

Random Item Generator Randomized by Johnny Bremer

Introduction to the R.I.G..

Interesting magic items and the strange situations and locations where they are found are what make items memorable for the player and DM.

The following system of tables will allow the DM to randomly generate the peculiarities of the items: who made the item, what it looks like, what it is capable of, what its place of origin is, what its value is, why it was lost. Armed with this information, any DM can create an interesting (and often bizarre) scenario wherein it is possible for the PC's to locate the item.

Because the random system, seemingly incompatible or illogical results may arise. This is good. It is this strangeness that makes the item memorable and intriguing. The DM's task is to think through the results, and use creativity to tie them together. Forget all about logic. Rely on your imagination.

Using the Item Generator

The Random Item Generator is made up of a series of tables. These tables allow the development of an item from the beginning of its existence up until the present day.

After checking a table, proceed to the next table indicated by the instructions. Always begin with Table 1 and finish the process rolling on Table 34.

If a result is impossible according to the game rules (such as a staff made of water that is capable of producing fire) just remember that this is a magic item and is therefore not something out of the ordinary. If it still bothers you, then reroll. Once you have rolled on the tables, combine and expand upon the results to create a unique magic item.

Remember that what might seem illogical at first can be molded with a little creativity into something quite interesting.

Table 1: Creators Race & Gender (1d8)

If the result is Female go to Table 2 after rolling on this table. If the result is Male go to Table 3 after rolling on this table.

1	Elf, Female
2	Elf, Male
3	Gnome, Female
4	Gnome, Male
5	Half-Elf, Female
6	Half-Elf, Male
7	Human, Female
8	Human, Male

Table 2: Female Creators Name (1d100)

Go to Table 4 after rolling on this table.

1	Alasalynn	26	Deltara	51	Jhansabella	76	Rhessajan
2	Alascartha	27	Dhaerhaera	52	Jhessail	77	Rinthassa
3	Alias	28	Diane	53	Jilani	78	Saleska
4	Althune	29	Duatha	54	Kimmil	79	Sareenar
5	Aluana	30	Dundara	55	Kiri	80	Selowen
6	Alyssa	31	Dwyam	56	Kythsara	81	Shaerl
7	Ambaeril	32	Elestra	57	Lashaera	82	Shaleen
8	Amberstar	33	Elassuara	58	Laspeera	83	Shambarin
9	Astyaril	34	Elmareen	59	Lharea	84	Shamur
10	Aummerglau	35	Endra	60	Liliorin	85	Shandeir
11	Aumraeya	36	Eressa	61	Luaqqa	86	Syntel
12	Aurora	37	Estheria	62	Merelith	87	Tarntassa
13	Azargatha	38	Filani	63	Merith	88	Tatanya
14	Baranta	39	Filfaeril	64	Milauteera	89	Thauna
15	Balanta	40	Florin	65	Mirren	90	Thurlock
16	Bhaeryta	41	Galenye	66	Myrmeen	91	Tranea
17	Blentra	42	Glamaerie	67	Myschanta	92	Uluene
18	Brielbara	43	Hathala	68	Naglatha	93	Undylyl
19	Burinta	44	Helara	69	Nalva	94	Usreena
20	Calandria	45	Hetheren	70	Naneetha	95	Vaerana
21	Chansrin	46	Indrith	71	Narshanna	96	Vindala
22	Chaspra	47	Islif	72	Nystallina	97	Wyndra
23	Chlanna	48	Jalantha	73	Opara	98	Yanseldara
24	Cylyria	49	Jessie	74	Othnyl	99	Yathla
25	Cymberlene	50	Jestra	75	Pendara	00	Zandress

Table 3: Male Creators Name (1d100)

Go to Table 4 after rolling on this table.

1	Aerbront	26	Delthrin	51	Javalar	76	Piyarathur
2	Ahlimon	27	Dhelt	52	Jhasso	77	Prespos
3	Ailoth	28	Dondabbar	53	Jolboss	78	Ragefast
4	Alatos	29	Dounalis	54	Jorgen	79	Ramazith
5	Aldeth	30	Doust	55	Kestor	80	Raulauvin
6	Ambraddon	31	Elhazir	56	Khelve	81	Sandar
7	Asgetriom	32	Elmdaerle	57	Krammoch	82	Santrin
8	Byesunder	33	Eltan	58	Lanthalim	83	Scoril
9	Balskin	34	Entar	59	Laris	84	Selfaril
10	Barand	35	Folehar	60	Liia	85	Szchulan
11	Beldegar	36	Ghallas	61	Maalthiir	86	Szwentil
12	Belhuar	37	Ghondomeir	62	Malakar	87	Selfaril
13	Bellarpar	38	Gondal	63	Mellomir	88	Tannuth
14	Bellas	39	Gulgath	64	Minsker	89	Tanshiver
15	Berelduin	40	Halabankh	65	Minthalar	90	Tathlosar
16	Brandsuldyn	41	Halath	66	Mither	91	Thalamond
17	Brassandyn	42	Haldyn	67	Mordak	92	Theavos
18	Brom	43	Harlyn	68	Nathlar	93	Thiondred
19	Bron	44	Haspur	69	Obslin	94	Thurbrand
20	Chansobal	45	Hathalon	70	Olbrimsur	95	Thurndan
21	Chanthalas	46	Irlentree	71	Orsar	96	Wak
22	Dabron	47	Ildool	72	Peraphon	97	Weavor
23	Daragath	48	Iritar	73	Phyngar	98	Westar
24	Daramos	49	Islif	74	Pierstar	99	Xulbraddon
25	Dathlyr	50	Jannath	75	Pirithin	00	Zorl

Table 4: Creators Title (1d100)

Go to Table 5 after rolling on this table.

01-02	The Adventurer	51-52	The Learned
03-04	The Advisor	53-54	The Mean
05-06	The Avenger	55-56	The Mighty
07-08	The Beautiful	57-58	The Mad
09-10	The Beneficiary	59-60	The Od
11-12	The Charismatic	61-62	The Old
13-14	The Crazy	63-64	The Pittyful
15-16	The Cruel	65-66	The Protector
17-18	The Dark	67-68	The Ruler
19-20	The Dangerous	69-70	The Sad
21-22	The Demon	71-72	The Sage
23-24	The Dirty	73-74	The Scared
25-26	The Enlighted	75-76	The Silent
27-28	The Evil	77-78	The Slaughter
29-30	The Faul	79-80	The Supreme
31-32	The Generous	81-82	The Traveler
33-34	The Glorius	83-84	The Ugly
35-36	The Great	85-86	The Unseen
37-38	The Healer	87-88	The Vanderer
39-40	The Horrible	89-90	The Violent
41-42	The Humble	91-92	The Warlock
43-44	The Invisible	93-94	The Wild
45-46	The Inquisitor	95-96	The Wierd
47-48	The Investigator	97-98	The Wise
49-50	The Joyful	99-00	The Witch

Table 5: Origin of Creator (1d100)

Go to Table 6 after rolling on this table.

1	Alaron	26	Eversuit	51	Mordulkin	76	Shussel
2	Amruthar	27	Fuirgar	52	Mulmaster	77	Skuld
3	Ankhapur	28	Gwynneth	53	Murann	78	Solon
4	Arabel	29	Heliogabalus	54	Myratma	79	Spandeliyon
5	Asbravn	30	Hellgate Keep	55	Myth Drannor	80	Sundabar
6	Ascore	31	Hillsfar	56	Nethentir	81	Suzail
7	Assam	32	Hlammach	57	Neldorild	82	Tammar
8	Athkatla	33	Ilmwatch	58	Nimlith	83	Tantras
9	Baldur's Gate	34	Innarlith	59	Ormath	84	Teziir
10	Berdusk	35	Iriaebor	60	Ordulin	85	Thay
11	Beregost	36	Ironfang Keep	61	Orolin	86	Themasulter
12	Bezantur	37	Ithmong	62	Peltarch	87	Tilverton
13	Bezentil	38	Kront	63	Phlan	88	Torsch
14	Bhaluin	39	Kurth	64	Procampur	89	Unthalass
15	Brost	40	Kzeltor	65	Proskur	90	Urmlaspyr
16	Calaunt	41	Laothkund	66	Riatavin	91	Velen
17	Cimbar	42	Leilon	67	Ruith	92	Velprintalar
18	Daerloon	43	Leuthilspar	68	Saerloon	93	Waterdeep
19	Dalath	44	Luskan	69	Saelmu	94	Westgate
20	Delhumide	45	Luthcheo	70	Saradush	95	Yartar
21	Delthuntle	46	Marsember	71	Scardale	96	Yhaunn
22	Elturel	47	Melvauni	72	Scornubel	97	Yhep
23	Emmech	48	Miir	73	Selgaunt	98	Yuirwood
24	Escalant	49	Milvarune	74	Semkhrun	99	Zazesspur
25	Evereska	50	Mirabar	75	Shadow Dale	00	Zhentil Keep

Table 6: Item Type (1d100)

After rolling on this table, go to Table 15 unless otherwise indicated.

01-02	Armor (Table 7)	51-52	Lantern
03-04	Ball	53-54	Lens
05-06	Beaker	55-56	Libram
07-08	Blanket	57-58	Lock
09-00	Book	59-60	Lyre
11-02	Brazier	61-62	Magnifying Glass
13-14	Censer	63-64	Mapcase
15-16	Chime	65-66	Oil
17-18	Clothes (Table 8)	67-68	Oillamp
19-20	Coffin	69-70	Ointments (Table 10)
21-22	Crystal	71-72	Periapt
23-24	Cube	73-74	Phylactery
25-26	Deck	75-76	Pipe
27-28	Dice	77-78	Potion
29-30	Disc	79-80	Rope
31-32	Drum	81-82	Saddle
33-34	Dust	83-84	Scroll of protection
35-36	Eyes	85-86	Sphere
37-38	Flag	87-88	Standard
39-40	Harness	89-90	Token
41-42	Horn	91-92	Tome
43-44	Horseshoes	93-94	Weapon (Table 11)
45-46	Household Item (Table 9)	95-96	Whip
47-48	Incense	97-98	Wind Fan
49-50	Ioun Stone	99-00	Wings

Table 7: Armor Type (1d20)

Go to Table 14 after checking this table.

1	Elbow guard	11	Leather armor
2	Banded mail armor	12	Plate mail armor
3	Breastplate	13	Ring mail armor
4	Chain mail armor	14	Scale mail armor
5	Field plate armor	15	Shield, small
6	Full plate armor	16	Shield, medium
7	Gauntlets	17	Shield, body
8	Helmet, small	18	Shoulder pads
9	Helmet, full	19	Splint mail armor
10	Knee guard	20	Studded leather armor

Table 8: Clothes Type (1d20)

Go to Table 15 after checking this table.

1	Belt	11	Mask
2	Blouse	12	Purse
3	Boots	13	Robe
4	Cap	14	Scarf
5	Cloak	15	Shirt
6	Girdle	16	Shoes
7	Gloves	17	Slippers
8	Gown	18	Trousers
9	Hat	19	Tunic
10	Hood	20	Vest

Table 9: Household Items Type (1d20)

Go to Table 15 after checking this table.

1	Backpack	11	Decanter
2	Bag	12	Flask
3	Basket	13	Fork
4	Bowl	14	Jug
5	Box	15	Needle
6	Broom	16	Pot
7	Candle	17	Rug
8	Carpet	18	Spoon
9	Chest	19	Torch
10	Cloth	20	Tread

Table 10: Ointments Type (1d20)

Go to Table 15 after checking this table.

1	Amulet	11	Ring, finger
2	Bracers	12	Ring, ear
3	Brooch	13	Ring, nose
4	Buckle	14	Rod
5	Crown	15	Staff
6	Figurine	16	Scarab
7	Iron Brands	17	Scepter
8	Medallion	18	Talisman
9	Mirror	19	Wand
10	Necklace	20	Wristband

Table 11: Weapon Type (1d20)

After rolling on this table, go to Table 14 unless otherwise indicated.

1	Arrow	11	Knife
2	Axe	12	Lance
3	Battle Axe	13	Mace
4	Quarrel	14	Military Pick
5	Bow (Table 12)	15	Morning Star
6	Bullet, sling	16	Pole Arm
7	Dagger	17	Spear
8	Dart	18	Sword (Table 13)
9	Flail	19	Trident
10	Javelin	20	Warhammer

Table 12: Bow Type (1d8)

Go to Table 14 after checking this table.

1	Composite Long Bow
2	Composite Short Bow
3	Long Bow
4	Short Bow
5	Hand Crossbow
6	Heavy Crossbow
7	Light Crossbow
8	Balistae

Table 13: Sword Type (1d6)

Go to Table 14 after checking this table.

1	Bastard Sword
2	Khopesh
3	Long Sword
4	Scimitar
5	Short Sword
6	Two-handed Sword

Table 14: Armor/Weapon Bonus (1d20)

After rolling on this table, go to Table 27 unless otherwise indicated.

1-2	Magic Capabilities (T15)
3-4	-1
5-12	+1
13-16	+2
17-18	+3
19-20	+4

Table 15: Magic Capabilities (1d8)

Go to the Table indicated on this table.

1	Abjuration (T16)
2	Alteration (T17)
3	Conjuration/Summon.(T18)
4	Divination (T19)
5	Enchantment/Charm (T20)
6	Illusion/Phantasm (T21)
7	Invocation/Evocation (T22)
8	Necromancy (T23)

Table 16: Abjuration (1d20)

Go to Table 24 after checking this table.

1	Avoidance	11	Protection from Electricity
2	Protection from Good	12	Protection from Gas
3	Protection from Evil	13	Protection from Water
4	Protection from Heat	14	Protection from Undead
5	Protection from Fire	15	Protection from Possession
6	Protection from Acid	16	Protection from Plants
7	Protection from Detection	17	Protection from Magic
8	Protection from Drag. Breath	18	Protection from Lycanthropes
9	Protection from Illusion	19	Protection from Petrification
10	Protection from Cold	20	Spell Turning

Table 17: Alteration (1d20)

Go to Table 24 after checking this table.

1	Assemble	11	Light
2	Darkness	12	Lock
3	Darkvision	13	Open
4	Disintegrate	14	Polymorph
5	Enlarge	15	Shatter
6	Extend	16	Shrink
7	Fly	17	Shrink
8	Haste	18	Translate Language
9	Infravision	19	Teleport
10	Levitate	20	Water Breathing

Table 18: Conjunction/Summoning (1d8)

Go to Table 24 after checking this table.

1	Conjure Animals
2	Conjure Elemental
3	Gate
4	Locate Monster
5	Locate Person
6	Summon Monster
7	Summon Shadow
8	Summon Swarm

Table 19: Enchantment/Charm (1d20)

Go to Table 24 after checking this table.

1	Antipathy-Sympathy	11	Forget
2	Chaos	12	Friends
3	Charm Monster	13	Fumble
4	Charm Person	14	Hold Monster
5	Charm Plants	15	Hold Person
6	Confusion	16	Hypnotism
7	Demand	17	Scare
8	Domination	18	Sleep
9	Emotion	19	Suggestion
10	Feeblemind	20	Taunt

Table 20: Divination (1d8)

Go to Table 24 after checking this table.

1	Clairaudience
2	Clairvoyance
3	Detect
4	ESP
5	Foresight
6	Identify
7	Read
8	Spirit Contact

Table 21: Illusion/Phantasm (1d6)

Go to Table 24 after checking this table.

1	Blind
2	Blur
3	Change
4	Invisibility
5	Mirror
6	Ventriloquism

Table 22: Invocation/Evocation (1d10)

Go to Table 24 after checking this table.

1	Cold
2	Fire
3	Fog
4	Force
5	Frost
6	Ice
7	Iron
8	Lightning
9	Stone
10	Web

Table 23: Necromancy (1d6)

Go to Table 24 after checking this table.

1	Animate
2	Chill
3	Clone
4	Control
5	Drain
6	Regenerate

Table 24: Area of Effect (1d8)

Go to Table 25 after checking this table.

1	Bolt
2	Caster
3	Cloud
4	Cone
5	Creature
6	Cube
7	Sphere
8	Wall

Table 25: Effect Readiability (1d10)

Go to Table 26 after checking this table.

1	Once per day
2	Twice per day
3	Three times per day
4	Once per week
5	Twice per week
6	Three times per week
7	1d10+10 charges
8	1d10+20 charges
9	2d10+10 charges
10	2d10+20 charges

Table 26: Effect Duration (1d10)

Go to Table 27 after checking this table.

1	1d4 rounds
2	1d6 rounds
3	1d8 rounds
4	1d10 rounds
5	1d12 rounds
6	1d20 rounds
7	1 turn
8	2 turns
9	3 turns
10	4 turns

Table 27: Item Material (1d20)

If the item is some sort of soft clothing, go to Table 28, else roll on this table, and then go to Table 32 unless otherwise indicated.

1	Brass	11	Gold
2	Bronze	12	Iron
3	Ceramic	13	Lead
4	Copper	14	Marble
5	Creature Material (Table 29)	15	Platinum
6	Crystal	16	Rope
7	Electrum	17	Silver
8	Elemental Material (Table 30)	18	Steel
9	Gem Material (Table 31)	19	Stone
10	Glass	20	Wood

Table 28: Item Soft Material (2d8)

Go to Table 32 after checking this table.

2	Bear Fur
3	Calfskin
4	Camelhair
5	Canvas
6	Cotton
7	Doeskin
8	Dragon Scales
9	Fox Fur
10	Horse-hair
11	Lizardskin
12	Rabbit skin
13	Silk
14	Snakeskin
15	Wolf Fur
16	Wool

Table 29: Creature Material (1d6)

Go to Table 32 after checking this table.

1	Bone
2	Claw
3	Hide
4	Flesh
5	Leather
6	Horn

Table 30: Elemental Material (1d4)

Go to Table 32 after checking this table.

1	Air
2	Earth
3	Water
4	Wind

Table 31: Gem Material (1d8)

Go to Table 32 after checking this table.

1	Ornamental Stones
2	Semi-precious Stones
3	Fancy Stones
4	Precious Stones
5	Hardstones
6	Shells
7	Gems
8	Jewels

Table 32: Item Quirks (?d?)

There seems to be something missing here, but I have not yet made a Table for item quirks.

There is however a perfectly good one to be found in one of the Dragon Magazines published by TSR. It is far more extensive than anything I have thought of yet.