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Grim's Amazing D100 Tables

1000

Town

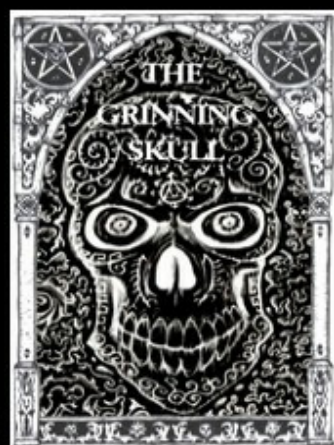
Rumours

for all fantasy RPGs

Grim's Amazing D100 Tables



100 snippets of town rumours and gossip to tease your players with.  
For all fantasy RPGs.



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**Grinning Skull Present**  
**Grim's Amazing D100 Tables**

# 100

# Town Rumours

**For all Fantasy RPGs**



100 pieces of gossip and rumours to stir up your villages, towns, and cities and for use with most fantasy role playing games.

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# Foreword



Here you will find 100 pieces of idle gossip, slander and all round rumour to let slip to your players during their exploits in visiting literally any generic fantasy village, town or city. These can be rolled on D100 for truly random titbits, or chosen by the GM to slip into casual talk.

A cunning GM will find many great adventure hooks here, and many, if not all of these could end up becoming true! Of course they just might be total nonsense, either way it will stir up players, keen to uncover the truth behind them, or they may even find that the truth is even more sinister or weird than the original gossip that was first heard! However you use the information here, always remember to get the best out of it by having fun!!

**Grim**

## **Roll D100**

- 1. There is a one handed man abducting children.**
- 2. There is a Noble who is taking an interest in newcomers.**
- 3. A creature dwells in the basement of a local pub.**
- 4. The local lord has a fetish for ladies undergarments.**
- 5. The Captain of the guard is an ally to the assassins guild.**
- 6. There is an eatery selling meat of suspicious origin.**
- 7. A killer stalks the streets at night, he has a liking for women of the night.**
- 8. There is a group of children mugging lone strangers in the streets at night.**
- 9. A local merchant feeds his rivals to the pigs.**
- 10. A big house in town is over run with huge rats the size of small dogs.**
- 11. There is a warrior dressed in red, seeking audience with a fortune teller.**
- 12. A ghost haunts the local square each night at midnight.**
- 13. There is a pick pocket gang working the bars each day.**
- 14. The Toymaker is planning something sinister below his shop.**
- 15. Old mother Dregless makes the best pies in town, some say they have special properties.**
- 16. There is a boy in town who can see into the future.**
- 17. Rednis the collector will pay good money for exotic animals.**
- 18. In the sewers, a group of people dwell. Thing is, are they actually people?**
- 19. Elsie in the tavern is really a witch in disguise.**
- 20. Each month the town council elders worship demons for wealth.**
- 21. Slaves can be sold and bought in secret auctions somewhere in the town.**
- 22. A cult of hedonists hold orgies every week in a secret location hereabouts.**
- 23. An old adventurer can lead those interested in finding treasure to a cave outside town.**
- 24. A dragon walks in disguise as a man in this place.**
- 25. A woman in black is really a demon trapped in human form. She frequents the bad area of town.**
- 26. The local butcher sells "special cuts" of meat, hint, hint....**
- 27. A bard who busks in the square, is actually an exiled prince.**
- 28. Fergus the beggar sells authentic treasure maps for a few coppers.**
- 29. Entry to the Thieves Guild can be bought for 2000 gold.**
- 30. The hangman will sell you corpses for hard cash.**
- 31. Under the counter in the general store, illegal wares can be found.**
- 32. Whistling the tune "The ballad of my sweet love" is code for "kill me now"**

### **Roll D100**

- 33. Old Ebbery, the farmer regularly suckles his animals in secret rites to dark powers.**
- 34. Ordering the "Special Sauce" in the tavern is a euphemism for seeking prostitutes.**
- 35. The old beggar outside the tavern is really a legendary Dragon Slayer.**
- 36. Shouting "Red's had it away" will get you arrested by the militia.**
- 37. A great deal of local militia will turn a blind eye to beating the poor as long as you pay them.**
- 38. Wearing the crest of a sun deity will offend the local lord.**
- 39. The Lord of this place is patron to all guilds here.**
- 40. Burning incense in the streets is a secret message to join the hidden Mage's guild.**
- 41. This place is built on the pit of an ancient evil.**
- 42. The dead walk at the full moon at the graveyard.**
- 43. Old maps say that there are entrances to the underworld around here.**
- 44. The town is really filled with agents of doom from the dark temple.**
- 45. The sultry singer in the bar is really a man.**
- 46. There is access to a secret library under the taxation office.**
- 47. Devils live in the local river and steal youngsters who go near.**
- 48. The lord of the town pays good money for any diamonds brought to him.**
- 49. There is a man who can fly somewhere here, he is said to be not of this realm.**
- 50. There is a village nearby that appears only once per year, if you go there you will become trapped there.**
- 51. The tobacconist here uses crushed beetles in his wares.**
- 52. The local beer is toxic and can kill over time.**
- 53. Sometimes travellers may be drugged and sold on if not wary in some of the taverns here.**
- 54. The old lady who feeds the birds in the square is really a bird creature that transforms on the full moon to devour people.**
- 55. Old Selwin murders all those setting foot on his property.**
- 56. Strange lights can be seen in the sky over the town quite frequently at dusk.**
- 57. All menfolk in this place should be on guard, there is a succubus who haunts here at night.**
- 58. All those who oppose the local noble houses will be put to death within days.**

## Roll D100

59. Edgar sells more than fish at the market.
60. Captain Harris is really a half orc, and has sympathies for outcasts.
61. Fongar's enchanted items are cursed, beware if you buy from him.
62. The gas from the sewers will kill a man who breathes it for long.
63. Burdnaz the stonemason is paying off the guards to turn a blind eye to his activities.
64. There is an elite hunters club operating in this place. They hunt and kill people for sport and pleasure.
65. Children of poor families are taken by a gang that sells them on to the rich.
66. A gang of nihilists are plotting to poison the main water supply here and take over.
67. Ordering the fried fish and seahorse in the tavern is code for entry to join the thieves guild.
68. Lighting a fire in the main square on the night after the equinox will attract dragons.
69. The gruel fed to the homeless each weekend in the square contains human waste and dead rats.
70. The sisterhood of the shining star is really a front for a brothel.
71. Duke Largo is really a woman pretending to be a man.
72. Each moon, a sacrifice is chosen and fed to the creature that resides in the nearby river.
73. Seek a man called Cherrik if you need someone getting rid of.
74. Ogsandis the potion vendor in the market has excellent goods, but you must ask for his "specials".
75. Lady Juniper collects skulls from all around the world and will pay handsomely for unusual specimens.
76. Greywolf the ranger can show you where hidden lairs are outside this place, but he will want payment for this knowledge.
77. The sacred fruit of the ancestor tree grows in a hidden garden, it's properties are famous, but to be caught taking it will result in death.
78. The thieves here actually train magpies to steal gold and jewels for them.
79. The antique dealer around here, keeps secret relics in a vault beneath his premises.
80. There has been a recent robbery of gems from the local Lord/gentry. A huge reward is being offered.

## **Roll D100**

- 81. A merchant that visits here each month knows the location of a hidden goldmine full of riches nearby.**
- 82. The toymaker here is really a witch who brings his creations to life after dark.**
- 83. The tavern flavours its beer with urine from the patrons.**
- 84. Old people in this place are taken away by the authorities once they are deemed infirm, and never seen again.**
- 85. There is a tailor around here, offering 50% off all his wares till next month.**
- 86. Humanoid creatures living under this place are secretly planning invasion.**
- 87. There is a local smith, secretly conducting experiments on new and deadly weapons.**
- 88. Some academics in this area have been trying to resurrect the dead through science and magic.**
- 89. The library is haunted by a ghost who has great knowledge of history.**
- 90. Do not wander the public gardens after dark, some of the plants eat people.**
- 91. The man with the dancing bear in the market has cast a spell on someone, and the bear is really a human he has transformed.**
- 92. Do not try to bribe the authorities, each has taken an oath to the letter of the law.**
- 93. The soil around here has been poisoned over the years, all produce grown is unsafe. Buy only imported goods.**
- 94. The Mage's Guild watch all newcomers using birds and small animals.**
- 95. There is an infestation of flesh eating bugs in the poorer district, but it is being kept secret by the authorities.**
- 96. Any visitors here will eventually be locked up on a false charge, and their items confiscated.**
- 97. Scholars say there is a prophecy that this place will be destroyed within nine days.**
- 98. The men in this place cannot father children, this was caused by a curse ten years ago.**
- 99. Any serious crime is dealt with by gruesome torture and public execution.**
- 100. Any able bodied person is conscripted to the militia and/or local army to fight the rival power nearby.**



# WANTED!

## Your Comments, Ideas and Suggestions!

If you have any ideas for a publication in this series, or have any suggestions or comments on how to improve these publications, please let me know.

We are always after ideas for other supplements, so if you would like to get in touch to discuss working with us, please contact us at: [Grimacereaper73@gmail.com](mailto:Grimacereaper73@gmail.com) and lets get talking about working together!

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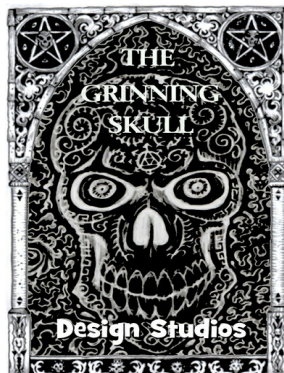
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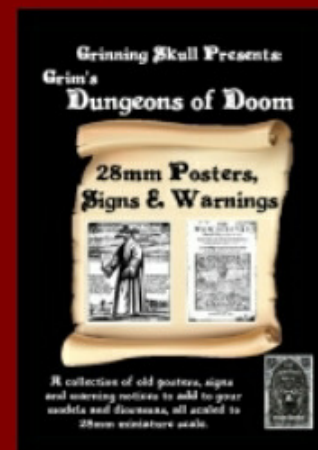
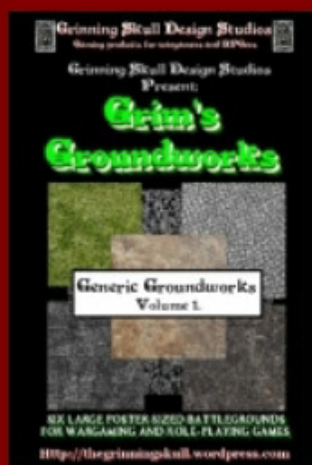
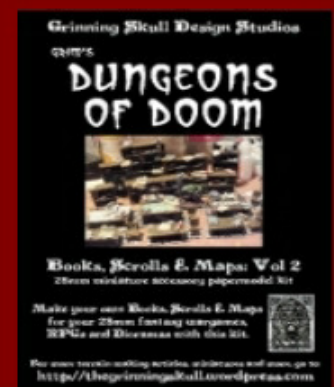
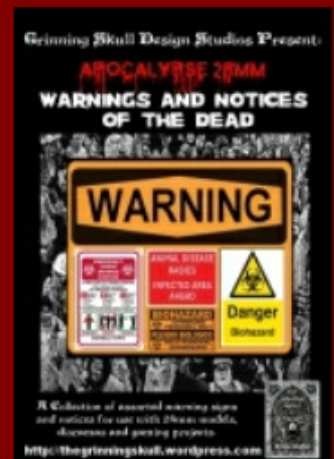
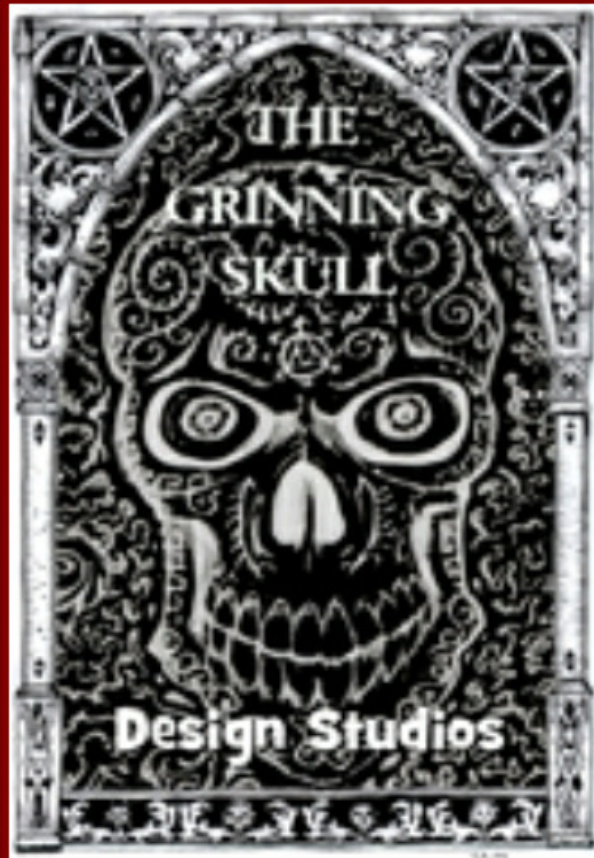
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