

Grinning Skull Present

Grim's Amazing D100 Tables

100

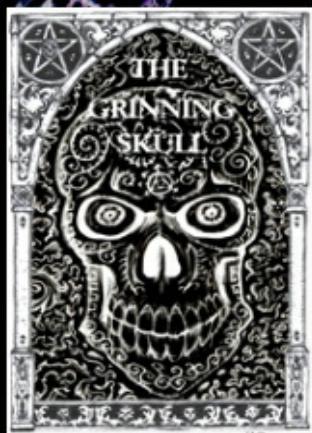
Strange Townsfolk  
for all fantasy RPGs

Grim's Amazing D100 Tables

Suitable for  
ANY FANTASY  
ROLE-PLAYING  
GAME SYSTEM

100 Strange Townsfolk encounters  
for use with all Fantasy Role Playing  
Game systems presented as a handy  
D100 randomiser chart!

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Grim's Amazing D100 Tables

100

Strange Townsfolk  
For all Fantasy RPGs



100 strange and interesting Townsfolk encounters  
for use with any fantasy RPG game system & setting,  
all in a handy D100 chart format for easy reference!

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# Foreword

There are times when Games mastering, the players will be faced with a generic town or settlement to explore. It can be easy for a GM to just leave the direction of the players in their own hands, just sometimes these type of unscripted areas can provide a pain to keep coming up with small details as they explore.

This collection of random encounters with strange folk will provide at least, a helping hand to the taxed GM in providing interesting nuggets of extra info to act as a layer of detail to said town environments that are present in most stock fantasy settings.

Savvy GM's will notice that quite a few of these encounters could possibly lead to new avenues of campaign ideas. Simply by adding in one of these weird NPCs, could change the whole direction of a thread and lead to more possibilities.

Of course, there will be plenty ideas here to add some purely as background flavour without anything more, if need be.

Also, I'd like to note, that since these encounters can be rolled on a D100 as to choose random, there may be times when the results may be duplicated, or the possible fact you may have used the encounter before (If indeed you use this often) I suggest that if this is to happen, then a quick gender change may be in order to differ between them. You could even have a repeat encounter with the same NPCs who would now know the characters and be more likely to converse because of that!

It is up to you to use this info presented here as you see fit to add to your game, just have fun with it and I'm sure all will be fine!

“People are strange, when you’re a stranger” goes the popular Doors lyric, and indeed they are., especially in this list...!

**Grim**

## **D100 Roll**

1. A small girl, dressed in rags, who seems to have a constantly running nose.
2. A small boy selling sickly smelling sweet pastries on a tray.
3. An old woman, who babbles incoherent gibberish and constantly laughs to herself.
4. An over the top dandy, dressed in finery, who looks down his nose at the PCs, all the while sniffing on a vinaigrette.
5. A tall and dirty man, who just stares at the PCs and says nothing.
6. A small boy dressed in a really awful goblin costume.
7. A little girl with bright blue hair.
8. A gentleman pickpocket who will attempt to charm the PCs, while trying to pilfer their gold and belongings.
9. A huge barbarian type, who takes a fancy to the shortest male in the group.
10. A simple farmer who tries to sell his "magic cow Ethel" to the PCs.
11. A wounded soldier begging for money on the roadside.
12. A small boy with a dog that performs unusual tricks when paid copper coins.
13. A woman streetfood vendor selling cooked snake pieces.
14. A young girl that will compose a limerick about anything for 1 silver coin.
15. An old couple, violently arguing about the price of fish.
16. A singing gong farmer, collecting animal faeces on the road with a bucket. (He's really good!)
17. A drunken peasant singing rude songs.
18. A very strange man in blue attire, claiming to be from the stars and will ask if they have seen his "star brothers".
19. A circus strongman trying to find a barbershop to style his moustache.
20. A very beautiful girl with the worst voice you have ever heard.
21. A woman with a pig in a baby carriage. she treats it like a real baby and names it "Baby Norman". the pig is dressed in a bib and bonnet.
22. A hippy type follower of Moonbeard, who seems as high as a kite and is trying to covert passers by.
23. A village idiot eating pies on his way back from market.
24. A morbidly obese woman who has the sweetest singing voice you have ever heard.
25. A town crier who always shouts, even when he is talking normally.

## D100 Roll

26. A street hawker who tries to sells the party counterfeit gold jewellery.
27. A man desperate to find the nearest latrine before something unfortunate happens...
28. A laughing child with a serious flatulence problem.
29. The street entertainer "Gerald and his singing potatoes" who will perform his act in entirety for the cost of 1 gold piece.
30. a militiaman searching the area for "Mrs Mundi's lost puppy Ziggy".  
(There is a 100gp reward)
31. A street artist who will create a portrait for 2 gold pieces (But, isn't good at all and draws little more than stickmen!)
32. A strange teenage boy who will bug the party by constantly asking questions about random things.
33. An old man wearing a dirty open fronted robe, who will ask the PCs "Have you got any leeches for this?", then proceed to flash the party to show them!
34. A crying jester, lamenting for his lost love "Gwendoline".
35. A very dirty Dwarf named "Tarnbul" who is giving away samples of "Tarbin's classic Blackroot" (Liquorice sticks)
36. A fat, overweight elf riding a donkey.
37. A man who thinks he's a dog (he's been hypnotised)
38. A woman who thinks she's a sheep (also been hypnotised)
39. A hypnotist who will try and hypnotise some of the PCs to think they are animals.
40. A big gruff half-orc militia sergeant who will inform the PCs "I'm watchin' youse dodgy adventurer types..."
41. The most creepy looking clown you have ever seen in your life, standing at the back of the crowds, smiling, staring and waving at one of the PCs. If pursued, he is nowhere to be found.
42. A stilt walker with a huge grotesque paper-mac he head of a grinning skull!
43. A woman who smells of fish (She's a fishmonger, and is persistent at selling rotten fish, which she claims to be "fresh")
44. A man dressed on a bee outfit.
45. A beautiful girl who flirts around the male PCs (only close up, she is missing most of her teeth!)

## D100 Roll

46. A fat scholar, carrying a huge pile of books and constantly dropping them.
47. A Booth with a dodgy snake oil seller, claiming that "Tarse's marvellous medicine will cure all ills, only 10gp per bottle!"
48. A Woman looking for her boy "little Jimmy" who has ran away because it's bath time.
49. A man dressed as the most unconvincing woman, he will fight you if you dispute his gender.
50. A curvy woman in skimpy garb, with a huge python around her neck.
51. An old travelling explorer who has a wide knowledge of almost every location the players know of, and more secret ones too...
52. A trapper who may try and buy or sell any furs the PCs have.
53. A group of 3D6 very small children who will swamp the players and beg for money/and possibly try and sell them knick knacks, all the while picking the players pockets for loot!
54. A toothless hag that will try and sell her three children to the players.
55. A group of 2D3 Dwarves who will accost one of the PCs, as they think it is "Big Den Bigsby" a friend of theirs that they haven't seen for over 20 years.
56. A baked potato seller tending a small metal brazier, she will offer a sample, and indeed they are very tasty, unfortunate enough for anyone who eats any, as it will give them diarrhoea for several hours following.
57. A party of adventurers that are a carbon copy of the PCs, the only difference is that these resemble a poor relative rather than an exact copy and are lower level. They act the same as the PCs would.
58. A dancing street performing halfling/hobbit, she seems to have no limit to her energy and will toothily grin all the way through her performance.
59. A street preacher from the church of the end days, proclaiming that the world will end soon (amongst other apocalyptic prophecies.)
60. A portly couple in fine dress who are collecting money for the poor orphans.

## D100 Roll

60. A portly couple in fine dress who are collecting money for the poor orphans.
61. A group of four teenage adventurers and a large hunting dog, they will ask them if they know of any clues known about a "creepy clown" seen nearby. (zoinks!)
62. A person? completely dressed in full flowing grey robes from head to toe, flanked by two identical mean looking, bald headed guards strutting through the area, if anyone tries to get near the guards will block the way. if violence ensues, and if the guards fight or flee, the person(?) will escape by fading and leaving a pile of robes on the floor.
63. A crying onion seller, sitting by the roadside.
64. A young couple having a big argument, this quickly turns into a fight in which the woman savagely beats up the man.
65. A bearded bard who woefully sings sad songs, so much inn fact, that he eventually breaks down crying.
66. A crazy and wizened soothsayer who will foretell a great event, that will indeed occur further down the line.
67. A wise woman who will impart some cryptic advice to the party, she has one eye.
68. A female knight who is seeking out the biggest and strongest warriors to best in arm wrestling.
69. A wandering druid, who will gift the PCs with a pouch of 4D10 apple seeds to plant and spread around the world as they go. Planting these will create good luck for the planter.
70. A Robin hood style ranger willing to challenge anyone handy with a bow at target shooting for a purse of 100 gold.
71. A group of travelling street performers, acting their new production of "The misadventures of Ivor Bigun", a bawdy comedy romp.
72. A midget that has the deepest voice you've ever heard.
73. A group of 2D6 boys who will call the PCs names and pelt them with rotten fruit and veg before running away.
74. A man in stocks, pleading to be let out, if questioned he was falsely imprisoned, but really he is a sexual deviant that was arrested for making love to beer barrels.
75. Two militia men (Bain and Brisket) who will stop the party and ask for official paperwork, passes and their business in the area. They will only stop if paid off with at least 25 gold each.

## D100 Roll

76. A boy named Gunther, accompanied by his pug (Billy) will act as a guide to the PCs if paid a daily fee of 20 gold. He knows the area very well and will show them the best places to sleep, eat and buy items, also places to avoid.
77. A boy named Horace, accompanied by his pet fox (Randolf) will offer to act as guide to the PCs for a fee of 15 gold, but, his first task when hired is to lead the party down a back alley and into danger where 3d6 thugs and thieves from the local guild are ready to kill them and rob their stuff.
78. A very rude girl who picks her nose and flicks the boogers at any unusual looking PCs in the party, if confronted, she will give them the finger and run away.
79. A man wearing a sign around his front, advertising the tavern "The Broken Toenail". If approached he will point them in the direction and give them a complementary token for one free drink there.
80. A man who will come from nowhere and hand a parchment to a PC before disappearing, the parchment reads: "GET OUT OF THIS PLACE, WE DON'T NEED YOUR KIND HERE, YOU HAVE BEEN WARNED"
81. A middle aged woman with a shaved head will approach the nearest male in the party and ask "want any business lovey?"
82. A tarot card reader sat at the side of the road will read anyone's fortune for a palm full of silver (she's good at it too!)
83. A grotty woman holding a crying infant will harass the party and repeatedly ask "got any booze for t' baby".
84. A man dressed as a devil, painted red will dance around the party before handing them a small note saying "For devilish prices, shop at Zack's Emporium!!"
85. An old warrior with an eye patch and wooden leg will stop the PCs to ask if they have fought the dragon to the north of the area. If questioned why, he explains that it took his eye and leg and wondered if they had seen them.
86. A shifty man approaches and asks if anyone is interested in purchasing any maps to treasure locations in the area. His maps cost 50gp, but are fake and lead to nowhere if followed.

## D100 Roll

87. A kindly old woman will stop the party and chit chat for a length of time about mundane subjects, then give each PCs a shiny red apple before she leaves.
88. STOP THIEF!! A thief running away with a loaf of bread, if caught he will proclaim that he is doing it to feed his small children.
89. A Ratcatcher who offers to pay the PCs a bounty of 1gp for each rat they can catch to sort out a job at a place that is over run by the vermin. He is getting old and needs extra help before he gets paid by the household. There are 3D100 rats at the house, and if taking part, the task will take six hours work.
90. A man who claims to be a cat given human form by a spell will ask if any can use magic to reverse the spell and make him a cat again. A simple dispel or similar will work and the cat will run off! Later the cat will return with a bag containing a random magic item as gratitude!
91. A man claiming to be a dog trapped in human form by magic will plead to be changed back if there are any magic users. This time the man is not a dog, and an escaped patient of an asylum, and after a few moments of bothering the players, two guards will arrive and cart him away.
92. A minor noble and his retinue of 1d6 assorted bodyguards will purposefully barge through the party, then claim that they were assaulted. They will attract the attention of some militia, but are well known troublemakers and told to be off.
93. A crazy eyed wizard type will stop the PCs to ask if any of them if they wish to sell any special items they might have in their possession. He will offer decent prices, but double the value if any item has a green stone within it.
94. There is a ghost of a young woman that can only be seen by those with abilities or gifts in the supernatural. She will smile at all the players who can see her, then slowly fade away.
95. A woman dressed in black walks by and quickly hands a note to the nearest PC, then moves stealthily away into a small crowd. The note reads "Come to the Dog's ear Tavern at midnight, I have important information for you".

## D100 Roll

96. A huge greasy man, who is taking bets on racing cockroaches outside in an alleyway. a small crowd has gathered and is now cheering the spectacle.
97. A small gathering of wedding party guests surround a bride and groom, ready to see who catches the bouquet, it is caught randomly instead by one of the PCs instead!
98. A man dressed in brown leather armour approaches the PCs and claims to be a close friend of the brother one of them. Strangely, he knows an awful lot about the players background, family circumstances and past. He claims that this "brother" is captured up in the "ridge" and is held by a goblin tribe.
99. A gypsy woman bothers the players and tries to sell them all sorts of trinkets, lucky items and pegs. if they are abrupt and nasty with her, she will issue a gypsy curse on them.
100. A nasty old woman eyes up the party. after a few minutes of following and staring, she steps forward and shouts at the top of her voice: "**THAT'S EM', THESE ARE THE ONES THAT STOLE THEM DIAMONDS!**" To which other people around will turn around and start to congregate. A small crowd grows to a bigger crowd and in a few moments the party is surrounded by increasingly agitated townsfolk. This then leads to jeering and shouting, until a few militia guardsmen arrive to quell the disturbance. Then, more arrive to confront the players to question them about the "Guild master's missing gems"...



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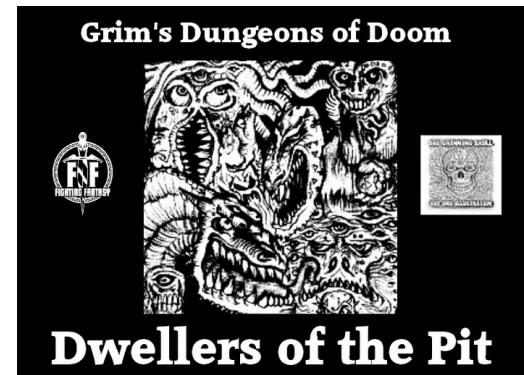
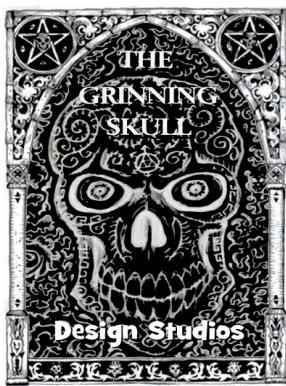
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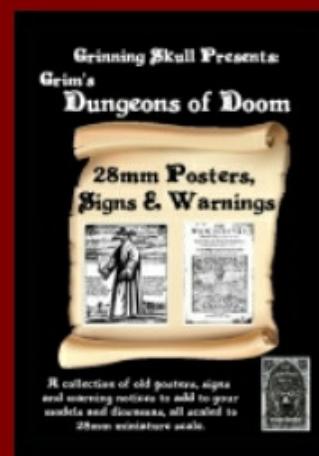
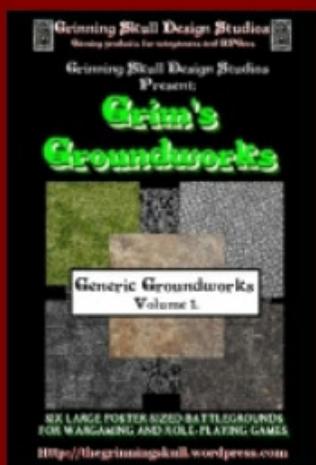
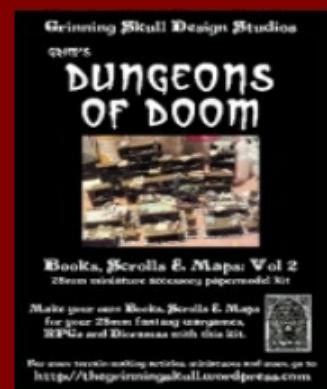
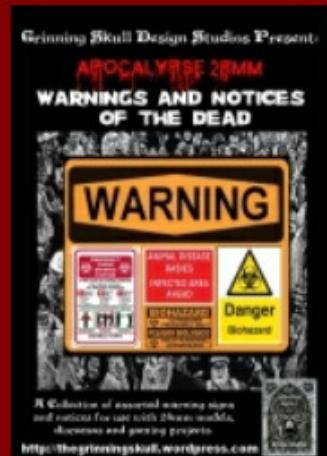
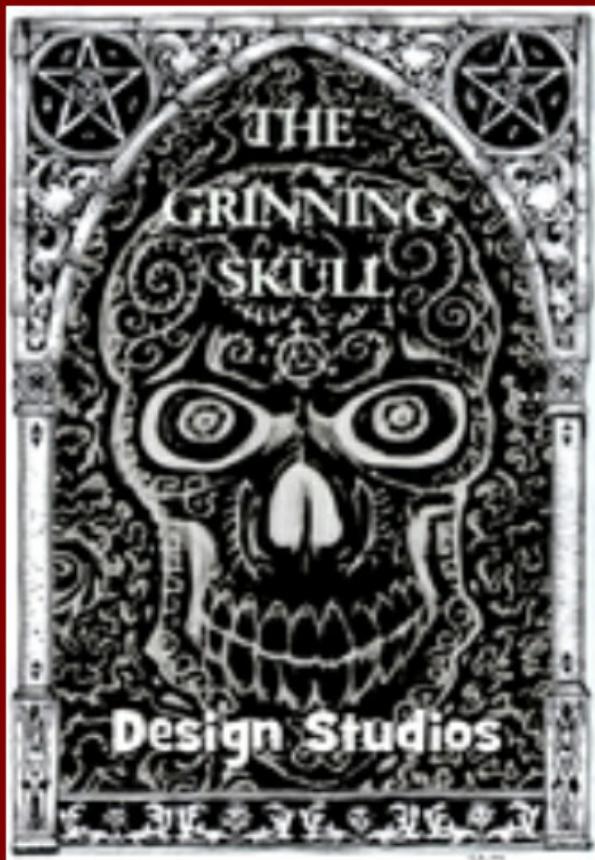
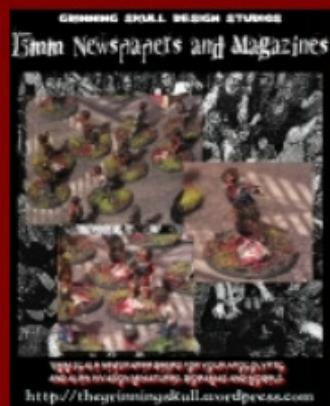
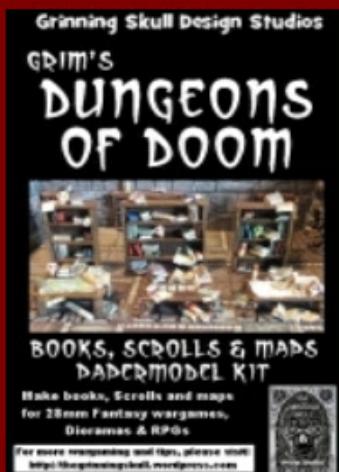
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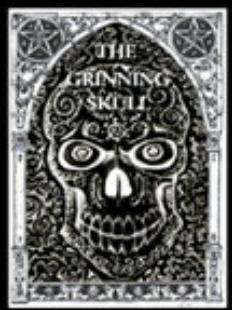
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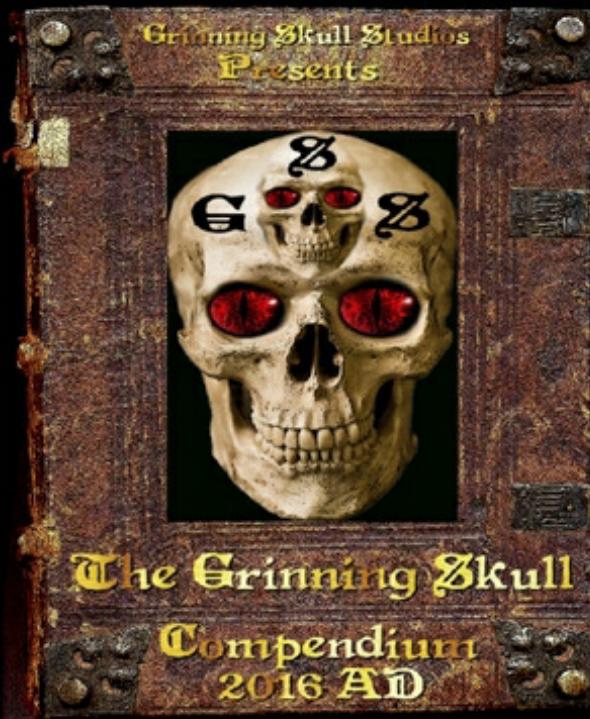
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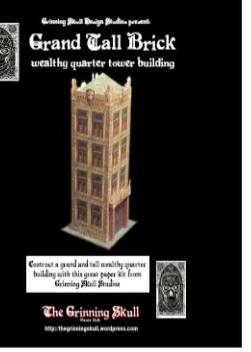
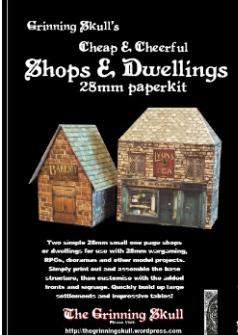
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