

Grinning Skull Design Studios

Grim's Amazing D100 Tables

100

Very Dangerous,
Trapped & Cursed
Treasure Items
for all fantasy RPGs

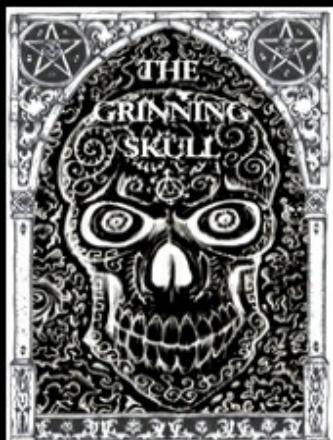
Grim's Amazing D100 Tables

Suitable for
ANY FANTASY
ROLE-PLAYING
GAME SYSTEM

100 extremely dangerous,
trapped and cursed items
of treasure to torment and
torture your players with.

For any fantasy RPG.

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Grinning Skull Design Studios Present:

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Very Dangerous, Trapped
& Cursed Treasure Items

For all fantasy RPGs



100 very dangerous, trapped & cursed treasure items to torment and torture your players with, for virtually any RPG.

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Foreword



Welcome to yet another edition of "Grim's Amazing D100 Tables", this time we go treasure hunting for the stuff every adventurer covets and lusts after, that's right, treasure! But, who want normal boring magical items and gold, no what about something far more interesting, why not give your players some far better toys to play with, like ones that add an element of real danger, or with a hidden trap to keep them on their toes? Better still, add a few cursed magic items to throw in the mix? If the answer is yes, then do we have the booklet for you. You'll find lots of extremely nasty items, from unusual mundane stuff, deadly traps within items, and cursed items so deadly, you might need a few gaming sessions to get things back to normal once you use this table! Use with caution, seriously! A lot of these are so deadly, your players will not be the same afterwards.

Grim

Roll D100

1. A small spoon with unseen razor sharp edges.
2. A telescope which when looked into, will activate a large spike in the eyepiece.
3. A small leather book soaked in essence of poison oak.
4. A silver goblet, that if not cleaned properly, is still lined with poison from a cult suicide.
5. A wooden dagger that compels the owner to stab themselves or others nearby.
6. A dull looking dark red gem, that if held near a person for too long will burn hot as lava.
7. A fascinating two tone snail shell that seems worth money. It is home to a blood drinking parasitic mollusc that only comes out in pitch dark.
8. A set of bone dice that are possessed by the spirit of a murdered gambler, who will slowly possess the new owner.
9. A stylish leather cap that will make the wearer deaf if used over a short period of time.
10. A large carnivore fang on a leather thong, very sharp and if it draws blood by any means, will infect the victim with a slow wasting disease.
11. A monkey paw on a gold chain, if carried near to anyone, will cause the person to devolve to a primate.
12. A fine black and red cloak that will try to suffocate those close by while they sleep.
13. A tiny box made of precious metals, if opened contains a singularity that will swallow up anything in a 10 foot radius.

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Roll D100

14. A delicious looking exotic fruit filled with tiny seeds, that when ingested will begin to germinate inside the victim.
15. A small ornate hand mirror that will trap a person inside the mirror dimension and swap them with an evil version of them self.
16. The horn of a rare antelope that causes the owner to be attracted to fire and flame.
17. A spider shaped silver brooch, that will turn to a deadly spider every full moon.
18. A pair of leather gloves that will ignite when too near open heat sources. They will burn so intense that normal means may not extinguish the fire.
19. An impressive steel helmet with a hidden spiked spring mechanism that will trigger if placed on the head.
20. A large gemstone, green in colour, looks like it is worth a bit of cash. If carried on a person for more than a day, will cause cramps and violent vomiting
21. A wooden bowl carved with strange runes, that if exposed to extremes of heat or cold, will secrete a toxic sap that will burn the flesh or poison the user.
22. A stave carved with naked intertwined bodies that after a while will cause the owner to orgasm heavily at the wrong moments.
23. A gold bangle that will cause the wearer to develop open weeping sores on their skin.
24. A mans gold ring that will give the wearer vivid nightmares that worsen the longer it is worn.
25. A black metal chain with a blue crystal attached, that if worn round the neck, will begin to tighten and choke the wearer.

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Roll D100

26. A pouch containing several small gemstone looking objects that could be worth cash, these are actually the eggs of the skinslicer beetle, which if hatched could burrow into the flesh of anyone in contact.
27. A beautiful ornate mechanical music box, that if wound and activated will explode after the last note is played, sending dozens of razor sharp barbs in all directions.
28. A small painted cameo brooch of a beautiful woman, that may cause the owner to become obsessed with the woman's image and be convinced that it wants them to die by suicide.
29. A small piece of decorated animal skin bearing the picture of a man's scowling face. It is in fact the tattoo of a murderer containing his essence, that if placed near anyone's skin, may meld with a host and try to take over their body.
30. A small carved wooden horse, that will cause any horse to attack the owner.
31. An ivory carved devils head that causes those nearby to hear voices and create severe paranoia.
32. A delicate metal talisman, inscribed with unknown script. If worn or carried, It will cause any male to lust after the wearer, whatever sex they may be.
33. A small black marble made from obsidian. If taken near a great beast of any kind, will begin to create an ear splitting drone, and alert any dangerous creatures to the source of the noise.
34. A dirty yet ornate oil lamp, that if lit will attract anything demonic nearby to the area. Its oil/fat contained inside is that of murder victims.

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Roll D100

35. A sturdy pair of leather boots, that if worn whilst asleep will cause the wearer to sleepwalk into peril.
36. A preserved eye in a small jar. It is actually an enchanted ward made by a nearby hag, that will secretly watch when possible and allow the creature to find the right time to set upon the new owner when their guard is down.
37. A pouch containing a set of false teeth. These will start to laugh loudly at inappropriate times putting the owner into all kinds of peril...
38. A tooth of a giant, carved with primitive cave art type pictures. It is primitive giant magic used to ward off giants tooth ache by trapping the pain within it. Exposure to this for too long will result in severe bone pain and cramps unless disposed of.
39. A leather bound diary with the story of a lost soul who died of sadness is written inside. Anyone reading the story will be filled with melancholy and start to loose the will to live...
40. A parchment with a poem written on it, that if read to the end, will cause the reader's heart to stop.
41. A ring of iron with a deep orange gem set in it, that will instantly begin to transform the wearers flesh to transform to iron. It must be removed before the transformation is complete otherwise the effect is permanent.
42. A bag of delicious tasting sweet treats that if consumed will cause severe flatulence for a couple of days.
43. A fresh looking apple that will reveal a dozen or so, deadly flesh eating grubs living inside.
44. A warm wolf pelt cloak that if worn, will attract wild canines with it's scent, they may be aggressive or aroused depending on the time of year.
45. A plain long sword that hides a hinged mechanism in the hilt, that will activate if used in combat (80% chance) and slice the wielders hand/fingers with great force.

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Roll D100

46. A magnifying lens that will cause blindness if used repeatedly to examine things close up.
47. A black feather quill that if used to write with, will cause entropy in the hand and it may wither and die.
48. A set of three ordinary looking arrows that if fired at an enemy, will turn around mid flight and strike the archer instead.
49. A set of tarot type cards, that if used will always foretell ill luck (and cause it too)
50. A carved clay grinning goblin figurine with a huge phallus, that if carried, will cause any real goblin encountered to be filled with lust and attempt to mate with the owner.
51. A bone key on a chain, that will cause any skeleton or corpse to reanimate if close by, and try to retrieve the key by force.
52. A large brass key that will gradually gain weight until it cannot be carried anymore.
53. An ornate mask in the shape of a rams head, if placed on the face, will bond and begin to transform the wearers visage to that of a sheep/ram.
54. A silver horseshoe of some considerable value that if taken, has a strong chance of causing bad luck to the new owner and those around them.
55. A small leather sack, tied with knotted cord, seemingly empty. If untied to see what's inside, a powerful and wild air elemental will emerge and attack all those around.
56. A intricately made Kriss knife in a fine sheath, worth good money to the right person. If carried on a person, will begin to drain the lifeforce from them over the period of three days. If this carries on, on the third day the victim's life essence will be absorbed by the knife, their body will die, but their soul will now be trapped within.

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Roll D100

57. A pouch containing what appears to be a small desiccated and dried up squid or octopus type thing. If this gets wet, it will revive and make its way to the nearest living creature and attach itself to both their eyes. If this occurs, the creature will take control of its host and begin replicating inside the host to produce more of the parasites. These will in turn try to find hosts and repeat the cycle. Only intense heat will kill the beasts.
58. An empty glass bottle, sealed with wax and a cork, bearing the label "Never let her out!". If broken or opened, will unleash a dangerous and spiteful spirit hag type creature, that will attach itself to the youngest person nearby, and cause chaos for everyone else until either sealed back inside the bottle, banished or destroyed with powerful magic.
59. A dark brown petrified stone chicken egg, that seems to contain something alive inside. This cursed egg contains a demonic chicken headed snake like creature, that if allowed to hatch will escape and grow to huge size within days and stalk all those who it recognises by scent.
60. A fine length of silky reddish brown rope, about 20 feet long, that seems unbreakable. It once was the hair of a love stricken girl who was murdered by her spurned lover in jealousy that she was in love with another. This "rope" will attach itself to a male owner only, and will attempt to harm any other man which it identifies with as her murderer. Women will also be targeted by the jealous spirit. It will do this in secret or at night, so that no one will be the wiser.
61. A small clay doll, dressed in rags, that seems to look at you where ever you look. It is possessed and will come alive when no one is looking. This thing will do you no harm providing you act respectfully to it, treat it with kindness, and make sure no one does anything to upset it. If these rules are broken, it will take on a vendetta to kill anyone who offended it.
62. A monocle that when used to look through, will reveal all those around to appear to be twisted demonic creatures. Prolonged use will make the user question reality and begin to go mad.

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Roll D100

63. A flute made from exotic wood, that when played will fill all those who hear it full of remorse and depression. They may be tempted to take their own life if they listen too long.
64. A pair of soft leather gloves that make the wearer not want to remove them as they are so comfortable. At night the gloves take on a life of their own, and will cause harm to anyone who they dislike. If worn over long periods of time, they will take control of the wearer and go on a murderous spree. The only way to end this possession is to cut off the wearers hands and burn them (as the hands will take on life by themselves if not)
65. A tiny bronze Minotaur trophy with a large belly, seemingly commemorating some sporting event with javelin type weapons. Anyone who possesses this trophy will slowly be susceptible to alcohol and drunkenness, and eventually begin to grow small horns. Left to continue, they will eventually turn into a life sized version of the trophy.
66. A carved fruitwood duck call, with what seems like silver inlay. It makes a satisfying "quaack" noise when blown. The only thing is that anyone who has blown on the call, will begin to transform into ducks over the course of the next 24 hours. It can be reversed, but not until after the transformation has occurred
67. A bright sky blue colour decorated egg, encrusted with gems, it has a large sparkling diamond like gem inside an oval cavity and is jammed inside and any attempt to free it will start a reaction where a sickly sweet smoke will emit from it. This "gas" is a mild nerve toxin that will make all who breathe it loose all bowel control before passing out.
68. A battered pewter tankard that gives off a grey powdery residue if handled. This is made from a very toxic type of lead and anyone getting it near their mouth or ingesting it, could be subject to severe lead poisoning.
69. A metal armoured bracer that looks antique. It will cause a bad chemical reaction if exposed to bare skin that will take weeks to heal.

Roll D100

70. A unremarkable silvery ring, that when placed on any finger, will trigger a tiny clockwork mechanism and begin to constrict the finger until either removed with extreme force, it cuts off the blood supply, or severs it totally. It will reset when any of these occur.
71. A winged helm of archaic taxidermy design, if worn will begin to flap and a sharp beaked long necked bird's head will unfold and attempt to peck out the eyes of the wearer.
72. A detailed book of erotic drawings that have a 50% chance of mesmerising those who read. It will appear different to each reader to play to their "kinks". After failing to resist the book's wiles, they will be haunted by dreams of an irresistible woman or man to match their sexuality, and each night will be slowly drained of their strength. The book is in fact bound with several succubi and incubus, and prolonged exposure will eventually kill those afflicted.
73. A honey comb designed cloak clasp of fine gold. This is a magnet for any kind of stinging flying bee or wasp/hornet which will attack the wearer when they sense it. It effects giant varieties too.
74. What appears to be a perfume bottle filled with an aromatic sensual scent, marked in ancient draconic with the words (if translated) says "Finest flesh Fruit marinade", this "Perfume" if worn will be picked up by any sensitive Draconic nostrils and they will seek out this fine mouth watering aroma.
75. A large and jagged spiked iron rod, that appears to be some kind of weapon. It has no discernable qualities unless it is outside in a thunder storm, when which it becomes a highly dangerous lightening rod. Even in a light storm, it will attract any static in the air. Boom!
76. An over the top, stylised armoured codpiece that if worn will reveal the spikes are not just on the outside! OOOch!

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Roll D100

77. A black leather dog collar with a tag that reads "Shucki", if placed on a dog, the poor creature will begin to change into a very large, twisted hell hound type creature when the night falls.
78. A seemingly magical map that points to the location of "The reward of the high King" (that is written on it in a form of old Elvish") If followed it leads to a nearby tomb filled with skeletal bodies, at which time the way in will seal itself, and you will see a carved wall relief explaining the reward of the high king is death (most elves are immortal, so death is a release...)
79. A wooden box, containing a large bullfrog. It makes no attempt to escape or panic, and seems to be the ideal pet. That is until it is left to its own devices and unnoticed. It will cause chaos, and sabotage whatever it can, however it can. It will poison, steal, commit arson, in fact any malicious act is beyond it! No one will suspect this creature as it acts as a normal frog if examined. If in the unlikely event it is discovered (no one will ever see it commit these acts, not even with magic is it detected) it will escape never to be seen again!
80. A scented candle made from human fat, that if burned will bring the dead to appear, these spectres, wraiths, ghosts and other angry spirits may stay to haunt the one who lit the candle.
81. A small stuffed bear made from animal fur, and stitched with thin cord. It is pleasant and cute, but holds a dark secret. Unless satiated with blood every two days, it will warp reality around it and the area. If left to no longer hold back the warp, a wormhole will form, bringing all manner of destructive forces through it. The bear must be taken to the Acolytes of Ursa Nova, who will hold back the energy of the void, for the bear contains a shard of creation that holds the fabric of reality together...

Roll D100

82. A pair of finely tooled horse hide soft shoes, they have been bound with a wild nature spirit and will begin to take the wearer wandering alone in deadly places, dancing at cliff edges and over fires. The shoes must be physically fought with to remove them, but once removed, will frantically escape, running away into the wilderness...
83. A sword made from sky metal, inscribed with ancient script that seems to say that a worthy bearer can summon a rain of burning rock from the heavens if they join as one. Indeed it can summon a rain of meteors, but only centred on the sword bearer. survival is slim, but may be of use when the ultimate sacrifice is required for the greater good...
84. A withered ugly shrunken head, that seems to attract negative energy and bad luck to all who are in it's presence. To end it's bad luck spell, it must be laid to rest in a full funery rite, then it will cease.
85. A jar of powdered incense that is pleasant to smell, and if burned will reanimate the newly dead, these zombies will linger in the area of the burning incense, but will do no harm. Living beings will however, take great offence to their deceased loved ones being brought back and take action against those who caused this blasphemy...
86. A scruffy, yet serviceable woollen blanket, rolled into a pack. It seems fine, until the fleas living inside it transmit the plague. If not cleansed and purified, it could spread quickly and claim countless lives.
87. A small Coptic jar, sealed and bound. It is harmless unless opened. It releases an angry soul, once the high priest of a violent religion. He must be banished or will seek a host and begin a reign of terror against those who awoke him.
88. A grey wolf skin tunic, good condition, warm and useful. However, this belonged to a skin walker, and will cause the wearer to transform to a wolf for several days during the full moon each month. The wearer will be unaware of this, but will only transform if it is on them during the lunar phase.

Roll D100

89. A pendent shaped like a silver mouse on a shimmering chain. nice if you like mice, bad luck though if you have a dislike for cats. This item will attract all felines to the wearer, they will become hostile and see the wearer as prey, not too much to worry about with a couple of cats, but when they congregate in huge numbers, they will be a problem. Getting rid of the pendant is a good bet, providing it has not been worn for more than a few days, over that the smell of mouse has scented the wearer and they will still attack as if they still wear the pendant.
90. A pouch of red velvet, stuffed with red hair and random objects, fingernail clippings and other bits, that denote this is a charm bag of some description. It bears a monogram of the Excillion Noble house of the area. If a character keeps this and is discovered by any ally of the family, they will be accused of trying to curse Lady Trepis, she who is the owner of said hair, nails and objects in the bag. the accused will need to do lots of explaining to escape execution...
91. A large circular medalion bearing a bronze skull. it is very stylish and expensive looking. Any person that wears it may start hearing an inner voice speak to them over the days to come. This will cause the wearer to become more introverted as the voice (Named Skaldagred) influences the wearer, it will convince them to perform the "ceremony of the stars" so they can be free together. Skaldagred will attempt to be reborn in the wearers body if the rite is completed. Skaldagred is actually a bound demon that if unleashed will destroy the host body and cause great harm to all living things...
92. A large armoured taloned gauntlet that inflicts great damage in combat, it will soomn become a firm favourite of the one who weilds it. it's power comes at a price, as with each point of damage it inflicts, it charges up with spiritual energy. On a D100 roll after each combat, keep a tally of the score and add the previous result to it. When the score reaches 666, the wearer will become ill and feverish, they will become delirious and refuse to remove the gauntlet. On the next new moon, their body will give way to a terrorfying black winged Griffon, and reap the land of those who get in it's way...

Roll D100

93. A simple ring, with a yellow lizardine glass eye set in it. Those who have a gift of foresight or similar, may notice it move or blink. within days, a large fire Dragon will arrive in the area, and will always know how to second guess the players, almost taunting them. The ring is his, and he has been watching, listening and plotting. If the ring's eye gem is destroyed, it will enrage the dragon, which is now temporarily blinded, If it is totally destroyed, this will drive the dragon mad in pain, and it will escape, never to be seen again, probably...
94. A large golden gilt animal horn fashioned into a musical instrument. If blown it shakes the skies, the earth trembles and dark horse riders in spiked armour will be heard of, travelling to the location of the horn. This has summoned the demons who seek the horn to bring more cohorts to the realm. They must be sent back by the one who blew the horn to bring them here, by blowing the horn three more times. (Two, or four or more will bring the hordes...)
95. A black box, made from ebony wood, clean and new looking, yet almost impossible to open, unless someone asks it to! Inside is a strange glowing small orb, it emotes in thoughts, and promises to fulfil any dream the person asks. The orb lies and will absorb the life from any who touch it, leaving only a skin husk. It must be sealed back in its box and hidden again from living things.
96. A book of saucy limerics, poems and bawdy humour, nothing dangerous there? Well, it is if the area you are in has a religious order that has classed all such things as punishable by torture and death. Make no mistake, the followers will discover them with the book...
97. A box of grey dust and bone. Written on a scrap of parchment are the words, "Make him whole again, life from life". Anyone with any kind of knowledge of Necromancy will realise that this is the remains of a vampire. You would best leave well alone, however, there is a 50% chance that handling the box with its sharp edges, will draw a tiny amount of blood, that obviously will get onto the remains to start the process...

Roll D100

98. A small runestone bearing the mark of decay, that if handled will burn the mark onto they who touched it. This mark will not fade. As time goes on, they will notice that the food they touch will spoil, produce will rot and become infested with maggots. People will become unwell around them and they will smell of rot. Eventually flies will congregate around them in mass swarms and they will be shunned. The only options to rid the curse is to chop off the hand, or travel to the holiest place and pay a tithe to be cleansed.

99. A worn plaque of carved wood with the face of a green man, handle with care as it is rough and some areas are splintered. There is a 75% chance that any who touch it with bare flesh, will get a splinter. If that happens, it will embed deep under the skin and be impossible to remove. Time will pass and all may forget this unremarkable fact, but the splinter will fester and grow inside, sprouting out tendrils and eventually growing all over the host. Leaves and even flowers, skin will turn to bark and if left untreated they will become a living plant. If the plaque has been kept, it will be revealed to be the face of a past victim and not a carving! Only strong magic can remove this, and even if they survive, they will still experience weird moments of plants communicating with them and such like!

100. A stylish war mask in the form of a grotesque demon, full of sharp edges that will cut and graze those who touch it. Those of a weak disposition who have drawn blood from it, will become ill, over a few days, their hair will drop out, teeth fall out, finger nails and toenails wither and die, and they gradually become sullen and bruised in colour. Finally, they will succumb to painful death. As soon as they die, they return to life, sharp fangs grow, claws sprout and they attack anything and anyone, spreading the now accelerated infection from person to person. The creatures will continue to mutate into demonic ghoul creatures that will eventually spread across the land. The mask is the cause, but also the key. It must be used to command the spiritual contagion to return to where it came. The creatures will find the easiest way to go deep into the earth, never to be seen again, and the cursed mask should be taken and placed in a location to never be accessed again by man nor beast.

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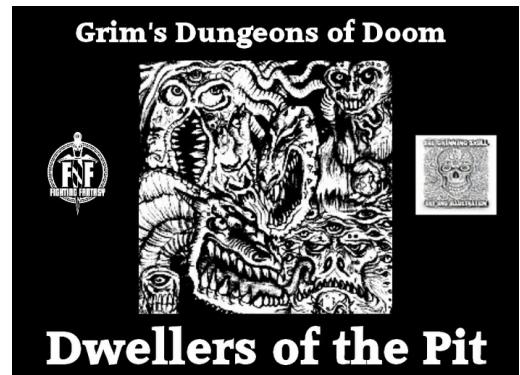
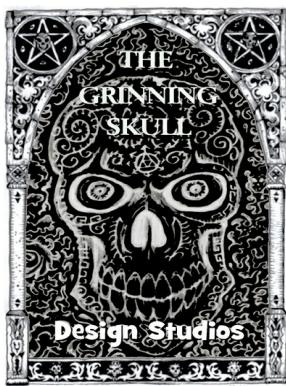
GRINNING SKULL
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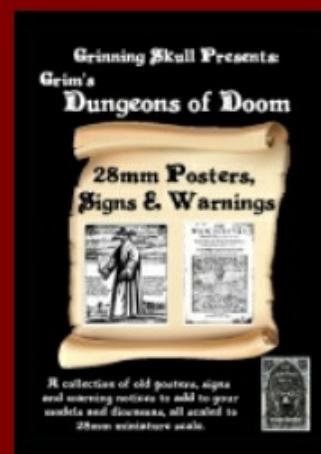
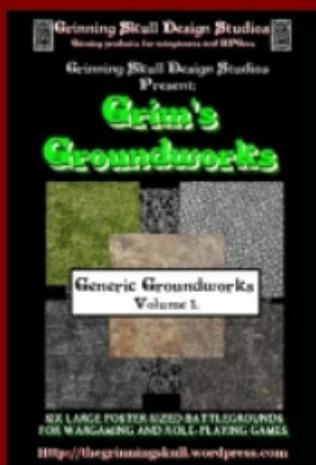
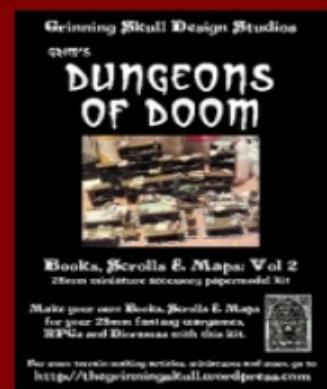
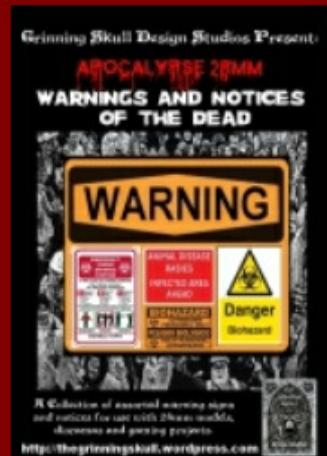
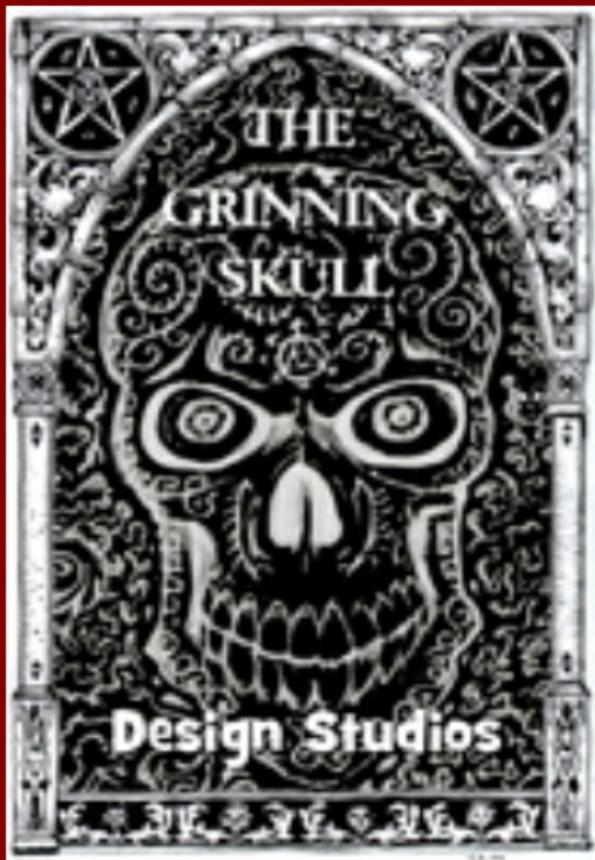
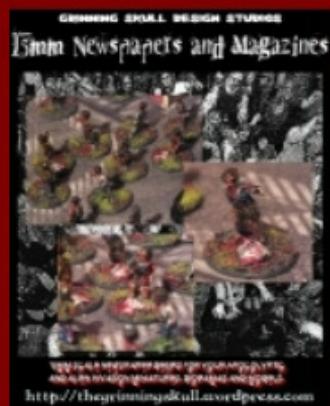
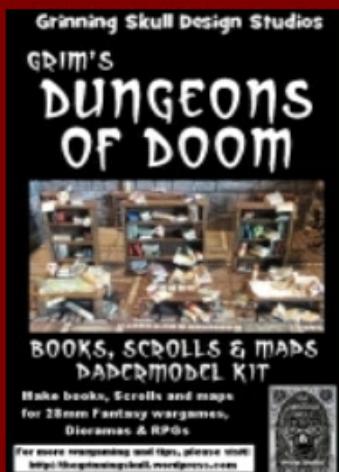
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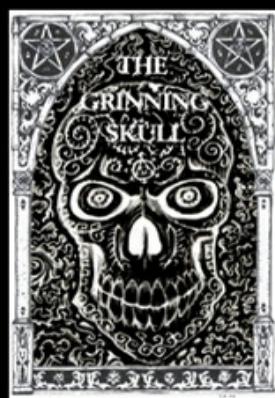
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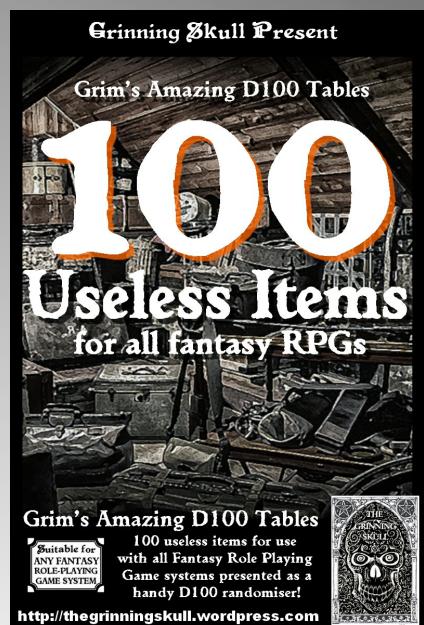
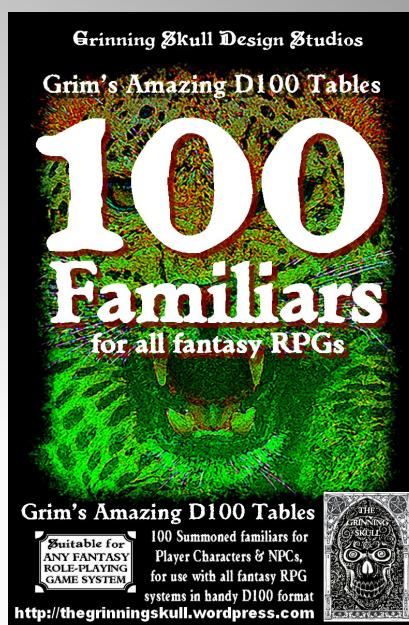
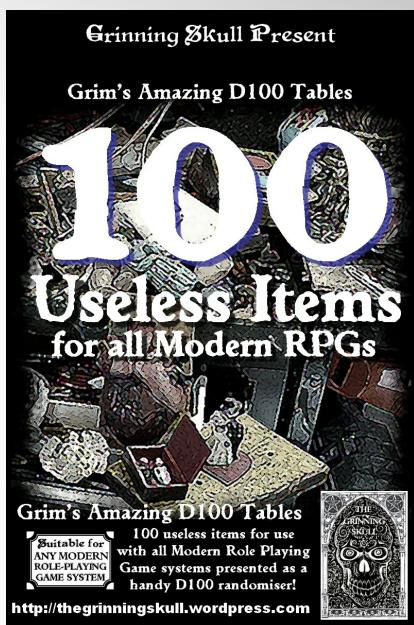
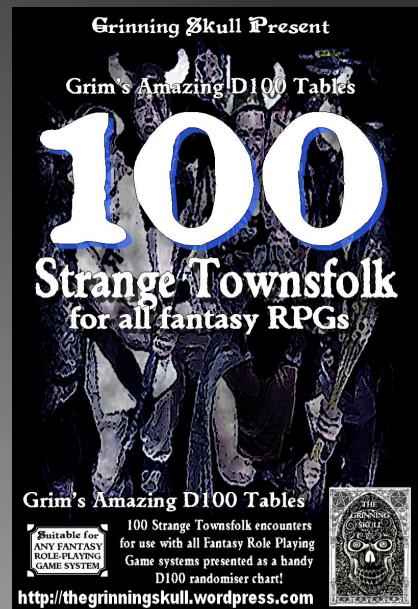
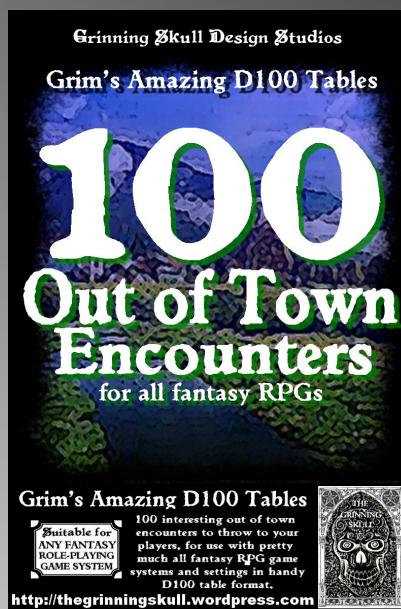
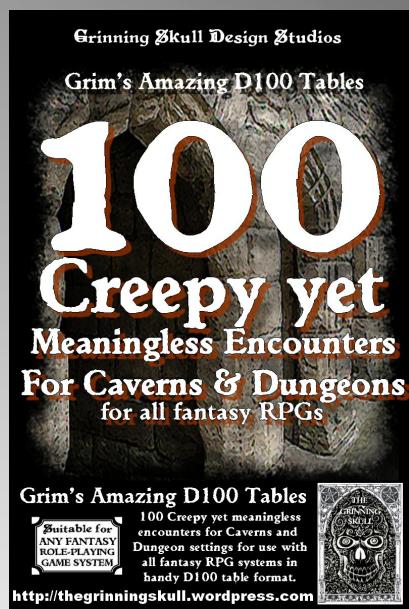


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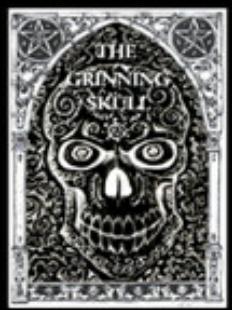


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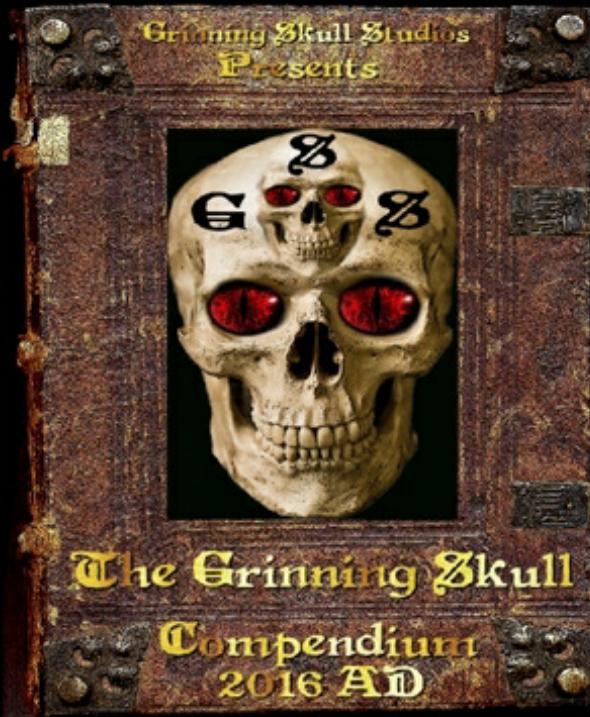
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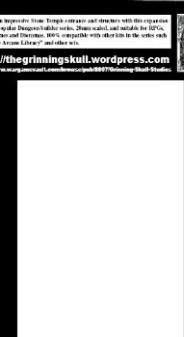
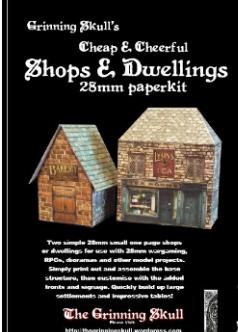
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