

Grinning Skull Design Studios

# Grim's Amazing D100 Tables

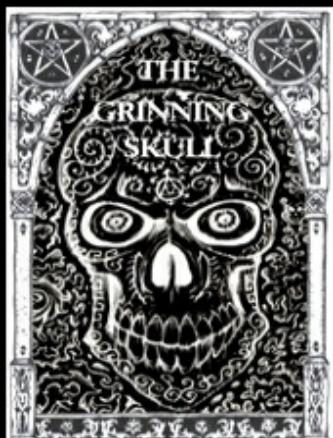
# 100

## Last Will & Testament Inheritances for all fantasy RPGs

### Grim's Amazing D100 Tables

Suitable for  
ANY FANTASY  
ROLE-PLAYING  
GAME SYSTEM

100 items for your characters  
to inherit from the reading of  
a will, for use with pretty much  
any fantasy Role Playing Game.



Grinning Skull Design Studios Present:

Grim's Amazing D100 Tables

100

# Last Will & Testament Inheritances

For all fantasy RPGs



100 inherited items from the will's of the deceased, to add into fantasy RPG games. Suitable for all fantasy RPGs.

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# Foreword



**This edition of "Grim's Amazing D100 Tables" deals with those times where a player has been called to a will reading, and may have inherited some things from a deceased relative or friend.**

**These things may be worthless and even troublesome, or possibly life changing. one thing that can be sure is that many of these inheritances can provide rich pickings for a crafty GM, opening up many story hooks and encounters not usually found on an everyday basis.**

**It is up to the GM to determine who else is present at the time of reading, or if any additional drama may be gleaned from such situations, this will just provide the contents of the will. Included too are a template will sheet for GM's to use as a prop. With any luck, those clever enough could create entire sessions just from the inspiration contained here, so good luck with your own will readings and good luck to your players also, with some of these entries they will be cursing the day they even attended the reading...**

**Grim**

## Roll D100

1. A small puppy named Cyril.
2. A box containing paste dress jewellry.
3. A scroll, sealed with a wax seal, detailing a maternal family tree of the player.
4. A leather notebook of calculations, debts and scribbles.
5. A derelict potato patch of half an acre (infested with disease)
6. A stamp collection.
7. An antique brass bear.
8. A fat cat with the name Triggles.
9. A bottle of foul smelling perfume.
10. A bread Knife belonging to the deceased Grandfather.
11. A shrunken monkey head.
12. A broken vase, badly repaired.
13. A pair of oversized riding boots.
14. A broken down carriage.
15. An aged horse, stubborn and almost deaf. (Named Thunderbolt)
16. A moth eaten fur cloak.
17. A rusty sabre.
18. A small sand timer.
19. A portrait of the deceased.
20. A burial plot next to the deceased.
21. A collection of ladies wigs (insect infested)
22. A pair of spectacles.
23. A gold plated cod piece.
24. A set of wooden false teeth.
25. A rabbits foot on a chain.
26. A small gold box with scented sweets inside.
27. The deeds for a tavern named "The Bitter Lemon".
28. Shares in a racehorse named "Penfold's Maw"
29. A hunting dog past it's prime, named "Barkley".
30. A music box that plays soothing music.
31. A suit of ill fitting leather armour.
32. A collection of nuts from around the world.
33. A dagger with the words "Let it be" engraved on it.

## Roll D100

34. A leather eyepatch.
35. A spiked dog collar.
36. A stuffed parrot in a glass dome.
37. A set of ancient fishing gear.
38. A pewter tankard with "Ernest P. Dodford" engraved on it.
39. A fine smoking pipe in a presentation case.
40. A pouch with 3D6 serpents teeth inside.
41. A bag of wooden runes.
42. A large crystal ball.
43. A candle made from human earwax.
44. A silver flute in a battered case.
45. A pair of fine leather ladies gloves.
46. A hat in the style of a fox.
47. A vial of liquid marked "Blood of thine ancestors".
48. A battered old book, containing family recipes.
49. A deed to wasteland in a bad part of town.
50. A brass key and a note saying "open box 525, the contents are yours".
51. The deeds for a mineral mine outside of town (which may contain something nasty...)
52. A written note detailing a murder confession of the deceased.
53. A Large gemstone that appears to be worth something (and is stolen from a rich estate)
54. Deeds to a low-end hotel named "The Last resort".
55. Shares in a Tavern known as the "Back stabbers rest".
56. A small derelict house (haunted by various spirits)
57. A small run down farmstead (land is infested with blight and disease)
58. A cottage (complete with tennants from hell!)
59. A small money lending business (complete with debtors who refuse to pay)
60. A hectare of agricultural land with rabbit problems.
61. Three acres of spooky woodlands.
62. A debt of 2000gp to a local gambling den.
63. A Donkey and cart.
65. Shares in a low-end brothel called "How's Yer Father".
66. A stuffed duck in a glass case.

## Roll D100

67. A box of glass eyes.
68. A full set of artists equipment and materials.
69. A herd of malnourished cattle (2D6+2)
70. A broken antique telescope.
71. A lute with broken strings.
72. A sinister looking wand, inscribed with arcane symbols.
73. A large painting of a naked woman holding various fruit.
74. A worn full length mirror (that might be cursed...)
75. An urn full of fine tea.
76. 200 gold pieces.
77. 500 gold pieces.
78. 1000 gold pieces.
79. A small town house.
80. A map marked with notes that promise of a "vast treasure"
81. A silver chalice, encrusted with emeralds.
82. Deeds to a commercial wine cellar.
83. A minor title of nobility.
84. A box containing various trinkets and lesser value items (2D6 items).
85. A fine suit of full chain mail.
86. A master crafted un-magical +1 long sword.
87. A shield bearing the character's family crest.
88. A small, two storey stone keep, outside of town.
89. Deeds to a gold mine, outside town.
90. A large townhouse, in a bad state of repair, but not unfixable.
91. A fine riding horse and saddle (The horse is called Ethelbert)
92. A large mansion outside of town, derelict and creepy, but full of surprises...
93. A private library with many books of lore.
94. A talking sentient book, that offers advice, clues and answers to asked questions.
95. A deed for landowner of a tiny village in the mountains.
96. An hereditary seat on the local town council.
97. Two hectares of apple orchards.
98. A fully equipped, medium sized general store.
99. A large sailboat in working order.
100. A very large, luxurious town house and a purse of 2000gp, a deed of 1 and (15 acres of farm) and a very furious long lost cousin who is seething that they did not get this inheritance...

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# Appendix

## >Last Will & Testament Blank Will Templates

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# Last Will & Testament

Know all men by these presents, that I,

of

being of full age and sound mind and memory, does hereby make, publish and declare this instrument to be my Last Will and Testament, hereby revoking all prior Wills and Codicils.

## Item 1.

At the time that I make this Will, my beneficiaries are:

## Item 2.

I direct that all my debts, funery expenses, costs and expenses of administration be taken from my estate prior to this reading, and be administered by:

**To my beneficiaries, I give the  
following of my worldly goods:**

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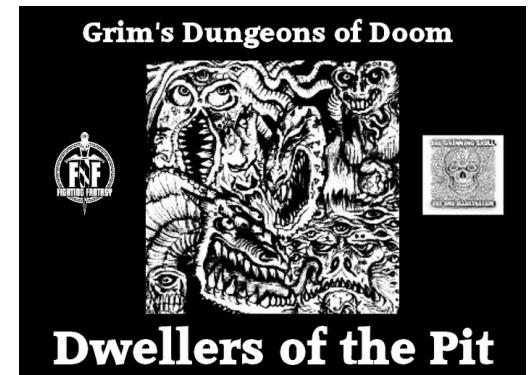
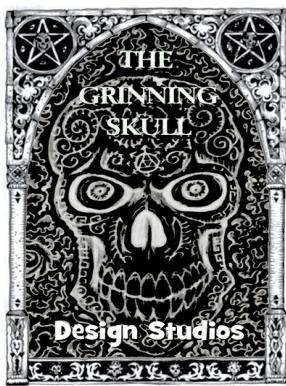
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FEROCIOUS GIANT CHICKENS,  
CYBORG PIGMEN THIS RANGE HAS  
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AND HEAD ON OVER TO THE GUYS  
AT ALTERNATIVE ARMIES TO GET  
THE GROWING RANGE!



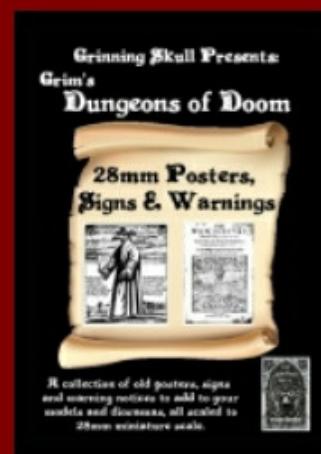
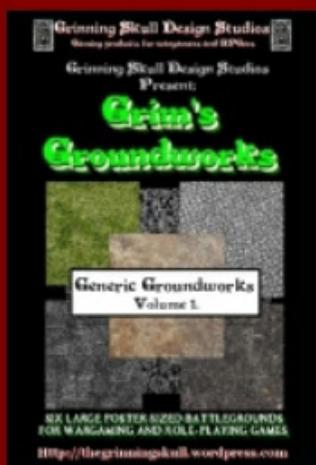
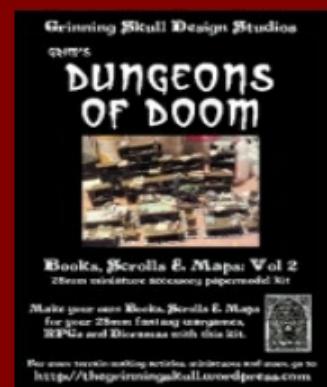
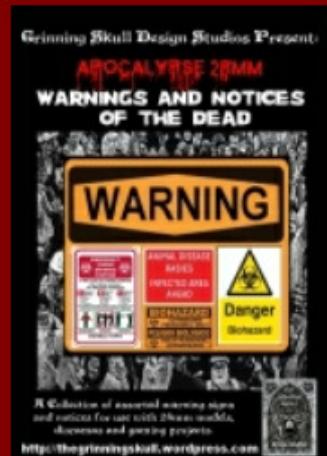
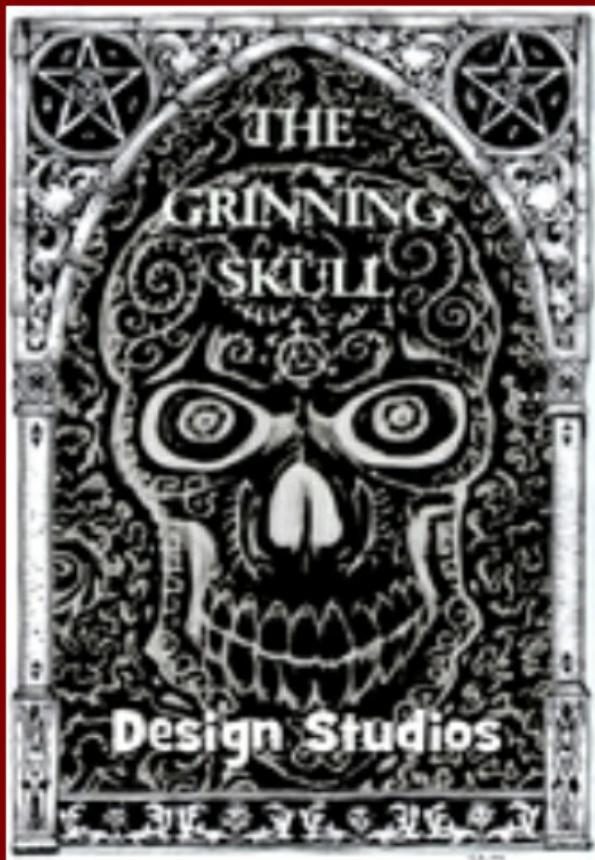
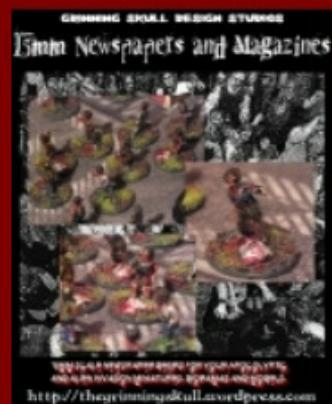
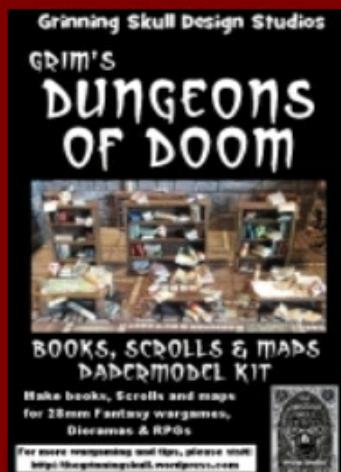
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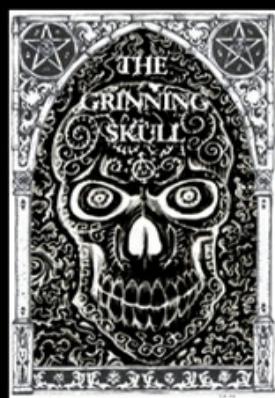
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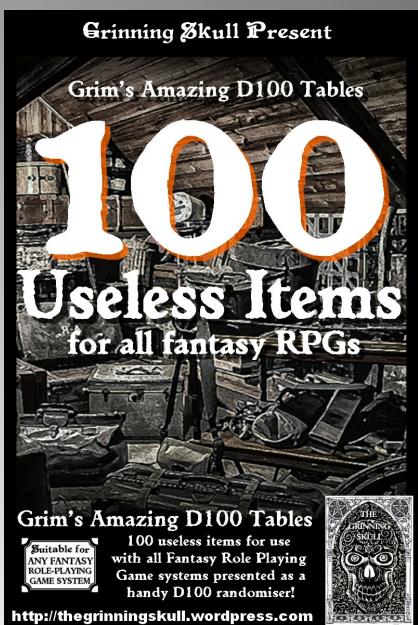
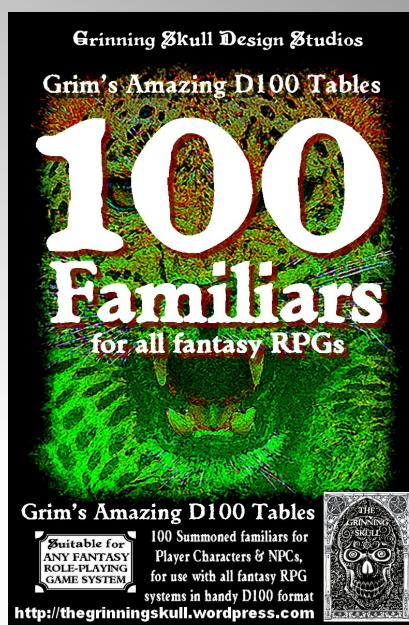
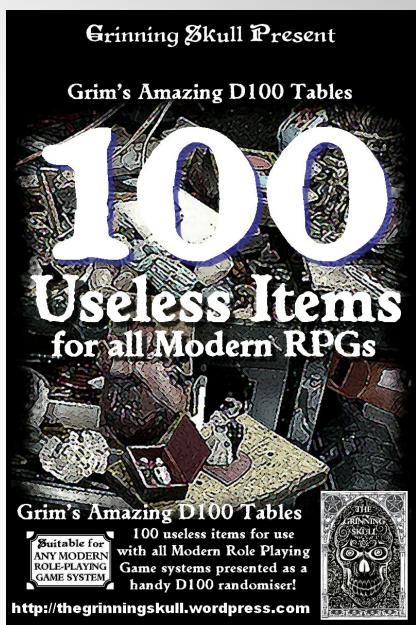
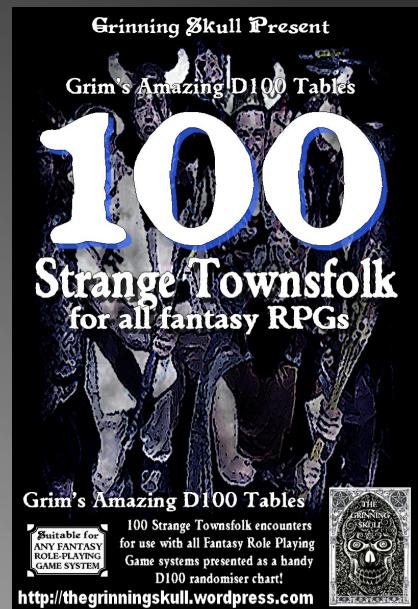
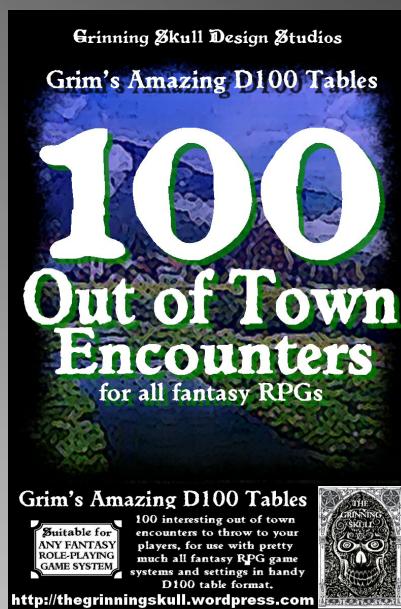
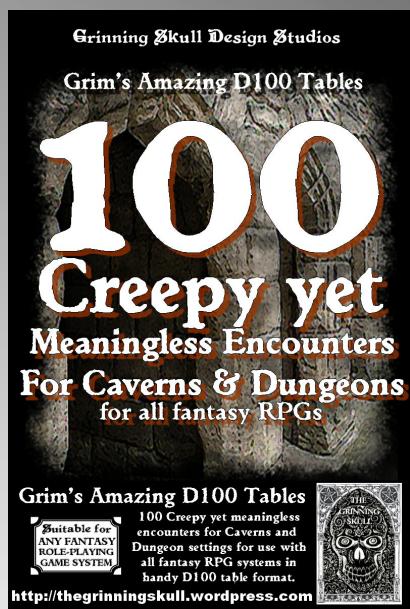


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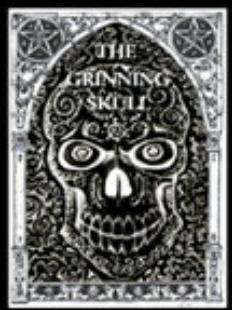


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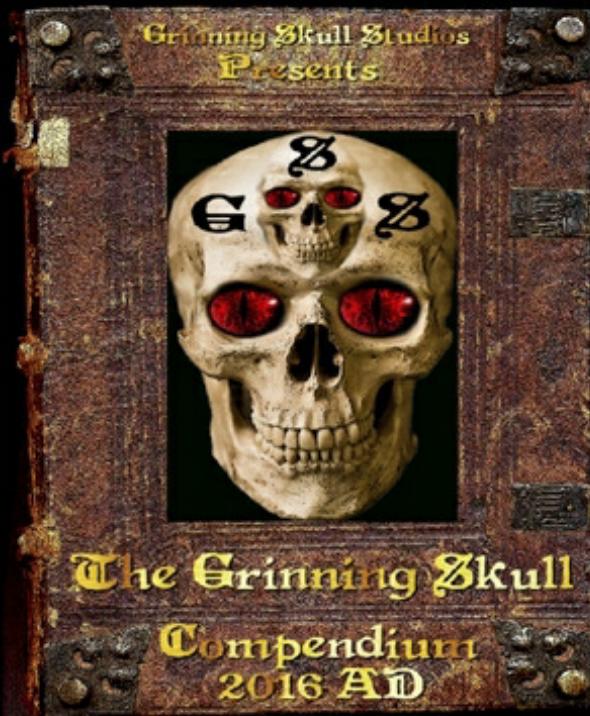
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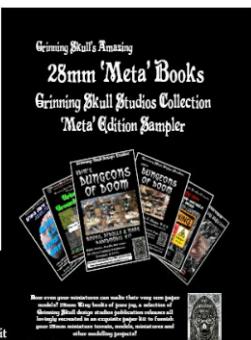
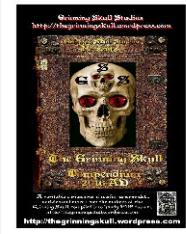
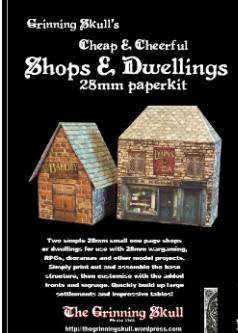
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