Two Bit Tables

Statues of All Shapes

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Statues of All Shapes

Statues – they decorate town squares, stand in the halls of temples, libraries and courts. They often decorate dungeons and provide clues to ancient civilizations. Unfortunately, while statues are a common decoration, they are often glossed over with a simple description and little detail. For this reason, we here at Healing Fireball Publications have created a collection of tables used to generate unique descriptions for all the statues in your world.

Making a statue with these tables

The first step in making a statue with this product is to roll once on Table I: Statue Type to see what type of statue it is and then 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 Type Table that many times and once on the Animal Appearance Table. Alternately, only roll once on the Type Table and assume the statue shows a group of that animal.

– Monster: Roll 1d4 to get the number of monsters appearing and then roll on the Monster Type Table that many times and once on Monster Appearance Table. Alternately, only roll once on the Type Table and assume the statue shows a group of that animal.

– Portrait: Roll 1d6 to get the number of people appearing. Then roll that many times on the Humanoid Table and once on each of the Appearance Tables' columns for each humanoid appearing.

– Other Statue Type: Roll once on the Other Statue Type table.

– For a mixed result follow the rolls for both the rolled results and combine the description.

Next, roll once on each of the Base Appearance Table's columns to get the appearance of the statue's base.

Then roll on each of the Material Type columns to determine what the statue and base are made of.

Finally, roll on the Other Features Table to determine if the statue has any other special features or descriptors.

Using the optional Action Type table

It is assumed that the appearance of a humanoid figure would determine a range of possible positions for them to be in. However, Table XII: Action Type is provided as an optional table to be used with the humanoid tables to make the position of the generated figures random as well. Just roll once on this table for each figure generated.

Table I: Statue Type

D20	Statue Type
1-4	Animal Statue
5-8	Monster Statue
9-12	Human Statue
13-16	Other Statue
17-20	Mixed (Roll Twice)

Table II: Animal Type

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

Table III: Animal Appearance

D20	Appearance
1-2	Just Head
3-4	Running/Fighting
5-6	Rearing
7-8	Sitting
9-10	Sleeping
11-12	Standing
13-14	Jumping/Flying
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 statue.

Table IV: Monster Type

D20	Monster	D20	Monster
1	Angle/Demon	11	Medusa
2	Centaur	12	Mermaid
3	Cyclops	13	Minotaur
4	Dragon	14	Naga
5	Fairy	15	Ogre
6	Giant	16	Rock
7	Goblin	17	Sphinx
8	Griffin	18	Troll
9	Kraken	19	Unicorn
10	Lizard Man	20	Zombie/Skeleton

Table V: Monster Appearance

D20	Appearance
1-2	Just Head
3-4	Running
5-6	Rearing/Fighting
7-8	Sitting
9-10	Sleeping
11-12	Standing
13-14	Jumping/Flying
15-16	Dead/Wounded
17-18	Armed and Armored[†]
19-20	Gesturing/Pointing

[†] Many monsters have a stereotypical type of arms and armor (e.g.,. a bow for centaurs, a club for giants). For those that don't, this represents armored versions of the creature.

Table VI: Human type

D20	Humanoid	D20	Humanoid
1	Fat Human Man	11	Muscular Human Woman
2	Fat Human 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	Deformed (roll again for base humanoid)

Table VII: 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 Cloak	7	Javelin/discus/shot-put
8	Jester's Outfit	8	Mace/Flail
9	King's Robes/Queen's 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	Shepherd's crook
14	Priest's Vestments	14	Spear/Bow
15	Servant Outfit/dress	15	Spinning Wheel/Needle Point
16	Simple Breeches	16	Square/Level/Plane/Saw
17	Simple Farmer's Clothes	17	Sword
18	Scholar's Robes	18	Telescope/Sextant/Map
19	Toga	19	Test Tube/Beakers
20	Tunic and breeches	20	Roll Twice

Table VIII: Other Statue Type

D20	Other Statue	D20	Other Statue
1	A shell	11	Light house
2	A ship at sail	12	Lightning Bolt/thunder cloud
3	Arch/Door	13	Mushroom/Fairy circle
4	Bowl of fruit[‡]	14	Obelisk
5	Bush/Topiary[‡]	15	Pot of flowers[‡]
6	Cart/wagon/carryout	16	Symbol (Holy/political/club)
7	Cottage	17	Tower
8	Empty fount	18	Tree[‡]
9	Fount of water/blood/acid/ichors	19	Vase/Urn
10	Fountain	20	Wave

[‡] These may be ether sculptures of the items or live versions.

Table IX: Base Appearance

D20	Base	D20	Decoration
1-2	None	1-2	None
3-4	Altar/Table	3-4	Engraved writing on base
5-6	Cylinder	5-6	Inlayed symbol/insignia in base
7-8	Column[1]	7-8	Mundane item on side/top[3]
9-10	Cube/Cuboids	9-10	Raised shape in side/top
11-12	Low Circle/Oval Slab	11-12	Recessed shape in top/side
13-14	Low Rectangle/Square Slab	13-14	Ridged/striped
15-16	Pedestal[2]	15-16	Textured (pebbled/rough)
17-18	Pool/Basin	17-18	Thatched/Brushed Pattern
19-20	Shaped Like rock/Mountain peak	19-20	Roll Twice

[1] Cylinder with a square top and base [2] Cube center with rectangle top and bottom
[3] A raised item carved into the base. Examples include a shell, loaf of bread, of sickle.

Table X: Material Type

D20	Statue	D20	Base
1-2	Alabaster/Limestone	1-2	Brass
3-4	Brass/Copper	3-4	Copper
5-6	Crystal/Glass/Obsidian	5-6	Granite/Stone
7-8	Gold/silver	7-8	Iron
9-10	Granite/Stone	9-10	Limestone
11-12	Iron/Steel	11-12	Marble/Soapstone
13-14	Marble/Soapstone	13-14	Obsidian
15-16	Plaster/Concrete	15-16	Plaster/Concrete
17-18	Wood	17-18	Steel
19-20	Mixed Media (Roll Twice)	19-20	Wood

Table XI: Other Features

D20	Other Features
1-2	**None**
3	**Animated/Mechanical:** The statue is magically animated or mechanically animated
4-5	**Broken/Smashed:** The statue has been nearly destroyed or has major damage
6-7	**Chipped/Cracked/Dented/Damaged:** Statue has some form of obvious minor damage
8	**Contains Puzzle:** The statue contains a puzzle that locks a door or starts a machine
9-10	**Corroded/Oxidized/Eroded:** Features have been worn down by corrosion/erosion
11	**Key:** The statue is a key and the bass fits into a lock mechanism.
12	**Light:** Statue is lit by magic or cleverly placed mirrors
13	**Overgrown:** Statue is covered in lichens, mushrooms, ivy or vines
14	**Sacred item:** Statue contains a sacred or magic item hidden in it (e.g., the sword is real)
15-16	**Secret compartment:** The base or statue has a door to a secret concealed compartment
17	**Secret latch:** Statue conceals a secret latch used to unlock a near by door
18	**Toppled Over:** Statue still hole but knocked over or uprooted
19	**Trapped:** Statue is a trap trigger or conceals a trap mechanism (i.e. dart holes)
20	**Roll Twice**

Table XII: Action Table (Optional)

D20	Action	D20	Action
1-2	Dead/Wounded	11-12	Sitting/Sleeping
3-4	Fighting	13-14	Dancing
5-6	Gesturing/Pointing	15-16	Standing
7-8	Laughing	17-18	Walking/Marching
9-10	Running	19-20	Working