Random Object

When you need an object, and it could be anything...

author: M. Reagan
mattreagandev.com/?page=tabletop

Roll **D100 on each table** to define the particulars of the object. Re-roll anything that doesn't make sense, or be creative to tie the results together.

Expectations
Some tables have optional *Expectations* listed under the title; if any apply, adjust your final roll by the indicated amount.

Context
Take the current context of the scene into account. If you *know* what the result of a table should be, just use that!

General Category

1	**Alien / Unidentifiable** *Alien artifact, machinery etc*
2-18	**Mundane** *Book, candle, dinner plate, hammer, quill & ink, etc.*
19-22	**Furniture** *Chair, bench, table, etc.*
23-28	**Artistic** *Painting, sculpture, musical instrument, etc.*
29-35	**Personal** *Journal, letter, photo, trinket, spectacles, etc.*
36-41	**Object of faith** Sacred tome, religious idol, prayer beads
42-45	**Entertainment** *Puzzle box, toy, etc.*
46-50	**Living, organic** *Plant, animal, bodypart, etc*
51-60	**Clothing** *Shirt, armor, etc.*
61-65	**Consumable: drink** *Water, wine, ale, etc.*
66-80	**Consumable: food** *Bread, dried fruit, etc.*
81-85	**Consumable: other** *Medicine, tobacco, potion, drug, etc.*
86-95	**Weapon / tool of war** *Sword, shield, bow, etc.*
96-100	**Wealth** *Money, coins, jewelry*

Age
Newer? -20 Older? +20.

1-6	Just created, newborn
7-35	Very new, young
36-70	Average, middle-aged
71-85	Old
86-94	Ancient
95-100	Prehistoric

Size
Small? -20 Big? +20.

1-4	**Tiny** *Grain of sand, tiny pebble*
5-27	**Very small** *Button, single coin, gemstone, brooch*
28-70	**Small** *Apple, small jewelry box, tea kettle, candle holder*
71-85	**Medium** *Chair, wheel barrow, treasure chest, keg*
86-95	**Large** *Stove, small wagon, horse*
96-100	**Colossal** *Small house, large statue*

Value
Junk? -20 Treasure? +30.
(Adjust $ value as needed to fit your setting.)

1-20	**Junk, Rubbish** 0-1 gp
21-60	**Common** 1-10 gp
61-80	**Uncommon** 10-50 gp
81-92	**Rare, Valuable** 50-100 gp
93-99	**Epic, highly-valuable** 100-1000 gp
100	**Priceless treasure** 1000+ gp

Material
Industrial or heavy-duty? +20
Handmade or lightweight? -20.

1	**Gas, ethereal** *Mist, vapor, ghostly etc.*
2-7	**Paper**
8-25	**Cloth, fur, leather**
26-30	**Glass**
31-45	**Stone, brick, clay**
46-70	**Wood**
71-74	**Gemstone** *(Diamond etc.)*
75-77	**Strange** *(Magic or alien material etc.)*
78-100	**Metal** (D20: 1-10: Iron 11-15: Steel 16-18: Copper, Bronze, or Brass 19: Silver 20: Gold)

Related to...
Optional. Roll for a random object below & use it as a creative prompt, or incorporate it into the existing object in some way.

1-2	arrow	51-52	key
3-4	banda	53-54	lute
5-6	bedroll	55-56	map
7-8	blood	57-58	medicine
9-10	book	59-60	mirror
11-12	boots	61-62	necklace
13-14	bottle	63-64	note
15-16	bowl	65-66	perfume
17-18	bread	67-68	potion
19-20	candle	69-70	quill & ink
21-22	castle	71-72	robes
23-24	cat /	73-74	rope
25-26	chain	75-76	rune
27-28	chair	77-78	sconce
29-30	coffin	79-80	shield
31-32	coin	81-82	shirt
33-34	corpse	83-84	shovel
35-36	crown	85-86	soap
37-38	door	87-88	spear
39-40	fruit	89-90	spectacles
41-42	hat	91-92	spoon
43-44	helm	93-94	sprocket
45-46	herb	95-96	statue
47-48	ingots	97-98	sword
49-50	ivy	99-100	torch

Descriptors
Roll 2 and try to combine them in order to describe the object or its qualities / details.

1	abusive	51	green
2	acidic	52	handy
3	adorable	53	haunted
4	animated	54	hefty
5	automatic	55	helpful
6	average	56	historical
7	basic	57	horrifying
8	beautiful	58	illegal
9	bent	59	illicit
10	billowy	60	intelligent
11	bizarre	61	joyful
12	blood-	62	lean
13	blue	63	loud
14	broken	64	lucky
15	bumpy	65	makeshift
16	calming	66	military
17	cheerful	67	milky
18	chunky	68	natural
19	cloudy	69	nostalgic
20	clumsy	70	offbeat
21	clunky	71	ordinary
22	cluttered	72	ornate
23	cold	73	overgrown
24	creamy	74	peaceful
25	cultured	75	playful
26	curly	76	pretty
27	damaging	77	quiet
28	dapper	78	red
29	delicate	79	rough
30	disastrous	80	round
31	disturbing	81	savory
32	drab	82	secret
33	elastic	83	serious
34	exciting	84	shallow
35	exquisite	85	slimy
36	fancy	86	slow
37	fat	87	smelly
38	festive	88	smooth
39	fiery	89	soggy
40	flimsy	90	sordid
41	fragrant	91	spectacular
42	freezing	92	sticky
43	functional	93	stinky
44	fuzzy	94	stolen
45	glistening	95	stunning
46	glittery	96	sweet
47	good	97	threatening
48	gorgeous	98	warm
49	gothic	99	yellow
50	gray	100	zany

Twists / Surprises
(Optional)

1-3	**Forgery / fake** *(Any perceived value or usefulness is not legit, object is worth much less than it appears, or doesn't do what it should etc.)*
4-82	**No twist**
83-87	**Magical** *(enchanted etc.)*
88	**Cursed**

89	**Haunted**
90	**Illusory** *(illusion, conjured, not what it appears, etc.)*
91-95	**Secret purpose** *(actually a key which unlocks something, critical component for a ritual, a container for something else hidden inside, etc.)*
96	**Bait, trap, trick** *(was placed there just for you to find)*
97	**Otherworldly** *(from another plane of existence or reality)*
98	**Stolen** *(rightful owner may or may not be actively looking for it)*
99	**Illegal** *(object is contraband for some reason, or may have something illegal hidden within it etc.)*
100	**Priceless** *(actually worth 10x what it appears, but nearly impossible for anyone to identify this)*

Examples

Category: Entertainment
Age: Old
Size: Small
Value: Uncommon
Material: Glass
Related to: Lute
Descriptors: Smelly, slow
Possible result:
You find an old, dusty toy box inlaid with beautiful stained glass. When the crank on the side is turned, gears inside come alive, and the lid creaks open slowly, revealing a dancing bard playing the lute. The internal mechanisms are old and rusty, and so the bard spins around drunkenly in slow motion. The box is beautiful but smells of dust and dirt.

Category: Personal
Age: Average
Size: Small
Value: Uncommon
Material: Metal (steel)
Related to: Key
Descriptors: Blue, soggy
Note: this is a good example of when things can be vague or random, leaving a lot of room for interpretation. This is where the descriptors can be helpful. Use them to give you a creative jolt, and run with the first thing that comes to mind. Don't worry about "breaking the rules", if you get something that says 'metal' but the descriptors don't work, just use whatever pops into your head.
Possible result:
You find an old diary with a steel clasp and simple lock. The binding and cover were once a beautiful blue patterned fabric, but at some point the journal was dropped in a puddle or soaked in water. The pages are now bloated and warped and much of the inked writing has streaked and bled off the pages.

Category: Furniture
Age: Ancient
Size: Very small
Value: Common
Material: Wood
Related to: Blood
Descriptors: Drab, fragrant
Possible result:
You nearly step on a tiny chair carved out of a strange, deep-red wood, almost blood-like in appearance. The chair was either carved for a dollhouse, or it was once made for some incredibly tiny being - a sprite or faerie of the forest perhaps. The wood is worn smooth as if something or someone had actually been sitting in it for many years.

Category: Consumable: other
Age: Ancient
Size: Very small
Value: Epic
Material: Metal: bronze
Related to: Quill & ink
Descriptors: Gray, rough
Possible result:
An old, tiny bronze inkwell (perhaps once carried in the pocket of a halfling) has been repurposed as a small container for crushed herbs. A rough cork keeps it tightly sealed. Uncorking the container releases the incredible aroma of some very rare (and expensive) alchemical herbs within.