

Grinning Skull Design Studios

Grim's Amazing D100 Tables

100

Cavern Features & Dungeon Dressings



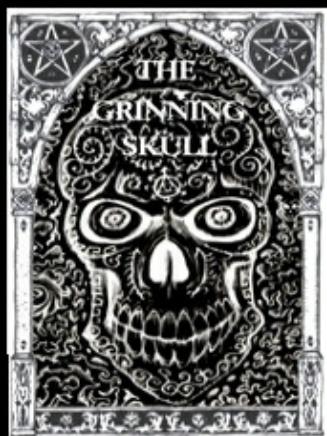
By Will Grundy & Allen Farr

Grim's Amazing D100 Tables

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ANY FANTASY
ROLE-PLAYING
GAME SYSTEM

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room settings for use
with your favourite
generic fantasy RPGs.

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Grinning Skull Design Studios presents:

Grim's Amazing D100 Tables

100

Dungeon Dressings
& Cavern Features

For all fantasy RPGs

By Will Grundy & Allen Farr



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Foreword



Hello again, or for those of you who aren't a regular, welcome to the latest title in "Grim's Amazing D100 Tables"

This edition is dedicated to those dungeon designers who need an added bit of help to design their caverns and complexes with some often needed dungeon dressing.

You will find a plethora of unusual features that can be rolled randomly to give a tad more detail to what can sometimes be static and empty areas and rooms.

They can be used also to help give GM's ideas for such, simply by choosing instead, but are intended for those on the fly cavern creations.

For other dungeon ideas, check out 100 Creepy yet meaningless encounters for Caverns & Dungeons for an alternative take on ways to add meaning to otherwise bland and unformed rooms and spaces.

Grim & Allen

Choose or Roll D100



1. One wall in this area has a large carved stone lion's head water fountain and pedestal basin. It is old and doesn't work anymore.
2. There is a rusty iron brazier in the centre of the room. It is cold and doesn't look as if it has been used for a long time.
3. Hanging on the wall or door, is a rough wooden sign with the words "No Children Allowed" painted on it in white paint.
4. There is a pile of assorted skulls, arranged neatly facing the same way.
5. On the floor there are several rusty swords placed into the shape of a hexagram.
6. The area oozes in a fluorescent blue slime that drips from everywhere.
7. The area was once luxuriously clad in fine tapestries, fabrics and carpets. Now it is worn, dirty and threadbare.
8. A medium sized painting hangs on a wall. It depicts a sad, crying woman dressed in black, mourning over a grave. If observed over a period of days the player characters may notice each day the woman has moved position and mourns over a different grave.
9. A series of hand sized holes pepper the walls as if some large burrowing creatures have been using the place as their homes.
10. A collection of dusty books are piled hap hazard in one corner of the area. There may be a few that are of use (most are no good).

Choose or Roll D100

11. This area is full of lit candles of various sizes and colours, only one doesn't appear to be melting. Either it's only just been lit or perhaps the candle has magical properties.
12. Dirty fur rugs and blankets cover the floor, as if it has been used to sleep on.
13. There is a large circular pit (about 1.5 metres in diameter) in the room. If the depth is checked with a stone or object dropped in it, there seems to be no end.
14. This area has a collection of human and demi-human trophy heads on the walls. Each one has been perfectly preserved by a master taxidermist.
15. The area seems to be made entirely from the petrified bone of hundreds of creatures. It is rather artistic.
16. A medium sized table in this area has two place settings and food put out. The food appears fresh, but if tried tastes of rot, it might also possibly cause poisoning.



17. Rusty chains hang from the ceiling. Most of them are attached to hooks and barbs that have a layer of dried blood on them.
18. Every surface here has hastily scrawled writing and symbols in a variety of styles, colours and languages. These seem to change when not looked at.
19. The whole area is upholstered in preserved skin, the racial origin of which is unclear, but appears to be a mix of humanoid races.
20. There are huge clusters of brightly glowing crystals in the walls. If interfered with they grow exceptionally hot and cause serious burns even at a distance.

Choose or Roll D100

21. A strange mechanical machine sits to one side. It is bigger than an average person and whirrs away with ancient cogs and gears. Any attempt to tamper with it causes it to blow acrid smoke from the various tubes emitting from it. Breathing in the smoke may cause side effects.

22. This is a storage area, and contains barrels, boxes and crates. Most contain nothing or spoiled goods, but some may contain a variety of vermin or poisonous nasties that now make their home inside.

23. A single, pristine coffin lies in the room. Regardless of the actions taken by the player characters, the coffin does not open. Perhaps it awaits some celestial event that causes it to open or perhaps it's carved out of a single piece of wood and doesn't actually open at all.

24. A life-sized pair of copper statues depicting cheeky goblins with **HUGE** private parts stands either side of the doorway. Daubed around the walls on either side of the doorway is a number of rude comments scrawled in what passes for the written goblin language.

25. The area is decorated with thousands of sea shells forming symmetrical patterns. Observing the patterns from a specific point in the room cause the player character to become disoriented. It's difficult to tell if this is intentional or not.

26. A rotting goblin corpse on the floor is slowly being consumed by a variety of small and large slugs. The slugs vary in colour, some even glow.

27. This room is illuminated by a shaft of light in the middle of the ceiling.

28. There is a well, complete with a bucket suspended on a rope attached to a winding wheel above it. The water is fresh and seems to be supplied by an underground spring or river, deep below. The average human has to reach up to wind the wheel, suggesting the well was built by a significantly larger creature.

29. A table is set with two skeletons, seemingly in the process of playing a game of checkers. If tampered with in any way, the skeletons collapse into a pile of bones.

30. There is a large bellows powered pipe organ here, it is in perfect key.

31. There are cobwebs everywhere here. In a corner, hangs a desiccated corpse wrapped in webs as if by some huge spider. Although there are small spiders everywhere, whatever made a meal of this unfortunate, has long gone.

32. This room contains many sealed terra-cotta pots and urns, all of which contain a strong syrupy wine. The wine must be diluted down with water before being drunk, otherwise it causes madness and brain damage.



Choose or Roll D100

33. On a pedestal, sits a large circular goldfish bowl. Inside is a massive bloated oddly coloured fish with a human face. If approached the fish sings sad songs about how lonely it is. It can be communicated with if the player characters respond in song.

34. This area is littered with ripped up scrolls and paper. Here and there amongst the remains is the odd spell scroll. However, the paper is unnaturally dry and any ay source of ignition causes a fire...

35. This area is flooded, and the source is a large rusty tap set into the wall. The water is dark and filthy, but beneath the filthy water is big plug on a chain. If pulled the water drains away. Various trinkets may be found amongst the muddy sediment.

36. A grand four poster bed furnishes this room. It is clean and well kept, and the bed has been made with fresh sheets.

37. A huge pair of lips is carved into the wall. Alongside it is a coin slot and the words "insert 1 GP" written above it. If a gold coin is placed in it, the lips grind to life and begin to recite love poetry from a variety of sources and languages.

38. The walls are filled with dusty shelves filled with junk and jars containing questionable things. There may be some useful items among them.

39. Set into the wall is a huge lectern and chained to it is a huge book. If the lectern is approached, the book opens by itself and, speaking in a Germanic accent, helpfully describes the surrounding area and its dangers. In exchange for the lore it wants to be fed some ink. If the players have no ink, it will settle for fresh blood. The book is named Ludvig.

40. Every wall surface is adorned with tribal masks. This collection is from everywhere in the game world and contains many valuable examples. If any attempt to remove one is made, it triggers a mechanism to bring down metal grates and bars that block ways in or out. It may also alert the owner, who may be angry that his prized possessions are being stolen..

Choose or Roll D100



41. There are 30 or more wooden chairs neatly stacked up in storage. They are old, but still quite useable.

42. This room is filled with fresh dung from an unknown creature. Bones and other debris litter the area among the crap. Whatever resides here might not be too far Away...

43. This room is set out like a classroom, complete with a chalkboard, desks and scruffy learning supplies. The subject marked on the board seems to be "Tunnelling and Building".

44. Several large kettledrums are stored here. Other types of drums are here too, a few bongos, a bass drum and a few percussion instruments as well. If anyone attempts to play them, it deafens all in the area, it may alert anything nearby to their presence..

45. On a shelf, high up, are four large clear jars containing brains. Each is marked with a name, "Morris", "Jeremy", "Zachariah" and "Nervis". If disturbed, they speak telepathically to the player characters, all complaining about the damp in their jars, and then begin arguing among themselves until the noise levels in the characters' heads become unbearable. They can only be silenced if one is killed, then the others will shut up, begging to be spared. Nervis knows of a hidden gemstone in the room and bargains to be saved in return for its location.

46. Cracks in the floor reveal deep shafts filled with lava, it is hot here and the fumes that emit are sulphurous and poisonous. Staying here too long will be fatal.

Choose or Roll D100

47. The floor is paved in square tiles perforated with perfectly round holes. Stepping on the tiles triggers a one foot metal spike to spring up out of the holes, when the pressure is removed, the spikes retract. There holes are everywhere.

48. A head sized hole in the wall, and the words "Grob narr Unga, Kugg Makka" are written above it. These words translate from old plains orcish, and translate as "I bet you'll get a stinking headache", but also translates roughly in modern western goblin as "Surprises inside here, look down". If anyone puts their head inside to see what's there, a hidden large wooden mallet is slammed down, smashing anyone foolish enough to do so.

49. A mural is painted on the wall, telling the story of a troll named Trebur who longed to be loved. It seems like a greenskin created it, as annotations are in the dialect of modern orcish.

50. This area contains a massive bookshelf containing large ledgers and wage accounts of the occupants. They have been left for some time, and have been written by a scribe known as Arzelous of the Inken fingers.

51. A burning fire pit in the centre of the area glows with a green balefire, the coals are human skulls and a heavy scent of sulphur burns in the air.

52. The place appears to have been severely fire damaged at some point. It smells of old smoke, and burnt debris litters the area.

53. This room is home to several bleached human skeletons, strung up on ropes like a full sized puppet. One is dressed as a groom, one a bride, and the other with priestly Attire.

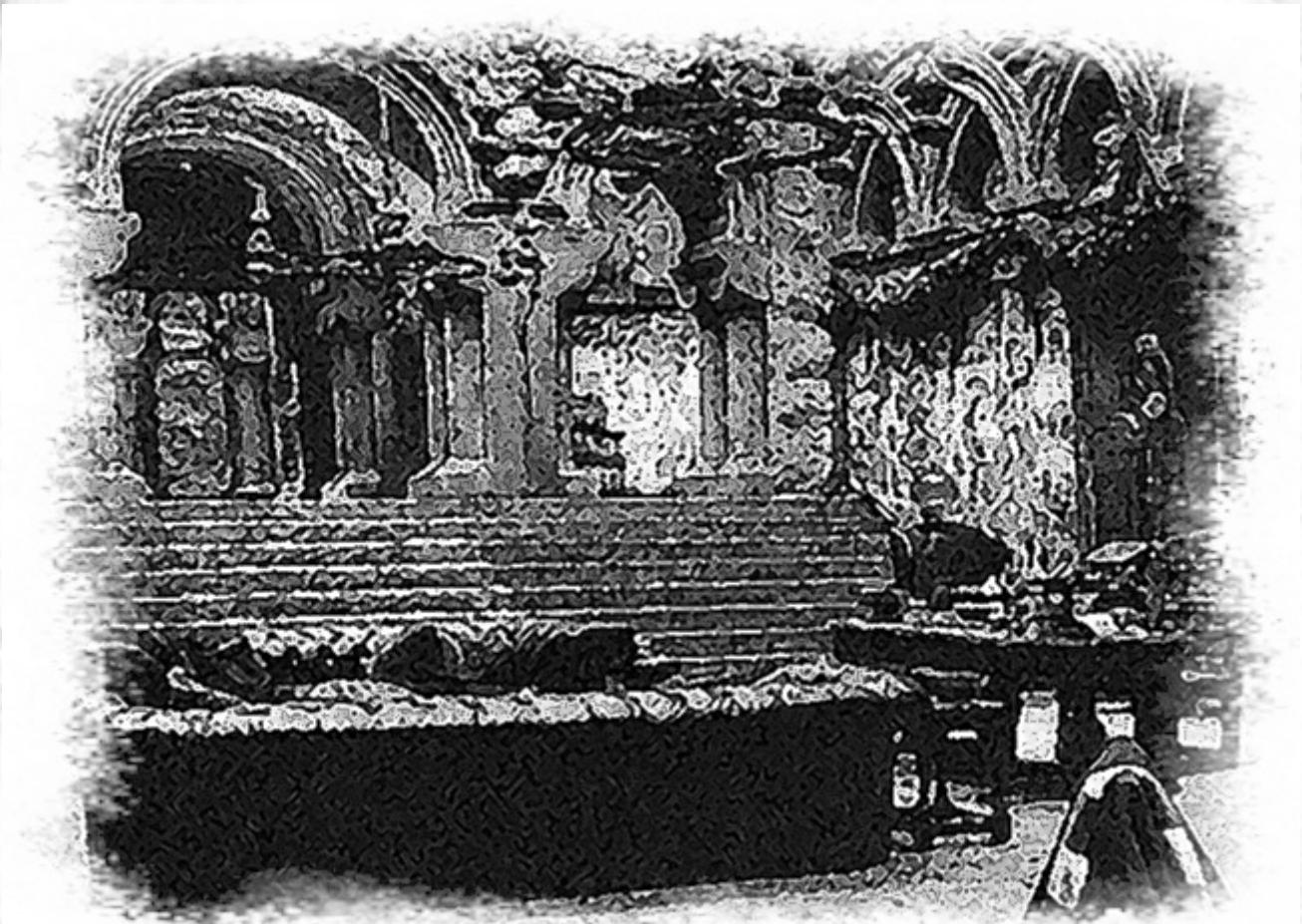
54. A throne sits on one wall. It is ornate but worn. If anyone sits there, it collapses.

55. The room is in darkness. In the corner are dozens of stacked leather tubes with handles on the top. Inside each is a lamp made from the skull of a different creature. The inset of each skull's eye socket has been lined with a highly reflective material and suspended from each socket on a fine wire is tiny vial containing a pickled glow worm. The light from these lamps are surprisingly bright, but the light moves hypnotically as the vials swing from the wires suspending them.

56. In the middle of the floor is a trap that has never been armed. Hanging from the roof on a piece of wire is a sign that states "The next one won't be so easily found". Surrounding the trap on all four sides is an armed version of the trap.

57. The passageways are covered in a thick layer of thistledown and dandelion fluff blown in from the surface. Because the floor cannot be seen it may be obscuring something hazardous. Perhaps more importantly, thistledown and dandelion fluff is also exceptionally flammable, though it is short-lived.

Choose or Roll D100



58. Some enterprising creature has filled this chamber with hammocks made from giant eggshells cut lengthways and suspended from the walls by thick ropes. to side as if their occupiers have just fled before the arrival of the player characters.

59. A series of chalk circles have been drawn on the floor against one wall of this room. At the other wall is a series of straight lines. Everywhere are dozens of small stones polished to a high sheen. This looks to have been some kind of game room, though it appears to have been abandoned from some time. The stones are perfect ammunition for anyone that uses a sling.

60. In the corner of this room is a broken, ink stained writing desk. On the floor is a pair of spectacles with one lens crushed underfoot. Other scattered writing material suggests there was a struggle and the desk's occupier was dragged away kicking and screaming.

61. A large table dominates this abandoned room. Atop the table is a crude three dimensional map of the surface world, which has been constructed with the aid of junk scavenged from the rest of the dungeon. The walls host several tightly stretched animal hides, which have brightly painted maps on them. It appears to be some kind of invasion plan and at least one of the player characters recognises their home town on one of the maps.

Choose or Roll D100

62. This massive chamber is filled with empty boxes and barrels, all but a few of them empty of their contents. Once a food storage area, the contents have either been looted or moved elsewhere.

63. Set at various distances along the back wall of this large chamber are the wooden cut outs of a number of wild creatures and humanoids. The cut outs are chock full of holes, many of which have been previously repaired with patches of leather and bits of wood. Sticking in some of the cut outs are a selection of arrows, x-bow bolts, axes and knives.

64. The large slabs of cut stone in the floor come to an abrupt end in this room. Beyond this point the stones appear to have been lifted and likely re-purposed elsewhere.

65. Piled in one corner of this room are a number of broken shovels and pick axes. Sitting on a table beside a crudely carved set of steps are three cages, inside each is a small songbird, their shrill chirping echoing throughout the dungeon.

66. The entrance to the next passage way is a crude archway constructed from two of the largest pickaxes the player characters have ever seen.

67. A small hand cart with a shattered wheel lies on its side blocking one of the exits to the next room or chamber.

68. A crudely made barricade has been torn aside, as if blasted by some massive force. Amongst the debris are a number of bodies. They can't have been here long as they are in the very early stages of decay and they have yet to be looted.



Choose or Roll D100



69. A creepy doll or child's toy lies in the corner with some of its stuffing torn out. If examined the player characters discover a note of promise that offers a reward of 1000 pieces of gold if the raggedly little toy is reunited with its owner.

70. Small jagged shards of rock sit in neat piles in this room. Amongst the piles are several unfinished sculptures. In one corner, slumped against the wall, is a desiccated corpse chained to an iron spike driven into the stone floor.

Around the corpse is a bucket, a jug of water, a plate and some scattered carving tools.

71. One wall of this room is covered in an uncompleted mosaic depicting small figures fighting a gigantic beast. In one corner of the room is a barrel containing a sticky glue like substance along with dozens of smashed up vases, plates, jars and cups. Not all the items have been smashed and a few items may still hold value.

72. Neatly laid out and pinned to the floor of this room by iron spikes are the belongings of some unfortunate explorer. Everything is there, including weapons, armour, clothing and coins. Slumped against the wall is a desiccated corpse holding a sign that states 'Explore no further least you suffer my fate'.

73. Two large iron grates are set into the walls of this large room. Behind the grates two large water wheels turn slowly under a torrent of cascading water. A rusty coloured ooze drips from each of the grates where small amounts of water splash from the paddles of the wheels.

74. In this room a large piston rises through the ceiling and falls through the floor. All manner of icky substances drip the giant piece of machinery, which appears to pull fresh air from the surface.

Choose or Roll D100

75. Large mounds of spoil fill this massive chamber indicating that there must be a mine close by. Footprints can be clearly seen in the thick layer of yellow dust that covers everything.

76. This room has a large stained glass window propped up against one wall. Behind the window are several small shelves containing rows of burnt out candles.

77. Several large tables and dozens of chairs dominate this room. Nailed along each wall are hundreds of low value coins from many different places, some recognisable some not. Some of the coins are inscribed with short messages.

78. A large pile of rusting manacles and lengths of chain dominate the centre of this room. From the centre of the pile a single desiccated arm is thrust upward from beneath the mound of corroding metal.

79. Broken down and neatly packed in one corner of this room is an ornate carriage, including the reins for the horses.

80. A massive ingot of pig iron with a fine sheen of rust is propped up against the wall of this room. The ingot is exceptionally heavy and is worth quite a bit of money. It is also holding up the wall, which in turn is holding up the roof.

81. A large mirror lies at an odd angle in this room, a candle burning just beside it. A number is faintly stencilled on the reflective surface. This is just one of a series of mirrors in this section of the dungeon. If anyone looks in the mirror, they momentarily see a face staring back at them.

82. Three large iron rimmed buckets sit in front of a massive three legged stool in the centre of this room. The floor is scarred with circular scrape marks, which are impregnated with fine traces of rust. Underneath one of the buckets is a pickled head in a glass sphere, which is protected by a piece of fishing net.

83. This room is filled with hundreds of pieces of interconnected rope designed to impede movement. The ropes are fixed to lattice of roughhewn timbers on both sides of the room, which have been fixed in place by large iron spikes. There is a hidden switch in each of the adjoining rooms that causes the ropes to fall slack on floor for ten seconds before the tension is violently reapplied.

84. This room is dominated by the mast of a ship that has been fixed to the top of one of the walls. The unfurled sail hides the wall almost completely and is covered in small trinkets that have been pinned to the canvas.

85. Smashed wood, brick and scattered tools cover the floor of this room. It is clear that there were once a number of alcoves in the walls, but these appear to have been hastily bricked up.

Choose or Roll D100



86. A toppled statue lies at an angle blocking this passage way. The impact of the fall has knocked the statue's head from its shoulders and it lies several feet away.

87. Chains and hooks dangle from the roof of this room and a large pile of bones are piled up in the corner. On the floor are a number of piles of ash and a greasy soot filled hole can be seen in the centre of the roof, and each of the walls are covered in sticky black tar.

88. Rickety wooden fencing surrounds a large pit in the centre of this room. The interior of the pit appears to be lined with a flesh like substance, and a vile stench emanates from it in wafts of dank warm air.

89. A large collection of shop signs from the surface world hang from the ceiling of this Room.

90. The floor of this room is made of thick glass. Beneath is some kind of gladiatorial Arena.

91. In this room is a trap that has been triggered by some unfortunate explorer. A skeleton is stuck to a slab of wood, impaled by hundreds of sets of dining forks. The corpse has been picked clean, but the trap has never been reset. Blackened with age, some of the forks are made of silver.

92. This room is almost completely filled with chopped logs. To one side is a massive two man saw and near the door way is a large splitting axe imbedded in a tree stump. A few of the split logs have been carved into figurines of various deities.

Choose or Roll D100

93. Smashed furniture and rocks fill this room as the room above it has collapsed into it. From below, what left of the room above can be clearly seen, including tapestries hanging from the walls.

94. Marks scraped into the door frame of this high ceiled room measure the height of something that grew up here. The marks go beyond the door frame, almost to the roof.

95. This section of passageway is spotless. There is no dust or detritus, not even a small piece of loose stone.

96. A seething mass of ants dominated the centre of this room. It has been stripped bare of all organic material, and lines of the small creatures march off in all directions in search of more building material.

97. A large grinding wheel and a makeshift anvil sits in the corner of this room. A number of broken and twisted blades are piled close by.

98. This room appears to be some sort of labyrinthine junction, with three doorways in each wall. Each wall has a corridor exiting the room, a set of stairs going up, and a set of stairs going down. Each doorway is signposted with over the top descriptions like 'Bright shiny burning sky devil this way' or 'Lord Vogemond the God Renderer this way'.

99. A large bronze bell lies on its edge against the wall in the corner of this room. The clapper is missing.

100. The scene of a recent battle, this room is covered in the bodies of the fallen. In the centre of the room is a fountain surrounded by statues in various poetic poses. The statues are blood splattered and the water in the fountain runs red. One corpse lies sprawled on the fountain's edge, her hand outstretched. At the bottom of the bloody fountain lies her crown.



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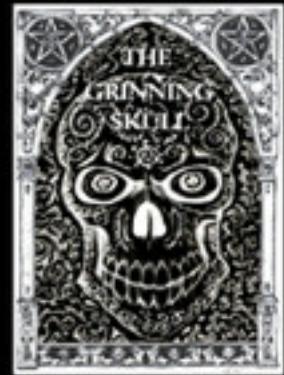
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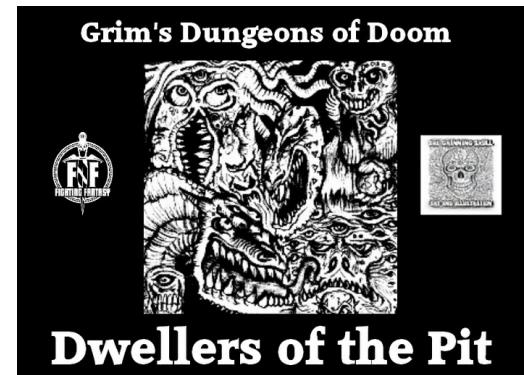
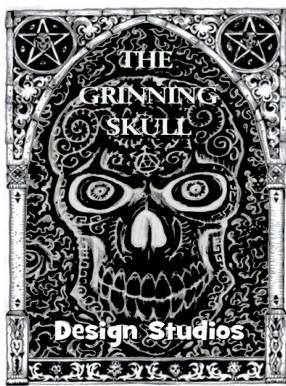
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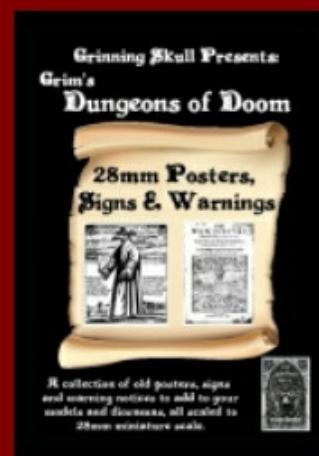
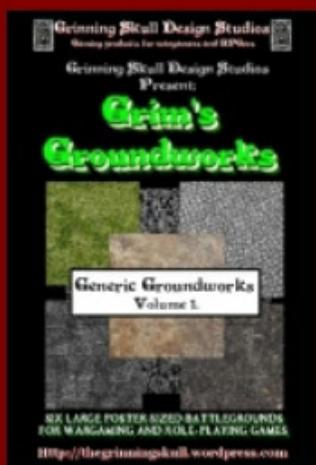
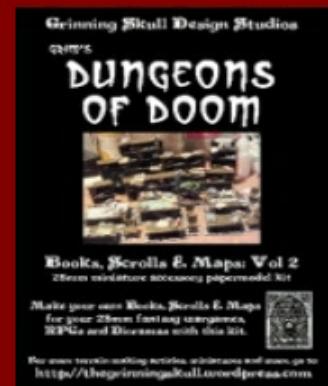
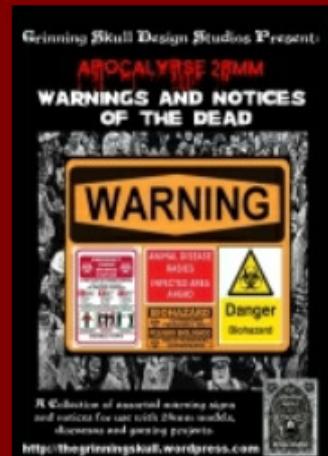
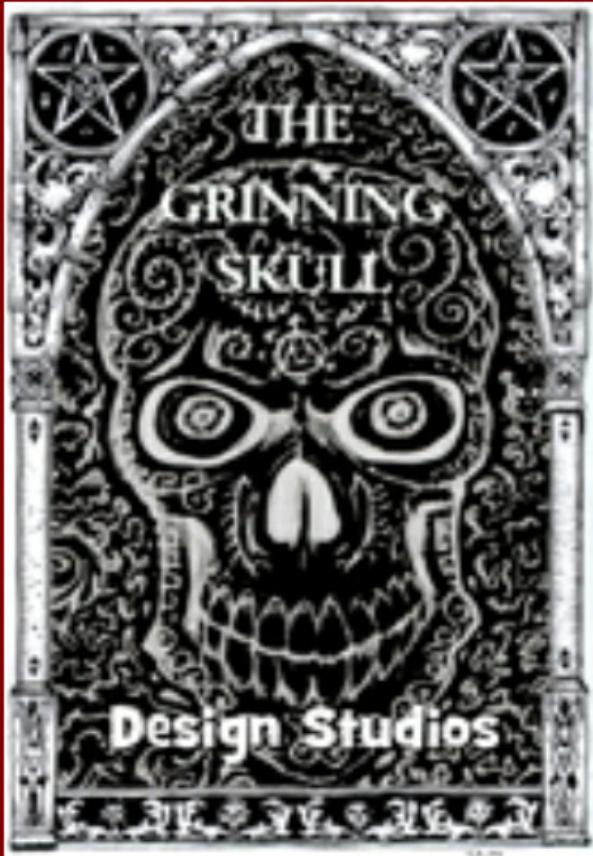
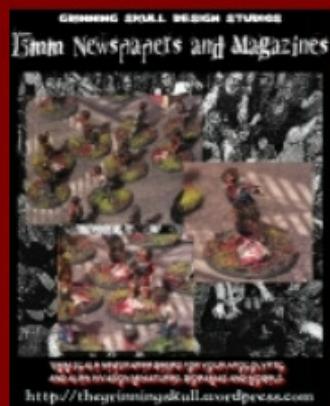
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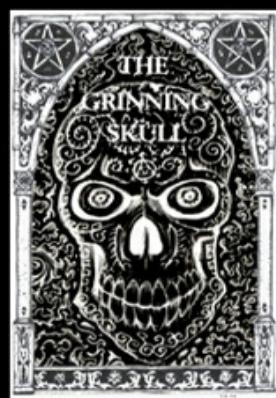
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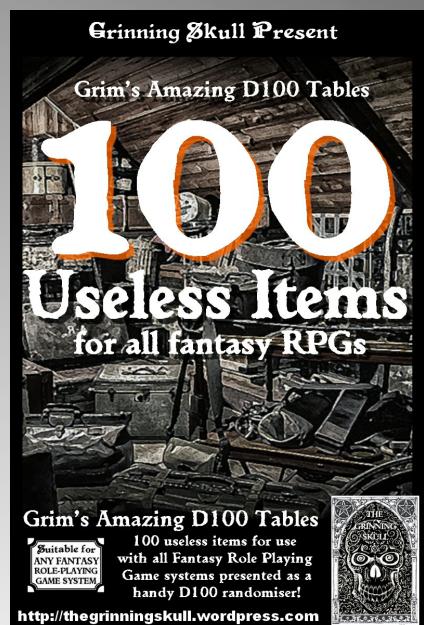
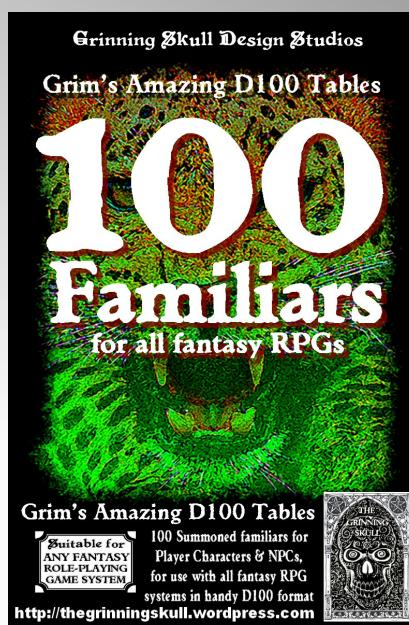
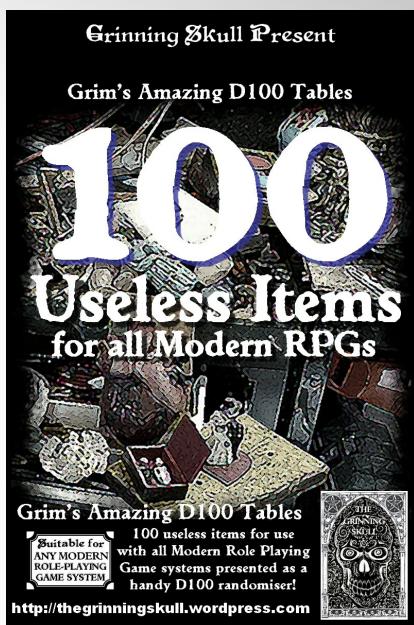
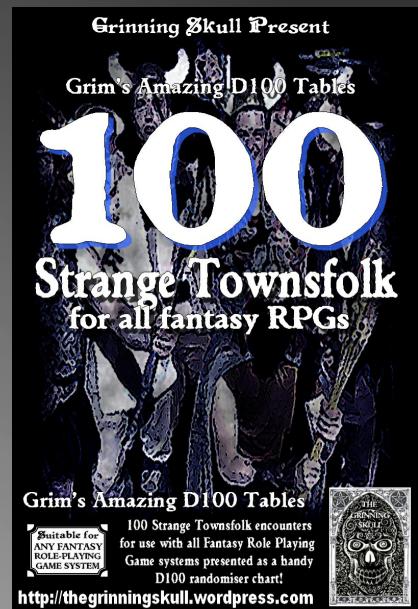
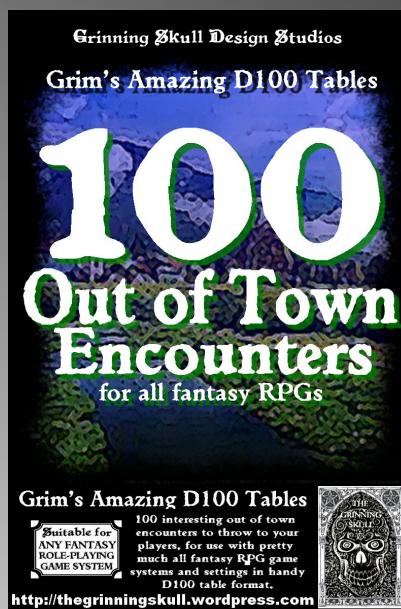
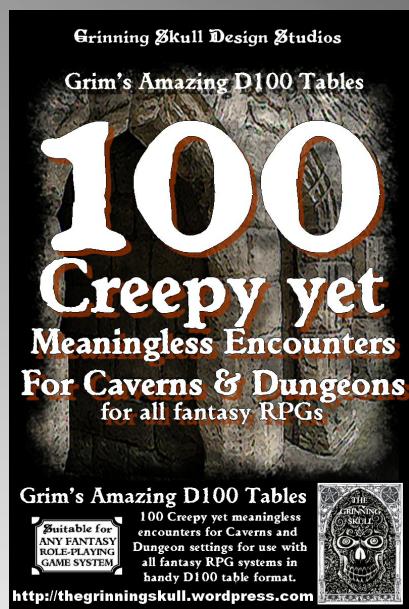


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