

Random Statue Generator

For DIY Adventures

Roll once for each category.

Statue Base – 1d8

- [1] Solid piece of marble, carved into a stepped pyramid. Get up close.
- [2] Large platform made of rough stone. Kept out of reach.
- [3] Filled with dirt; a carefully managed garden make the scenery of the sculpture.
- [4] Unusually incorporated with nearby geographic features. Carved into a cliff face.
- [5] Tiny pedestal, gold plaque dedication, precarious. Made for easy transport.
- [6] No base. Stands on its own weight. Cleverly balanced.
- [7] It's as a gargoyle, combined with the building itself. Can appear in unusual places.
- [8] Suspended in the air, floating via a magic crystal array. Break one crystal and it falls.

Statue's Size – 1d6

- [1] Very small statuette. Fits on the mantle. Concealed with little difficulty.
- [2] Up to your waist. Good for a centerpiece to an altar or bathhouse.
- [3] Life size. Everything is just to scale. Concealed with extreme difficulty.
- [4] Large scale; Bigger than a horse.
- [5] Big. Could fit in a city square as a monument.
- [6] Gigantic. Has to have a huge chamber or entire plaza to accommodate it. Landmark.

Statue's Condition – 1d6

- [1] Unnervingly whole. No scratches or cracks. Subject could be petrified from ages past.
- [2] Looks like it was just made, subtle marks where the tools touched the stone.
- [3] Few years of damage and erosion. Detail is still in tact. Discolored.
- [4] Cracks and chips; minor details may have fallen away. Bird shit.
- [5] Major part of the statue is gone; an arm or head has fallen off.
- [6] The statue is in pieces. Disembodied face looks up at you.

Statue's Subject – 1d12

- [1] Long forgotten ruler, crown and scepter. Face is not recognizable.
- [2] A Goddess. The loose dress sculpted on her is an incredible feat of craftsmanship.
- [3] A Fort with soldiers fighting an invading army. A wizard stands on top of the tower, staff raised.
- [4] Incredibly detailed dragon. Every scale is carved. Breathtaking.
- [5] It's a raised pillar detailed the history of something. The bigger it is, the more epic the saga.
- [6] Sculpted spiky orb, held up by a curved bit. Metal worked into structure. Abstract.
- [7] Female nude, performing some leisure task like writing or playing a board game. Gratuitous.
- [8] Personified figure of a nation, concept, group of people, or guild. Carries appropriate tool, which can be slid out of its hands with a bit of grease- solid stone as everything else.
- [9] Appears to be some sort of complex machine or siege weapon. A very smart person (Int 17+) can see that this statue is almost meant to be a blueprint, with individual parts sculpted in.
- [10] Elderly master with sculpted long beard, meditating, while balancing on one foot. The statue itself is a marvel of balance as well, and looks like it could topple over.
- [11] Heroic figure riding on a creature, sword held high. The creature isn't a horse, but it's being ridden like one with a saddle. There's a screaming enemy soldier in its mouth.
- [12] Select a Common Animal. The statue is of a beautifully sculpted idealized man locked in mortal combat with 1d3 animals of that type, or just one if its of sufficient size.

Statue's Material – 1d10

- [1] Some type of brass. The statue is hollow.
- [2] Skeleton of iron underneath, plasters slopped on and shaped. It's a bit lumpy.
- [3] The statue is made of dust and soot. It's a bit of an illusion, once broken off, pieces become ash.
- [4] Sculpted from never melting ice.
- [5] Magic Wax. Mostly immune to regular fire and heat, but magic fire will melt it easily.
- [6] Coral.
- [7] Black marble, carved from a single huge stone.
- [8] White marble, carved from a single huge stone.
- [9] Melted from iron. Each major part could be detached and transported for reassembly pretty easily.
- [10] Made of solid gold. Jackpot.
- [11] Standard light colored stone. It's also painted ; ridiculous colors for clothes, realistic colors for living creatures and humans. The paints are faded with the statue's condition.
- [12] Porous gray stone. The hair or fur of the statue is made of moss; specific honeycomb structures are added to that part of the statue to help their growth. Health of the moss = statue's condition.