

d30 Illusion Generator

ILL1: ILLUSIONS PROTECTING/HIDING FEATURES

1s I	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/telepo	rt				
5	hidden by illusory wall					
6	invisible					
7	protected by illusory energy type (r	oll on IL	L2a)			
8	protected by Type 1 illusory guardi	ian (roll o	n ILL2b)			
9	protected by Type 2 illusory guardi	ian (roll o	n ILL2c)			
0	protected by illusion effect (roll on 2	ILL2d)				

ILL2a: ILLUSORY ENERGY TYPE & SIZE

"Shape" of Illusory Energy

	Cloud	Colli	unn Cijo	^e કરે	iere Wall	Apparent Energy Type
	1	2	3	4	5	acid
8	6	7	8	9	10	cold/frost
Sb I	11	12	13	14	15	electricity
10	16	17	18	19	20	fire/flame
Roll on d30	21	22	23	24	25	smoke
-	26	27	28	29	30	spectral

ILL2b: GUARDIAN I*

Roll	Appears as	Ro	11	Appears
1	1d3 basilisks	1	1	1d10 berse
2	1 beholding beast	1	2	1d6 bugbe
3	1d2 chimerae	:	3	1d5 centau
4	1d5 cockatrices	4	1	1d6 clerics
5	1 couerl (D.P.)	1	5	1d10 dwar
6	1 demon	•	6	1d10 elves
7	1 djinni	:	7	1d10 fighte
8	1 dragon	1	8	1d10 garge
9	1 dragonne	9	9	1d6 ghasts
10	1 efreet	10	D	1d6 ghouls
11	1 elemental	1	1	1d10 gnoll
12	1 ettin	12	2	1d30 gobli
13	1d5 gargoyles	13	3	1d6 harpie
14	1 giants	14	1	1d6 hobgo
15	1 golem	1	5	1d30 kobo
16	1d2 gorgons	10	6	1d6 lizardr
17	1 hydra	17	7	1d3 lycant
18	1d3 lamias	18	8	1d5 magic
19	1d3 lammasus	19	9	1d10 men-
20	1 lich	20	D	1d5 mumn
21	1d3 manticores	2	L	NPC party
22	1d3 medusae	22	2	1d5 ogres
23	1d5 minotaurs	23	3	1d10 orcs
24	1 naga	24	1	1d30 skele
25	1 ogre mage	2	5	1d10 thiev
26	1d3 rakshasas	20	6	1d6 trobgh
27	1d3 salamandera	2	7	1d6 troglo
28	1d3 spectres	28	8	1d3 trolls
29	1 sphinx	29	9	1d5 wights
30	1 vampire	30	D	1d30 zomł

ILL2c: GUARDIAN II* ILL2d: ILLUSORY EFFECTS†

Roll Effect as... **1** audible glamer (flee in fear) erkers ears **2** audible glamer (stand stunned in fear) **3** blurs eyesight (suffer "to hit" penalty) urs 4 color spray (blinded) s **5** color spray (fall unconscious) rves 6 color spray (stand stunned/dazed) confusion (as spell) ers 7 darkness in room (causes blindness) oyles 8 9 emotion: apathy (will not attack) 10 emotion: empathy (-1 to hit; -2 to damage rolls) 11 emotion: rage (attack those nearby) ls equilibrium loss (lose balance, fall down) 12 lins fear (flee area) es 13 **14** fear (stand stunned 1d3 turns on failed save) oblins olds 15 hold (unable to move) hypnotize (become fascinated with target) men 16 thropes 17 hypnotize (respond to suggestion/command) 18 illusory electricity c-users -at-arms 19 illusory fire illusory fog (reduces vision to half, -2 "to hit") 20 mies 21 illusory script (unseen on failed save) 22 illusory temperature change/shift 23 magic mouth (requires riddle be answered) mass invisibility (all people/objects in area) 24 etons **25** mirror image(s) ves 26 moving light(s) houls moving shadow(s) odytes 27 28 target appears larger/farther/closer than it is 29 silence (causes deafness) bies **30** twist tongues (unable to speak/cast spells) duration of any effect at DM's discretion; save vs. spells where appropriate

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