Grinning Skull Present

Grim's Amazing D100 Tables

100 Useless Items for all fantasy RPGs

Grim's Amazing D100 Tables

Suitable for ANY FANTASY ROLE-PLAYING GAME SYSTEM

100 useless items for use with all Fantasy Role Playing Game systems presented as a handy D100 randomiser!

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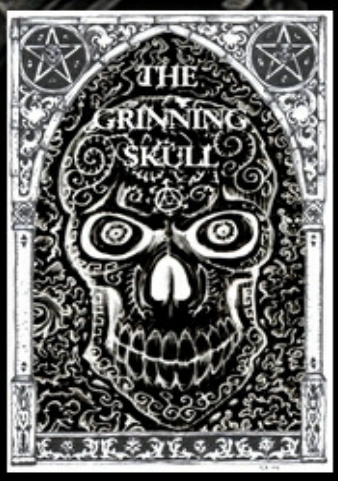

Grinning Skull Present

Grim's Amazing D100 Tables

100 Useless Items For all Fantasy RPGs

100 useless, yet interesting items for
use with any fantasy RPG game system
in a handy D100 chart format for easy reference!

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Foreword

A good GM (Games Master) is always looking for a little more extra detail when creating an environment around his players as the game progresses and grows, but sometimes this is easier said than done.

When players decide to search either the bodies of their slain enemies, or significant places during the game, usual item charts don't really cut the mustard when it comes to this added level of detail. It's either you find some great item or simply nothing at all, which is all well and good, but the savvy GM is missing out on that extra nugget of little detail that could add so much colour to the moments a PC has spent hunting around in the detritus.

Well, now you can give them a little reward for their efforts, albeit pointless, by a simple D100 roll on this chart. None of these items contained here will give advantage to a player, but some may make them laugh and possibly the clever GM will find some small hooks and adventure seeds that may tie into future developments in their games. It also may provide the GM with a nuisance player (you know the type) who is always searching everything for items of value, with a perfect foil and may make them think twice before scrounging through every nook and cranny, just take a D100 roll and allow them to find all sorts of crap until they give up and get on with the game in more constructive way!!

Most items here represent stuff which could be carried around or hidden in small areas out of sight, therefore are ideal for the situations after combat encounters, empty rooms and so forth. Useless? Well, yes maybe, but interesting tasters of random filler? Definitely!! Enjoy adding these things into your games!

Grim

D100 Roll

1. A gnawed finger bone.
2. A scrunched up note with the words "2 Doz Eggs & 3lbs bacon" written on it.
3. A tin token with "good for 1 ale at Timmy's Tavern" embossed onto it.
4. 1D6 glass marbles.
5. A mouldy blood stained bandage.
6. An envelope containing a love letter to someone called " Bobby"
7. A cheap beaded necklace.
8. A dead mouse wearing a bow tie.
9. A half eaten, dirt encrusted boiled egg.
10. A rusty broken key.
11. A tint carved wooden lion.
12. A small vial containing some scabs.
13. A toupee.
14. A used bar of soap.
15. A new bar of soap.
16. A beer bottle top.
17. A small jar containing a magically trapped fart.
18. A spider in a box (non poisonous)
19. A pack of playing cards missing all the hearts suit.
20. A kazoo.
21. A leather bookmark.
22. A wooden spoon.
23. 1D6 children's wooden blocks.
24. A set of grubby dentures.
25. A broken pair of spectacles.
26. A small pot of red paint.
27. D10 human teeth.
28. A small pouch containing 3D10 tomato seeds.
29. A rotting banana peel.
30. Half a burnt candle stub.
31. A ripped birthday card to a girl called Eleanor.
32. A hand drawn picture of a pig.
33. A silk embroidered handkerchief

D100 Roll

34. A pack of 3D6 iron nails (all bent out of shape)
35. A small metal figurine that resembles one of the PCs.
36. A bone six sided die (a D6)
37. A receipt for purchases from a place called "Morty's Meat Packers"
38. 2D6 pink feathers.
39. A pair of pigeons feet.
40. A parchment with the words "I'm a fan of Stan!" written on it.
41. A note saying " Pam shot first" written on it.
42. A cracked eggcup.
43. A carved soapstone frog.
44. A pot of stinky glue, half empty.
45. A bottle cork.
46. A pack of 2D6 medicinal lozenges.
47. A child's drawing of a dragon.
48. A finger puppet of an or.
49. A small purple squishy ball.
50. A tub of face powder.
51. A broken hand mirror.
52. A wooden ring.
53. Some soiled undergarments.
54. A needle and some black cotton on a reel.
55. A bent and twisted fork.
56. A twisted and bent spoon.
57. Some cheese wrapped in a bloodied cloth.
58. A tiny shrivelled and mummified lizard.
59. A pouch of 1D6 dead butterflies.
60. 2d6 half eaten biscuits.
61. A pouch of foul smelling tobacco and liquorice scented smoking leaves (50% chance of mild poisoning when smoked.)
62. D3 twisted and bent fishing hooks.
63. A coil of copper wire.
64. A blank piece of parchment.
65. A dehydrated ox tongue.
66. Some glass beads on a tatty string.

D100 Roll

67. A dead houseplant in a small plant pot.
68. A rabbit skull.
69. A fishing weight.
70. A small bag of wheat flour infested with weevils.
71. A mousetrap (50% chance it will set off and trap the finder)
72. A dog collar.
73. A flint and steel set that hardly ever sparks (1% chance it will produce a spark)
74. A rag doll with evil eyes.
75. A pumice stone.
76. A handmade corn dolly.
77. A carved wooden blank face mask.
78. A Tiny box that is sealed & cannot be opened under ANY MEANS. It is addressed to a Mr Brown, 52 Old Town.
79. A small bouquet of fine smelling herbs.
80. A Glass eye (colour green)
81. A broken, cracked Magnifying lens
82. D10 pebbles that glow in the dark.
83. A dead red rose with a ribbon tied around it.
84. A fox's brush.
85. A shell comb missing most of it's teeth.
86. A bone shaped dog biscuit.
87. A purple ladies glove.
88. A small leather bound diary with the words "Help me!!" written on every page entry.
89. A pouch of 2D6 sea shells.
90. A monocle on a chain.
91. A scroll with "Blah Blah Blah" written on it 67 times.
92. A length of thin rope with 13 knots tied in it.
93. A small empty blue glass bottle without a lid.
94. A sealed drinking gourd filled with off milk.
95. A small frying pan missing it's handle.
96. A six inch nail.
97. 2D10 copper rivets.
98. 1D6 fishing flies.
99. 1D3 live large snails in a box.
100. A finely tooled and elegant leather pouch (empty!)

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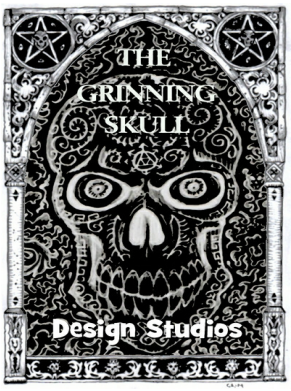

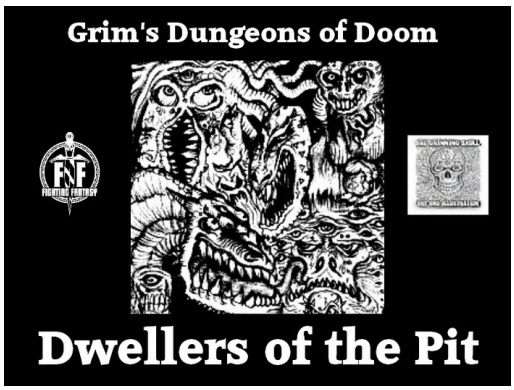

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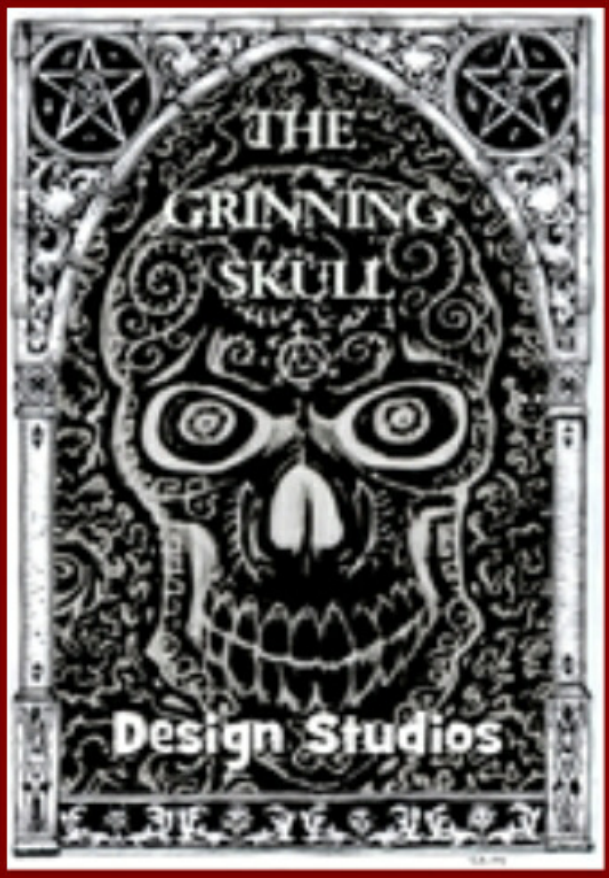

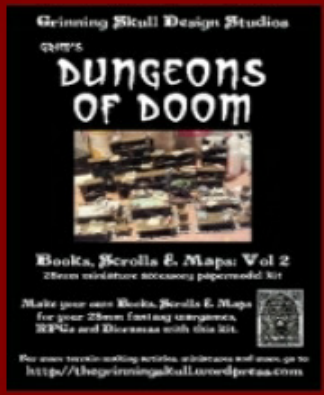

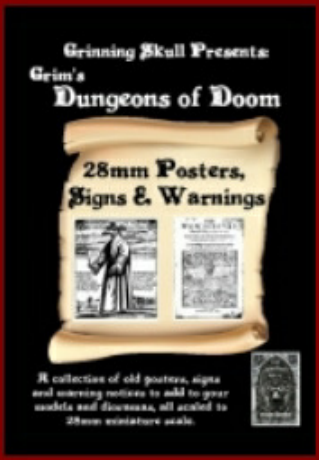

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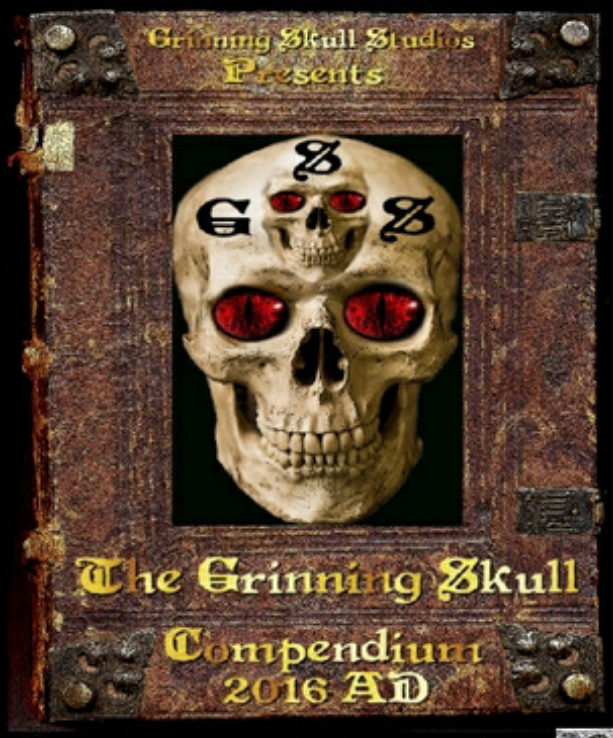

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