

Grinning Skull Design Studios

Grim's Amazing D100 Tables

1000

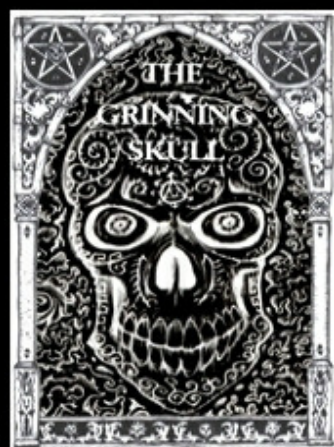
Objects Found in a  
Dragon's Lair

for all fantasy RPGs

Grim's Amazing D100 Tables

Suitable for  
ANY FANTASY  
ROLE-PLAYING  
GAME SYSTEM

100 interesting or mundane objects to be found in the lair of a Dragon, for use with any fantasy RPG, all in a handy D100 random reference table.



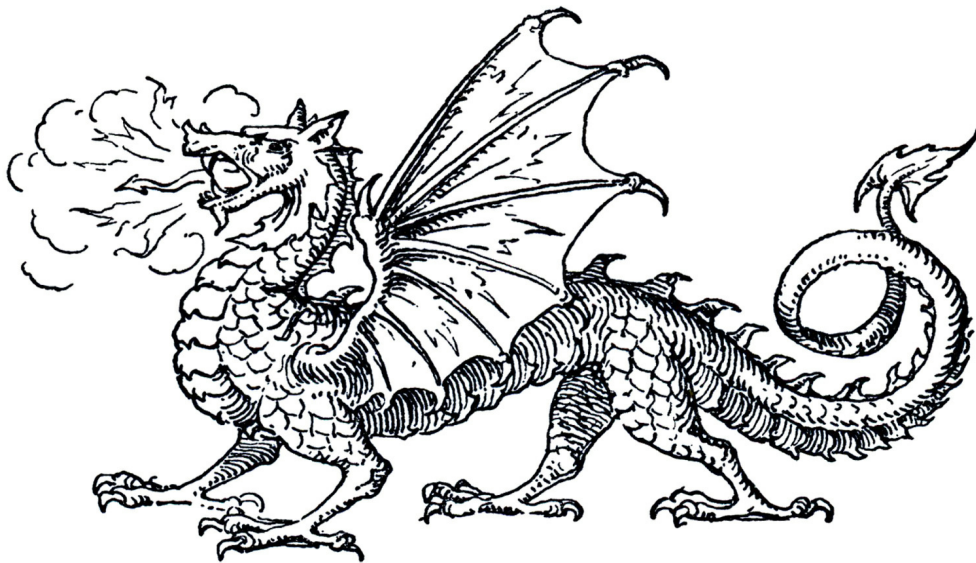
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**Grinning Skull Present**  
**Grim's Amazing D100 Tables**

**100**

**Objects Found in a**  
**Dragon's Lair**  
**For all Fantasy RPGs**



100 objects & items, both useful or mundane, compiled in a D100 randomiser table, for use with most fantasy role playing games.

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# Foreword

Welcome friends, to this Draconic themed edition of "Grim's Amazing D100 Tables."

Every fantasy GM has put their players up against that standard fantasy trope, the ferocious Dragon of lore at some point during their time as GM. The beast is part an parcel with the genre and will remain till RPGs themselves become the stuff of legend.

The intent of this booklet is to help furnish your Dragon's lair encounters with interesting and different dressing that may help, hinder or at least flesh out some dead spaces in such places. Clever GM's will be able to create adventure hooks from this chart and give players sometimes quite entertaining situations from the entries here.

They are meant as additions to the usual lootable treasures often found inside the creatures homes, and can quite easily be adapted to the lairs of other similar creature types if they are needed. While these could be found in the dragon's horde , they are meant as extra lair flavour in addition to the usual mound of gold and trinkets, and should your players live long enough to get use of some of these items, many will cause more harm than good! Most of all, please have fun with these, and as ever, enjoy!

(Even if some of these things may kill your PC's!)

## **Roll D100**

- 1. A human skull (Crushed)**
- 2. A mummified non human hand.**
- 3. A singed leather diary of a man called "Bob the bold."**
- 4. D6 small sized shed Dragon scales.**
- 5. A scattering of 3D6 random sized humanoid teeth.**
- 6. A freshly severed mans index finger.**
- 7. A smelly pile of steaming regurgitated slop.**
- 8. A small silver coloured bangle.**
- 9. A human scalp with hair.**
- 10. A torn note with "To my darling Sophia, I fear this will never reach you..." written on it.**
- 11. A bronze helmet with huge bite marks in the top.**
- 12. A broken chain and manacle.**
- 13. An incomplete set of D6 Chess pieces.**
- 14. A large snapped brass key.**
- 15. A broken hand mirror.**
- 16. A very large, broken clay pipe.**
- 17. A map of the area the players have already visited (the unexplored areas have been burned away)**
- 18. A broken bell (that if handled, may alert any nearby threats...)**
- 19. A badly chewed pencil.**
- 20. A rotting eyeball.**
- 21. The dried up corpse of some small humanoid creature (which may be looted)**
- 22. A round metal disc of the size of a dinner plate, smeared with dried blood.**
- 23. A sack of 4d6 rotten fruit and veg.**
- 24. A spiked dog collar with the name "Fluffy" on the attached tag.**
- 25. A pile of charred bones.**
- 26. The body of what appears to be an orc, with it's head squashed flat. (Body may be looted)**
- 27. Three adult sized, left handed leather boots in various stages of disrepair.**
- 28. A poster that says "Good money paid for Dragon Scales, enquire at Merden's Emporium for details."**
- 29. A writing quill made from a peacock feather.**
- 30. A blood splattered written parchment, stating "Meet me at the old market when you have the stuff I need."**
- 31. A torn oil painting of a noble family.**
- 32. A breast plate which seems to be squashed flat.**
- 33. A Goblin skull filled with some kind of nasty looking large beetles living inside (2D6 of them)**

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## Roll D100

34. A silver whistle that makes no noise if blown (Those with sensitive ears will hear it very loud, it may even alert any beasts to the location.)
35. A long metal bar that could be used as an improvised weapon.
36. A large terracotta urn (which can be looted)
37. A large terracotta amphora containing a sweet sticky alcoholic liquid.
38. A large sealed metallic urn, that when investigated, contains blood, gore and internal organs.
39. A small dragon tooth.
40. A large dragon tooth.
41. A broken dragon claw.
42. A note with "You will die here!" written on it in red (Blood?) ink.
43. A pair of large leather boots in good condition, with the previous owners feet still inside.
44. A skeleton propped up against the wall, holding a sign saying "Help Me!"
45. A lead holy symbol of a healing deity of some kind.
46. A tiny box with something inside, it will not open, nor break under any circumstance.
47. A key made from bone.
48. A sack of coal.
49. A bag containing bent cutlery and broken pewter plates.
50. A pouch containing D6 vials of strange glowing liquid (Roll D6 for each: 1-5. It is broken or smashed, 6. It is intact and still sealed)
51. A small bottle with a skull shaped stopper. (Roll D6, on the roll of a 6, it has liquid inside.)
52. A small clay figure of a woman with the legs broken off.
53. A wineskin that appears to be in good working condition.
54. An empty dragon egg shell.
55. A broken dragon egg with the embryo still inside, dead.
56. A bottle containing a pickled eyeball of a non human creature.
57. A scroll with a low level healing spell written on it.
58. A used red candle.
59. A Gauntlet with a blue gemstone set on it.
60. A dirty, but usable fur cloak.
61. A charred body of a halfling.
62. A book written in high dwarfish. (translated reads, "Bohrin's Brewing Guide")
63. A parcel, wrapped in a silk cord containing some mouldy bread.
64. A tiny gold statue of an aroused dwarf.
65. A pouch containing a complete set of rune stones.
66. A wooden carved duck decoy.

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## Roll D100

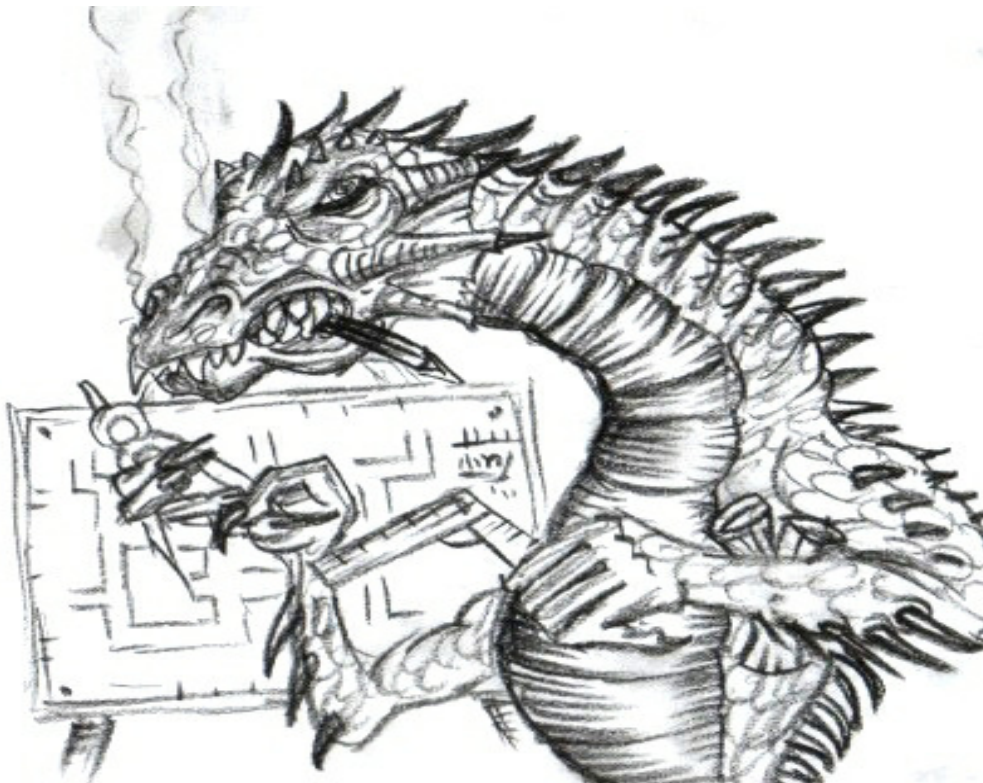
67. A large old book, written in ancient draconic script, if translated will reveal to be a recipe book on how to cook various creatures.
68. An oversized war club, too big for anyone under 7 feet tall.
69. A rusty dagger the size of a long sword.
70. A pristine sand timer.
71. A large wooden sign with the words "No trespassing!" in High Elven, Dwarfish, Orc, Black speech, Draconic and ancient human languages.
72. A fine artwork on canvas of a black knight. (worth at least 200gp)
73. 2D6 rolled up old scrolls, each with a variety of unknown symbols scrawled on them.
74. A large bronze pitchfork.
75. What appears to be a charred makeshift dragon costume, with the decorated head still attached.
76. A shimmering cloak of many colours. It has no real use other than it's appearance.
77. A battered, yet serviceable half suit of black leather armour.
78. A copy of "Derwent Maldible's Dragon spotter's guide for beginners" (2nd edition)
79. An annotated map of the surrounding area, showing nearby settlements with notes on population, defences and wealth (written in common draconic)
80. A fine lute, missing it's strings, bearing a face on it's back. If examined too close, it will open it's eyes and begin to scream loudly.
81. A very large cauldron of black iron, with the remains of what appears to be some kind of stewed creature inside. (complete with a few body parts, hands, feet etc.)
82. A huge carved wooden spoon the size of a large sword.
83. A big jar of powdered herbs, labelled in draconic script (translated as "Flesh Seasoning.")
84. A very creepy looking child's doll that will start to cry loudly if handled.
85. A very large carved bone D6, numbered in high draconic script.
86. The gilted skull of a medium sized dragon.
87. A stitched together skin of orc flesh, mounted on a wooden mannequin.
88. A large and ornate glass water pipe, recently used and containing a variety of human and non human body parts in the smoking liquor.
89. A magically locked chest, containing D6 dragon slaying weapons. (Roll D6 to determine weapon type: 1. Long sword. 2-3. Dagger. 4. Hand axe. 5. Arrow. 6. Spiked Mace.)
90. A human sized bronze statue of a serpent with a huge diamond on its forehead. If tampered with, it will begin to animate and attack the would be thieves relentlessly.

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## Roll D100

91. A small, ornate locket with a portrait of the most beautiful girl inside. Could be worth a fortune.
92. An ornate carved gold looking dragon statue with rubies for eyes, which will glow red if approached. It is an alarm ward and will alert the resident dragon/s to visitors.
93. A three foot tall silver chalice, inscribed with dragons and high draconic script. It is extremely heavy but could be worth a fortune if successfully taken and sold.
94. A book, bound in human flesh, containing notes and to do lists for "The master/mistress", written in common orc tongue.
95. An old long sword, that will begin to sing the song "Merry met and merry meet" over and over whilst handled.
96. A large crystal ball that gives off a low pitched hum.
97. A glowing two handed sword that is hot to the touch.
98. An oval shield made from large dragon scales.
99. A clutch of D6+1 dragon eggs that seem to be made from gold.
100. A clutch of fresh laid dragon eggs, which will begin to hatch one after another, on the roll of a 6 on a D6.



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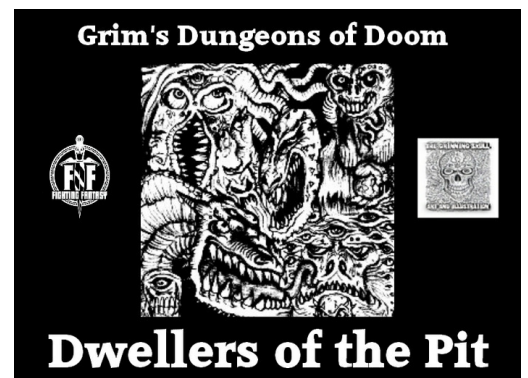
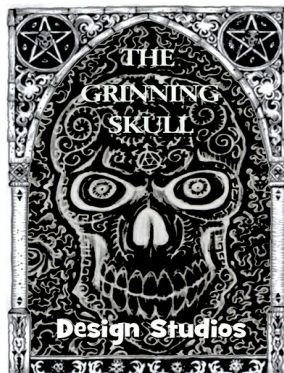
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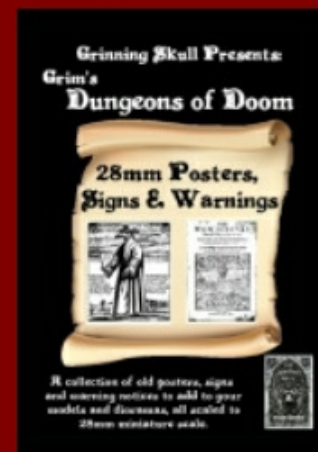
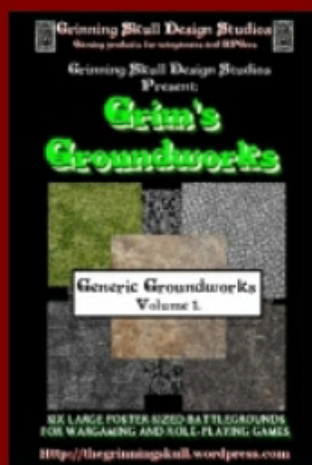
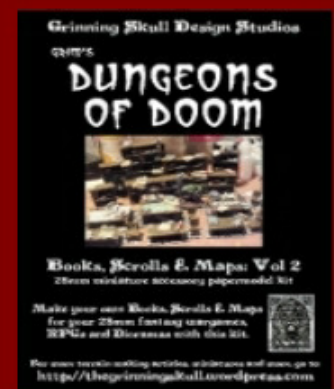
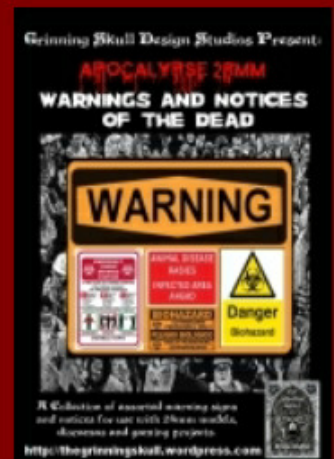
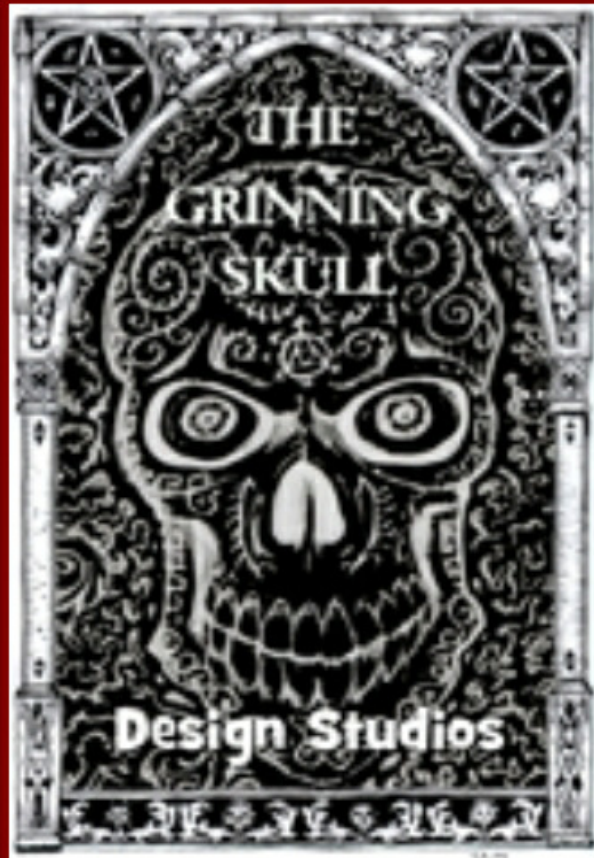
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