

Grinning Skull Design Studios

Grim's Amazing D100 Tables

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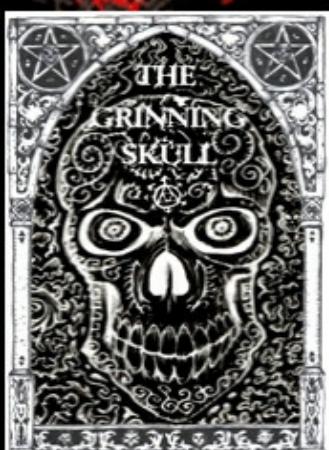
Things Killer Toys do,
when your back is turned...
for all fantasy RPGs

By Will Grundy & Allen Farr

Grim's Amazing D100 Tables

Suitable for
ANY FANTASY
ROLE-PLAYING
GAME SYSTEM

100 things, creepy living toys
do when your players aren't
looking, to spice up your RPG
games, for all fantasy RPGs.



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Grinning Skull Design Studios presents:
Grim's Amazing D100 Tables

100

Things killer toys do,
when your back is turned...

For all fantasy RPGs

By Will Grundy & Allen Farr



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FOREWORD



We've all seen the movies, *Annabelle*, *Childsplay*, *Puppetmaster*, *Toy Story* and countless other similar themed films of what toys do in secret when no one is looking,
This publication is to incorporate those tropes into your FRPG.
I would suggest that your starting point would be to give such an item to one of your players, along with the reason to keep such toy with them for a time.
Please note, this table has been made with dolls and soft toys in mind and not things like wheeled or more mundane playthings.
Think about the killer doll or teddy bear pressing a sharp blade to the player character's throat while they sleep, or awaking to find all their money now in the possession of another character that has claimed the toy as their own!
I would also suggest that all encounters with the doll/toy should start small, building to a pay off (if the toy is a killer!) or as a continued plot device for your campaign. Enjoy!

Grim & Allen

Choose or Roll D100

- 1. Out of the corner of your eye, the toy seems to blink twice. You can't be sure that your eyes aren't deceiving you, but who knows?**
- 2. Wherever the toy is, it falls over onto its side. If the toy is inside a bag or similar item, the movement can be seen.**
- 3. The toy moves its head to a different position to face one of the player characters as if looking at them, but does not show any sign of movement unless it is sure no one will see it do so. If anyone adjusts the toy's head to its original position, within hours it will do the same again.**
- 4. The toy waits until its owner is asleep, and spoils any fresh or preserved food they have by smearing it with excrement, then returns back to the position it was in.**
- 5. The toy waits until its owner is asleep and hides all food supplies the player character owns. They may be easy to find, or possibly been eaten by wild animals/vermin by the time they are retrieved. The toy returns to the position it was in.**
- 6. The toy waits until its owner is asleep and hides all food supplies another player character owns. They may be easy to find, or possibly been eaten by wild animals/vermin by the time they are retrieved. The returns to the position it was in.**
- 7. The toy waits until it's owner is asleep and draws random patterns, a moustache or glasses on the face of the owner with a piece of charcoal. It then returns to its original position, still holding the charcoal in its hand.**
- 8. The toy waits until its owner is asleep and draws a swear word on the owners forehead with charcoal. The toy then returns to the position it was in.**
- 9. The toy waits until its owner is asleep and draws a swear word on a random sleeping player with a piece of charcoal. The toy then returns to the position it was in, but places the charcoal in the owners hand while they sleep.**
- 10. The toy waits until its owner is asleep and draws on every sleeping player character it can with a piece of charcoal. It could be swear words, patterns, or other random squiggles. The toy then returns to the position it was in.**

Choose or Roll D100



- 11. When a player character is alone with the toy and not looking at it, they hear a childlike giggle from where the toy is. If they investigate, nothing is found.**
- 12. When a player character is alone with the toy, out of the corner of their eye it seems to stand up. If they turn to look, it is sitting down immobile.**
- 13. When a player character is alone with the toy, they hear a strange child-like cry or sobbing, seeming to come from nearby. If investigated, nothing is found.**
- 14. When a player character is alone with the toy, the toy moves a few feet, then places itself down immobile.**
- 15. When a player character is alone with the toy, it gets up quietly, and hides.**
- 16. When a player character is alone with the toy, the toy gets up and runs as fast as it can, noisily kicking over anything in its way. When investigated, the toy is in another area on the floor as if thrown down.**
- 17. When a player character is alone with the toy, it begins to sing a creepy lullaby or nursery rhyme, and stops immediately if investigated.**
- 18. When a player character is alone with the toy, it makes unnerving whispering noises. When examined, nothing is found and the toy is quiet.**
- 19. When a player character is alone with the toy, it begins to laugh evilly, at first quiet, then building up to a crescendo. The toy doesn't move and the laugh appears not to be coming from the toy (but it is!)**
- 20. When a player character is alone with the toy it begins to shout random threats, swear words, abusive phrases and curses. The toy does not move its mouth or appear to make the noise, and becomes silent when investigated.**

Choose or Roll D100

21. When the player characters aren't aware, the toy riffles through their bags and removes any gold items, coins, or shiny baubles. It hides them roughly so they are easy to find.
22. When the owner is not aware, the toy steals any gold items, coins, or any shiny baubles. It hides them roughly so they are easy to find.
23. When the player characters are not aware, the toy steals money from one of them. It then hides the money in its owner's belongings before returning to its original position.
24. When the player characters are not aware, the toy steals a random character's most valuable item and hides it on another to suggest they have stolen it for themselves, before to its original position.
25. When the player characters are not aware, the toy steals any spare clothing they may own. The clothes are found scattered about, soiled with dung and urine.
26. When the player characters are not aware, the toy steals any spare clothing they may own. The clothes are found burned and smouldering in a pile, unable to be saved.
27. When the player characters are not aware, the toy creeps away and starts a small fire somewhere nearby. The fire is easily put out.
28. When the player characters are not aware, the toy swaps the owner's packed belongings with rocks and dirt. The belongings can be found in a hastily dug hole filled with dirt and soil. If there is food there, it is spoiled.
29. When the player characters are not aware, the toy swaps a random character's packed belongings with rocks and dirt. The belongings can be found in a hastily dug hole filled with dirt and soil. If there is food there, it is spoiled.
30. When the player characters are not aware, the toy steals the bag or pack of its owner. The bag can be found in another area hanging from a tree, sitting atop a large rock or on a high shelf.



Choose or Roll D100



- 31. When the player characters are not aware, the toy steals the bag or pack from a random character. The bag can be found in another area hanging from a tree, sitting atop a large rock or on a high shelf.**
- 32. When the player characters are not aware, the toy puts a venomous spider, snake, scorpion or other poisonous creature inside the owner's belongings.**
- 33. When the player characters are not aware, the toy puts a venomous spider, snake, scorpion or other poisonous creature a random character's belongings.**
- 34. When the player characters are not aware, the toy starts a fire inside the belongings of its owner. If not noticed and extinguished everything is destroyed.**
- 35. When the player characters are not aware, the toy starts a fire inside the belongings of a random character. If not noticed and extinguished everything is destroyed.**
- 36. When the player characters are not aware, the toy hides the smallest weapon belonging to its owner in a place that is very hard to find. There is a 50% chance the weapon will never be found.**
- 37. When the player characters are not aware, the toy hides the smallest weapon belonging a random character in a place that is very hard to find. There is a 50% chance the weapon will never be found.**
- 38. When the player characters are not aware, the toy takes some chalk/charcoal or other bold writing implement and scrawls various obscenities on the walls and surroundings without being seen.**
- 39. When the player characters are not aware, the toy scrawls threats everywhere, things like "I will kill you all", "I'll kill you while you sleep!" and "You will not survive the night!" etc.**
- 40. When the player characters are not aware, the toy attempts to cut off the hair of a random character. If it is disturbed, it returns to its original position or hides out of sight until it can resume the task.**

Choose or Roll D100

- 41. The owner of the toy begins to experience dreams in which the toy talks to them and tells them another character is out to kill them. This dream manifests on a regular basis and disturbs their sleep pattern, eventually weakening them.**
- 42. A random player character begins to experience nightmares in which the toy stalks them and tries to kill them. This re-occurs on a nightly basis and disturbs the character's sleep pattern, eventually weakening them.**
- 43. When the player characters are not aware, the toy attempts to cut off the hair of its owner. If disturbed, it returns to its original position or hides until it can resume the task.**
- 44. When the player characters are not aware, the toy attempts to cut off the hair of ALL the characters. If it is disturbed, it returns to its original position or hides it can resume the task.**
- 45. During the night, when the player characters are asleep, the toy urinates in their boots, filling them to the brim.**
- 46. During the night, the toy kills several small animals and leaves them beside its next intended victim.**
- 47. While one of player characters sleeps, the toy gently strokes their hair and licks their ear. If the Player character wakes, the toy is sitting in its original position, but it has a creepy grin on its face.**
- 48. One of the player characters wakes with a scream, a hot ember from the fire burning through their bedroll. The toy is sitting where it was left, except one hand is behind its back, its fingers slightly singed.**
- 49. The toy is not working alone. As the player characters travel the toy leaves a trail that is easily followed by dropping small items from the player character's backpack or other items it has picked up along the way. Perhaps it pulls out its own stuffing to make a trail.**
- 50. Sneaking up on a guard, keeping a silent vigil or just trying to avoid attention. When the player characters are focused on a dangerous or vitally important task, the toy creates an inappropriate noise at the most inopportune moment.**

Choose or Roll D100

51. The toy considers itself an expert pickpocket. Anytime the player characters are in close quarters with other people, the toy attempts to pick someone's pocket. If the toy fails, and someone notices, it looks like whoever is carrying the toy is responsible.
52. Regardless of location, the toy mimics the breading call of a dangerous creature appropriate to the environment, effectively summoning it.
53. During the night, if the player characters are sleeping with their boots on, the toy attempts to tie all their boot laces together. Returning to its original position, it utters a horrendous roar, which causes the player characters to leap to their feet.
54. During the night, if the player characters are sleeping without their boots on, the toy places small sharp objects around the bedroom or camp. Returning to its original position, it utters a horrendous roar, which causes the player characters to leap to their feet.
55. The player characters detect the distinct odour of tobacco smoke. When they search for the source they find a smouldering butt, or pipe lying nearby. When the toy thinks it's not being observed it breaths out a faint puff of tobacco smoke.
56. The player characters awaken to the sound and smell of breakfast cooking in the pan. Sausages, bacon, eggs and mushrooms cook gently over the embers of last night's fire. The toy has put the breakfast on to cook, but the mushrooms are poisonous.
57. The player characters awaken to the smell of freshly brewed tea or coffee, a kettle simmering on the embers of last night's fire. The brew is delicious; however, no one was carrying tea or coffee, so where did it come from?
58. As the player characters cook breakfast they discover the jar of preserves or honey is empty. The toy sits in its original position with jam or honey smeared across its face, dozens of large bees swarming on it like a beard.
59. The toy somehow looks different. On closer inspection its face is smeared with lipstick or other cosmetic makeup.
60. When the toy is not being observed it blows out a candle or turns off or extinguished the player character's only source of light.

Choose or Roll D100



61. The toy has many skills. When it is not being observed it summons some entity, such as spirit or daemon from another world.
62. The toy is missing, but it seems to have left a note indicating it has been kidnapped by the nemesis of the owner.
63. When not being observed the toy speaks in a language the player characters recognise but can't actually speak. If investigated the toy becomes silent.
64. When out on the water, and while not being observed the toy uses a small knife or small sharp object to drill a hole in the boat, slice the ropes on a raft or rigging on a sailboat.
65. When not being observed the toy uses a small sharp object to spook the horse its owner is riding on, causing it to bolt or rear up.
66. When not being observed the toy uses a small sharp object to spook the horse of one of the player characters is riding on, causing it to bolt or rear up.
67. During the night or when unobserved the toy tampers with one of the player characters weapons, loosening the hilt so that the weapon is drawn the blade remains in the scabbard.
68. After spending time observing the movements of the player characters during the night, the toy places an object that will be tripped over in the dark.
69. The killer toy might want to eventually kill its owner, but it is also a jealous toy. At any time there is another toy present (killer or otherwise), the toy knock the stuffing out of it when it's not being observed.
70. Making some terrible act look like an accident is a killer toy's bread and butter. At night it lies on the stairs and shifts violently when stood on causing its victim to go for a tumble.

Choose or Roll D100

71. When water is in short supply, the toy puts a small hole in whatever container the water is being carried in.

72. The next time the toy is seen by anyone, it is covered in what appears to be blood, it is unknown who or what this blood is from, but appears to be fresh.

73. The next time the toy is noticed, it will reveal to have several headless rats or mice, or other decapitated small vermin or creatures on its person. It's mouth is smeared with blood...

74. The toy is seen to shiver and shudder. On inspection, coming out from the stuffing scores of black carrion beetles issue from a seam of loose stitching. You could swear that you heard the toy chuckling...

75. The toy's face seems to have altered it's expression to that of a twisted and evil grin, that spreads ear to ear. Rubbing your eyes, it returns to normal.

76. While everyone sleeps, a childlike voice cries and sobs. It gets louder and louder until investigated, upon which it will cease and on finding the toy, it will fall over.

77. The toy will make a sudden movement or fall over. If investigated or examined, anyone handling it will suddenly be stabbed by all manner of sharp objects, pins, broken glass and other deadly sharp things.

78. While unseen, the toy begins to make a creepy call of "mama, mama". If anyone examines it, it will cease, and after a brief pause, it's head will turn to face the one who examined it and it will giggle evilly and surprise anyone there.

79. The toy secretly has been stealing toxic substances, poisons and herbs in an attempt to doctor the food of one or more of the players. It will use whatever it can regardless of the severity. It may try and frame one of the others, or leave clues that point in their direction as being the perpetrator.

80. When it is not being observed the toy spends its time building a voodoo doll of its owner. When the time is right, usually when its true nature has been uncovered, it uses it as a means to escape by causing its owner debilitating pain.

Choose or Roll D100

81. The toy passes in front of a source of light creating a creepy, oversized shadow of itself. If investigated the toy is sitting there looking cute.

82. The toy pulls a sadistic evil face just as the lighting flashes, when it flashes again the toy looks normal.

83. During a thunderstorm, just as the lightning flashes, for that brief second you think you see the toy standing there, then it's gone.

84. During a thunderstorm the wind blows open an unsecured door or window. When the player characters investigate they discover a trail of small muddy footprints

85. During a thunderstorm the wind blows open an unsecured door or window. Something moves outside. On investigation something seems to have been buried alive – a hand sticks out of the soil frantically pawing at the dirt.

86. During a thunderstorm the wind blows open an unsecured door or window. Something moves outside. On investigation there appears to be a freshly dug hole rapidly filling with rain water with something or someone struggling at the bottom. Behind the mound of freshly dug earth the toy awaits to bash you over the head as you climb in to rescue what's in the hole.

87. Awaking to a noise, the player characters discover a series of bloody hand prints across the floors and walls.

88. When the toy is alone with one of the player characters it tears its face off revealing the face of a loved one.

89. When alone with the toy, one of the player characters passes a mirror to notice the toy's reflection staring at them with an evil grin, when they spin around the toy is sitting there with its normal toy like innocence.

90. The player characters awake to find a detailed scene of dismemberment painted on a nearby object such as a wall, rock etc. It's really low down, however, as if someone really small painted it. Paint drips from one of the player characters backpacks.



Choose or Roll D100

91. During the night the player characters are woken by an unusual sound. If they investigate they find a toy ball bouncing down the stairs. There is no sign of the toy.

92. When the player characters are in a different room from the toy, it pulls out its eye and rolls it across the floor, under the door or down the spout etc. in an attempt to observe them. If the eye is discovered it looks innocuous enough. If the eye is not discarded they player characters may discover the toy is missing an eye.

93. While being observed, one of the player character notices a single tear running down the toy's face.

94. While being observed, the toy appears to have somehow developed stigmata like wounds. A single bloody tear runs down the toy's face.

95. While unobserved, the toy changes its clothes, dressing as a member of its perceived opposite sex.

96. The toy is a peeping tom. Just when one of the player characters is doing something that requires a bit of privacy they notice the toy sitting in the corner unmoving but with a knowing look on its face.

97. When alone with one of the player characters the toy allows itself to fall into a river, lake, pool or other body of water. When the character tries to rescue it, it tries to drown them.

98. The toy is a killer, and eventually it makes its move. During the night it sabotages its next victim's weapons. When the victim is alone, it reveals its true nature. When victim reaches for their weapon, they realise they are defenceless. Perhaps a sword or dagger is glued into its sheath, fletching pulled from arrows, or bow cut through.

99. The toy is a killer, and eventually it makes its move. It prefers to do its killings inside where it can isolate its victims. Hiding the player characters' weapons, it locks the door and bars the windows before making its move.

100. There is no killer toy. Someone is tormenting the player characters. They just want them to think it's the toy.



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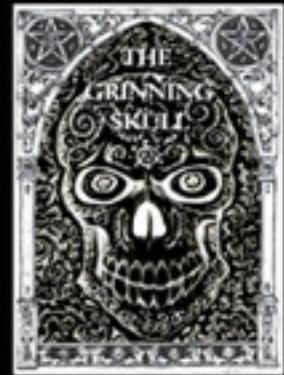
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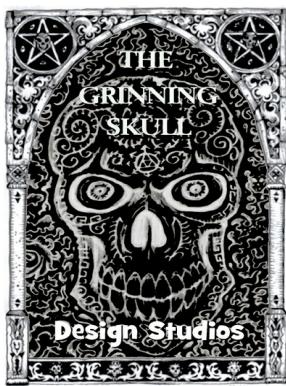
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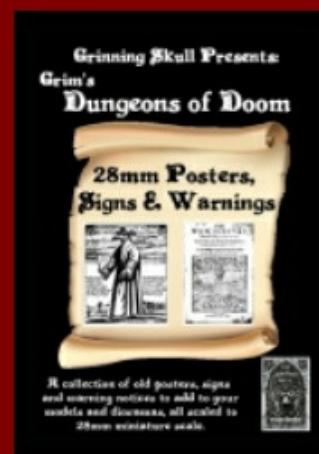
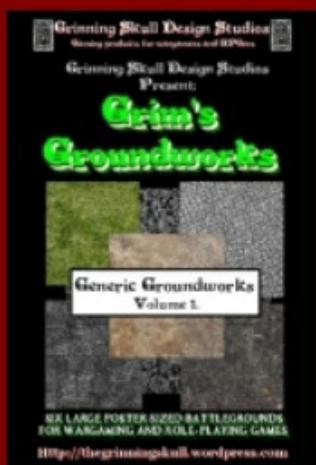
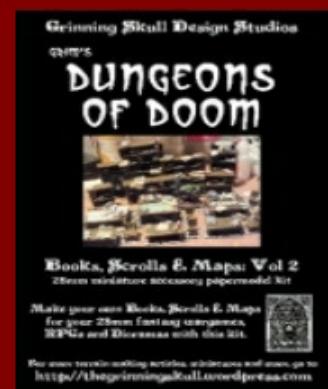
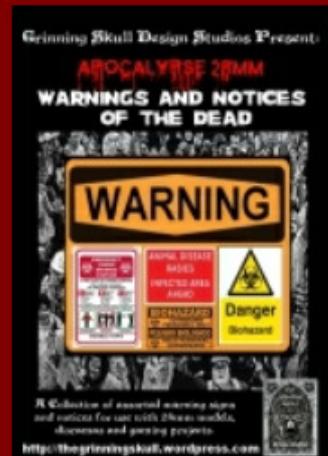
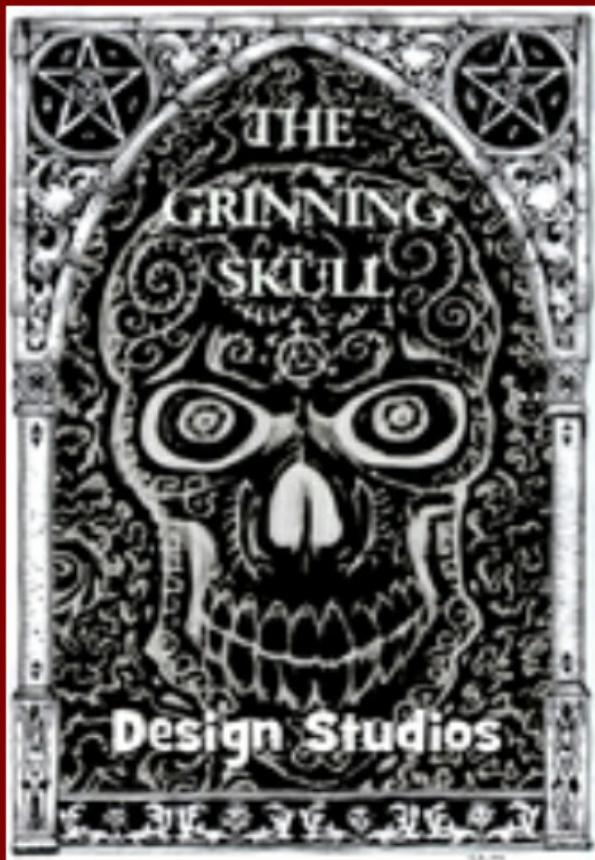
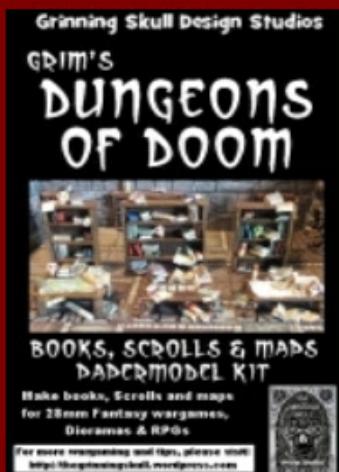
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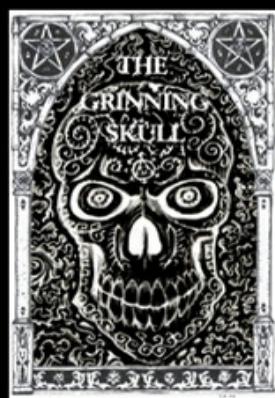
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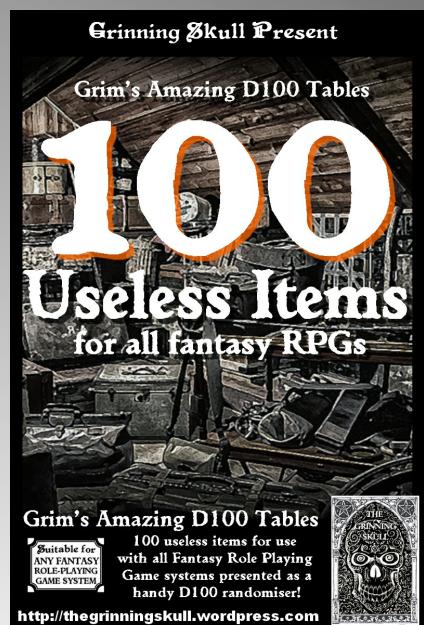
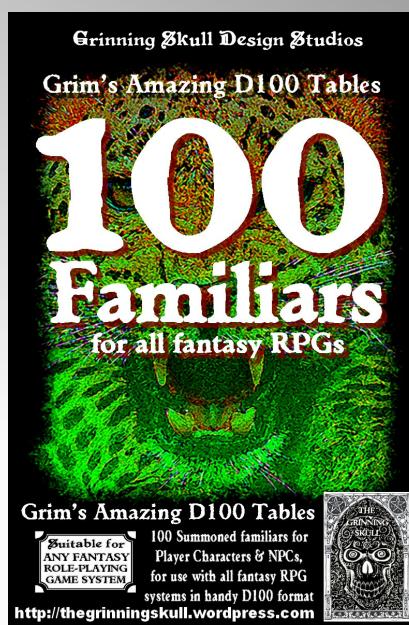
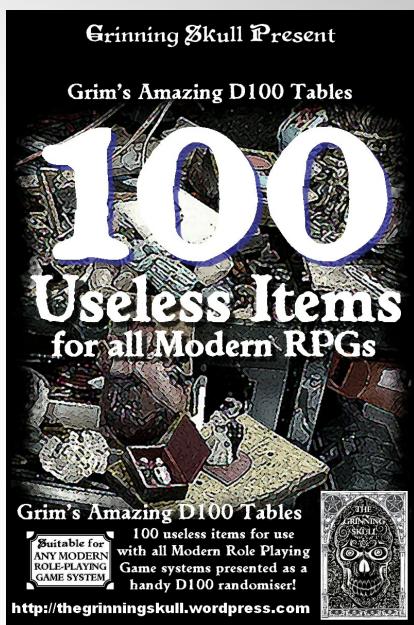
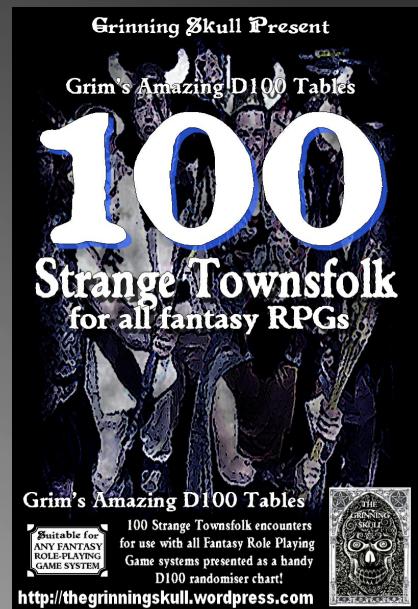
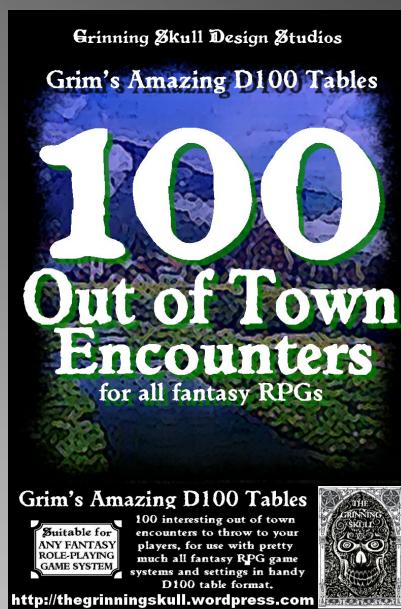
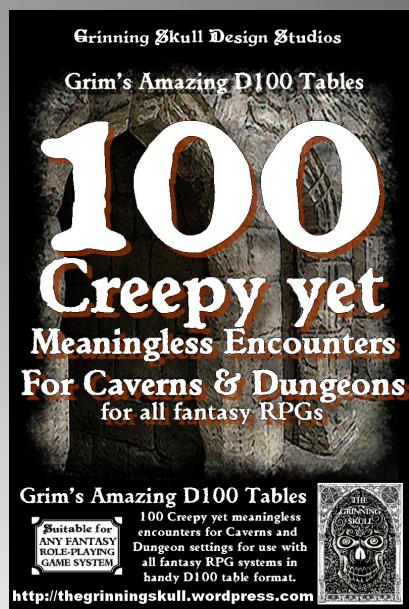


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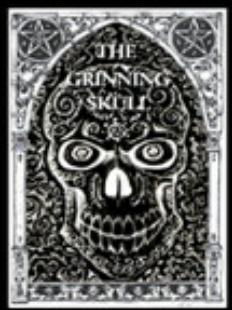


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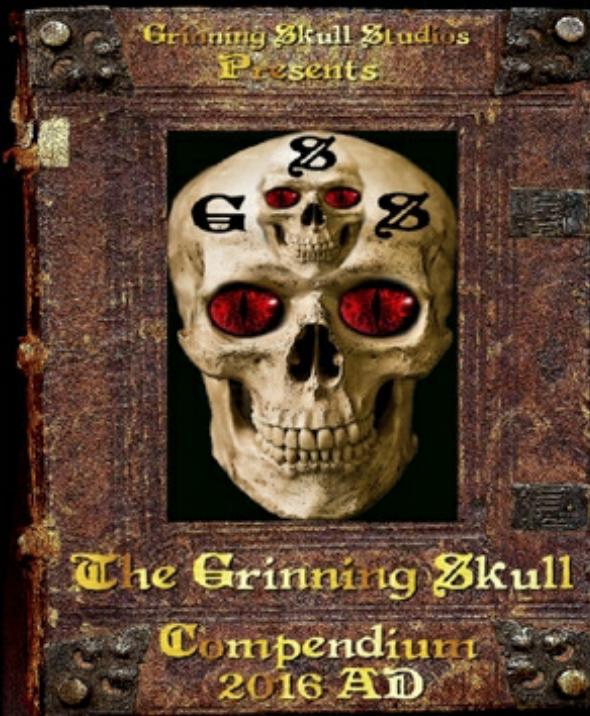
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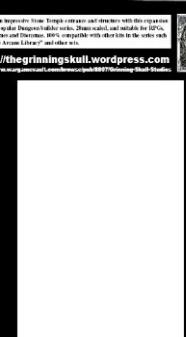
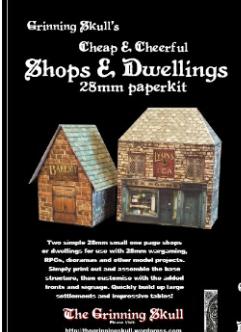
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