

**Grinning Skull Design Studios**

**Grim's Amazing D100 Tables**

**100**

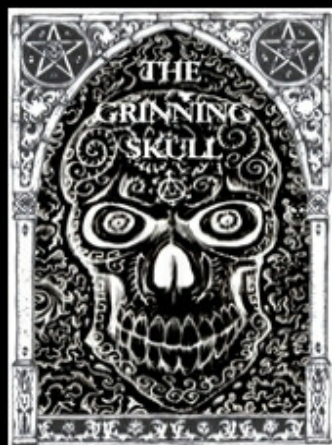
**Written Clues**

**for all fantasy RPGs**

**Grim's Amazing D100 Tables**



**100 Mystery clues and hints  
that will confuse and bemuse  
your players. Suitable for most  
fantasy RPG system and setting.**



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**Grinning Skull Present**

**Grim's Amazing D100 Tables**

# **100 Written Clues**

**For all Fantasy RPGs**

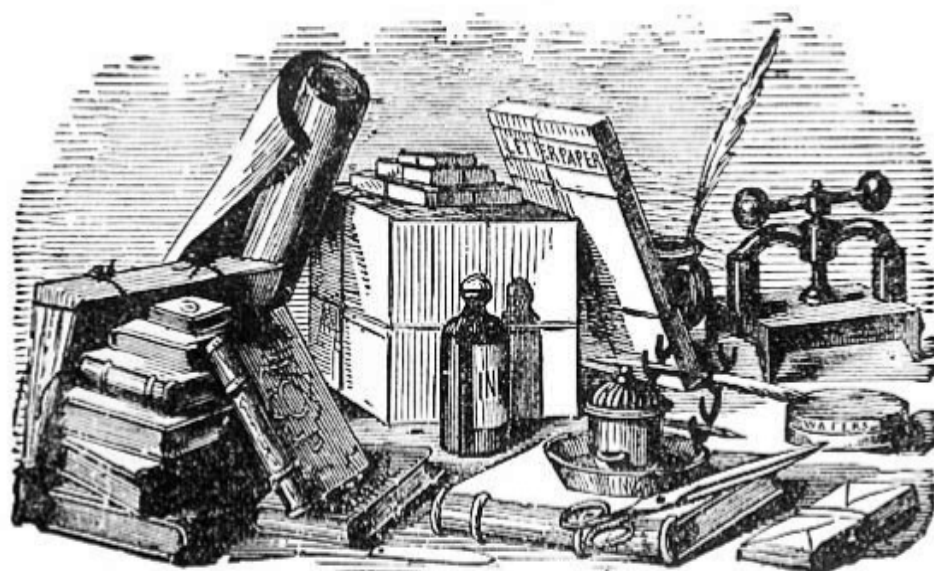


100 random clues and hints to confuse your players,  
for use with any fantasy RPG game system & setting,  
all in a handy D100 chart format for easy reference!

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# Foreword



What is this for exactly? Would you like me to give you a clue? One might ask what this edition the series is exactly for? Well, any crafty and creative thinking GM will have no trouble making a use of these 100 clues. Not only is this ideal for creating a sense of mystery, but it can also lead your players on a wild goose chase and act as a red herring if you prefer. Alternately, use these clues at random as voices from beyond, divinations or clairvoyance.

While these are good ideas, lets not forget that a clever GM could easily weave these into the story with a few tweaks, here and there and make them integral to the plot of the campaign. You can use these entries on this chart as you wish, written or spoken, there is no reason this table can't fit a whole plethora of uses. Enjoy sending your players into confusion and befuddlement!!

**Grim**

### **Roll D100**

- 1. The answer you seek is hidden in plain sight.**
- 2. The darkness will become your brother.**
- 3. Look under the rock.**
- 4. A man with black hair will betray you.**
- 5. Look around the eyes.**
- 6. The old man is down at the river.**
- 7. Blood is on your hands come midnight.**
- 8. Born is the first son, second reborn.**
- 9. Where it floweth, shall be the key.**
- 10. The air will swell with the victory of elements.**
- 11. Tis' not the clothes that make thee, tis' the eyes that seek truth.**
- 12. Under the stones dwell he you seek.**
- 13. To avoid the girl, cloak thyself in earth.**
- 14. The Hart, the hare and the hound.**
- 15. Seek a man called Jon.**
- 16. The sacrifice at the altar will quell the pain.**
- 17. The sword is the key.**
- 18. To drink from the well, is to draw knowledge from it.**
- 19. Knock three times at the gate.**
- 20. Burn the candle before you enter the tomb.**
- 21. When the moon is in conjunction, strike fast.**
- 22. Attached to the wrist and far beneath, visit the ancestor  
for what you seek.**
- 23. The wise woman of Ghorell knows the secret you desire.**
- 24. The running tribe of the west wind, walk the same path.**
- 25. Look to the trinity of serpents.**
- 26. Break the bone to release the spirit.**
- 27. Speak "Oster, Gornald, Dalteth" then step forward.**
- 28. At his grave, burn the oil and forge the pact.**
- 29. Give the signal at dawn.**
- 30. Bring the bag to get the reward.**
- 31. The price is thirteen gold, no more, no less.**
- 32. He shall not burn thee if you are true to her love.**
- 33. The smith hides his finest wares in the cellar.**

### **Roll D100**

34. Angels weep at the foot of the stone.
35. Place the gem in the eye and look upon heaven.
36. A mothers love is the fathers loss.
37. Drinking from the font will do thy ill.
38. Belief in the great spirit will get you through the portal.
39. Ask for Ashok in the barracks, he will guide you.
40. Give the symbol to the old beggar and wait in the alley.
41. Look to your orb for the warning.
42. Breathing Motrand's breath will protect you from the beast.
43. Inside the book, page 102, is the place you seek.
44. On the border, speak "'Tis' a quiet day for travel" and  
a friend will assist.
45. Watch for the grey woman, she hides pointed death and betrayal.
46. Blue is his hair, black is his heart.
47. The number is 12, 67, 43
48. The inn keeper is friendly to your cause.
49. The prince is not who he says.
50. Do not sleep this night, they come for you tonight.
51. The sheep is the wolf, yet the wolf is your protector.
52. The girl of golden locks knows more than she admits.
53. This lord is in league with demons.
54. Aid the crippled woman, she will know you then.
55. Magic will not aid you within the shrine.
56. The dead will pity you if you show them attrition.
57. The beast is not your true enemy, but is fates victim.
58. Do not eat the special, it is dangerous to do so.
59. A silent alarm will sound if you ask too many questions.
60. The second tallest tree holds the inscription.
61. There are five more locations that remain unsafe.
62. You have been seen by the agents of darkness,  
watch your backs.
63. The elders wish you harm, trust them not.
64. The evidence is buried near the standing stone.
65. Wait for me in the largest barn at midnight.
66. Ask the butcher for the largest goose, inside it will reveal more.

### **Roll D100**

- 67. The woman in orange flowers is not of this world.**
- 68. The skull is placed there for good reason.**
- 69. The letter "H" leads to the real murderer.**
- 70. The child is false, a wolf in sheep clothing.**
- 71. Hidden in the lake is her secret.**
- 72. Do not tell them anything about your true quest, they will kill you if you do.**
- 73. Look behind the dolls eyes.**
- 74. Behind the bushes you will discover a grave secret.**
- 75. The shop holds hidden riches for those who know.**
- 76. Inside the gourd is hidden more truths.**
- 77. These people are in league with the enemy.**
- 78. Where the crow roosts, dig two feet down.**
- 79. The medallion is worth more than gold alone.**
- 80. Avoid detection in the square**
- 81. There are more to the stories than fairy tales.**
- 82. Keep close to the fire, you are being watched.**
- 83. Give the piper a penny, he will reward you with more.**
- 84. The map is false, there is more hidden in empty spaces.**
- 85. Seek the location of the hanging tree, the dead will give up their secrets.**
- 86. The bodies will bear the mark of the devils.**
- 87. Each person involved are burned with the sigil. Beware!**
- 88. Already your presence is known ahead of you, stealth and cunning are needed.**
- 89. To overcome thy malady, the herbalist of Hasket Moor has the cure.**
- 90. Over the Hill and Dale, abandoned places bear the scars of what has passed.**
- 91. Ready thy bows and look to the tallest places for one who wishes you swift death.**
- 92. Burn the evidence before you travel north.**
- 93. Your reputation proceeds you, it will take effort for them to trust you.**



### Roll D100

- 94. Your ancestor brought this place great evil, you are not welcomed without recompense.
- 95. Love is the key, hate is the lock.
- 96. Examine box four, danger awaits all others.
- 97. This item holds more power than you believe, they will come for it in numbers.
- 98. The master will teach you a lesson before you are allowed passage.
- 99. You cannot wash away the blood of ages gone unless you bathe first in truth.
- 100. The blind man is not truly blind and can see more than thy.



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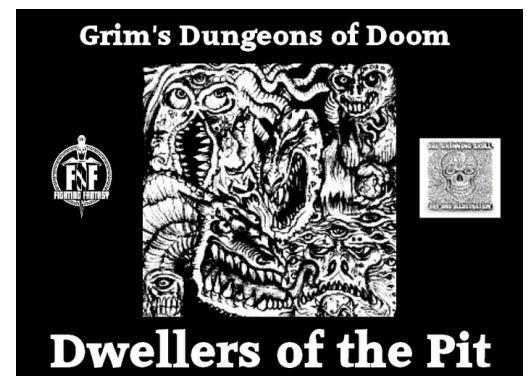
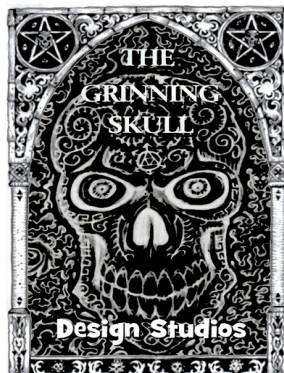
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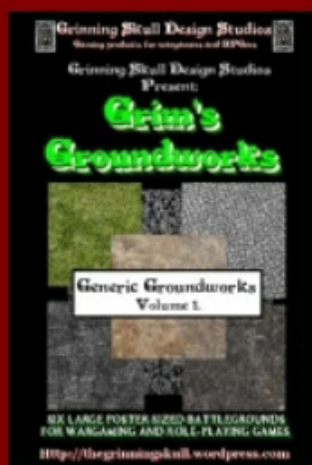
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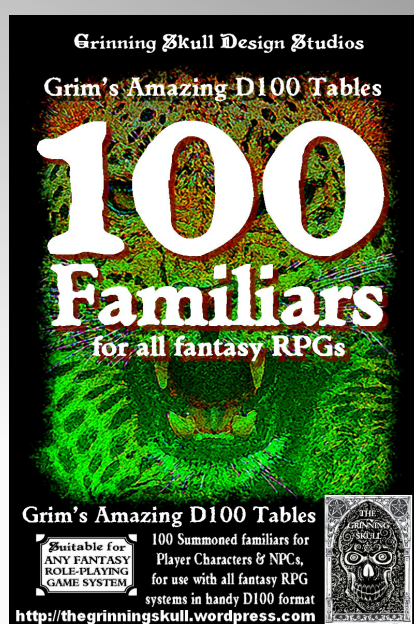
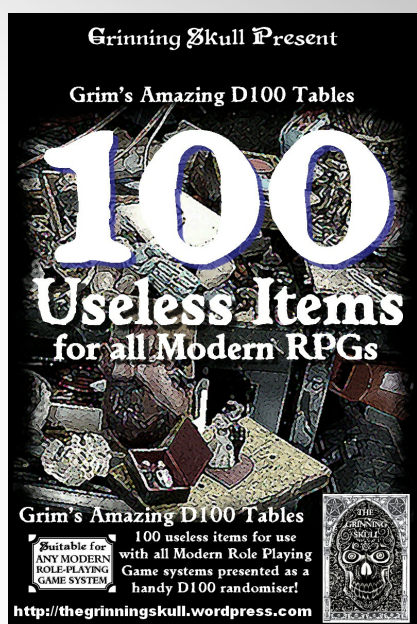
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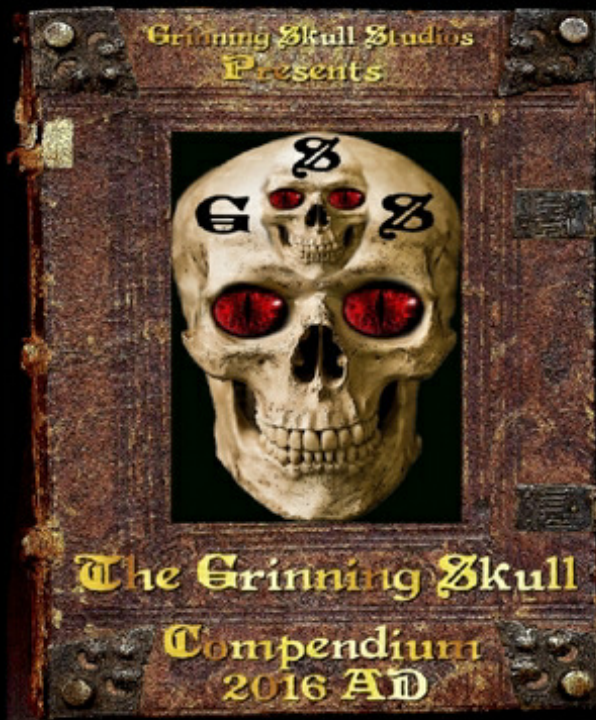


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