

# THE FOURTH PAGE: ARTIFACT

AN ABSTRACT RANDOM GENERATOR  
FOR WORLD OF DUNGEONS AND OTHER FANTASY RPGS

To generate a random artifact, simply roll a D12 and a D6 for each category: Origin, Power, and Drawback.

Use your results to inspire you when fleshing out the artifact's details. For games such as *Dungeons & Dragons* or *Dungeon World*, the randomly generated entries can be a guide for creating stats and abilities. For games such as *Fate Core*, entries can be turned directly into aspects with only some minor tweaking. The most important part of each entry is the **bolded** word or phrase; pronouns and other text are there for flavour and may be changed or ignored at your leisure.

Special thanks to Andrew James Huffaker, Ryan Stoughton, and all our Patreon backers.

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## THE FOURTH PAGE: ARTIFACT

### ORIGIN (ROLL D12 + D6 TO DETERMINE AN ASPECT OF THE ARTIFACT'S ORIGIN)

#### 1. ALCHEMICAL

1. It **bubbles**.
2. You **rub** it into your skin.
3. It **tastes** awful.
4. It **splashes** when you throw it.
5. You only have the **recipe**.
6. It's inherently **unstable**.

#### 2. ANCIENT

1. It's been **lost** for centuries.
2. It belongs to a **museum**.
3. It's **corroded** and rusted.
4. It was passed down through your **family**.
5. It's been told of in **song** and story.
6. Its creators have gone **extinct**.

#### 3. ELEMENTAL

1. It's made of solid **ice**.
2. It's glows like **magma**.
3. This **wood** only comes from one place.
4. It cackles with **lightning**.
5. It is light and **wispy**.
6. It's basically just a **rock**.

#### 4. HOLY

1. It **radiates** divine energy.
2. It was the weapon of a **god**.
3. Only the **good** can wield it.
4. It's **faithful** to you and your cause.
5. It's emblazoned with a **holy symbol**.
6. They **want it back**.

#### 5. MAGIC

1. It's covered in mysterious **runes**.
2. It **attunes** itself to you.
3. You must speak the proper **words**.
4. It **emanates** power.
5. It's a **piece** of something bigger.
6. The focus **crystal** needs replacing.

#### 6. MASTERWORK

1. It was forged by **dwarven** blacksmiths.
2. **Elven** weavers put years into its making.
3. No **demon** lord fights without one.
4. It's infused with a drop of **dragon** blood.
5. It's in **mint condition**.
6. It's the best a **human** could do.

#### 7. NATURAL

1. It **pulses** in your hand.
2. It **grows** in the wild.
3. It **bonds** to your flesh.
4. It's starting its **metamorphosis**.
5. It **glows** in the dark.
6. It **followed** you home.

#### 8. OTHERWORLDLY

1. It's decidedly **non-euclidean**.
2. It's a **silicon-based** lifeform.
3. It **hurts** to look at it.
4. It's **goopy**.
5. It's **bigger on the inside**.
6. It's made from **meteoric** ore.

#### 9. PURPOSE

1. It is a **key**.
2. It was meant to **defeat** a great evil.
3. It's a **map** to something greater.
4. It **contains** a powerful force.
5. It was used in religious **ceremonies**.
6. It denotes **royalty**.

#### 10. SHADOW

1. It's easily **concealed**.
2. It exists in **two places** at once.
3. It feels **malevolent**.
4. It is almost **translucent**.
5. It **whispers** to you.
6. It's inhabited by an tortured **soul**.

#### 11. SIMPLE

1. It belonged to your **parents**.
2. It's nothing if not **reliable**.
3. It was made by a **local** craftsman.
4. It's literally a child's **toy**.
5. It was **cobbled together** quickly.
6. It's **quaint**.

#### 12. TECHNOLOGICAL

1. Its **gears** click and whiz.
2. It blasts **steam**.
3. They were once **mass-produced**.
4. It's a one-of-a-kind **prototype**.
5. The **gunpowder** stinks.
6. It is from the **future**.

## THE FOURTH PAGE: ARTIFACT

### POWER (ROLL D12 + D6 TO DETERMINE THE ARTIFACT'S PRIMARY POWER OR EFFECT)

#### 1. AUTONOMY

1. It **fights** at your side.
2. It **scouts** ahead for you.
3. It **guards** your camp.
4. It **delivers** your messages.
5. It **carries** your burdens.
6. It **stores** your knowledge.

#### 2. BLESSING

1. You are **shielded** by divine force.
2. You shed an inspiring **aura**.
3. You've had fantastic **luck** lately.
4. You **sense** lies and deception.
5. You are filled with **heroic** vigour.
6. Dark entities **fear** you.

#### 3. CONTROL

1. You can **command** simple beasts.
2. Your enemies are **hypnotized**.
3. They must tell the **truth**.
4. You **paralyze** your foe.
5. He follows your **suggestion**.
6. You **dominate** their mind.

#### 4. DIVINATION

1. You see and hear over vast **distances**.
2. You **understand** foreign languages.
3. You get glimpses of another **time**.
4. **Illusions** uncovered.
5. You read their **thoughts**.
6. The gods grant you **guidance**.

#### 5. ENHANCEMENT

1. You have the **might** of the giants.
2. You're as **agile** as a bird.
3. You feel **healthier** than ever.
4. Your mind is filled with **knowledge**.
5. Your **senses** are heightened.
6. Your **charm** is irresistible.

#### 6. ELEMENTAL

1. It shoots goutts of **flame**.
2. You **shock** your foes.
3. The **wind** obeys your call.
4. **Thunderous** sound staggers your enemies.
5. The **ground** rumbles beneath your feet.
6. You **freeze** your target in place.

#### 7. HEALING

1. It closes your **wounds**.
2. The **poison** is leechd from your veins.
3. Your **energy** is restored.
4. The **curse** is lifted.
5. It **resurrects** the dead.
6. It **mends** broken items.

#### 8. ILLUSION

1. You move **unseen**.
2. It puts on a **light** show.
3. **Smoke** fills the room.
4. You control illusory **phantasms**.
5. You are **disguised** as someone else.
6. The illusion has **physical** form.

#### 9. METAMORPHOSIS

1. You breathe underwater with **gills**.
2. You fly with leathery **wings**.
3. Your skin is as hard as **stone**.
4. You become **mist** for a short time.
5. You **grow** to crush your enemies.
6. You take the form of a **beast**.

#### 10. MOVEMENT

1. You **teleport** short distances.
2. You **float** gently to the ground.
3. You **phase** through walls.
4. You run as **fast** as the wind.
5. You **leap** to great heights.
6. You are **returned** to town.

#### 11. PROTECTION

1. You are immune to the **elements**.
2. Weapons **bounce** right off you.
3. It cloaks you in **shadow**.
4. Harmful magics are **dispelled**.
5. You're as **steady** as a mountain.
6. It **warns** you of danger.

#### 12. SUMMON

1. A **familiar** does your bidding.
2. You entrap an **elemental**.
3. There's a monster in your **pocket**.
4. Summoned, but **uncontrollable**.
5. The **undead** serve you.
6. A **spirit** guides you.

## THE FOURTH PAGE: ARTIFACT

### DRAWBACK (ROLL D12 + D6 TO DETERMINE THE ARTIFACT'S MOST PROMINENT DRAWBACK)

#### 1. CORRUPTION

1. Your **thoughts** are not your own.
2. Your emotions become **unstable**.
3. Nothing can sate your **appetite**.
4. You're plagued by terrible **nightmares**.
5. You are being **drawn** somewhere.
6. Your **conscience** has gone quiet.

#### 2. COST

1. You'll have to **pay** for it.
2. They want to **barter**.
3. They'll come to **collect** someday.
4. You must reveal a **secret**.
5. You'll have to **fetch** something.
6. An **arm and a leg**, literally.

#### 3. CURSE

1. Your **memory** is not what it used to be.
2. You've been **polymorphed!**
3. You are plagued by **insomnia**.
4. You've lost your **voice**.
5. You're **aging** rapidly.
6. The **stink** just won't wash off.

#### 4. FLAW

1. You're missing an important **part**.
2. It's objectively **ugly**.
3. It's magic is **unravelling**.
4. You need a **mechanic** to fix it.
5. It needs constant **adjustment**.
6. It's **cracked** and dented.

#### 5. GEAS

1. It cannot leave your **possession**.
2. You must join its **quest**.
3. It's only on **loan**.
4. You must **prove yourself** to it.
5. It won't work without the **ritual**.
6. You are **compelled** to use it.

#### 6. HINDRANCE

1. It draws plenty of **attention**.
2. You must endure the **pain**.
3. The **instructions** are complex.
4. Your mind is **foggy**.
5. Your **senses** are dimmed.
6. It's large and **unwieldy**.

#### 7. LIMITATION

1. It must be **recharged**.
2. You're low on **ammunition**.
3. It activates on a **cycle**.
4. It will only work **once**.
5. **Batteries** not included.
6. It is **bound** to this place.

#### 8. MALFUNCTION

1. It spews **random** magical effects.
2. It **jams** at the worst times.
3. It **leaks** all over you.
4. **Sparks** fly in all directions.
5. It **misfires**.
6. It **overheats** easily.

#### 9. METAMORPHOSIS

1. Your flesh becomes **scarred**.
2. The **scales** are spreading.
3. Your **eyes** look strange.
4. You begin to **resemble** the previous owner.
5. That **third arm** is vestigial.
6. Are those... **horns**? Is that... a **tail**?

#### 10. PERSONALITY

1. It **talks**. Loudly. All the time.
2. It's in **love**.
3. It **balks** at your commands.
4. It's **curiosity** will get you killed.
5. **Flattery** will get you everywhere.
6. It seeks nothing but **revenge**.

#### 11. SIDE-EFFECT

1. Your **allies** are affected, too.
2. There's an equal and opposite **reaction**.
3. Using it leaves you **exhausted**.
4. It **leeches** energy from its surroundings.
5. You feel **nauseous**.
6. It causes **collateral** damage.

#### 12. WEAKNESS

1. Don't expose it to **sunlight**.
2. It's very **fragile**.
3. Some creatures are **immune** to its effects.
4. It can be **countered**.
5. It's useless when **wet**.
6. It's **mostly harmless**.

# THE FOURTH PAGE: MONSTER

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To generate a random monster; simply roll a D12 and a D6 for each category: Nature, Habitat, and Role.

Use your results to inspire you when fleshing out the monster's details. For games such as *Dungeons & Dragons* or *Dungeon World*, the randomly generated entries can be a guide for creating stats and abilities. For games such as *Fate Core*, entries can be turned directly into aspects with only some minor tweaking. The most important part of each entry is the **bolded** word or phrase; pronouns and other text are there for flavour and may be changed or ignored at your leisure.

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## THE FOURTH PAGE: MONSTER

### NATURE (ROLL D12 + D6 TO DETERMINE AN ASPECT OF THE MONSTER'S NATURE)

#### 1. ABERRATION

1. They **phase** in and out of reality.
2. It **floats** unnaturally.
3. It disobeys the **laws of physics and magic**.
4. **Ichor** drips from its wounds.
5. You find its **gibbering speech** disturbing.
6. **Tentacles** everywhere.

#### 2. ANIMAL AND PLANT

1. Its **barbs** are filled with poison.
2. You're **entangled** in its web
3. They travel in **packs**.
4. It's **hunting** you.
5. **Teeth and claws** rend and tear.
6. The place is **swarming** with them.

#### 3. CONSTRUCT

1. They fight with **mindless** perseverance.
2. They **repair** their own injuries.
3. It's **disguised** as a mundane object.
4. You're walking through it's **hallways**.
5. It's **immune** to your usual tricks.
6. Its **patterns** are predictable.

#### 4. ELEMENTAL

1. **Fire** burns your flesh.
2. You're blown away by **air**.
3. The **earth** shakes, rocks fall.
4. **Water** freezes and drowns you.
5. You're seared by blinding **light**.
6. Your world is plunged into **darkness**.

#### 5. FEY

1. They are **frustratingly** elusive.
2. Her **magics** are subtle and mysterious.
3. It hides its **true nature**.
4. He's tricked you with **misdirection**.
5. You hear **eerie music** in the distance.
6. She can **sense** your intentions.

#### 6. GIANT

1. He's as **slow** as he is large.
2. **Two heads** are better than one.
3. Her form is **bent and twisted**.
4. It's **smarter** than it looks.
5. They command the **elements**.
6. Her **patience** is legendary.

#### 7. HUMANOID

1. Humanoid, but **not mammalian**.
2. Their **primitive spells** are surprisingly effective.
3. They're simply **misunderstood**.
4. You've **offended** them.
5. They wield **strange devices**.
6. They're a **motley** crew.

#### 8. MONSTROSITY

1. The **experiment** has escaped its cage.
2. Its **gaze** will turn you to stone.
3. They were born in the most **extreme conditions**.
4. It's **larger** than anything you've ever seen.
5. It's **hybrid** form is misshapen.
6. She's only protecting her **offspring**.

#### 9. MYTHICAL BEAST

1. Its **breath** is worse than its bite.
2. It's **older** than civilization.
3. You've encroached on its **lair**.
4. Its **hide** is worth a fortune.
5. Its appearance is an **ill omen**.
6. Its **magics** are beyond your ken.

#### 10. OOZE

1. It **dissolves** organic matter.
2. It **slips** between cracks in the walls.
3. When you hit them, they **split in two**.
4. It **shifts** its form with frightening speed.
5. Eww. You're **stepping** in it.
6. It **corrodes** your weapons and armour.

#### 11. OUTSIDER

1. His motives are **inscrutable**.
2. Its **wingspan** is imposing.
3. Their **army** is readying for battle.
4. It smells of **fire and brimstone**.
5. She is surrounded by a powerful **aura**.
6. They **serve** a mysterious master.

#### 12. UNDEAD

1. Their **howls** make you tremble in fear.
2. They remember their **former lives**.
3. Their touch **drains** your life force.
4. They just **won't stay down**.
5. They carry terrible **disease**.
6. They **pass through** solid objects.

## THE FOURTH PAGE: MONSTER

### HABITAT (ROLL D12 + D6 TO DETERMINE AN ASPECT OF THE MONSTER'S HABITAT)

#### 1. CITY

1. It's been **domesticated**.
2. These **vermin** are everywhere.
3. They come in many different **breeds**.
4. She's **lost**.
5. It's a mage's **familiar**.
6. It was **summoned** here.

#### 2. COAST

1. They fight with **hooks and nets**.
2. Their **carapaces** are hard and chitinous.
3. It came up from the **deep**.
4. He revels in the **storm**.
5. Their **eggs** are a delicacy.
6. They've made a **colony** here.

#### 3. DESERT

1. It drinks the **blood** of its prey.
2. They **burrow** beneath the sands.
3. Skinny and **gaunt**, it hasn't fed in days.
4. It rests during the day, and **hunts at night**.
5. They travel in **caravans**.
6. It **scavenges** from the dead.

#### 4. DUNGEON

1. It was put here for a **purpose**.
2. They **died** here, long ago.
3. It broke free of its **chains**.
4. He'll **guard** this place with his life.
5. It **wanders** the halls, aimlessly.
6. Their **banter** echoes through the halls.

#### 5. FEY REALM

1. He shines with a **rainbow** of colours.
2. Her weapons are made of **opal**.
3. **Verdant flora** sprouts wherever she steps.
4. They **flicker** in and out of existence.
5. They're **laughing** at you.
6. It's **ethereal** and translucent.

#### 6. FOREST

1. They **hide** in the trees.
2. It moves more **silently** than its size suggests.
3. This **hermit** is well known in town.
4. It **blends** into the environment.
5. They **scurry** into the underbrush.
6. They make excellent **game** animals.

#### 7. GRASSLAND

1. It **slithers** among the grass.
2. The **herd** is migrating to greener pastures.
3. It **charges** you at full speed.
4. They **chirp** at night.
5. You've stumbled upon their **mating ritual**.
6. There's **safety** in numbers.

#### 8. MOUNTAIN

1. It **climbs** the rocks effortlessly.
2. They make their **nest**s among the crags.
3. She hurls **rocks** with surprising force.
4. He just wants to be left **alone**.
5. They're as **ancient** as these stones.
6. It has naturally **stone-like** skin.

#### 9. SHADOW REALM

1. Its presence fills you with **despair**.
2. You are **chilled** to the bone.
3. They're **thralls** to a darker power.
4. Her eyes are **soulless**.
5. It is caught **between worlds**.
6. He speaks in barely audible **whispers**.

#### 10. SWAMP

1. It lives on both **land and water**.
2. It tries to **pull you under**.
3. They come here to **spawn**.
4. Even the plants **eat meat**.
5. They strike quickly, **without warning**.
6. It's **slimy**.

#### 11. TUNDRA

1. It's covered in thick **fur**.
2. Its **tusks** will tear you apart.
3. These ones were **hibernating**.
4. Steam billows from its internal **furnace**.
5. A layer of **blubber** keeps it warm..
6. It **stalks** you in the mists.

#### 12. UNDERGROUND

1. It **glows** in the dark.
2. They're **digging** for something.
3. They see via **echolocation**.
4. He is one with the **fungus**.
5. It leaves **tunnels** in its wake.
6. They're controlled by a **hive mind**.

## THE FOURTH PAGE: MONSTER

### ROLE (ROLL D12 + D6 TO DETERMINE AN ASPECT OF THE MONSTER'S ROLE IN COMBAT)

#### 1. ARTILLERY

1. They shoot at you from **cover**.
2. You're caught in the **blast** radius.
3. They're **aware** of your approach.
4. They **fall back** when threatened.
5. You're trapped by **suppressing fire**.
6. They use unusual **ammunition**.

#### 2. BOSS

1. It has mastery over its **environment**.
2. First, you'll have to deal with his **henchmen**.
3. She's **toying** with you.
4. It rises again in its **final form**.
5. You'll have to try an **unconventional** approach.
6. He has only one **weakness**.

#### 3. BRUTE

1. It **knocks** you down.
2. It gets **in your way**.
3. It goes **berserk**.
4. It **tramples** you.
5. It **wrecks** the place.
6. It cuts a **wide swath**.

#### 4. CONTROLLER

1. Their **charms** confuse you.
2. The **terrain** turns treacherous.
3. It **counters** your magic.
4. It's all an **illusion**.
5. Their **nets and traps** ensnare you.
6. It **disarms** you.

#### 5. HORDE

1. There's **too many** of them.
2. They **swarm** your position.
3. For every one you kill, **two more** take its place.
4. Kill their **leader** and they will break.
5. They come in all **shapes and sizes**.
6. You've **awoken** them.

#### 6. LEADER

1. He **heals** his allies.
2. She **inspires** her minions to fight.
3. His extended **monologues** are tedious.
4. It has a **master plan**.
5. There is method to his **madness**.
6. She leads the **charge**.

#### 7. LURKER

1. You don't see the **sneak attack** coming.
2. It **blends in** with the surroundings.
3. They **dart** just out of reach.
4. It's literally **invisible**.
5. They're actually **enjoying** this.
6. It **waits** for just the right moment.

#### 8. MANIPULATOR

1. She speaks in a **sing-song voice**.
2. His **charming smile** is disarming.
3. He **wants something** from you.
4. Their **loyalties** are shifting.
5. Plans within plans within **plans**.
6. It offers you a **choice**.

#### 9. MINION

1. They attack in **packs**.
2. They're **not paid enough** for this shit.
3. They **follow orders** blindly.
4. This one has **fled** its master.
5. They **cower** and flee.
6. They have a **rich society** and culture.

#### 10. SCOUT

1. She has incredible **endurance**.
2. They've **warned** their companions.
3. There's one **behind** you.
4. He's laden with **supplies**.
5. She's carrying a **missive** of great importance.
6. You won't catch him when he **runs**.

#### 11. SKIRMISHER

1. They **surround** you from all sides.
2. She **slips** in and out of combat.
3. He's carrying a **hidden blade**.
4. Your attacks are **parried** with ease.
5. She wields **two weapons** at once.
6. He fights in tandem with his **animal companion**.

#### 12. SOLDIER

1. They're **careful** in their approach.
2. They're **well-armed** and **well-armoured**.
3. Their **teamwork** puts yours to shame.
4. They've been **forced** to fight.
5. They **defend** their weaker allies.
6. They **outnumber** you.