Nine Tongues TALES

Raphael Sadowski

ELEGANT FANTASY ARTIFACT GENERATOR

Nine Tongues TALES

Elegant Fantasy
Artifact Generator

Raphael Sadowski
Writing & layout

Font families used: Alegreya, GriffosFont, UglyQua
Badass skull on cover by PaperBat
Author's portrait by Anna Helena Szymborska

© 2018 Raphael Sadowski
ninetongues@o2.pl

Anna Helena Szymborska

Introduction

By Artifact we mean something MORE than your ordinary healing potion or +1 sword. We mean something meaningful. Scary. Something awesome and strange.

Most other magic item random generators treat artifacts only as a slightly more powerful versions of typical items found in your game. But not this one. Let me present to you the Elegant Fantasy Artifact Generator. It's design should help you find inspiration to create anything, from satellite swords, to singing sands.

As always with the Elegant Fantasy series – I'll leave writing down the stats for yourself. You know your game. You'll do it better than I would. And I don't want to leave you with mashed-up mess of random stats. I want to leave you with a cool idea for an elegant item, one you can polish yourself.

Have fun,
Raphael Sadowski

How to Use EFAG

1 Take Your Time

This is not one of those "on-the-flight", improvisational generators. If you want to use it, do it at least few days before playing. Save some time to create the stats and polish your item.
You can also roll and create a dozen of artifacts at once, and then just pick what you need for every game session.

2 Prepare

Get something to make notes and a bunch of dice. You'll need a whole bunch of them: d8, d12, d20 and d100.

3 Roll until Satisfied

Roll and note. Roll again and note again. Use single words first. Write down keywords. List the features. Every time you roll a feature that you think you can easily combine with another - do it! Shorten the list as soon as possible. Roll for as many features as you deem necessary and stop when you feel the artifact is done.

4 Fill Out the Gaps

Name the artifact. Think about its stats. Think about what you will do with it in your game and how your players might first encounter it.
Will it be a pinnacle of your game? Major treasure, heart of your dungeon or plot? A weapon wielded by a villain or a "mundane" tool from another world? A trap or a treasure?

5 Ready to Play

Show your artifact to the players and have a lot of fun.

1. Item Type

Roll d100 to determine the item, or choose a general type, and roll for the specific item using dice specified in "Type" column.

d100	Type		Item	Examples & Notes
1	Weapons (d20)	1	Dagger	[Knife, Main-gauche, Khutar, Shiv, Kris] generally a small blade.
2		2	Short Sword	[Gladius, Wakizashi, Kopis, Machete, Cutlass]
3		3	Longsword	[Basket-hilt sword, Broadsword, Bastard sword, Pata]
4		4	Sabre	[Scimitar, Katana, Yatagan]
5		5	Short Spear	[Boar spear, Nagamaki] any spear shorter than 1.5 m.
6		6	Spear	[Doru, Pilum] any spear above 1.5 m.
7		7	Lance	A unique weapon, normally used while mounted.
8		8	Axe	Any one-handed axe.
9		9	War Hammer	[Bec de corbin, Pick] any weapon designed to pierce armor.
10		10	Mace	Bludgeoning weapon to bash people's heads.
11		11	Great Sword	[Zweihander, Flamberge, Claymore] a two-handed sword.
12		12	Great Mace / Hammer	Any two-handed mace or war hammer.
13		13	Whip / Chain	Any kind of elastic, rope-like weapon.
14		14	Short Bow	Smaller bows, easier to handle and quite powerful.
15		15	Reflex Bow	Bigger, heavier bows, hard to handle, but more powerful.
16		16	Halberd / Glaive	[Greataxe, Glaive, Bardiche]
17		17	Chakram / Thrown Blade	[Shuriken, Kunai, Throwing Knives] Bladed thrown weapon.
18		18	Quarterstaff	Combat staff. Two-handed, commonly made of wood.
19		19	Javelin	A small, thrown spear. Usually come in small bundles.
20		20	Flail	A kind of mace with the head attached to the handle by chain.
21	Armours (d12)	1	Breastplate	Simple, or ornamented. Front only, or with the back.
22		2	Chain Shirt	Your classical, fantasy ring-t-shirt.
23		3	Chainmail	Long, heavy chainmail with sleeves and hood.
24		4	Lamellar	Armour made from small plates laced into horizontal rows.
25		5	Beast Scale	Armour made of animal or monster scales.
26		6	Brigandine	Small metal plates riveted into cloth, canvas or leather.
27		7	Full Plate	Full suit of metal armour.
28		8	Bone Armor	A fantasy armour made of bones.
29		9	Wooden Armor	A fantasy armour made of wood.
30		10	Shield	Round, small, wooden or metal, kite or pavise.
31		11	Helmet	Don't even get me started.
32		12	Armor Fragment	[Greaves, One gauntlet, One Spaulder] A single, odd piece of armor.

d100	Type		Item	Examples & Notes
33	Valuables (d8)	1	Picture	[Piece of fresco, Canvas, Paper] A drawing, illustration or painting.
34		2	Figurine	Chess pieces? Toys? Ornaments? Can be held in one hand.
35		3	Sculpture	Bigger than figurine, has to be held in both hands (if at all).
36		4	Pottery	[China, Ancient clay, Faience, Kintsugi (fixed with gold)]
37		5	Ring	[Signet, Band, Double (worn on two fingers), Hidden container]
38		6	Necklace	[Pendant, Choker, Torque, Pearl necklace]
39		7	Bracelet	[Bracelet, Anklet, Bicep bracelet]
40		8	Piercing Ring	[Earring, Nose Ring, Lip Ring, Navel Ring]
41	Mundane Objects (d20)	1	Coins	Coins come in all shapes, sizes and materials.
42		2	Torch	Wooden or metal. Or bone. Or whatever.
43		3	Lantern	Hand-held, or on a chain. Round or rectangular.
44		4	Dice	A bunch of small objects, that if thrown, show a random value.
45		5	Cards	[Tarot set, Collectible cards, Unique, handpainted set]
46		6	Board Game	[Chess, Checkers, Shogi, unknown, ancient game, Alien Chess]
47		7	Cup / Tankard	[Chalice, Glass]
48		8	Bottle	[Amphora, Flask, a Calabash]
49		9	Belt	[Sash, Harness, Corset]
50		10	Hat	Knock yourself out. I like the flashy ones.
51		11	Coat	Not to be mistaken for cloak – this one has sleeves.
52		12	Clothes	Holy robes, shirt of a hero and so on.
53		13	Gloves	Fingerless gloves of a rogue, laced, over-the-elbow gloves etc.
54		14	Shoes / Boots	Again, knock yourself out.
55		15	Cape	Aha, the superhero-like cape, flowing in the wind.
56		16	Mirror	Hand-held, standing or mounted on wall.
57		17	Scissors / Shears	A sharp item to cut things off.
58		18	Sickle	Curved blade used (typically) to gather/cut plants.
59		19	Hourglass / Clock	Pick what suits your theme best. And don't forget sundials.
60		20	Key	Something that can open a specific lock.
61	Substances (d8)	1	Dust	[Dust, Ground plant, Dried blood, Pixie dust]
62		2	Liquid	[Potion, Styx water, Fountain, Syrup, Oil, Venom]
63		3	Shards	[Flint shards, Metal shavings, Nail shavings, Glass pieces]
64		4	Stones	[Volcanic rocks, A handful of pebbles, River stones]
65		5	Crystals	[Diamond dust, Salt, Sugar, Snow]
66		6	Sand	[Desert sand, River sand, Black sand]
67		7	Scent	Magically or mechanically preserved scent (a parfume).
68		8	Chunks	[Charcoal, Chalk, Graphite, Incense]

d100	Type		Item	Examples & Notes
69	Other Treasure (d12)	1	Small Jewels	[Rubies, Sapphires, Emeralds, Diamonds, Opals, Citrins, Topaz etc.]
70		2	Big Jewel	[Ruby, Sapphire, Emerald, Diamond, Opal, Citrin, Topaz etc.]
71		3	Crown	Or a diadem.
72		4	Scepter	A royal scepter.
73		5	Book	Pocket-size to huge, heavy grimoire.
74		6	Scroll	A metal or wood-encased, or old, dry paper.
75		7	Mask	Featureless, metal, skull or carnival. So many options…
76		8	Staff	[Crosier, Gnarled staff, Cane] Not made for combat.
77		9	Orb	A royal orb. Typically can be held in one hand.
78		10	Phylactery	A small vessel containing sacred texts, runes or symbols.
79		11	Reliquiary	A small vessel containing a piece of flesh of a worshiped being.
80		12	A Banner / Flag	Most often religious or military item.
81	Other Odd & Peculiar Objects (d20)	1	Lens / Scope	A magnifying tool normally made of polished glass or crystal.
82		2	Wand	Wizards (and charlatans) use these.
83		3	Gauntlet	An armored glove.
84		4	Skull	Of anything you'd like.
85		5	Bone	One bone of any living being. Doneky jawbones, human femurs etc.
86		6	Scales	A handful of animal or beast scales.
87		7	Rope / Chain	For all the bondage fans. And sailors.
88		8	Beads	[Rosary, Coral necklace, Buddhist beads]
89		9	Carpet	Something warm and soft to tread upon. Some hang them on walls.
90		10	Wind Instrument	[Horn, Flute, Bagpipe, Bansuri, Pan flute, Ocarina]
91		11	String Instrument	[Sithar, Samisen, Lute, Harp, Cimbalom, Cittern, Violin]
92		12	Percussion	[Drums, Sticks, Gong, Bell, Triangle, Bongos]
93		13	A Tattoo	An illustration or text inked inside a piece of skin.
94		14	Censer	A bowl on a stand, or christian-like, hanging on chains.
95		15	Alien "Halo"	Circle-shaped alien object; held in one or both hands.
96		16	Alien "Pistol"	A pistol-shaped alien object; held in one or both hands.
97		17	Alien "Pen"	A pen or scalpel-shaped alien object; held in one hand.
98		18	Alien "Rod"	A cylindrical-shaped alien object; held in one hand.
99		19	Alien "Box"	A box-shaped alien object.
100		20	Alien "Thing"	Whatever it is, it doesn't look like anything you know. It can probably be held in hands and operated somehow. The shape could be impossible, inter-dimensional or shifting.

2. Artifact Themes

These next few tables should give you a basic idea about how the item might look.

Material

Roll, but never stop thinking. Rolling a sword made of paper sounds both impossible and intriguing. By using your imagination you can make everything work – imagine a katana made by an origami master. But if you want for the item to be more reasonable, use this material table to randomize just a part of the item, not the whole thing. In this case "paper sword" could mean a sword with a handle wrapped in sacred texts written on paper.

If you choose that the bulk of the item will be made of an "impossible" material it will never impair its basic function. Wooden sword will cut just as well as a metal one would. Wooden lantern won't burn itself, when you light fire inside of it etc. It also gains features typical for wood: it floats, is lighter than most metal, it does not conduct electricity. Same with other materials. Glass armor will protect you just as well as a metal one would. Glass book will be somehow functional and readable. It also gains features typical for glass like a degree of translucency and vivid colors.

d20	Material	Examples & Description
1-5	Mundane	It's made of material that is typical for this kind of item. Nothing exciting.
6-8	Exquisite	It's made of a material widely perceived as exquisite. Think one class better than what the item is typically made of. Metal sword could be made of damascene steel, a candle made of a specific type of wax made only in one city etc.
9-10	Extravagant	Only the richest of the rich would afford an item made of or adorned by such precious materials. Metal and wood items inlaid with silver or gold, clothes made of the most precious type of silk, a platinum crown etc. At first sight everyone will understand that this item is expensive.
11	Wooden	Ash, walnut, oak, willow, birch, ebony, bamboo, redwood, pine, olive, sandal, a specific tree from your neverland.
12	Glass	Obsidian, translucent, blown glass, stained glass, glass shards, flat piece of glass.
13	Crystal	Grown entirely as a crystal structure, covered in crystal growths, adorned with crystals.
14	Stone	Granite, malachite, flint, sandstone, onyx, etc.
15	Ivory / Precious Bone	Ivory, dragonbone, whalebone, unicorn horn etc.
16	Bones	Made of or adorned by ordinary bones of humanoids or other creatures. More "filthy" feel than clean and precious, like ivory.
17	Fantasy Metal	"Magical" metal of your neverland. Mithril, mithral, starmetal, metal-that-never-existed – you get it.
18	Shadow	It's magically created from or bound with shadow, darkness, nothingness or void.
19	Paper	It was made of paper. Scroll, paper sheets or as an origami-like sculpture.
20	Organic	The item is a living creature, much like an animal or plant. Its soft parts are made of flesh and its hard, sharp elements are its bones or carapace. Or it's made of a material only resembling life (think biomechanical).

Color Accent

No matter what it is made of, it sports details in a specific color. It could be the color of the handle wrapping, tint of the metal, color of runes carved into it, the inner layer of cloth etc.

d12	Color	Description
1	Black	Jet black, raven black, pitch black, glistening black, dark.
2	White	Pale, bone, off-white, pearlescent white, opal, ivory.
3	Red	Scarlet, blood red, cherry red, pale red, crimson, maroon.
4	Green	Mossy, tangy, lime, pale green, sickly green, dark green, lizard scale.
5	Blue	Blue, teal, electric blue, ink, dark blue, sky blue, blueberry, ice blue, corpse-like blue.
6	Yellow	Golden, bright yellow, sunflower yellow, sepia, sienna, mustard.
7	Brown	Tree bark, dry leaf, leather brown, cow hide, muddy.
8	Grey	Sable, silver, ash, graphite, discolored, pale, grey hair.
9	Orange	Amber, orange fruit, rust, ginger, pumpkin, fire, clay, cider, bronze.
10	Purple	Violet, ultraviolet, pink, rotten flesh, lavender, plum.
11	Nonexistent	A new, alien color or a one that is normally not visible for human eyes: ultraviolet, infrared.
12	Iridescent	It changes colors. Roll some more and make it shift through this palette.

Origins

Roll a d12 three times, to find out about the origins of the item.

3×d12	Who made it?	How?	What for?
1	Ancient Artificer	Handcrafted	As a gift/reward for a powerful hero.
2	Contemporary Artificer	Crafted magically	To empower the creator.
3	Underground Civilization	Mindcrafted using psionics	As a work of art, to never be used.
4	Underwater Civilization	Crafted from a natural shape	For a specific, dangerous situation.
5	Alien Civilization	Taken a mundane item and enchanted it	As a cursed "GIFT" FOR SOMEONE THEY hated.
6	Demons	By stealing	As one of a series of such items.
7	Celestials	Performed a blasphemous ritual to empower it	To pay a debt.
8	Faerie	By dreaming it into existence	As an insignia of power or a symbol of a caste of specialists.
9	God/Demigod	With the help of undead spirits	As the only way to cage a dangerous supernatural essence or spirit.
10	Legendary Hero	By merging powerful fetish with a mundane item	To recycle parts of another, broken artifact.
11	Powerful Monster	By growing it	As a gift for a beloved.
12	The Universe/Fate Itself	By using a part of a powerful creature	To bring ruin upon the world.

3. Artifact Powers & Features

Roll and note. Combine powers and features whenever it makes sense, shorten your list. Keep rolling and noting until you feel your artifact is ready.

You can decide if the powers are constant, passive, or activated. Is there a limit to a specific power? You can use it once per day, twice a year, thirteen times?

d100	Features	Description
1	Light	Item or a specific part of it emits strong light. It can be a constant effect, or activated feature. You can roll on Color Accent table or decide about the color of the light yourself.
2	Summoned	Item exists in another place, another dimension, and has to be summoned every time by a spell-like ability by its owner. After its owner is done using it, it goes back to its "home".
3	Satellite	Item floats in the air near owners body. It can circle around his head, or just levitate following in his wake. If grasped, used or worn, it will cease this behavior.
4	Guide	Item will "help" its owner whenever possible. A weapon will guide his hand, armor will move whole body away from harm, book will open itself on the needed page and illuminate interesting passage etc.
5	Ethereal	Item is half or entirely ethereal. It can phase through some solid objects, harm or affect spirits and souls, or exist in another dimension, with the solid form wielded by user being only its "shadow".
6	Musical	Using this item makes it generate sounds that by any intelligent creature will be rendered as musical. It can be straightforward – like an instrument that plays songs on itself or a sword that creates music when swung or clashing with other arms.
7	Shrieking	When used, this item emits a blood-curling scream.
8	Venomous	Something about this item is poisonous. A book can have pages laid with paralyzing toxin, blade can be tempered in gorgon's blood, armor can slowly poison its owner.
9	Unnaturally Cold	Item itself (or its effects) is so cold, that things nearby it become covered with frost.
10	Grasping	When you grab this item, it grabs you back. A sword will hold to your hand, book might stick to your palms and lantern might chain itself to you forver.
11	Obscuring	Something about this item makes its user less visible. Is it a shadow aura, or does it telepathically force others to look away, or something else entirely?
12	Refracting	This item is surrounded by a light refracting aura. It makes its surroundings look like something reflected in a broken mirror, or caleidoscope.
13	Self Sustaining	This item magically repairs, sharpens, refills and reloads itself.
14	Empowering	An item that does nothing specific on it's own. Instead it empowers its wielder, making him stronger, wiser, more resilient or anything you'd like. Sword that makes you a perfect dancer, a lantern that when lit and held turns you into a skilled fighter or a book that teaches prana techniques, that will allow you to better use your muscles.
15	Sparks	There are sparks coming of this item. Ember-like sparks, small electric sparks or fairy-like golden and pink mini fireworks. But does it do anything except looking fabulous?
16	Whispers	Using this item makes you hear things. Whispers. Can you comprehend them? Is it mad babbling or paranoid warnings? Or some forgotten, priceless knowledge?
17	Invisibility	This item is totally, perfectly invisible. Other than that, it functions normally.

d100	Features	Description
18	Healing	This item has healing powers. It may grant healing spells, or be something more obscure – sword that heals whatever it strikes, lantern with celestial glass, that changes normal lantern-light into healing radiance or a book of calm poetry that heals you as you recite it's contents.
19	Transportation	Item can transport you to other places. Decide on the range and rules of the transportation.
20	Telepathy	Item grants you some telepathic powers. It's power can range from discerning emotions of other humans to hearing thoughts of all living beings.
21	Flame	A classic. Flaming blade, lantern hurtling fireballs, book that burns as you read it.
22	Telekinesis	Item grants you some telekinetic powers. It's power can range from pulling a key from behind bars to lifting star-destroyers.
23	Infestation	The item is considered a "patient zero" and is a source of terrible or strange sickness or plague.
24	Magical Focus	Item can be used by magic wielders as a focus for their power, making casting spells more efficient.
25	Talking	Despite having no mouth this item is able to communicate using voice. Everyone around can hear the voice. Why is it talking? What is it talking about?
26	Gust	Item is a source of magical wind. Wind's power can be constant – slight or immense, or activated to create powerful strikes of hurricane.
27	Folding	Crafted by a witty artificer, this item can fold on itself magically or by more mundane means. Something big can suddenly become small making it easier to transport. While folded, this item is not recognizable and doesn't have it's typical functions.
28	Soundless	This item does makes no sound at all. Sword strikes are silent, armor does not clang, musical instruments does not produce notes, book cannot be read aloud.
29	Smoking	Thick smoke raises from the item whenever it's used or constantly. Imagine black, billowing, choking smoke, thin, spiralling cigarette-like grey smoke or white, ephemeric, slow and heavy smoke
30	Glow	Item or part of it glows with a soft light. It can be a constant effect, activated, or triggered by a specific circumstance (orcs are nearby, Sam!).
31	Searing	Item, or parts of it, are red-hot. It can sear its wielder, his enemies or set on fire anything it touches.
32	Eldritch Text	Item is covered with words written in some ancient, magical language. What fabulous secrets does it hold? Is it a story of the item? Spells etched into its surface? A map?
33	Binding	This item can be used to restrain. Enemies struck by this sword might grow roots that will hold them in place, lantern's light acts as hold person spell and a book has an image inside that will paralyze anyone looking at it.
34	Lifebringer	In the presence of this item all life blooms and blossoms. It's like mini-spring, wherever this item goes. Plants and animals around are filled with a rejuvenating life force, some healing may happen, and you feel all invigorated.
35	Obedient	This item only serves one master at a time. You have to gain it's obedience by killing its former master or performing some kind of ritual. If someone picks up your sword, they won't be able to use it. Lantern will only give its light to you and a book will be incomprehensible for others.
36	Visions	Using this item sometimes fills your mind with strange visions. Memories of previous owner? Visions of future? Nightmarish hallucinations?

d100	Features	Description
37	Transforming	This item has at least two forms. Current, and other. Roll on general item type again. Item is able to transform between these two (or more) forms. Or, if your want something less obvious, the other form can very different. A crow changing into a dagger. A rose flower that turns into a book. A princess, who can turn into an armor.
38	Summoning	When used, this item summons beings. Imagine an arrow that summons d12 piranhas whenever it strikes its target, a demon summoning censer or a crown that summons all wild horses around to run toward you.
39	Impossible Construction	There are pieces of the item floating in thin air, not supported at all. Or maybe it seems too thin to support it's own weight. Something about this item's look is clearly strange and unnatural.
40	Time Stopping	Using this item can stop the time for a moment. Is it the time of whole world, or just immediate surroundings? And what about after the time-stop? Does the time race to balance itself again, or is the local time shredded forever?
41	Treasuring	There is something very precious hidden inside the item. But how to "open" the item to get to it? And do the players know about the treasure? Also, will the item still "work" when the treasure is removed from it?
42	Sustaining	This item sustain its user in one or more ways. Maybe it magically feeds the user, maybe it fills his lungs with air, or creates water directly in his body.
43	Truthful	Whomever is wielding this item, or is being affected by it, cannot lie.
44	Musky	For some reason this item exudes a musky scent, that animals find soothing and interesting.
45	Blood Letting	This item, when used, makes people bleed. Pretend-fighting with this sword opens cut wounds on the nearest person, light from the lantern makes everyone bleed from their noses, and the book is written in sharp style that makes the reader bleed from eyes.
46	Scent	Item spreads a very characteristic, strong yet pleasant smell.
47	Body Dwelling	This item lives in the flesh of its owner. It magically merges into his body, until needed. This merging does not seriously hurt the owner. Item is considered fully hidden and dormant until "pulled out", but use of magic (or x-ray) might reveal the item to be there.
48	Arousing	Something about this item is making creatures around it feel sexually aroused. This effect can be subtle or overwhelming.
49	Dreamsight	This item allows you to see dreams of other beings.
50	Sun-Powered	Whatever powers and mundane functions this item has, they are all powered by sun.
51	Blissful	Wielding this item makes you feel happy, light, and blissful. Or maybe it works on whatever you hit with it.
52	Anesthetic	This item has the power to turn off pain receptors. A blessing and a curse, as one might not notice his wounds, until he's dead.
53	Protecting	This item protects you magically in some way. Does it protect from physical harm, or something more specific?
54	Taunting	Something about this item infuriates people and creatures so much, they are ready to attack its wielder on sight.
55	Entropy	Things tend to fall apart around this item. Plantlife rots, wounds reopen, friendships dissolve, metal rusts.
56	Pheromones	Item spreads invisible pheromones that affect minds of other creatures. What emotions do those pheromones induce? Fear? Love? Disgust?

d100	Features	Description
57	Ultrasounds	Using this item makes it resonate in the ultrasonic spectrum, making children, dogs and other things gifted with exceptional hearing go crazy.
58	Gravity Bender	This item can distort local gravity, making enemies bend to the ground with 5G or let you perform moon-leaps.
59	Epiphanic	Using this item grants you supernatural insight into your thought processes, allowing you to find answers to questions that lingered in your mind forever. Kill twelve men with this sword to resolve all your personal problems!
60	Legendary	This item is so legendary, that almost anyone you meet will know about it.
61	Spatial	The item, or it's effects, magically extend their range. Sword that can slash an enemy looming on the horizon, a lantern that, when lit, makes it's light to come out of your eyes, a book, that contains pages of all books in 2km range.
62	Displacing	When used, this item makes other beings or items vanish from their point of origin and appear in some random place nearby. A shield like that would be cool. Especially if it would locate the arrows it displaces into shooter's face.
63	Strange Sight	It grants its user with a strange sight that is very useful in a very specific conditions, but redundant or openly sub-par in most cases. A night vision, spirit vision, scent or sound vision. It can be even more weird than that: blood vision (everything beside blood and bodily fluids is rendered invisible), radiation vision, aura vision, microscopic vision etc.
64	Storytelling	Using this item always results with at least one line of some great story. Sword will create blood splatters that can be read, pipe will billow smoke that will form into shapes of old heroes, a crown will leave a red text cut into bearer's forehead. This item has a story in it, and it won't stop, until it tells the whole thing.
65	Lucky	When used, this item bends fate to benefit its user.
66	Spiritism	This item has supernatural affinity towards spirits. It can help to see them, communicate with them or protect from their influence.
67	Chaotic	Using this item can be dangerous or incredibly effective, as during every application strange, utterly unpredictable and pretty spectacular things happen. These things have 1/3 chance to be beneficial to the user, 1/3 chance of being neutral, and 1/3 to be beneficial for the user's opposition.
68	Silencing	When used, this item muffles or distorts sounds around it.
69	Cycling	Item goes through a full cycle of looking brand new, then used, broken, and finally destroyed in an unnaturally short time. Then it is reborn, like phoenix from ashes, brand new again.
70	Shapeshifting	Item can change its form. The change is slight, and item cannot reduce its mass nor add to it. A sword can shift into cane, a crown can shift into chakram, a breastplate can shift into shield, a bracelet can shift into small dagger.
71	Terrifying	Using this item fills everyone with great, supernatural fear.
72	Spawning	When used, item spawns strange living beings. An axe used on a tree spawns small splinterlings. Magical flint spawns tiny fire elementals. A book, when read, spawns a bunch of origami-like living pages. Those beings are typically short-lived and pretty dumb, unless you want otherwise. You also decide if they can be controlled.
73	Leeching	Item gradually steals target's vital forces and feeds it to the items user.
74	Empathic	User will feel whatever other being feels. Target must be hit, pointed at, or otherwise "marked" with the item first.
75	Indestructible	Item cannot by destroyed or weakened in any way.

d100	Features	Description
76	Sorrowful	Using this item fills everyone present with great, supernatural sorrow.
77	Changing	Using this item changes wielder physically. The new form can be a monster, an animal or a plant, but it can be simple physical gender change, or sprouting wings.
78	Intoxicating	Item has the power to magically lace the blood of living creatures with alcohol or drugs.
79	Cocooning	This item can wrap target in some kind of a safe cocoon.
80	Death Defying	If the user dies while wielding this item, he will instantly become an sentient undead.
81	Beautifying	Whomever wields this item, becomes more beautiful, then the prettiest person around. Or it simply boosts the looks of the wielder.
82	Inhabited	This item is home of a spirit, a disembodied mind or some kind of energy being. It can be benevolent or malevolent toward the wielder. It can also have its own agenda.
83	Precious	The longer you look at/wield this item, the more you feel actual affection towards it.
84	Cloning	Item can create a copy of its wielder. This copy can be an evil twin, or stay under wielder's control, or be a real copy, independent but identical to the original. The lifespan of the clone can be anything – seconds, days or normal human lifespan.
85	Duplicating	Item can duplicate itself.
86	Kinetic Storage	Item can store kinetic energy, either to dampen any action against it's wielder, or to strengthen his, or both of the above.
87	Irradiated	Item is more powerful than a typical item of its type, but it slowly makes its wielder sick.
88	Marking	Item or its effects mark creatures around. Sword cuts leave black scars, lantern changes eye color of anyone looking at it's yellow light, book stains fingers of those reading it with ink-tattooes of words and sentences.
89	Recalled	When left, thrown or stolen, this item can be recalled by a word or gesture of its owner. The item then starts slowly tumble over the terrain toward the caller, or it straight up flies and crashes through any obstacle until it's reunited with its user.
90	Polymorphing	Creatures affected by this item transform into something harmless, horrific or weird.
91	Vessel	It hosts a mind of a powerful creature or hero. Using this item allows this entity to take over user's body and mind to use as it wills.
92	Misleading	This item's real function was masked by it's makers by making it look like a different item. Roll again on the item type table. This item looks like the item from the first roll, but has functions of the second. This effect can be mechanical, illusory or magical in nature.
93	Biting	It slightly hurts or bites it's owner whenever he attempts to use it.
94	Memory Feeding	Every time it's used, it devours a memory of the user.
95	Intoxicating	Using this item intoxicates it's wielder. It can be an effect ranging from feeling slightly drunk to extreme psychedelic experiences.
96	Runaway	It desperately tries to get to someone or somewhere and will use any occasion to slip out of hands, tumble down a chasm or become stolen.
97	Bare User	Can only be used by a fully naked user.
98	Gorecrafted	It's made of flesh and sinew or teeth of babies, or tempered in the blood of virgins. It's obviously, visibly vile.
99	Evilbound	It wants to do evil. It will use circumstance, bend luck and influence it's wielder to perform acts of evil.
100	Lethal	This item is extremely deadly. It can kill anyone in a blink of an eye, with little effort.

End Note

Hope you got what you wanted. If you liked it, tell your friends about Elegant Fantasy Artifact Generator; it's not like it's expensive or something.

And if you like how I handled the topic, you might want to check out other products from my Elegant Fantasy series as soon as they come out.

Thanks for getting my book and see you soon!