

A wooden sign with a wreath and a red stocking hanging from it. The sign is made of dark, weathered wood and has the text "100 Additives FOR A HUNG STOCKING" engraved on it. A small green wreath with red berries is placed over the number "0". A red stocking with a white cuff and a white snowflake design is hanging from the sign. The background is a blurred Christmas tree with lights and ornaments.

**100 Additives**  
**FOR A HUNG STOCKING**

**By William T. Thrasher, Clint Staples  
and the Skirmisher Game Development Group**



# 100 ODDITIES FOR A HUNG STOCKING



By CLINT STAPLES, WILLIAM T. THRASHER, & THE SKIRMISHER GAME DEVELOPMENT GROUP

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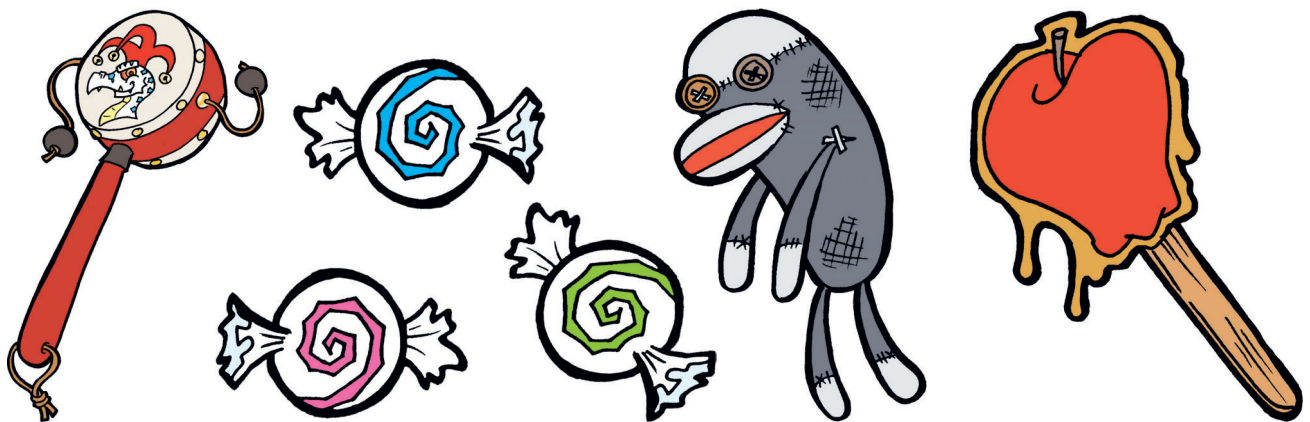
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# 100 Oddities for a Hung Stocking

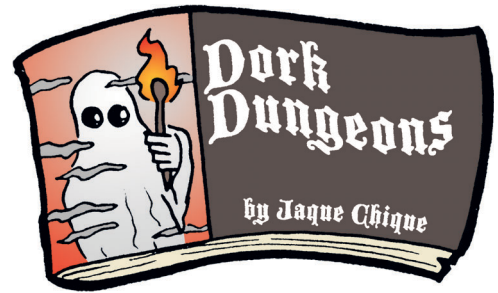
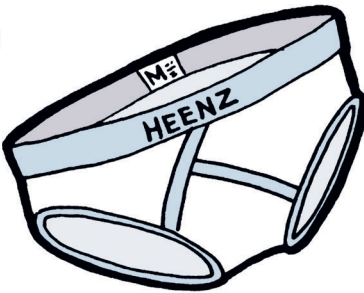
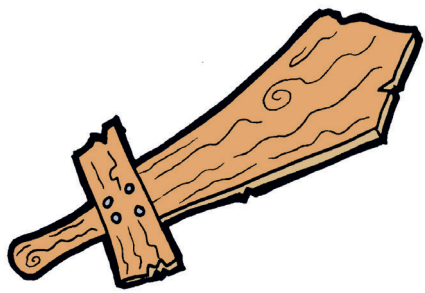
By William T. Thrasher and Clint Staples; illustrations by William T. Thrasher

When the holiday season comes around why shouldn't the heroes in your campaign get in on the action? Why not roll up a few random treats and tricks using this table of random items, any of which might be found in a stocking hung over the fireplace, a goody bag at a birthday party, a bucket of Halloween candy, or any other time when gifts are in the offing?

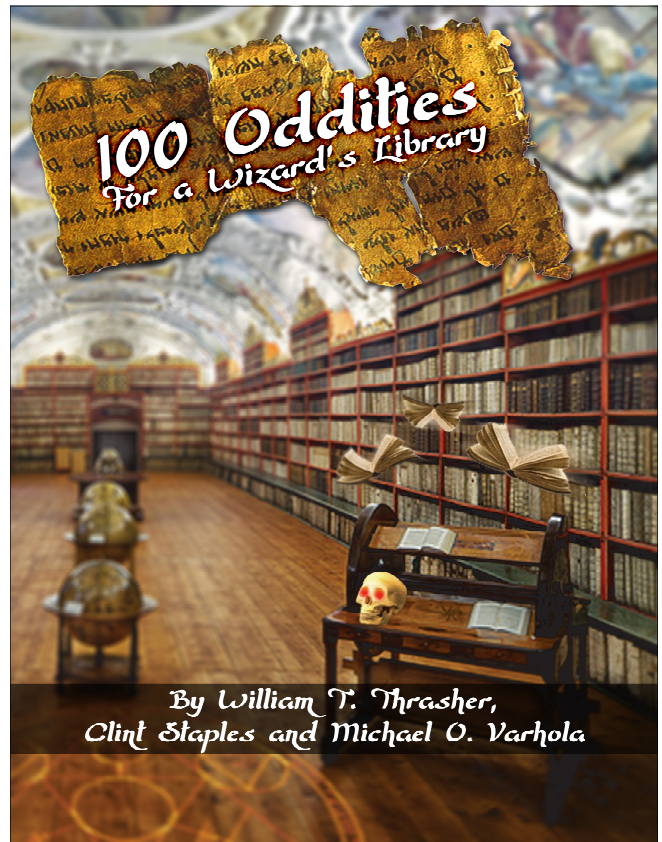
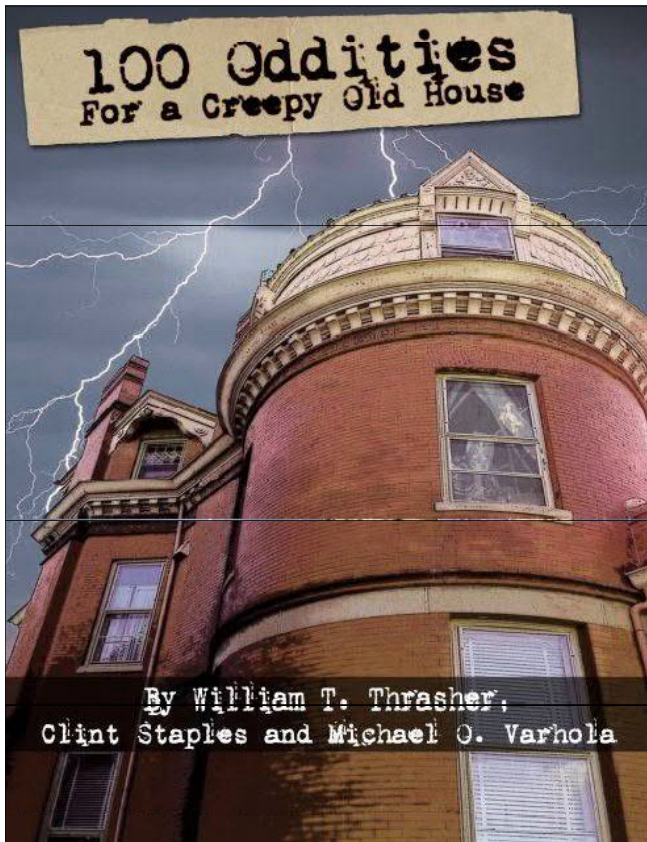
d100	Oddity
01	1d6 sweets. Roll a second d6 to determine flavor (1-butterscotch, 2-caramel, 3-chocolate, 4-coconut, 5-peppermint, 6-sour quince)
02	A windup toy soldier. When wound, it marches, performs a rifle drill, and salutes. There is a 50% chance the toy is a magical construct and can animate on its own.
03	1d6 lumps of coal. Add an additional d6 to the roll of the recipient is Evil or Chaotic.
04	A pocket-sized bottle of sweet liquor.
05	An I.O.U. from Uncle Leo.
06	1d6 silver coins.
07	A candycane.
08	1d6 gold coins. There is a 50% chance these are actually chocolate coins in gold foil.
09	A coiled viper ready to strike!
10	A four-sided top with a symbol on each side. The symbols translate as "nothing," "half," "all," and "put in."
11	A pack of playing cards with festive images printed on the card backs.
12	A wooden toy sword. There is a 50% chance the sword counts as a +1 weapon. If so, there is also a 10% chance the sword is a legendary weapon in disguise.
13	A white rat nibbling on a candy truffle.
14	A bottle of thick maple syrup.
15	A snow globe with a fantastic castle inside. When shaken, the snow within takes the form of a white dragon that attacks the castle before disbursing.
16	A tiny, exhausted Elf, curled up and asleep, cold iron manacles on its wrists.
17	A sprig of mistletoe that was once used as a focus for druid magic.
18	A bag of marbles, including a beautiful cat's eye aggie.
19	A small bottle of brownish powder labeled " <i>Instant Holiday Feast.</i> " Faded instructions say to just add water.
20	A small bag of candied orange slices flavored with ginger and honey.
21	A spice sachet labeled " <i>Mulling Spices for Space Mead.</i> "
22	A wand of reindeer command carved from a single antler.



- 23 A shrunken head with cloves studding its surface in an elaborate pattern of crosses and pentacles.
- 24 A small display box for a piece of jewelry. Inside is a sliver of very old wood.
- 25 1d6 copper coins.
- 26 The object containing the treat is actually a specialized mimic. It bites! Lose 1d6-1 fingers.
- 27 An armed mousetrap.
- 28 A baby doll dressed in a nightgown and bonnet. Its eyes open and close.  
When a cord on its back is pulled it speaks the name of the owner.
- 29 A bouncy ball. Once thrown, it will not stop bouncing in random directions until caught.
- 30 A jack-in-the-box decorated with prancing circus animals. When the crank is turned, it plays a jaunty tune. At the end of tune, the lid pops open, releasing an imprisoned demon in the form of a clown.
- 31 1d6 links of savory smoked sausage.
- 32 2d4 multi-colored lollipops tied together with ribbon.  
All the lollipops have the same vague fruity flavor.
- 33 A tin whistle that reproduces birdcalls
- 34 A toothbrush and small tube of toothpaste.
- 35 A small stuffed bear with brass buttons for eyes.  
The bear is subtly enchanted to ward away baleful creatures from the Plane of Dreams.
- 36 Broken walnut shells. The savory nutmeat inside is gone.
- 37 Parts for a mechanical toy with needlessly complicated assembly instructions in another language. Unless the instructions are correctly deciphered, the toy assembled into something terrifyingly different from what is intended.
- 38 A leather thong necklace with a tiny warhammer pendant. If the pendant is removed, it turns into a full-sized warhammer, returning to its pendant form reattached to the thong.
- 39 1d6 mummified fingers.
- 40 The deed to a property in a distant land you've never heard of. The property is either:  
a) Haunted; b) Contested by another; c) in a terribly dangerous location.
- 41 A painted figurine of a dragon, lifelike in every detail, except that on the belly - which would be hidden if the figurine were set down as designed - there is a strange word in quotation marks.
- 42 A hunting horn, created from a curling ram's horn. When blown, the horn either:  
a) Summons Krampus; b) Summons 3d6 warriors ready to do the winder's bidding;  
c) Signals the beginning of the World's End.
- 43 A tiny boat resembling a viking ship. When examined, it becomes apparent that the boat can be folded differently, allowing it to grow large enough to carry a crew of several dozen warriors. If the sequence of folds can be repeated exactly in the opposite order, the boat will fold small once more.
- 44 A candy necklace. If the candy segments are swallowed whole, they turn into gemstones in the eater's stomach.
- 45 A handmade sock monkey, equal chance gray or argyle.
- 46 2d4 building blocks, one inch to a side. Each block facing features a letter, number, animal, basic shape, color, and human figure representing a specific profession.
- 47 A colorful paper hat.
- 48 A lit firecracker!
- 49 A clanking windup iron golem.
- 50 A misshapen lump of chocolate studded with bits of foil and the occasional cat hair.
- 51 A pack of collectible cards with a portraits of a renowned heroes from past ages on one side, and a numerical accounting of the hero's achievements on the other. The pack contains 6+1d6 cards and a fossilized shard of chewable confection.
- 52 Two identical snowflakes. They melt instantly.
- 53 1d3 pairs of new underpants.
- 54 A bar of soap. There are teeth marks in it.
- 55 A new pair of socks.
- 56 A small personal item thought to be lost or destroyed.
- 57 An adorable kitten. The kitten never ages, and so long as its well cared for it will never assume its true form.
- 58 A small apple or orange. Don't compare the two.



- 59 A chocolate egg left over from the spring equinox festival.
- 60 A small pouch full of game pieces, from dice to jacks to playing pieces.
- 61 The carved icon of a saint.
- 62 1d4 pieces of costume jewelry.
- 63 A wooden toy soldier. If it is brought within 5 ft. of a toy soldier in the colors of an opposing army, the toy animates and attempts to destroy its foe.
- 64 A single lump of coal. However, the center of the lump contains a raw diamond
- 65 2d6 lemon drops.
- 66 2d6 mixed nuts. Roll for each nut individually on the random nut generation table.
- 67 A starving rat!
- 68 A gift token worth 5gp at Rotten Rognvald's Pre-Cycled Gift Emporium.
- 69 A yoyo. There is a 25% chance the string breaks the first time it's used.
- 70 A short religious tract about the moral and spiritual hazards of roleplaying games.
- 71 A caramel apple. There is a 50% chance it is also covered in nuts.
- 72 A spell scroll for a spell that creates and entertaining 5-minute fireworks display.
- 73 A pouch containing 2d6 gumballs. The gum can be used to blow bubbles up to 5 ft. across.
- 74 A single platinum coin contained in a complicated puzzle box.
- 75 An old silk hat. When placed upon a snowman it transforms it into a cheerful ice elemental. The elemental returns to its original form if the hat is removed.
- 76 A single wooden button, scratched and stained by years of use. The button was once part of an eccentric dragon's hoard.
- 77 A chocolate bon-bon containing your least favorite filling.
- 78 A ring containing a genie with one wish left. There is a 50% chance the genie is cursed to always grant the opposite of the stated wish.
- 79 A small joke book. The jokes are tired and cliché, and all the more amusing for it.
- 80 A pouch of small red gel candies in the shape of fish.
- 81 A box of raisins. They are a good source of vitamin C, but confer no other benefit.
- 82 A stale bagel.
- 83 A single mushroom with an equal change of possessing hallucinogenic or mystical properties.
- 84 An apple containing 1d4-1 razor blades.
- 85 Baby shoes, never worn.
- 86 A plastic horn that makes a noise the player find entertaining but everyone else finds annoying.
- 87 1d6 peppermints.
- 88 A "present" from a household pet.
- 89 A bendy rubber simulacrum of an elf.
- 90 A hardboiled egg painted a random color.
- 91 Your favorite type of candy. There is a 50% chance it's been poisoned.
- 92 A small wooden horse. It looks like it should possess some magical power, but it doesn't.
- 93 A traditional den-den daiko.
- 94 A single copper coin suspended in a cube of alchemical resin, the name of a city embossed on the coin's rim.
- 95 A decoder ring. There is a 50% chance it only decodes advertisements.
- 96 A stuffed mouse filled with catnip.
- 97 The same thing you got last year.
- 98 A flogger made from licorice whips.
- 99 A marshmallow chick.
- 00 You Get Nothing!



Check out all the other entries in Skirmisher Publishing's best-selling "100 Oddities" series and use them to help take your tabletop games to the next level!

