

Grinning Skull Design Studios

Grim's Amazing D100 Tables

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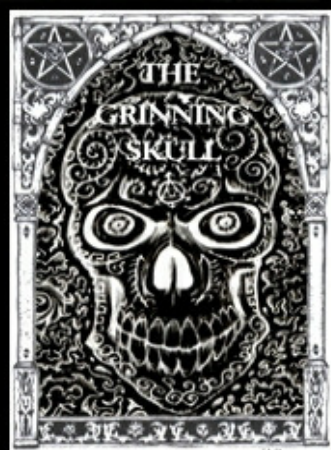
Creepy yet Meaningless Encounters For Caverns & Dungeons for all fantasy RPGs

Grim's Amazing D100 Tables

**Suitable for
ANY FANTASY
ROLE-PLAYING
GAME SYSTEM**

100 Creepy yet meaningless encounters for Caverns and Dungeon settings for use with all fantasy RPG systems in handy D100 table format.

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Grinning Skull Present

Grim's Amazing D100 Tables

100 Creepy yet Meaningless Encounters For all Fantasy RPGs

100 Creepy yet meaningless encounters for
dungeons, castles and cavern environment settings
for use with any fantasy RPG game system & setting,
all in a handy D100 chart format for easy reference!

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Foreword

There will be times in a fantasy dungeon type adventure, when the areas travelled are bland and bare, leaving the more meaningful encounters to the gaming action. As most of you know, after a while it may become a little trite and run of the mill, as GM's will start to reuse the standard tropes of the genre to add more dynamism to the static and sterile locations that have almost nothing in them.

This reference, is intended for quick and easy filler that will do no wrong to your players, but may keep them on their toes to expect beasties and traps lurking where there is none. Indeed, a clever GM could construct a whole adventure using this table, then simply expanding upon some of the ideas with it. Please feel free to use

This chart as you wish. Pick the entries that you like and that interest you if you prefer, or simply throw a random selection to an already populated area for more danger, there are many ways you could use this booklet if your savvy!

Most of all, have fun scaring the wits out of your players!

Grim

D100 Roll

- 1. A slow mechanical hum can be heard reverberating in the distance.**
- 2. A whisper echoes through the area, although it cannot be understood.**
- 3. A shrill shriek is heard that seems to shoot through the area, trailing off into the distance.**
- 4. A giggling can be heard in a darkened corner, but when investigated, there is nothing there.**
- 5. A voice whispers in one of the players ears "You will die in here".**
- 6. A loose stone that is stepped on seems to trigger a mechanism in the walls that sounds like huge stones grinding together. It stops within moments.**
- 7. Ahead, what sounds like a large stone being moved or thrown suddenly breaks the silence.**
- 8. In the area ahead, deep voiced chanting can be heard by several voices. When investigated reveals nothing there.**
- 9. A low guttural growling can be heard coming from a darkened corner, as if from some large dog type creature. When investigated, there is nothing but broken bones and debris.**
- 10. Two separate voices can be heard talking in whispers, when noticed suddenly stop.**
- 11. A woman's scream can be heard echoing through the area, when it is approached to investigate, nothing is there.**
- 12. A woman sobs in the distance, it seems to get louder as the players approach, then suddenly stops to reveal nothing.**
- 13. A mans screams can be heard in the distance as if he is being tortured, when investigated, it will cease.**
- 14. A baby can be heard crying, as the players approach it changes to what appears to be a cat screaming and hissing. it will stop as soon as the players think they have found the sounds origin.**
- 15. A breeze flows through the area, followed by an unnatural scream that pieces the players ears. When it seems as if they can't take the sound anymore, it stops abruptly.**
- 16. A loud maniacal laughing can be heard as soon as the PCs enter the area, it builds up to a crescendo, then stops, faintly echoing as it fades.**

D100 Roll

- 17. An intense wind rips through the area, scattering debris every where. It is accompanied by a very loud and intense shouting. "GET OUT, GET OUT" Repeating over and over. It will stop suddenly.**
- 18. A faint lullaby is heard that will gradually fade.**
- 19. A girls ghostly voice can be heard singing the words; "the light is much brighter than ever before, et-ter-ni-ty" over and over until it fades away.**
- 20. A low rumble then a deep cracking noise is heard directly above, the area shakes slightly, dust and small debris falls from the ceiling, then stops.**
- 21. Suddenly a high pitched buzzing fills the area, almost bursting the players ear drums. It stops as quickly as it started.**
- 22. The sound of a music box can be heard in a distorted and ghostly manner. It does not stop until the party leave the area.**
- 23. The sound of children running, laughing and playing can be heard. Closer inspection reveals nothing.**
- 24. A constant dripping noise can be heard, but cannot be located by any means.**
- 25. The sound of something heavy being dragged, like a large stone on chains ahead of the party. Alas, there is nothing around if investigated.**
- 26. One of the party feel in icy hand touch their shoulder.**
- 27. One of the players is kissed on the cheek by something unseen.**
- 28. One of the players is tripped by an unseen force.**
- 29. One of the players has their bottom pinched by an invisible assailant.**
- 30. The party is overwhelmed by a great sense of dread, but will not understand why.**
- 31. The area suddenly drops in temperature to almost freezing. It will stay like that for several minutes until returning to normal.**
- 32. The area raises in temperature in one spot to unbearable levels, to the point of almost causing burning damage. It will make players feel as if they need to remove armour, equipment or clothing. When they do this, the temperature will return to normal immediately.**
- 33. All players in the area will be filled with a great feeling of sadness and feel like they want to cry.**

D100 Roll

34. One of the players experiences sudden nausea and feels like vomiting caused by an external force.
35. A small stone flicks itself towards one of the PCs.
36. One of the players is kicked in the shin by an unseen assailant.
37. A player is bitten on the hand (causing minimal if no damage) it is unknown what did it.
38. A small amount of black slime drips down from the roof and onto one or more of the players, it seems to have an intelligence and will slither away by itself.
39. On first entry to the area, there appears to be an old sack. When investigated further it is filled with 2D6 angry rats that will jump out of the sack to either attack or flee from the party.
40. In the area there are several small pools of greyish green slime, that bubbles away and gives off a strange musty odour. (It is harmless)
41. The nearest wall shudders as if there is something pushing through. After a few minutes of intensity, it stops completely.
42. The ground underneath the party starts to crack and creak, thin fissures start to appear and then glow deep red, as if lava or some ancient evil is being brought through. It then stops and the glowing fades. If staying for any length of time in the area, it will begin again.
43. If the party are holding torches, or there are torches or candles present in the area, something blows them all out suddenly.
44. If there are unlit torches or candles in the area, they will light themselves immediately.
45. Any liquids that are carried by the party will suddenly start to heat up and bubble.
46. Any foodstuffs the party are carrying will start to spoil and decay, giving off a nasty smell.
47. Any once living foodstuff (meats, fish, eggs etc) will begin to come to life. Eggs will hatch to reveal twisted bloody undead chicks, fish will twitch and writhe, meat will pulse and quiver. Once the PCs throw out these items from their possession, they will revert to their original forms.

D100 Roll

- 48. The most mentally weak PC will start to see small blemishes appear on their hands, these will gradually get worse and form large blisters that will pop and burst open and imagine themselves melting, when they panic and ask for help, it will stop and return to normal. All the other players see nothing unusual.**
- 49. All the players hairs will stand up on end as if some evil presence is near, this feeling will persist as long as they are in the area.**
- 50. In this area anyone touching a metallic object will suffer small static shocks.**
- 51. A thick fog like smoke quickly materialises in the room, it makes players cough and splutter, then quickly disappears.**
- 52. Holes in the walls suddenly give off jets of steam at regular intervals.**
- 53. There is a gradually building strong odour of sulphur in this area.**
- 54. There is a strong smell of what seems to be raw sewage, it will make the players feel like they want to vomit unless they cover their nose and mouth.**
- 55. It smells as if something has died and rotting in this area. There is no source to the smell.**
- 56. A strong and dank musty smell resides here.**
- 57. The floor in this place is writhing with thousands of maggots.**
- 58. The area is infested with hundreds and hundreds of large black meat flies, that buzz around and generally hamper the players.**
- 59. Long tendrils of viscous purple ooze hang down from the walls and ceiling.**
- 60. In the dark, a sinister slithering noise can be heard circling the players, but nothing can be found.**
- 61. A cooking pot to the side of the area bubbles on a small fire, giving off scents of some kind of meat stew. On closer inspection the contents reveal human body parts and vegetables simmering away.**
- 62. The foul smell of acrid smoke permeates through this area. it is unknown where the source of this comes from.**
- 63. The area is filled with a thick mist/fog, that hangs heavy and low to the ground.**
- 64. The floor in this area is strewn with body parts and gore. It is quite slippery and smells rancid.**

D100 Roll

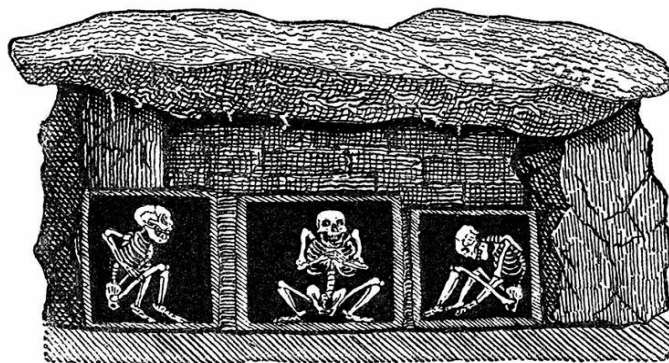
- 65. The floor is covered in large gassy pods, that when disturbed, will pop and burst, releasing emissions that smell of a metallic scent. things slither quickly out of them and disappear into the shadows.**
- 66. The ground here is earthen and covered with a top soil. It smells heavily of must and dirt. Root like tendrils will start to appear out of the ground and start to grow up the walls.**
- 67. The strong scent of roses hangs in the air. A dried up and withered rose lay on the floor. If investigated, the rose will wither and disintegrate when touched and the smell will fade.**
- 68. This area smells of rotting fish.**
- 69. Piles of unidentified fresh dung litters the area, the smell will make the players retch and vomit.**
- 70. The area is devoid of sound and nothing will create a sound here. The entire place is muted and magic will not help.**
- 71. Something here smells delicious. The source of the aroma can be traced to a large earthworm type creature, that will slither away into a hole in the wall.**
- 72. It smells as if someone has been smoking pungent pipe tobacco here, but nothing can be found.**
- 73. There is a lack of air in this area and players will suffer difficulty breathing whilst remaining here.**
- 74. A gassy emission in this area will make players feel tired and woozy, they will be sluggish and tired if they stay too long.**
- 75. A sweet smelling perfume fills the air here. If investigated to find the source, it is located in a three inch wide hole in the floor. If players look into it, it will reveal a red eye blinking and twitching at them!**
- 76. When a pressure plate is triggered on the ground, a large pillar of skulls will break up through the ground.**
- 77. In the distance a small girl dressed in rags can be seen standing near the wall. If players move toward her, she will turn and run through the nearest wall and disappear.**
- 78. on the ceiling there are hundreds of bones and skulls embedded into it. Looking for too long will see some of the eyes in them start to glow red.**
- 79. A badly decayed body lays in chains on the floor, when approached, it will slowly move it's arms to the party and hiss "Help me..." before collapsing in a heap, unmoving and still.**

D100 Roll

- 80. A large throbbing pustule on the wall beats like a heart. If tampered with, it will burst, giving birth to hundreds of small spiders that will escape in all directions.**
- 81. The floor is covered by thousands of tiny spiders that will move out of harms way where the players walk.**
- 82. The ground is alive with live maggots, that slither and writhe under the players feet. They will pop when stood on and turn to slime.**
- 83. The ground is full of moving non-venomous snakes, which will make no attempt to move too far from it's position.**
- 84. The walls here undulate and ooze what seems to be blood a few moments after the players enter.**
- 85. A rotted corpse hangs from a rope in the centre of the ceiling.**
- 86. A gallery of twisted portraits cover the walls. eagle eyed players may notice some of them following the players with their eyes and moving...**
- 87. A chandelier in the centre of the ceiling complete with lit candles starts to sway without warning.**
- 88. The ceiling is filled with bats, and any disturbance will cause them to flap around and swarm.**
- 89. To the far side three skeletons hang on manacles, if they are inspected 1D6 rats will jump out at the players to escape.**
- 90. The area has has a large hole in the wall/floor, as if a creature has mined or burrowed a lair there. It is empty but something has been there recently.**
- 91. There is a pressure plate on the floor that triggers a small doorway to slide open at the base of a nearby wall. Inside is a space/room big enough to fit a person. If someone crawls inside the door will automatically close. It can be opened by standing on the pressure plate again.**
- 92. A dark shape of what appears to be a man, stands in one corner as the players arrive it will fade.**
- 93. A wall here is dotted with animal trophy heads, as the players walk nearby they will start to animate and bark/growl/bellow in their respective manners.**
- 94. There is a silver goblet on a plinth here, it seems told hold some weird liquid inside. On closer inspection, players can see slimy writhing tentacles licking up from the inside. If touched, it suddenly collapses into slush, covering the plinth.**

D100 Roll

95. A tatty and dog-eared leather book lie on the floor. When approached it will open by itself as if blown by wind. It will stop on a page illustrated with a hand covered with symbols and sigils. An even closer look will cause said illustration to come to life and grasp at the nearest player. After a brief scuffle, the book will return to normal.
96. As soon as the players enter the area, a loud screeching noise will begin (like nails on a chalkboard) This is followed by words appearing on a wall/mirror/other surface in the room. They read: "There is no escape for you!"
97. A strange humanoid creature, dressed in filthy rags, is seen scurrying into a hole in the corner of the area. This tunnel, is very long and if followed down there, it will never seem to end. Also the creature has vanished.
98. There is an small altar recessed in a part of the wall. The statue on it can be identified as Vaskanthus the ever hungry (for those with the relevant skills) and is a god of vampirism. It will glow red when a living being is near.
99. A grotesque carved wood relief mounted on a wall or ceiling is very beautiful, yet fascinating, the more you look at it, the more intricate and beautifully sinister it is revealed to be. After studying it for a moment, all the creatures carved in the pattern begin to open their red, beady eyes and scream, the screaming gets louder and louder. It does not stop until the players leave the area.
100. As soon as the party enter the area, they feel a drop in temperature, the room will shudder and above them a demonic looking phantom will appear. It will address them by their names individually and tell them "He is watching you all, he see's all. Your lives are his..." before fading into nothingness....



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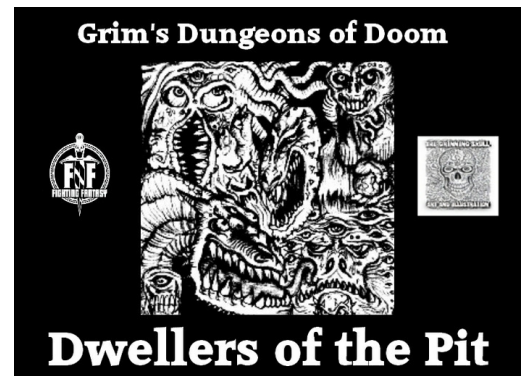
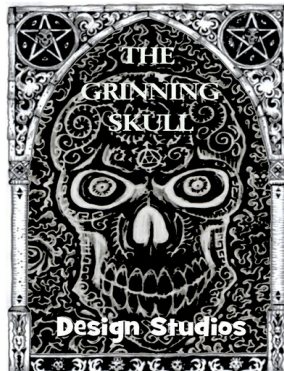
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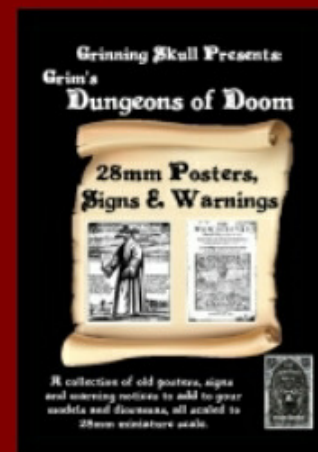
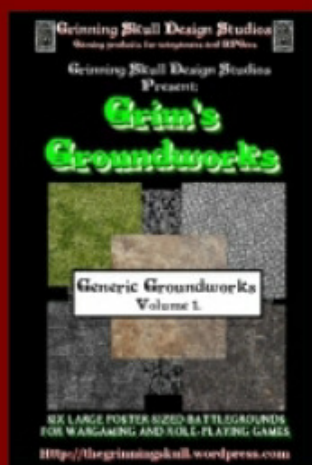
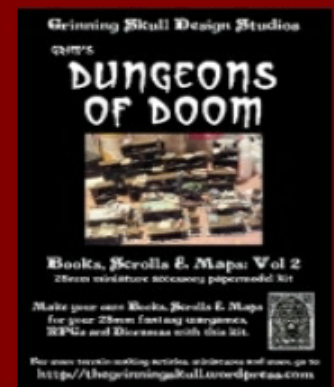
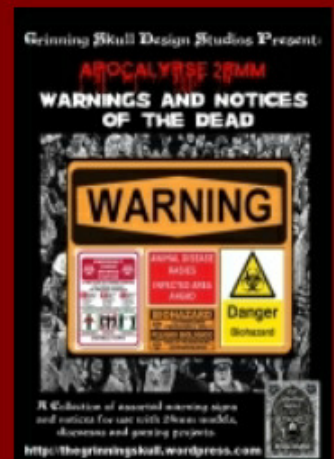
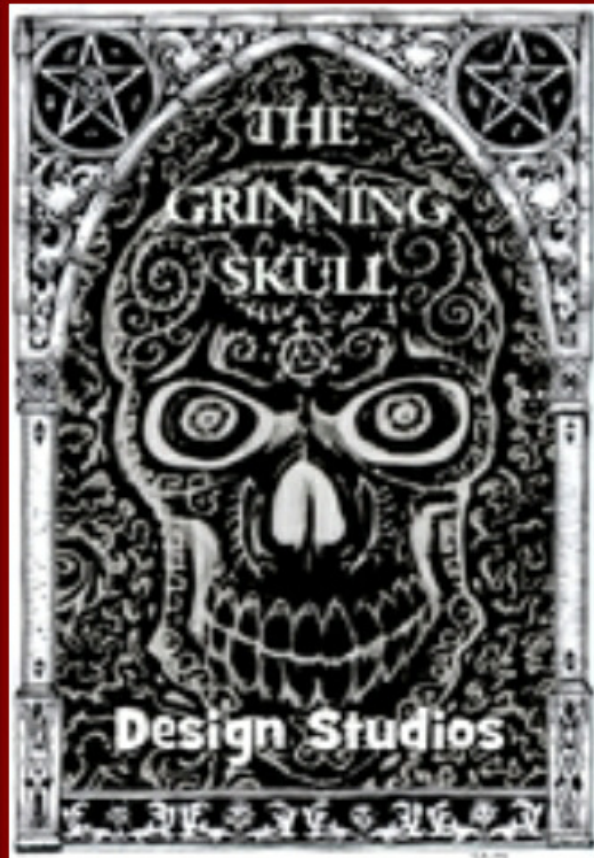
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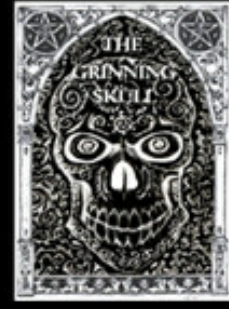
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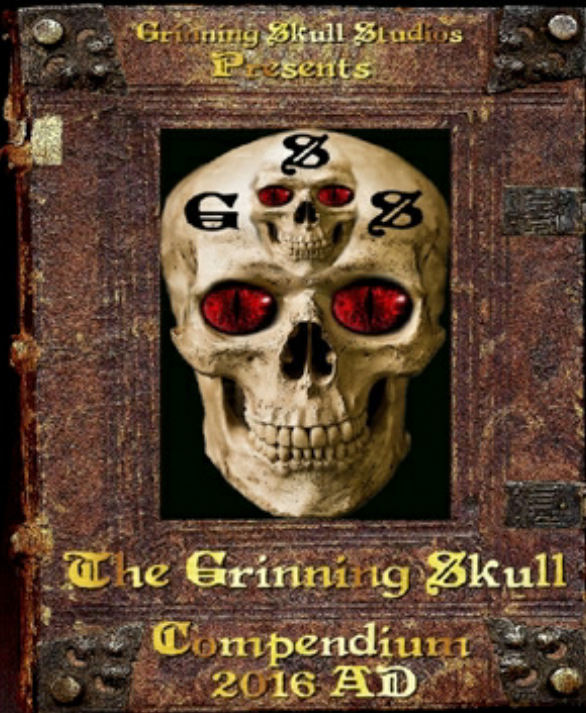
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