

Grinning Skull Design Studios

Grim's Amazing D100 Tables

100 Out of Town Encounters

for all fantasy RPGs

Grim's Amazing D100 Tables

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

100 interesting out of town encounters to throw to your players, for use with pretty much all fantasy RPG game systems and settings in handy D100 table format.

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Grinning Skull Present

Grim's Amazing D100 Tables

100 Out of Town Encounters For all Fantasy RPGs

100 Out of town encounters for outdoor and rural environment settings for use with any fantasy RPG game system & setting, all in a handy D100 chart randomiser format for easy reference!

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Foreword

There can be a lot of things going on in the spaces between small villages and towns, even when these spaces are mere miles from place to place. It is sometimes easy for a GM to just roll a random creature encounter to kill the dead time between them, but this can lead to uninspiring inserts that are simply there to fill a void which could effectively be rather interesting and provide future adventure hooks and possible recurring NPCs further in the campaign.

This list gives you 100 such encounters, some simple and throw away, but you'll also note there are lots that could divert your game for a session or two!

Here there are adventure hooks, recurring themes that are linked (such as the Grindle gang, outlaws who are wanted for all manner of serious crimes) You should feel free to expand upon what ideas take your fancy and take the info and run with it. Hopefully your players will realise that these dead spaces between rural settlements can become a source for more than just a few orcs turning up for some pagga!

Enjoy!!

Grim

D100 Roll

- 1. A group of 1D6 children pretending to fight each other with wooden swords.**
- 2. A travelling pilgrim that is searching for the lost village of "Garamaar"**
- 3. A wagon carrying a family to their new home. They consist of the standard two adults, two children and dog. Named The "Sungold" family, they are very suspicious of the players.**
- 4. A group of 2D6 men are gathered around two wounded goblins, which seem to be fighting each other to the death. The men are making bets on which one will win.**
- 5. A large burned out area that has what seems to have been the site of a witch burning. A charred skeletal body lie in the middle.**
- 6. There is a medium sized friendly dog, wandering around. Round it's neck is a collar with a note tied to it, it says: "My name is Timothy, if you have found me, it's a good guess that I've escaped the yard again. Please return me to 78 Fingal Street, Middletown. Reward available"**
- 7. A group of 1D10 women, armed with all sorts of kitchen and household items (rolling pins, brooms, frying pans and so on) are searching for the husband of one of them. They will reveal that Ethel's husband, Johnny, has been caught with another woman and is currently on the run from the consequences. They will ask if they have seen him as he was last seen hiding in the area outside of the settlement.**
- 8. A man called "Edward" is found at a roadside. He has been beaten up quite badly. he has nothing on him and is unconscious. If revived he will thank the players and tell them he and his brother were ambushed by the "Grindle gang" (a group of thugs) who assaulted them and took their belongings. He has no idea where the brother is, but asks the players if they encounter the Grindle's, to see if his brother "James" is still alive.**
- 9. A bag is found in the bushes. It is filled with dirty clothes and a note that states "If lost, return to Ma Bertha"**
- 10. A lone pilgrim on the road will greet the party. He is looking for an ancient roadside shrine to the goddess of wayfarers.**
- 11. A farmer on his way back from market will offer the players a lift to the nearest village.**
- 12. A small boy and girl who seem to be lost will run away from the players if approached or spoken to.**

D100 Roll

- 13. A man is seen hiding in the undergrowth, if confronted, he reveals that his name is "Johnny" and he's hiding from his wife Ethel, after being found to be cheating with a local strumpet.**
- 14. An old woman pulling a hand cart filled with turnips will offer them at one copper piece each.**
- 15. A beggar at the side of a road will enlighten the party with useful information in return for a few coins or a drink of grog.**
- 16. Nailed to a tree there is a wanted poster, a reward is being offered for Yager Grindle and his gang for various crimes. The reward is 500 gold.**
- 17. An elderly couple walking a dog greet the party.**
- 18. There is a newly abandoned camp here. No one can be found, but it has been no more than a few hours as the fire is still smouldering.**
- 19. There is a felt tricorne hat in the path.**
- 20. The area is charred by fire, several inhuman bodies lie smouldering. It is unsure what caused this scene.**
- 21. A young man lays dying far from the road, his last words will be "Promise me, you'll get them..."**
- 22. A young amorous couple sit kissing on a fallen tree, they will ignore the players unless in danger.**
- 23. A large boulder lies in the path. Underneath seems to be several goblinoids squashed.**
- 24. There is a bundle of papers tied with string. On every piece "EAT AT BINTY'S BAR"**
- 25. A bright streak in the sky flashes down to the ground several hundred metres away and impacts the earth. If investigated nothing can be found.**
- 26. There is an old shack to the side of the road. it is abandoned and has not been habited for what seems like years.**
- 27. There is a human head on a spear. It looks recent.**
- 28. There is a dying boar trapped in a mantrap. It is aggressive, but will die shortly after it's discovery.**
- 29. What looks like a hooded man standing in the bushes. On closer looks it is a statue on a plinth with an inscription: "In memory of Robert the woodsman"**

D100 Roll

- 30. A young man running for his life and badly beaten will collapse near where the party are reveals that his name is James and he has escaped from the infamous Grindle gang, and that the players should be on their guard.**
- 31. This area is devoid of all plant life and barren, there is a trace of bad magic if divined, and animals will avoid it.**
- 32. To the side of the road there is an overgrown pet cemetery. It is creepy and gives off a strange aura.**
- 33. There is a field of spoiled corn here. A tatty scarecrow sits in the middle. It does not stop the crows from taking what is left.**
- 34. An attractive female shepherdess frantically searches for her missing flock, she will ask for help in rounding them up, and reward them with a campfire meal if they help her.**
- 35. A traveller will ask the players which way is the nearest town, he says he's been travelling for months and they are the first people he has seen.**
- 36. An old woman sitting at the side of the road will ask the players if they want their palms read in return for a silver coin. (she is inaccurate and will tell them random nonsense)**
- 37. 1D6 women can be seen washing clothes in a stream nearby, they warn the players that the Grindle gang are about and to be careful.**
- 38. A small adventuring party greet the players, they are all low level and ask if there are any places nearby they can find a place to rest.**
- 39. A old bald cleric of unspecified worship is encountered on a path. he is studying a strange mechanism that he claims can detect gold. In reality, it does not work.**
- 40. A man called Bob is looking for his dog (also called "Bob") he says he will reward them with a fine ham if they find the dog.**
- 41. A group of 2D6 black hooded men and women silently walk in a procession and ignore the party. If confronted, they angrily reveal that they are in the process of a funeral rite to free the soul of a woman called Beth, then proceed on their way.**
- 42. A group of five children hidden in some bushes start to pelt the party with pebbles from catapults. When confronted they will try and escape, laughing.**

D100 Roll

- 43. A young boy with a stick and belongings tied in a cloth attached to it is travelling the road. He is accompanied by a small black and white cat. If the players talk to him, he tells them that he has ran away and is seeking his fortune in a new place.**
- 44. An old man smoking a clay pipe is sitting on a tree stump. he will impart several nuggets of gossip if they chat to him.**
- 45. A young woman is sitting on a rock crying. She reveals that she has been jilted by her lover and wishes to die. Nothing anyone can say will change her mood.**
- 46. What appears to be a village idiot dances in the players way. He sings a song about onions, and will run away screaming if the players get angry.**
- 47. A farmer erecting a boundary fence in the area will warn the players that there is a large beast roaming this place that has killed thirteen cattle this past week, and to be on their guard.**
- 48. A depressed young mage's apprentice named "Tarik" tries desperately to perform a simple spell to make a stone levitate, but without success. He reveals that he is not allowed to return to his master until he has mastered the spell.**
- 49. A small boy sits on the path with a dead sheep. it has been killed by something with large teeth according to the wounds and drained of it's blood. He sobs saying that the sheep was his favourite and he'd raised it from a lamb.**
- 50. A field nearby has a large sigil shaped crop circle in the middle. A farmer stands perplexed as to what caused it.**
- 51. There is a graveyard here, it is unkempt and sinister. Shadows can be seen in the distance, but if investigated the place is abandoned.**
- 52. this seems to be the site of some kind of impact from possibly a large object falling from the sky. In the large crater, a five foot wide glowing stone sits in the middle. It gives off an intense heat that is unapproachable under even magical means due to the sheer heat.**
- 53. A sign post on the roadside points north to a place called "Tobias Mount"**
- 54. A wooden sign board at the roadside exclaims "All the mutton you can eat at Teddy's"**
- 55. There is a large field of large red poppies here, the scent is sweet and will cause dizziness and nausea if staying in the area long.**

D100 Roll

56. A couple of wild dogs can be seen eating some carrion by the road. When approached they will flee, and a mutilated sheep can be seen. It has been cut in half by something which has cauterised the wound.
57. Nearby the players hear an unearthly set of howls, as if there are several large creatures watching. Nothing can be found if investigated.
58. There is a camp with a fire burning. On the fire there seems to be a human leg roasting over a spit. No one is around and nothing can be found.
59. An old man with a wounded leg is laying on the floor, he claims that a large creature with big red eyes attacked him earlier. He will thank them for their assistance and reward them with a pouch of 2D6 gold coins.
60. A group of 3D6 randomly armed angry villagers move through the area. They will tell the players that they are looking for "The Beast of Bodderly bank" and ask if they have seen anything suspicious. Three more animals have been found dead since the last day and people are getting worried.
61. A group of 3D4 medium armed and armoured soldiers march through the area. they tell the players that they should be on their guard out here as there is "something sinister" lurking inn the area.
62. A drunken man is laid against a tree. He reeks of grog and if awoken he will start to rant about his mother making him clean the pigs out. He quickly decides to go back to sleep and snores heavily.
63. A body hangs from a noose with a sign around it's neck saying "this is what happens to thieves! Be warned!"
64. Singing can be heard nearby, but will stop every time anyone tries to listen. The source of the singing cannot be located.
65. Loud farting noises can be heard to the side of the road behind some bushes. This is revealed to be a midget that has been caught short whilst travelling. He will ask if the players have anything he can use to "Clean his behind" and will reward them with two gold crowns of foreign origin if they help him.
66. A young boy is surrounded by four larger boys who are picking on him and pushing him around. They tell him that is mother is fat and his father left him because he was ugly. the bullies will tell the party to clear off, but if confronted will retreat, telling them they will fetch their father and brothers to sort them out. The boy will thank the players and tell them that the older boys are related to the infamous Grindle gang, so be careful. Then he will quickly leave.

D100 Roll

- 67. A wooden stick on the floor with the words "I am all powerful" etched into it can be found.**
- 68. A bag containing 4D10 forged coins is strewn on the path along with 2D6 on the floor which seem to have been dropped.**
- 69. This seems to be the site of a recent skirmish as there are bloodstains and spatters on the base of the trees and grass. There is a broken sword that is initialed "Y.G."**
- 70. There seems to be a half hidden cave mouth in the undergrowth. The cavern stretches down into the darkness.**
- 71. There is an abandoned mine to the side of the road, with a sign over the boarded up entrance saying KEEP OUT!**
- 72. There is a large shaft in the ground loosely hidden by long grass. The hole goes down for about fifty feet and ends in what seems to be a chamber at the bottom.**
- 73. A couple of standing stones lay in a field close the path. They have what seems to be ancient Elven script that when translated reads "Here be the tomb of darkest horror, be warned that it is not released or suffer it's wrath!"**
- 74. A man is tied to a tree here, he is bruised and beaten. He is conscious and will thank the players for their help. He claims that the Shattered kneecap tribe of assorted goblinoids did this to him and kidnapped his family. Being quite a wealthy man he will offer the players 1000 gold to rescue them, although he is unsure their whereabouts...**
- 75. A couple of lepers named Johnathan and Haaris beg for money and healing at the roadside.**
- 76. There is a chain gang breaking rocks at the side of the road. a few militia accompany them. The players will be told to move on if they start to talk to any of the prisoners.**
- 77. A young man dressed in rags is being pursued by two militia men, he will ask the players to hide him. If they help, the militia men will question the players if they have seen him. After this, the man will thank them and tell them he was falsely accused of being involved with the Grindle gang, and tell them if they are ever in the town of Buckspar to seek him out at his fathers store (Kelsey's Emporium)**
- 78. There is a small cottage here, with children playing outside. When the players are spotted, they will run inside and a man will come out carrying a pitchfork. he tells them to be on their way and to move on.**

D100 Roll

- 79. A group of 2D4 ranger types are betting on some target shooting to see who is best, the players will be invited to participate, but only the best of the best will take the prize pot from one of them (Randall of Turnbull) who is an expert marksman.**
- 80. A fat monk eats a pie and quaffs ale at the roadside, he will share his food with them if they stop, but will not hesitate to belch and fart whilst warning them of the dangers here.**
- 81. A forager searches for mushrooms and edibles, he will offer the players some of his finds, but is not great with identification and may lead to him accidentally giving them poisonous foods.**
- 82. A rustling in the bushes may lead the players to investigate, only to be sprayed by an angry skunk.**
- 83. There is a maggot ridden goblin corpse here. It has a double G branded on it's forehead (a sign the Grindles have been here)**
- 84. A large stag lays bleeding a short distance from the roadside. it would be an easy meal, but if caught with any evidence by the authorities, the players may get into serious trouble as this type of deer belong to the local nobility.**
- 85. A group of three lightly armoured men stop the party. They have a cocky attitude and request all the belongings of the PCs before they can leave. They are low level so pose no great threat. These are some Grindle thugs as they have a distinctive double G tattoo on their wrist.**
- 86. Two men have a third man tied to a tree and are taking turns at throwing knives at him. These men are proficient with the knives and will start to taunt the players if confronted. If the PCs help the man it will be too late, but before dying he will tell them he was part of a militia patrol searching for the Grindle gang and they need to find the nearest station and bring reinforcements.**
- 87. A small cottage here has been ransacked and burned, scrawled on the wall nearby is the double G symbol, a sign the Grindles did this.**
- 88. A few bodies lie strewn across the area, there are several militia dead and a few bodies of some kind of bandits. The armour and some weapons are quite serviceable. The bandits equipment is all marked with a double G symbol, while the militia are uniformed in recognisable attire. If taking anything a member of both the Grindle gang or militia may be able to identify these have been stolen or looted (but don't tell them this!)**

D100 Roll

- 89. There is a camp of 3D6 militia men of varying levels here. They are searching the area for any members of the Grindle gang. If players have any equipment looted bearing the double G symbol, they may be arrested. If they have militia items on them, they may also be arrested for being involved in the militia men's murders.**
- 90. There is a camp of 3D6 militiamen of varying levels here. They are searching for the black beast that has been plaguing the area. the players will be questioned about the beast, as well as the Grindles and the disappearance of several patrols. (also see entry 89.)**
- 91. There is a small camp of five men, all bearing the Grindle gang tattoos. These men are merry and will be sort of welcoming at first, but it may turn ugly if revealed the players have fought or come across the Grindles before.**
- 92. A holy man is being tortured by what looks like 1D6+2 members of the Grindle gang. A shapely woman is the leader, she is revealed to be Ailsa Grindle, the eldest daughter of Yager Grindle.**
- 93. There is a ruined temple here and it looks as if it has been recently destroyed as smoke is still in the air. there are the corpses of several monk types. All things of value have been looted.**
- 94. walking through a wooded glade, the players are accosted by 1D6+1 wood elves. If there any elves in the party they will lower their weapons and talk about other activities they have seen in the area. If the party is made up from humans and other races, they may become hostile and will tell them to be on their way if they value their lives...**
- 95. There is a broken cart at the roadside, a man named Davniss tries desperately to fix the cart wheel and asks for help in doing so. he warns that the Grindles are all about and it isn't safe here. If they help fix the cart he will offer them a ride to safety.**
- 96. A travelling sales man who is moving to the next town will ask the players if he may travel with them for a short while as he's been told that a criminal gang is active in these parts. He is accompanied with a donkey laden with sea salt (which is quite a valuable commodity) and tells them he has come all the way from a place called Wisteria-on-sea in the south. Providing he gets to safety in the nearest town/village he will reward them with a large pot of salt and a purse of 10D10 silver coins.**

D100 Roll

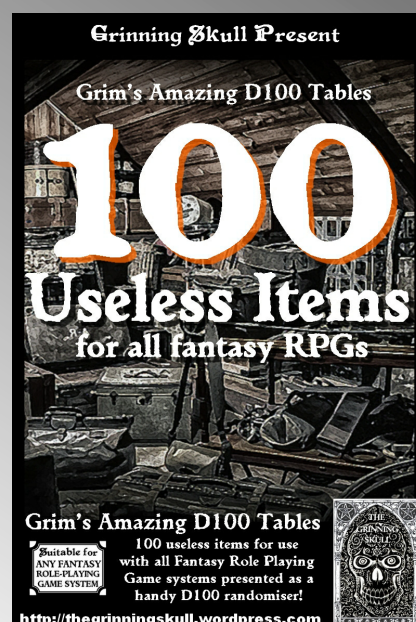
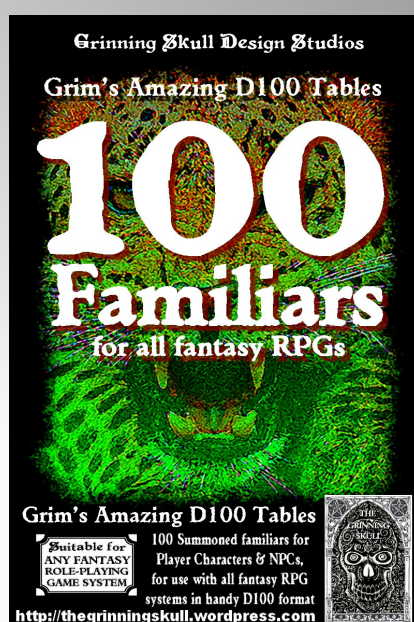
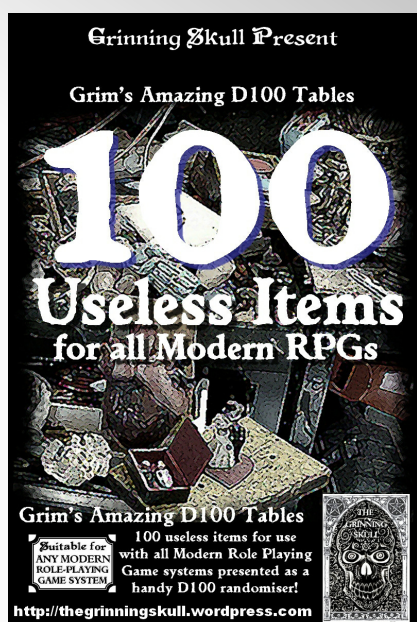
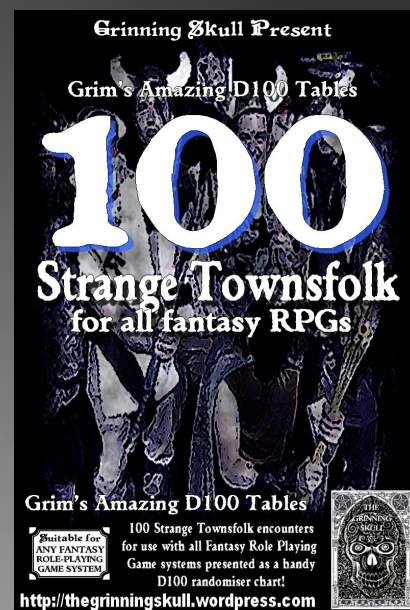
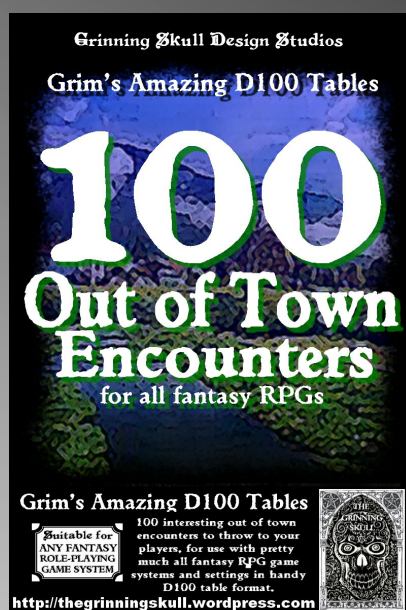
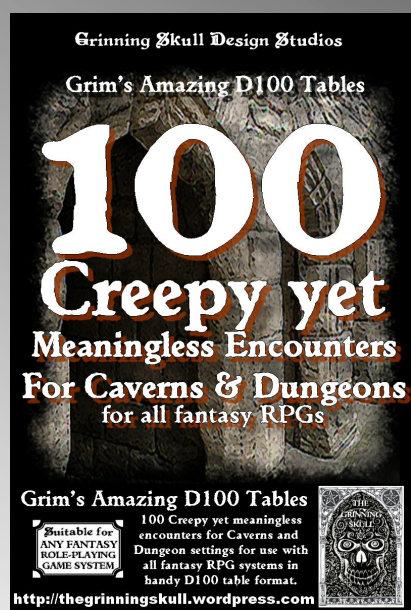
97. The players encounter a scene of fighting between $1D6+1$ militia men and $1D6+1$ Grindle gang members. If the players intervene on the side of the militia the sergeant will thank them and give them a warrant scroll to present to any militia that may encounter them on their travels in the area to let them pass easily without questioning. If they side with the Grindles, the leader will tell them he is Gregor Grindle, son of Yager the leader, and present them with a talisman bearing the double G symbol, and that presenting it will afford them some safety with the gang.
98. A storm seems to appear and clouds turn black, giving way to heavy rain, it will soon begin to hamper the players way as the ground becomes muddy. It will last for $1D4$ hours before ceasing.
99. In the undergrowth of a thick wooded area, glowing red eyes follow the players. a deep guttural growl is heard and will follow them until they reach open ground. could this be the "Black Beast of Bodderly bank"?
If approached, it will slink off back into the woods and vanish from sight.
100. Ambush!! when walking through the area, which is a wooded scrubby small forest, the players are accosted and surrounded by $4D6+2$ medium armed and armoured Grindle gang members. Leading the attackers is a large gruff man, armed with a spiked club who tells them they have the honour of meeting Yager Grindle, the infamous leader of the gang. He tells them he will be sporting this time and gives them chance to tell him just why they should not be killed, and if the answer is to his liking, he may let them live...



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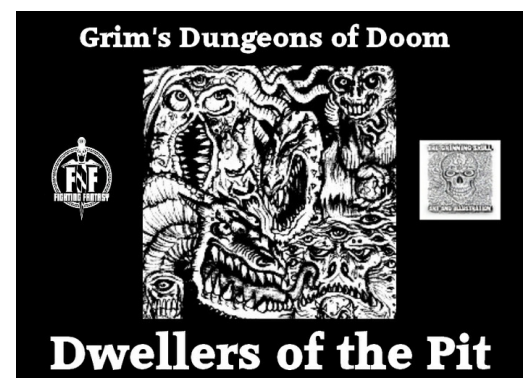
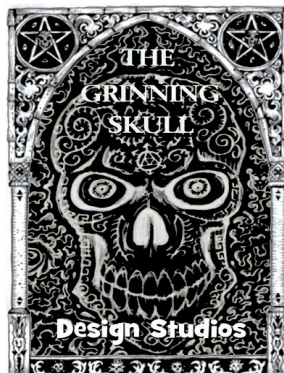
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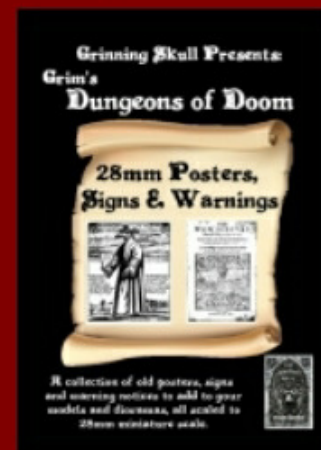
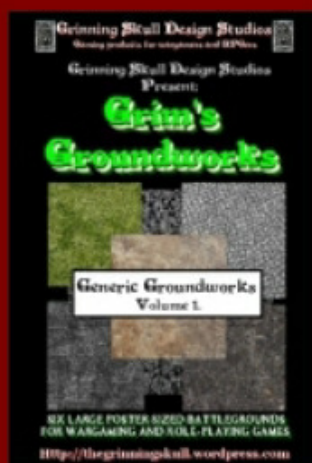
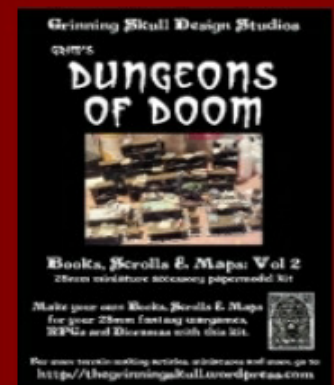
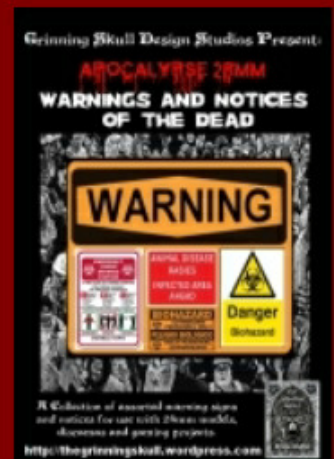
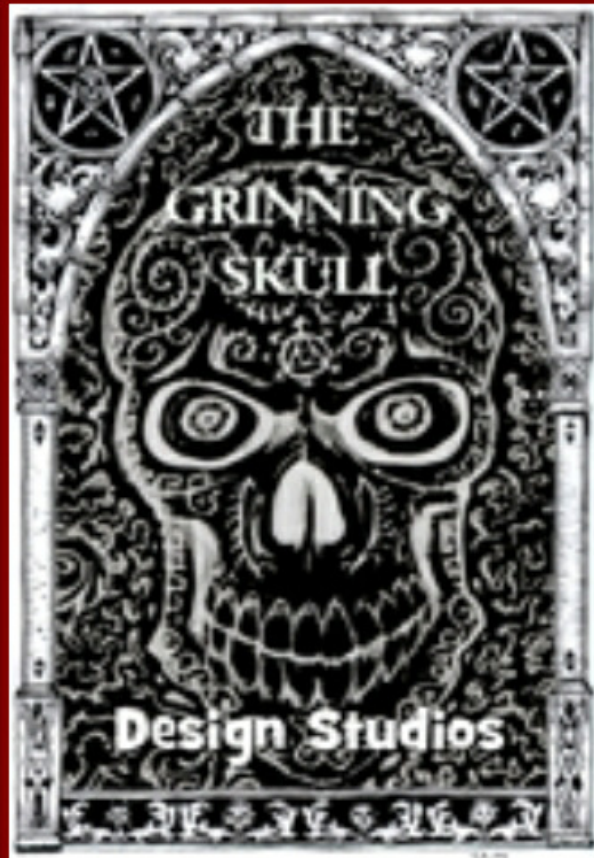
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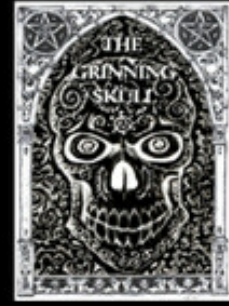
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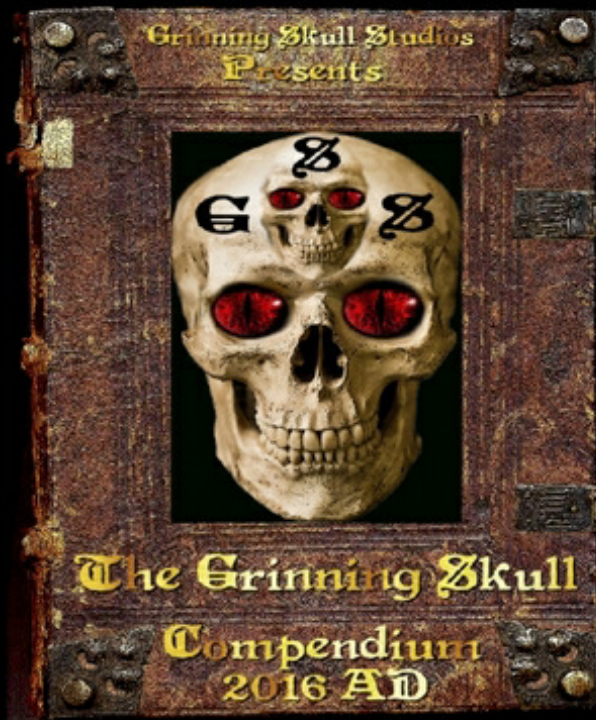
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