

Copyright Information



Paintings for All Your Walls

Paintings – they decorate the walls of haunted houses, lavish estates and are often suggested as a good alternate form of treasure, instead of money. Unfortunately the details of pictures are often glossed over with a simple description relating to the item's value, such as its quality. However, giving these items a unique description can add to the atmosphere of a location or the perceived value of the item itself. For this reason, we at Healing Fireball Publications have created a collection of tables used to generate unique descriptions for all the portraits in your world.

Making a picture with these tables

The first step in making a picture with this product is to roll once on each of the columns in Table I to determine the media used in the art and the surface it is painted on.

The second step in creating a picture is to roll on Table II: Picture Contents to see what type of images appear in the picture and roll on the appropriate tables according to the list below.

- Animal: Roll 1d4 to get the number of animals appearing and then roll on the Animal Table that many times and once on the Animal Appearance Table.
 Alternately, only roll once on the Animal Table and assume the portrait shows that animal multiple times.
- Portrait: Roll 1d6 to get the number of people appearing. Then roll that many times on the Humanoid and Appearance Table.
- Still Life: Roll 1d6 times on the Still Life Table.
- Landscape: Roll once on the Landscape Table.
- Gory/Disturbing: Roll once on the Gory/Disgusting Table.

Third, for any non-landscape image, roll once on either the interior or exterior column of the Backgrounds Table to finish off the image. Note: Still life works best with the interior column.

Finally, round out the picture's description by rolling once on the Frame and Miscellaneous Details Table. Then just put it all together to get a result like a "charcoal drawing on parchment of a bowl of fruit on a tavern table housed in a pewter frame with a glass cover."

Note: The Picture Contents Tables could also be used to design decorations for cave walls, vases, urns, plates and anything else that might have an image on its surface.

TUNIC					
D20	Surface	D20	Medium		
1-2	Fine Canvas	1-2	Black Charcoal		
3-4	Fine Paper	3-4	Black Ink		
5-6	Linen	5-6	Colored Charcoal		
7-8	Papyrus	7-8	Colored Ink		
9-10	Parchment	9-10	Colored Pencil		
11-12	Rough Canvas	11-12	Oil Paint		
13-14	Rough Paper	13-14	Pencil		
15-16	Stone/Slate [*]	15-16	Watercolors		
17-18	Vellum	17-18	Mosaic Tile [†]		
19-20	Wood	19-20	Mixed Media (Roll Twice)		

Table I: Material Components

* This represents a thin stone or slate tablet and could also represent a clay tablet.

[†] This option represents the use of any foreign material and could be a simple mosaic made of glass/clay tiles or something more exotic like cast pewter/gold pieces.

Table II: Picture Contents

D20	Surface
1-4	Animal Picture
5-8	Portrait
9-11	Still Life
12-14	Landscape
15-17	Gory/Disturbing
18-20	Mixed Image (Roll Twice)

Table III: Animal Type

			/
D20	Animal	D20	Animal
1	Bear	11	Butterfly
2	Boar	12	Scorpion
3	Dog	13	Sheep
4	Dragon	14	Snake
5	Eagle	15	Spider
6	Elephant	16	Stag
7	Griffin	17	Swan
8	Horse	18	Tiger/Panther
9	Llama	19	Unicorn
10	Lion	20	Wolf



Table IV: Animal Appearance

D20	Appearance
1-2	Just Head
3-4	Running
5-6	Rearing
7-8	Sitting
9-10	Sleeping
11-12	Standing
13-14	Jumping
15-16	Dead/Wounded
17-18	Paw/Foot Print
19-20	Body Part [‡]

[‡] A signature body part such as a stinger or tusk appears on the image.

Table V: Humanoid

D20	Humanoid	D20	Humanoid
1	Angelic/Demonic Man	11	Muscular Human Woman
2	Angelic/Demonic Woman	12	Gnome Man
3	Baby	13	Gnome Woman
4	Boy Child	14	Old Human Man
5	Dwarf Man	15	Old Human Woman
6	Dwarf Woman	16	Orc Man
7	Elf Man	17	Orc Woman
8	Elf woman	18	Thin Human Man
9	Girl Child	19	Thin Human Woman
10	Muscular Human Man	20	Fat Human Man/Woman

Table VI: Appearance

D20	Clothing	D20	Using/Carrying
1	Naked	1	Nothing
2	Breeches, Shirt and Breastplate	2	Dagger/Knife
3	Doctor's Outfit	3	Gear/Wrench
4	Dress Military Uniform	4	Gem/Coins/Scale
5	Fine Tailored Outfit/Dress	5	Hammer/Tongs/Anvil/Forge
6	Full Heavy Armor	6	Holy Symbol/Icon/Relic
7	Heavy Traveling Clock	7	Javelin/Discus/Shot-put
8	Jester's Outfit	8	Mace/Flail
9	King's Robes/Queens Dress	9	Pitchfork/Scythe/Sickle
10	Light Armor	10	Potting Wheel/Pot/Vase
11	Loin cloth	11	Rod/Staff
12	Monk's Robes	12	Scroll/Book
13	Obscuring Black Robes	13	Shepherds' Crook
14	Priest's Vestments	14	Spear/Bow
15	Servant Outfit/Dress	15	Spinning Wheel/Needlepoint
16	Simple Breeches	16	Square/Level/Plain/Saw
17	Simple Farmer's Clothes	17	Sword
18	Soldier's Robes	18	Telescope/Sextant/Map
19	Toga	19	Test Tube/Beakers
20	Tunic and Breeches	20	Roll Twice

Table VII: Still Life

D20	Still Life Object	D20	Still Life Object
1	Bowl of Apples/Apple	11	Coffey/Tea Service
2	Bowl of Mixed Fruit	12	Ear of Corn
3	Bowl of Nuts	13	Glass of Wine
4	Bowl of Oranges/Orange	14	Gourd
5	Bowl of Pears/Pears	15	Loaf of Bread/Roll
6	Bowl/Bunch of Grapes	16	Mug of Ale
7	Bowl of Soup/Stew	17	Roast/Bird on a Platter
8	Bottle of Red Wine	18	Steak and Potatoes on a Plate
9	Bottle of White Wine	19	Vase of flowers
10	Candle/Oil Lamp	20	Wheel of Cheese/Wedge of Cheese

Table VIII: Landscapes

D20	Landscape	D20	Landscape
1	A busy market place	11	Field filled with haystacks
2	A cabin on a snowy mountainside	12	Field of corn
3	A fountain in a town center	13	Field of wheat blowing in the wind
4	A scene of a busy pier 1		Field of wild flowers
5	A ship at full sail on the ocean	15	Light house on storm-wracked shores
6	A small inn by the side of the road	16	River running through a forest
7	A statue in a square		Snow-topped mountains
8	A tree-lined boulevard		Sunflower head
9	Beach and ocean	19	Waves crashing against a rocky shore
10	Cabin in a forest clearing	20	Willow tree hanging over a swamp

Table IX: Gory/Disturbing

D20	Gory/Disturbing	D20	Gory/Disturbing
1	Man hanging from a gallows	11	Beheaded woman holding her head
2	A blood-red moon in a dark sky	12	Black-winged angel on a gore-covered field
3	A dark and twisted temple	13	Full moon behind a dark mountain
4	A dark wizard at an altar	14	Image of a murder of crows with red eyes
5	A man strapped to the rack	15	Blood-covered man over a dead body
6	Man chained to a boulder	16	Executioner holding a large bloody axe
7	Portrait of a man with long goat horns	17	Wolf with a blood-covered mouth over a body
8	Row of impaled bodes on the horizon	18	Woman in a blood-covered wedding dress
9	Vultures eating a rotting carcass	19	Woman lying on a bed with a slashed throat
10	Well-dressed man with red eyes	20	Woman being burnt at the stake

Tabl					
D20	Outdoors	D20	Indoors		
1	None	1	None		
2	Single Color	2	Single color		
3	Beach/Ship at dock	3	At a long dining table/feast		
4	Castle/keep/fort	4	At a market stall		
5	City street	5	At a picnic		
6	Farm House	6	In a barn/stable		
7	Field of crops/corn/wheat	7	In a brothel/opium den		
8	Field of flowers	8	In a cave		
9	Field of grass/clover	9	In a hospital/barber shop		
10	Forest glen	10	In a fancy sitting room		
11	Hills	11	In a farm kitchen		
12	In an orchard	12	In a large elegant hall		
13	In front of a cave	13	In a shop		
14	Jungle	14	In a simple bedroom		
15	Lighthouse	15	In a smith's shop		
16	Marketplace	16	In a social club/meeting house		
17	Mountains	17	In a tavern		
18	Small Cottage	18	In a throne room		
19	Swamp	19	In an elegant bedroom		
20	Under star-filled sky	20	On a boat/in its hull		

Table X: Background

Table XI: Frame

D20	Frame
1-2	None (not ready to be hung)
3-4	Bejeweled carved wooden frame
5-6	Brass/copper frame
7-8	Carved wooden frame
9-10	Carved wooden frame with glass cover
11-12	Gilded wooden frame
13-14	Mounting equipment on back
15-16	Pewter frame with glass cover
17-18	Simple wooden frame
19-20	Small silver frame

Table XII: Miscellaneous Details

D20	Other Options
1-2	None
3-4	Attached to/conceals a hidden safe
5-6	Damaged/burnt surface
7-8	Damaged/chipped frame
9-10	Damaged/smeared media
11-12	Forgery/fake/copy
13-14	Hollow frame with secret hiding spot
15-16	Image painted over older painting
17-18	Letter/map hidden on back
19-20	Map/message hidden in image

Optional Bonus tables

This product also includes two optional bonus tables that can be used to add further description to the picture.

The Picture Quality Table is a basic way to add a value description to the item created using the above tables. The table also includes a simple description of art that would fit each quality level

The art style table offers a collection of common art styles and a short definition of each of the different styles. This table could be used with the above system to create even more variability in the pictures generated by this product.

D20	Quality
1-3	Crude – Image with almost no detail (cave painting)
4-6	Simple – Image flat and with no perspective (Hieroglyphics)
7-10	Low quality – Identifiable image with little detail, no light source
11-14	Average – Good quality image with much detail and proper shadows
15-17	High quality – Painted by a master, highly detailed
18-20	Perfect – Photo-realistic snapshot of a moment

Table XIII: Picture Quality

Table XIV: Art Style

D20	Art Style
1-2	Abstract – Images are produced with unusual organization and order that may not match the original item.
3-4	Cubism – Images are reduced to a collection of geometric shapes.
5-6	Expressionism – The images attempt to conjure emotions as well as depict objects.
7-8	Folk Art – Art produced by a indigenous people or commoner class and often has a simple utilitarian appearance.
9-10	Impressionism – Characterized by visible brush strokes, emphasis on changing of light and passing of time or movement.
11-12	Minimalism – The image is stripped down to its basic most simple elements.
13-14	Naturalism – Depiction of objects in a natural setting.
15-16	Realism – Images are portrayed as they really are, blemishes and all.
17-18	Romanticism – Romantics stress strong emotions like horror, fear, love and anger.
19-20	Surrealism – Images feature elements of surprise, unexpected juxtapositions and non sequitur.