monster (1d3 rounds until monster appears) |
| 30 | no effect; roll 1d30 [odd=broken/no longer effective; even=false device] |

* there is a 1-in-3 chance the effect of any device is reversible (e.g., closing an open pit)

** presence of treasure TBD by monster

DEV4: OTHER DETAILS

| Roll | Details |
|------|----------------|
| 1 | bent |
| 2 | charm |
| 3 | cold |
| 4 | confusion |
| 5 | crooked |
| 6 | dark |
| 7 | dull |
| 8 | electrical |
| 9 | evil |
| 10 | fear |
| 11 | glowing |
| 12 | good |
| 13 | hot |
| 14 | large |
| 15 | loose |
| 16 | off-kilter |
| 17 | oily |
| 18 | paralysis |
| 19 | rotated/turned |
| 20 | rough |
| 21 | rusty |
| 22 | shiny |
| 23 | small |
| 24 | smooth |
| 25 | sticky |
| 26 | teleportation |
| 27 | tight |
| 28 | tingly |
| 29 | twisted |
| 30 | unbalanced |